

Wiki Guide PDF

The Elder Scrolls V: Skyrim

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How to Edit Interactive Maps

Anyone can contribute to the Skyrim Interactive Maps! Here's how to add your very own map points to the map and link them to pages in the wiki.

Adding Map Markers

File:Screen Shot 2012-08-24 at 11.01.27 AM.png Screen_Shot_2012-08-24_at_11.01.27_AM.png

Right-click on the spot where you want to add a map marker. The marker will appear precisely where you clicked on it -- so zoom in really close and click in the right place! You won't be able to move a marker once you save it, but a moderator can. Let a moderator know if you want a marker moved by flagging a page in the wiki (hit FLAG PAGE in the upper left corner).

File:Screen Shot 2012-08-24 at 11.03.29 AM.png Screen_Shot_2012-08-24_at_11.03.29_AM.png

After adding your map marker, you'll need to add some information about the marker and link it to an appropriate wiki page (or another map). First, add the title. It' ideal for the title of the marker to be the title of an existing page in the wiki. For instance, a town name or an item. Capitalize the marker title.

Now, you can search for a wiki page to link the map marker to. If the marker marks a collectible location, link to the main page for that collectible type (e.g. "Heart Pieces," "Red Coins").

File:Screen Shot 2012-08-24 at 11.04.47 AM.png Screen_Shot_2012-08-24_at_11.04.47_AM.png

The next field allows you to choose what sort of icon you want for your marker -- this is just the color and shape of the marker itself. These markers vary from wiki to wiki.

File:Screen Shot 2012-08-24 at 11.07.25 AM.png Screen_Shot_2012-08-24_at_11.07.25_AM.png The final field allows you to link a map marker to another map (e.g. Linking to a PVP map from an overworld map). If there are other maps to link to, they will appear in the pulldown menu. If you link to another map, do not fill in a link to a wiki page above.

Approval Process

You may notice that your recently added marker(s) aren't showing up on the map.

Wiki Moderators may add map markers freely. Everyone else can place and create markers, but these marker will enter a queue for approval by a Moderator.

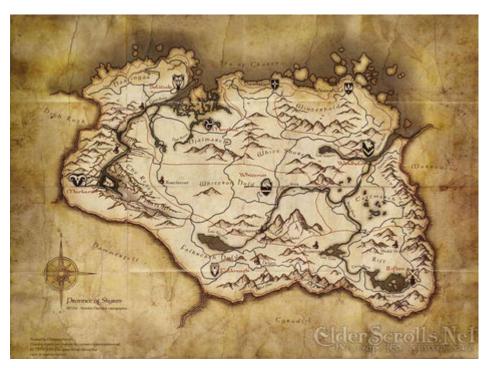
After adding your marker, it wouldn't hurt to flag a page to let Wiki Moderators know that they should check their queue.

After your marker is approved by a Moderator, it will instantly show up on the map. Happy marking!

Universe

Maps

A moderately sized map of Skyrim. Useful for making quick notes, if needed.



Pages

- Notable People
- Cities and Villages
- Creatures
- Forts, Caves, etc.
- Gods
- Guilds
- Standing Stones
- Skyrim Lore
- Map Key

Cities

Major Cities

Solitude - "Seat of the High King and capital of the province."

- Windhelm "Ancient and honored, a jewel in the snow."
- Markarth "Carved into the living rock itself, in ages long past."
- Riften "Nestled in the golden shadows of the Fall Forest, whence comes delicious fish and mead."
- Whiterun "Built around the hall of Jorrvaskr, home of the most noble Companions and revered Skyforge."

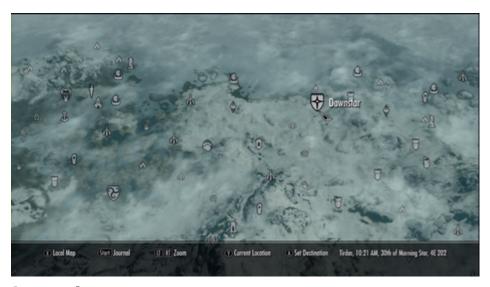
Minor Cities

- Morthal
- Dawnstar
- Winterhold
- Falkreath

Villages

- Riverwood
- Dragon Bridge
- Karthwasten
- Rorikstead
- Aivarstead
- Helgen
- Shor's Stone

Dawnstar



Overview

Dawnstar can be found on the north coast of Skyrim and is home to a maritime community. It has been an exile location because of the climate. Some locals claim to be having horrible nightmares.

Shops/Inns

- Windpeak Inn
- The White Hall
- The Mortar and Pestle

Points of Interest

Jarl Skald

Jarl Skald will offer a position as Thane if you satisfy his requests.

Dawnstar Sanctuary

The Dawnstar Sanctuary is an underground area that will be gifted to you if you complete the Dark Brotherhood quest Hail Sithis!. Delvin Mallory will sell you upgrades and he can be found in Riften.

Rustleif's House

Rustleif's house has a blacksmith and tanning rack next to it.

Iron-Breaker Mine

An Iron Mine

Quicksilver Mine

A Quicksilver Mine

Quests

Daedric

- Waking Nightmare
- Pieces of the Past

Captain Wayfinder

• Salty Sea-Dogs

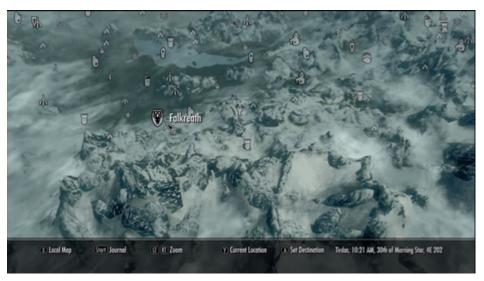
Brina Merilis/Jarl Skald

• Thane of the Pale

Beitild/Leigelf

• Mine Ore

Falkreath



Overview

Falkreath is one of the major holds located in the Southwestern region of Skyrim. Because of it's relative location to Cyrodiil, Falkreath is aligned with the Imperials.

Shops/Inns

- Corpselight Farm
- Dead Man's Drink
- Gray Pine Goods
- Grave Concoctions
- Jarl's Longhouse

Points of Interest

Falkreath Jail

Visit the jail, in particular a prisoner named Sinding, to gain the Cursed Ring of Hircine which will allow you to start the quest III Met by Moonlight

Quests

Daedric

- A Daedra's Best Friend
- III Met By Moonlight

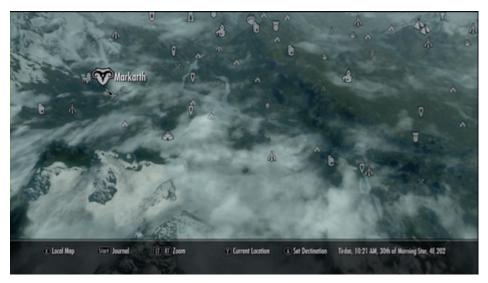
Dengeir of Stuhn

- Dark Ancestor
- Lod's Lot
- Thane of Falkreath, also from Siddgeir

Sinding

• III Met by Moonlight

Markarth



Overview

Markarth is a city near the western border of Skyrim set apart by it's unique look. Most of the city is mixed with an ancient Dwemer ruin giving it a distinctly "set in stone" look with adjacent waterfalls.

Points of Interest

The Silver-Bloods

The Silver-Blood family is a ruling family in Markarth that owns Cidhna Mine.

Vlindrel Hall

The house Vlindrel Hall can be purchased by the player after completing a task for Raerek, the Jarl's steward. The house costs 8000 gold and is the second cheapest house you can purchase in the game, next to the house Honeyside, which costs the same amount.





Shops/Inns

Silver-Blood Inn

- The Hag's Cure
- Arnleif and Sons Trading Company

Quests

Daedric

- The House of Horrors
- The Taste of Death

Forsworn

- The Forsworn Conspiracy investigate a murder in the marketplace
- No One Escapes Cidhna Mine escape the mine with the Forsworn

Bothela

• Bothela's Discreet Delivery

Calcelmo

• Nimhe, the Poisoned One - Kill the giant spider in the ruins underneath

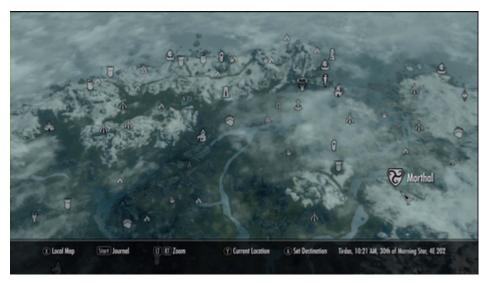
Endon

• Silver Lining

Jarl Igmund

Thane of the Reach

Morthal



Overview

Morthal is located in the Hjaalmarch marshes South East of Solitude.

Shops/Inns

- Moorside Inn
- Thaumaturgist's Hut

Points of Interest

Ingredients

- Deathbell can be found lying in and around the city.
- Swamp Fungal Pods can be found in and around the city.
- Chicken's Egg can be found next to Highmoon Hall.

Burned House

Involved with the quest Laid to Rest you'll need to "investigate" the house to proceed. Walk in and turn left to find Helgi's ghost.

Achievements/trophys

Morthal prison is known as the easiest prison to break out of considering all you have to do is break the lock and walk 5 feet to freedom. This nets you 10 gamerscore and the "wanted" Please note: it is recommended that you store all items in your home before doing this as the "evidence" chest which

has your items is an expert level chest and you have 1 pick. Another alternative method is to save in morthal, go to prison for whatever crime you choose to commit, and then after getting the achievement, load the save of you before the crime.

Quests

Jarl Idgrod Ravencrone

- Laid to Rest, speak to her about the Burned House
- Thane of Hjaalmarch, assist the people of Hjaalmarch (3/3)

Falion

- Falion's Secret
- · Rising at Dawn, rid yourself of vampirism

Benor

Fight! Fight!, find him at the Guardhouse

Gorm

For the Good of Morthal, from the Moorside Inn

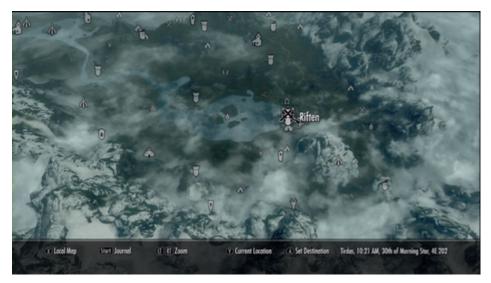
Hroggar & Jorgen

Chop Wood, yep, easy as that

Lami

• Rare Gifts, radiant quest from Jorgen and Lami's House

Riften



Overview

Riften is a city in the Southeastern region of Skyrim. It is home to Skyrim's Thieves' Guild.

Shops/Inns

- The Bee and Barb
- Elgrim's Elixirs
- Haelga's Bunkhouse
- Black-Briar Manor/Black-Briar Meadery
- The Scorched Hammer
- The Ragged Flagon
- The Pawned Prawn

Private Residences

Bolli's House

Points of Interest

Honeyside

The house, Honeyside, can be purchased by speaking to the Jarl's steward. It can be purchased for 8,000 coins and is considered to be a good shelter to get early in the game as the roads to Riften from other places are usually long and filled with many dungeons, forts, and caves, which may be cleared and looted. One may store all that loot in the house in Riften and can even store your stolen goods for convenience as the fence for the Thieves' Guild can be found in The Ragged Flagon, which

is in the lower levels of Riften. It can be also fully furnished, with all possible furnishings such as the Alchemy lab and so on, for a total of 4,300 coins.

Temple of Mara

The Temple of Mara is where you can get the Amulet of Mara which allows you to broadcast yourself across Skyrim as an eligible man or woman. Speak to Maramal for details

Thieves Guild Headquarters

Located in the sewers, the Thieves Guild Headquarters is a great place to fence items, train with fellow theives and visit for various Thieves' Guild Quests.

People

- Ingun Black-Briar
- Keevara
- Maramal
- Maul
- Shadr
- Svana Far-Shield
- Talen-Jei
- Wylandriah
- Madesi

Quests

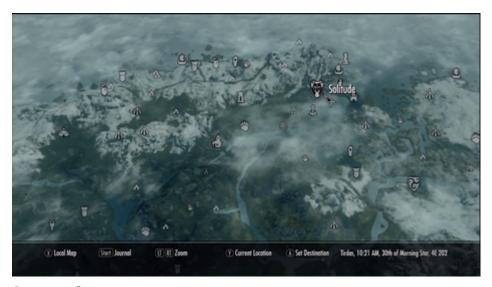
Side Quests

- No Stone Unturned
- Promises to Keep

Miscellaneous Objectives

- Alchemy Ingredients for Ingun Black-Briar
- Confronting Haelga
- Dragon Bounty Autumnwatch Tower
- Shadr's Debt
- The Skooma Trade
- Talen-Jei's Wedding Ring
- Wylandriah's Magic Items

Solitude



Overview

Solitude is a major city in the North Western area of Skyrim. It's one of the largest cities in Skyrim and the capital of the province, where the High King of Skyrim holds his court. At the time of Skyrim's civil war it is the site of the headquarters of the Imperial Army. It is home to the Bard's College which you can join for quests. Built next to the ocean allows it to be an active sea port from which you can see the giant stone arch that Solitude is built on.

Shops/Inns

Private Residences

There are some beautiful and well-stocked residences in Solitude. Well worth sneaking into and taking advantage of their large selections of high-level potions, soul gems, and ingredients.

- Bryling's House
- Erikur's House

Points of Interest

Ingredients

• Dragon's Tongue, next to walkways in the city

The Blue Palace

Jarl Elisif the Fair lives in the palace in the place of her husband. Her steward Falk Firebeard can be

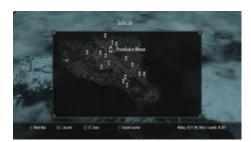
the source of a number of quests.

The Docks

- East Empire Company Warehouse
- Red Wave

Proudspire Manor

The player can purchase the house Proudspire Manor in Solitude after completing a quest for the city's Jarl. It can be purchased for 25,000 gold from Falk Firebeard, the steward.





Free Steel Arrows-

Inside the Castle/Fort courtyard of **Solitude** you'll see Imperials Practicing archery. They're using steel arrows that once they shot the targets you can then pick up. Steel arrows are usually the first arrow type that vendors will buy from you, although only for one gold. So stick around in town for awhile and then go pick some up off the target when desired.

Quests

Daedric

The Mind Of Madness, started from a beggar outside the Bards College

Imperial Legion

- Joining the Legion
- The Jagged Crown
- Message to Whiterun
- Reunification of Skyrim

Jarl Elisif the Fair

- Boethiah's Bidding
- Thane of Haafingar

• Elisif's Tribute

Other

- Lights Out!
- The Man Who Cried Wolf
- The Wolf Queen Awakened

Whiterun



Overview

Whiterun is a city in central Skyrim, and will be the first major city the player arrives at when following the main quest. The city is split into three major districts, the Plain District, the Wind District and the Cloud District. Although many characters wander the districts, many can be found in the Plain District at some point in the day.

The Plain District

The Plain District is essentially a market district, but includes an Inn, Shops and Breezehome (which you can purchase). Fast Travelling to Whiterun will drop you right inside the doors of the Plain District next to Warmaiden's and Breezehome.

The Wind District

The Wind District is primarily residential and includes homes of the two fueding families of Grey-Mane and Battle-Born. As a visitor you can take sides in a quest to solve a mystery. Due to the layout of the Wind District it is also fairly easy to use Lockpicking to break into homes during the day. Few guards wander the streets so use Sneak to find out when you are detected.

The Cloud District

The Cloud District is home to Dragonsreach and its Dungeons. Lavender can be picked on both sides of Dragonsreach.

Shops/Inns

Arcadia's Cauldron

- Belathor's General Goods
- Whiterun Outdoor Market
- Warmaiden's
- The Bannered Mare
- The Drunken Huntsman

Points of Interest

Ingredients

Lavender can be found all over Whiterun

Dragonsreach

Dragonsreach is the keep of the city of Whiterun. Jarl Balgruuf the Greater rules the city from here. Inside Farengar Secret-Fire's study you can find a copy of Lost Legends that will trigger the quest Forbidden Legend.

Jorrvaskr

Home to The Companions, Jorrvaskr is the reason for Whiterun's existence. The mead-hall was built adjacent to the Skyforge and Whiterun is said to have been built around it. Although Jorrvaskr is no longer the legendary spot it once was, it is still filled with people and quests through The Companions.

Breezehome

Whiterun features a house named Breezehome that the player can purchase for 5000 Gold after becoming Thane by finishing Dragon Rising. Seek out Preventus Avenicci, the Jarl's steward to purchase the home. To find out more, visit the Breezehome page.





Quests

Jarl Balgruuf the Greater

- Bleak Falls Barrow, retrieve the Dragonstone
- Dragon Rising, main questline
- Battle for Whiterun, Stormcloak rebellion
- Defend Whiterun, Imperial

The Whispering Door, side quest for Balgruuf

Adrianne Avenicci

- Introduction to Smithing (if not done in Riverwood)
- Greatsword for a Great Man, deliver sword to Proventus Avenicci

Farengar Secret-Fire

- Salt for Arcadia, deliver Frost Salts
- Forbidden Legend, read Lost Legends from his study

Carlotta Valentia

• A Few Words with You, speak with Mikael at The Bannered Mare

Ysolda

- Sleeping Tree Cave
- · Rare Gifts, radiant bring a Mammoth Tusk to Ysolda

Andurs

Recover Andurs' Amulet of Arkay, in the wreath at the back of the Hall of the Dead.

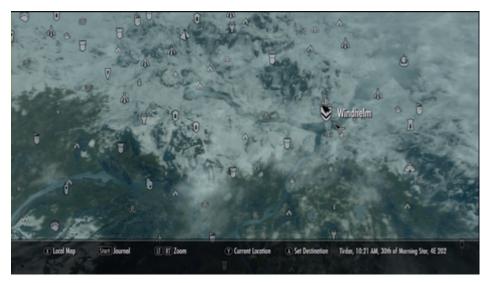
Danica Pure-Spring

· The Blessings of Nature, restore the Gildergreen

Saadia

In My Time Of Need, speak to Saadia in The Bannared Mare

Windhelm



Overview

Windhelm is a major city in Skyrim and the center of the Stormcloak rebellion against the Imperial Army. Historically, it was the capital of the First Empire of Tamriel, forged by the legendary Nord hero Ysgramor. Ysgramor's Palace of the Kings still stands at the city's heart.

The city is divided into four quarters, one of which (The Grey Quarter) is a slum for the much maligned Dark Elf. The dark elves have settled in Windhelm as it was the first city they encountered when escaping the burning of Red Mountain.

One thing about Windhelm is that it's full of radiant quests. From dungeon diving, bandit killing, drunk helping, brawling and rare gifts it'll be easy to rack up some loot and some gold.

Shops/Inns

- Candlehearth Hall
- Calixto's House of Curiosities
- The White Phial, potions, ingredients
- New Gnisis Corner Club
- Sadri's Used Wares

Points of Interest

Trainers

- Revyn Sadri, common Trainer in Speech and can be found in Sadri's Used Wares.
- Silda the Unseen, Expert Trainer in Pickpocket and can be found warming her hands in the Palace of Kings courtyard.

 Torbjorn Shatter-Shield, Expert Trainer in Two-Handed Combat and can be found in outdoor market near the White Phial.

Traders

- Ambarys Rendar, Food and Ingredients. Found in the Gnisis Cornerclub in the city's Grey Quarter.
- Hillevi Cruel-Sea, Food and Ingredients. Can be found at a stall in the outdoor market near the Blacksmith Quarters.
- Niranye, Weapons, Armor, Potions, Food, Books, Misc. Can be found at a stall in the outdoor market near the Blacksmith Quarters. There is an Arcane Enchanter behind her stall. She can also be used as a Fence.
- Oengul War-Anvil, Weapons, Armor, Ingots & Ore. Can be found in the outdoor market near the Blacksmith Quarters.

Hjerim

The house Hjerim can be purchased in Windhelm by completing certain Stormcloak quests. The house starts at 12,000 gold. It is a main location of the quest Blood on the Ice.

Brawl

Rolff Stone-Fist is a dark elf hater who will give you a chance to brawl with him for 100 gold.

New Gnisis Corner Club

Go upstairs (2nd level) to find the book "A Game at Dinner", which will increase your alchemy.

House of Clan Shatter-Shield

While you may be able to walk right in here, there isn't much to do unless you're into thieving or listening to sob stories about dead daughters/sisters.

One notable item is an "unusual gem" on a shelf in an upstairs bedroom. Beware - when you put your cursor on the gem it says "take" rather than "steal", but if you are seen taking it you will be considered a thief.

Hall of the Dead

Not much going on in here, but you can receive the Blessing of Arkay in the central room. Be sure to speak to **Helgrid**, **the caretaker**, as she has an uplifting message for you. There are a few things worth stealing in the knapsack in her living quarters (just to the left at the bottom of the first set of stairs).

Quests

Ulfric Stormcloak

• Thane of Eastmarch, also giving by Brunwulf Free-Winter

Aventus Aretino

• Innocence Lost

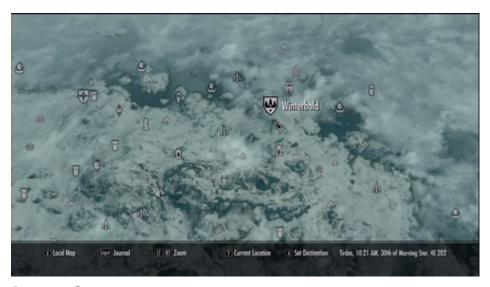
Nurelion

- The White Phial
- Repairing the Phial

Malborn

• Find the Thalmor Assassin

Winterhold



Overview

Winterhold is a city located on Skyrim's Northeastern coast. It is home to the College of Winterhold, the mages guild of Skyrim. In times past Winterhold was a major port and trade hub for the province, but years ago the majority of the city sank into the sea in a mysterious cataclysm. Today, Winterhold is a shadow of its former self. Its dwindling residents speak of rumors that the College's mages somehow caused Winterhold's destruction, but the College vehemently denies such accusations. The town of Winterhold was once proud of housing the College, but now they have grown to fear the mages and their power. Winterhold was also the capital city of all of Skyrim, but is no longer holding that honor.

Shops/Inns

- Birna's Oddments
- Hall of Countenance
- The Frozen Hearth

Points of Interest

College of Winterhold

Ah the College of Winterhold, a place for magic users in Skyrim to learn and teach the arcane arts. Join to start the College of Winterhold quest line.

Quests

Kraldar/Korir

• Thane of Winterhold

Dagur

Drowned Sorrows

Haran

A Few Words with You

Notable People

Every non-playable character has something to say, but not every NPC can be *useful*. Some NPCs can potentially become a Follower and join you as a loyal companion, while others that are Trainers can share their expertise for a fee. Other NPC's are Quest Givers or Miscellaneous Task Givers.

Notable People

- Follower
- Trainers
- Hirelings
- Thalmor Justicar's
- Quest Givers
- Merchants
- Miscellaneous Task Givers

Followers

A follower is a humanoid or animal NPC (non-player character) who will follow you and obey specific primitive commands. For example, you can tell a follower to follow you, wait, go to a certain point, trade items with you, pick up items, open doors, attack enemy combatants and part ways with you. Your follower can help shoulder some of the burden of carrying heavy loot and other items, but he or she also has a carry limit. Followers can be found in specific locations, specialize in specific skills, and require you to do specific things before they will follow you (see the list that follows).

Note about leveling up: In the current version of Skyrim, NPC followers do not level with the player. Followers' level and skills are determined by the player's level at the time of their first encounter. It is unclear whether this is a bug or intended. On the PC, a follower can be 'updated' to the player's current level by dismissing them, opening the console, clicking on the follower and using the 'disable' and 'enable' commands (no quotes, hit Enter after each).

See also: Hirelings, who differ in that you must pay for their services.

Also see: Marriage, as some followers are potential marriage partners for you.

Additional Information

- You must meet certain conditions before a NPC will become your follower (see the list that follows).
- You can have humanoid followers as well as animal followers.
- Generally, you can have **only** one humanoid follower and one animal follower at any given time, but there are exceptions to this (see *Getting a Party of Five or More*, below).
- If you want to replace someone, you would have to dismiss your current one and ask the other to join.
- When dismissed, the follower returns to wherever you first found them (e.g. Lydia can be found at Dragonsreach in Whiterun).
- You can equip followers with additional, or better weapons and armor to make them even more valuable assets to combat situations.
- When sneaking, your follower will sneak with you.
- All the parameters around successful stealth apply to followers, as well. (For example, a follower with Heavy Armor will probably give away your position despite your own prudence.)
- Some followers will use a bow when you use a bow, if the follower has a bow equipped and the target is not at close range.
- If you give a torch to a follower, he or she will use it to light the way at night, or in a dark area. The follower can do this even when holding a two-handed weapon, such as a great sword.
- A follower will not be able to accept additional items from you once his or her weight limit is reached. You may, however get him or her to carry more than this limit by dropping items and commanding the follower to pick them up. (This might be a bug, as it does not appear to make the follower move any slower.)
- When a follower's health becomes too low, he or she will stop fighting and crawl on the ground. The follower can be killed while in this state, but if you are near, enemy combatants will turn

Party of Five or More

Although only one follower fights by your side, you can recruit multiple quest NPCs and use other tricks to create an Insane Crown Posse, potentially having many, many people in your current party.

Follower Names, Locations and Methods of Recruitment

Here are all the followers you can recruit and how you can get them.

Humanoid Followers

Name of Follower	Method for Recruitment		
Adelaisa Vendicci	Finish the quest Rise in the East to recruit her as a follower.		
Annekke Crag- Jumper	Found in Darkwater Crossing in Eastmarch,also has great chest.		
Aranea lenith	This Dark Elf joins you after you've completed The Black Star in the Shrine of Azura.		
Argis the Bulwark	Become the Thane of Markarth to recruit Argis as your Housecarl.		
Benor	He can be found in Morthal. Beat him in a brawl to make him a follower.		
Borgahk the Steel Heart	Found in Mor Khazgur in The Reach.		
Brelyna Maryon	An Apprentice in the College of Winterhold. After finishing the Under Saarthal quest at the College, speak to her and help her test her spells. Upon completing this quest, she becomes your follower. Being a student of the College of Winterhold, she is skilled in magic.		
Calder	Become the Thane of Windhelm to recruit Calder as your Housecarl.		
Cicero	Complete the The Dark Brotherhood Quests and ask him to join you in the new Dawnstar Sanctuary.		

The Companions	Many of the warriors of The Companions guild will become followers once you've finished the questline. These members include: Aela the Huntress, Farkas, Athis, Njada Stonearm, Torvar, Ria, and Vilkas.		
Cosnach	Found in the bar of Markarth.		
Dark Brotherhood Initiate	Complete the The Dark Brotherhood Quests and ask him to join you in the new Dawnstar Sanctuary.		
Derkeethus	Found in Darkwater Pass, in the Rift. Free him from the Falmer and ask him to join you.		
Eola	Complete the quest The Taste Of Death as part of the Daedric Quests.		
Erandur	Complete the quest Waking Nightmare as part of the Daedric Quests.		
Faendal	One of the earliest followers you can gain in the game. He resides in Riverwood. The option to recruit him originates from a miscellaneous task to sabotage a relationship in Riverwood. Whomever you help ultimately ends up as your follower; obviously, helping Faendal secures his loyalty to you. If you get Faendal, you won't be able to get Sven.		
Ghorbash the Iron Hand	You must first gain entrance to Dushnikh Yal. (Orcs are automatically allowed entry) by doing a quest. After that, find Ghorbash near the longhouse during the day. Either persuade him, bribe him, or beat him in a brawl and he will join you.		
Golldir	Golldir is found inside Hillgrund's Tomb in Whiterun. Help him clear the dungeon and ask him to join you afterward.		
Illia	Illia is found just inside of Darklight Tower. When you enter, you witness Illia killing another, and thusly ask for an explaination; this leads to a mini-quest where Illia leads you throughout Darklight Tower to her mother (who is a witch) in order to stop a ceremony that would lead to the creation of another Hagraven. After disposing of Illia's mother, speak to Illia before she leaves to recruit her.		
lona	Become the Thane of Riften to recruit Iona as your Housecarl.		

Jordis the			
Sword- Maiden	Become the Thane of Solitude to recruit Jordis as your Housecarl.		
J'zargo	An Apprentice in the College of Winterhold. After finishing the Under Saarthal quest at the College, speak to him and test some of his (unneccesarily explosive) scrolls. Upon completing this quest, he becomes your follower.		
Kharjo	Part of the Khajiit Caravans.		
Lob	Complete The Cursed Tribe as part of the Daedric Quests.		
Lydia	This warrior becomes your follower after you finish Dragon Rising.		
Mjoll the Lioness	Found in Riften wearing some sort of animal pelt and blue warpaint on her face. If you ask her nicely, she will tell you about losing her sword Grimsever. Travel to the Dwemer ruin she describes, fight the Ancient Dwemer Guardian Master, retrieve Grimsever, and when you return it, she becomes another female melee tank option.		
Ogol	Complete The Cursed Tribe as part of the Daedric Quests.		
Onmund	An Apprentice in the College of Winterhold. After finishing the Under Saarthal quest at the College and speak to him and help him retrieve his family amulet. Upon completing this quest, he becomes your follower.		
Roggi Knot- Beard	Found in Kynesgrove.		
Sven	One of the earliest followers you can gain in the game. He resides in Riverwood. The option to recruit him originates from a miscellaneous task to sabotage a relationship in Riverwood. Whomever you help ultimately ends up as your follower; obviously, helping Sven secures his loyalty to you. If you get Sven, you won't be able to get Faendal.		
Ugor	Complete The Cursed Tribe as part of the Daedric Quests.		
Uthgerd the Unbroken	At the Bannered Mare in Whiterun. Beat her in a brawl to win her companionship.		

Animal Followers

Name of Follower	Method for Recruitment	
Meeko	You find this dog in the wilds somewhere in Hjaalmarch, or in Mekko's Shack.	
Stray Dog	A random encounter in the wild. The dog will stay with you until he dies, or until you tell him to go home, at which point you can later find the dog at the location of the encounter.	
<u>Barbas</u>	Dog who assists you during the quest A Daedra's Best Friend. You may keep the dog as a follower if you begin the quest but never finish it, even if you have another animal follower.	
Vigilance	You can buy this dog for 500 gold from a man named Banning who usually hangs around Markarth Stables.	

Trainers

Trainers can help you increase your Skills quickly, but they don't come cheap. There are **Trainers** available for each skill located throughout Skyrim.

Skyrim's many trainers scattered throughout the province don't service you for free! The expertise of a trainer simply tells you the maximum level he can train you to. For example, a Common-level trainer can only train your skill up to level 50. For more details, see "All Trainer Locations" below.

The higher your skill level, however, the more they will charge to train you in that particular skill. This even applies when you have a piece of equipment or a buff that temporarily increases your skill level! To save a lot of money, take off all of those pieces of armor or jewelry and remove all of those buffs before training!

Note that you may only have a trainer (no matter what level he or she is) train you a total of 5 times before you have to level up again!

All Trainer Locations

The chart below shows the locations of all **Trainers** in Skyrim. Common-level trainers can train your Skill up until level 50. Expert-level trainers can train you to level 75, and Master-level trainers can train your skill up to 90.

Mastery	Name	Location	Follower*
ALCHEMY T	ALCHEMY TRAINERS		
Common	Lami	Morthal, Jorgen and Lami's House	
Expert	Arcadia	Whiterun, in Arcadia's Cauldron	
Master	Babette	Dark Brotherhood Sanctuary	
ALTERATIO	ALTERATION TRAINERS		
Common	Melaran	Solitude	
Expert	Dravynea the Stoneweaver	Kynesgrove	
Master	Tolfdir	The College of Winterhold	
ARCHERY TRAINERS			

	1	Diversional in his	
		Riverwood, in his	 ,,
Common	Faendal	house, hunting, or	Yes
		gathering firewood	
Expert	Aela the Huntress	Whiterun, Jorrvaskr	Yes
Master	Niruin	Riften, Thieves Guild, Ragged Flagon Cistern	
BLOCK TR	AINERS		
Expert	Njada Stonearm	Jorrvaskr in Whiterun	Yes
Master	Larak	Mor Khazgur in The Reach	
CONJURA	TION TRAINERS		
Common	Runil	Dead Man's Drink in Falkreath	
Expert	Phinis Gestor	The College of Winterhold	
Master	Falion	Morthal	
DESTRUC	TION TRAINERS		
	1	Dologo of the Kings in	
Common	Wuunferth the Unliving	Palace of the Kings in Windhelm	
Expert	Sybille Stentor	Solitude	
Master	The College of Winterhold Gatekeeper, Faralda	The College of Winterhold	
ENCHANT	ING TRAINERS		
Expert	Sergius Turrianus	The College of Winterhold	
Master	Hamal	Markarth	
HEAVY ARMOR TRAINERS			
Common	Hermir Strongheart	Windhelm	
Expert	Gharol	Dushnikh Yal in The Reach	
Master	Farkas	Jorrvaskr in Whiterun	Yes

ILLUSION TRAINERS			
Expert	Atub	Largashbur in The Rift	
Master	Drevis Neloren	The College of Winterhold	
LOCKPICK	TRAINERS		
Expert	Majhad	Part of the Khajiit Caravans	
Master	Vex	Ragged Flagon in Riften	
LIGHT ARM	OR TRAINERS		
Common	Scouts-Many- Marshes	Windhelm	
Expert	Grelka	Riften, marketplace stall	
Master	Nazir	The Dark Brotherhood Sanctuary	
ONE-HAND	ED TRAINERS		
Common	Amren	Wandering around Whiterun	
Expert	Athis	Jorrvaskr in Whiterun	Yes
Master	Burguk	Dushnikh Yal in The Reach	
PICKPOCKET TRAINERS			
Common	Ahkari	Part of the Khajiit Caravans	
Expert	Silda the Unseen	Beggar in Windhelm	
Master	Vipir the Fleet	Ragged Flagon Cistern in Riften	
RESTORATION TRAINERS			
Common	Keeper Carcette	Hall of the Vigilant	
Expert	Colette Marence	The College of Winterhold	
Master	Danica Pure- Spring	Temple of Kyrnareth in Whiterun	
SMITHING TRAINERS			

Common	Ghorza gra-Bagol	Markarth	
Expert	Balimund	Riften, forge near market	
Master	Eorlund Gray- Mane	Skyforge in Whiterun	
SNEAK TRA	AINERS		
Common	Khayla	Part of the Khajiit Caravans	
Expert	Garvey	Markarth	
Master	Delven Mallory	Thieves' Guild in Riften (The Ragged Flagon)	
SPEECH TR	RAINERS		
Common	Dro'marash	Part of the Khajiit Caravans	
Common	Revyn Sadri	Windhelm	
Expert	Ogmund the Skald	Markarth	
Master	Giraud Gemaine	The Bards College in Solitude	
TWO-HAND	ED TRAINERS		
Expert	Tobjorn Shatter- Shield	Windhelm	
Master	Vilkas	Jorrvaskr in Whiterun	Yes
* You can effectively receive free training from a follower (see below)			

Train for free!

1st tip - pick your trainer's pocket: One way to receive free training is to use the skill of Pickpocketing. Additionally, using certain potions, or magical items that increase the pickpocketing skill.

Many mage, thief and fighter skills can be trained for free by simply stealing the fee back after each training. Simply pick an area with easy access to trainers who are sleeping in their beds. The Companions building in Whiterun works for fighter skills, the College of Winterhold works for mage skills, and Riften would probably work for thief skills.

Talk to the trainer at night while they are sleeping and train your skill, then wait till they go back to bed and steal the money spent back. Be sure to steal the money back after each single skill up because

the success rate will decrease as the trainer gains more gold. Using this trick you will not only gain free levels in your chosen skill, but your pickpocket skill will increase very quickly.

If you're particularly interested in leveling up Archery, Sneak, Pickpocketing or Lockpicking, the Thieves Guild is an ideal training ground. Follow the same procedure as above -- level with the appropriate trainer than pickpocket the money back. However, what makes the Thieves Guild so great for training is the fact that you *won't* rack up a bounty if you are caught trying to retrieve your hard earned cash. If you are caught with your hand down a trainer's pocket, they will reply with something like "I suppose I can let it slip this time." You won't be able to pickpocket the trainer once you have been caught, however this problem can be rectified by leaving the room, then returning. Do this as much as you want -- it is definitely the safest way to train for free. Don't feel bad though, they're all thieves after all -- wouldn't it be a little hypocritical of them to blow a gasket when they're the ones getting their pockets picked? As they say, what goes around comes around.

2nd tip - get free training from a follower: Some trainers can become followers, allowing you to receive free training from them this way: Ask a trainer to follower you, train as much as you can, then browse the trainer's inventory and get your gold back! Hiring followers like Aela, Athis, Farkas, Faendal, Njada and Vilkas will surely help you boost your skill and character levels without paying for the training.

You can gain multiple levels if you continue to train the maximum (5/5) skill ups even after you level. Once you level up you are free to retrain the maximum 5/5.

Video Demonstration-

Hirelings

Hirelings are mercenaries that you can pick up at various locations for a flat fee of gold. They can be dismissed like any other follower, but if you decide to rehire them they may charge you the 500 gold fee again, if too much time has passed. Each hireling has a unique combat style that will automatically level up with you, so choose one that complements your play style.

Belrand

Location: Solitude Class: Spellsword

Skills: One-Handed, Light Armor, Destruction, Restoration

Vorstag

Location: Markarth Class: Warrior

Skills: One-Handed, Heavy Armor, Archery, Block

Jenassa

Location: Whiterun Class: Archer

Skills: Archery, Light Armor, One-Handed, Block, Sneak

Stenvar

Location: Windhelm

Class: Knight

Skills: Two-Handed, Heavy Armor, Archery, Block

Marcurio

Location: Riften Class: Mage

Skills: Destruction, Restoration, Alteration, Conjuration, Sneak

Erik the Slayer

Location: Rorikstead Class: Barbarian

Skills: Two-Handed, Light Armor, Archery, Block

NOTE:

You must complete the object Erik the Slayer before this follower can be hired.

Vigilance

Location: Markarth Class: War Dog

Skills: N/A

NOTE: You may purchase this fury companion at the stables outside the city.

Horse

Location: The stables outside at any major city (see list at Cities).

Class: Horse Skills: N/A

NOTE: Horses are technically hirelings, as you may purchase a horse for 1000g at any stables outside a major city (you only have to pay this price once for each horse). You may, however steal a horse, take one from a fallen enemy combatant, or receive one as a reward for completing a quest. Horses allow you to fast travel while carrying more than your weight limit, and will sometimes fight for you while you are dismounted. For more information about horses, see Traveling.

Thalmor

The formal name for the elves (usually high elves) who follow the Aldmeri Dominion's political beliefs. The Thalmor Justicars believe that their race is superior to everyone else. They tend to dismiss the thoughts and ideals of the other humanoid races as sub par to their own and actively work to enforce their beliefs onto other cultures.

The Aldmeri Dominion were also the cause for the Great War that had almost torn apart all of Tamriel before the events of Skyrim. The White-Gold Concordat, which essentially began the ending of all Talos Worship, was the peace treaty that was created to end the Great War and establish the Aldmeri Dominion as a high power amongst Tamriels politicians.

They believe Talos was and always will be human and therefore would have been unable to attain the honours that would have established him a rightful place amongst the gods. It was the establishment of the White-Gold Concordat that began their crusade to crush all aspects of Talos Worship. The Thalmor have established an Embassy in Skyrim just North-West of Solitude.

Quest Givers

Dawnstar

- Jarl Skald
- Captain Wayfinder
- Beitild
- Leigelf
- Brina Merilis

Falkreath

- Dengeir of Stuhn
- Sinding

Solitude

- Legate Rikki
- Jarl Elisif The Fair

Markarth

- Eltrys
- Brother Verulus

Riften

- Brynolf, Thieves' Guild
- Delvin, Thieves' Guild
- Madesi, marketplace
- Brand-Shei, marketplace
- Wylandriah, Mistveil Keep
- Shadr, Riften Stables, in Riften
- Keevara, The Bee and Barb
- Talen-Jei, The Bee and Barb
- Svana Far-Shield, Haelga's Bunkhouse
- · Vex, Thieves' Guild

Whiterun

- Jarl Balgruuf the Greater, Dragonsreach
- Adrianne Avenicci, outside Warmaiden's

- Farengar Secret-Fire, Dragonsreach
- Ysolda, around town
- Carlotta Valentia, marketplace
- Andurs, in The Hall of the Dead
- Danica Pure-Spring
- Saadia, in The Bannared Mare

Windhelm

- Nurelion
- Ulfric Stormcloak
- Aventus Aretino
- Malborn

Winterhold

- Dagur
- Kraldar
- Haran
- College of Winterhold Quests

Universe

- Froki Whetted-Blade
- Karliah
- Vantus Loreius
- Cicero
- Barbas

Merchants

This is a list of all the NPC's who are merchants and / or the shops in skyrim. To buy from or sell to them just talk to them and select "what do you have for sale?"

Food, Inns, Misc

- Thoring, Windpeak Inn, Dawnstar
- Valga Vinicia, Dead Man's Drink, Falkreath
- Frabbi and Kleppr, Silver-Blood Inn, Markarth
- Jonna, Moorside Inn, Morthal
- The Ragged Flagon, The Rataways
- Ungrien, Black-Briar Meadery, Riften
- Haelga, Haelga's Bunkhouse, Riften
- Keerava, The Bee and the Barb, Riften
- Jala and Greta, Market Square, Solitude
- Endarie, Radiant Raiment, Solitude
- Corpulus Vinius, The Winking Skeever, Solitude
- Carlotte Valentia, Whiterun merchant square
- The Bannered Mare, Whiterun
- The Drunken Huntsman, Whiterun
- The Frozen Hearth, Winterhold
- Candlehearth Hall, Windhelm

Weapons/Armor

- Rustleif, Rustleif's House, Dawnstar
- Lod, Lod's House, Falkreath
- Ghorza gra-Bagol, No store, Markarth
- Balimund. The Scorched Hammer. Riften
- Beirand, Solitude Blacksmith, Solitude
- Fihada, Fletcher (mostly for the archer), Solitude
- Fralia Gray-Mane, Whiterun merchant square
- Adrianne Avenicci, Warmaiden's, Whiterun
- Oengul War-Anvil, Blacksmith Quarters, Windhelm

General Merchants

- Solaf, Gray Pine Goods, Falkreath
- Lisbet, Arnleif and Sons Trading Company, Markarth
- Bersi Honey-Hand, The Pawned Prawn, Riften
- Madesi, Riften merchant square
- Sayma, Bits and Pieces, Solitude
- Anoriath, Whiterun merchant square
- Belethor, Belethor's General Goods, Whiterun

- Birna, Birna's Oddments, Winterhold
- Revyn Sadri, Sadri's Used Wares, Windhelm

Alchemy

- Frida, The Mortar and Pestle, Dawnstar
- Zaria, Grave Concoctions, Falkreath
- Bothela, The Hag's Cure, Markarth
- Thaumaturgist's Hut, Morthal
- Elgrim, Elgrim's Elixirs, Riften
- Angeline Morrard, Angeline's Aromatics, Solitude
- Arcadia, Arcadia's Cauldron, Whiterun
- Quintas Navale and Nurelion, The White Phial, Windhelm

Guilds

Guilds and Other Factions

- College of Winterhold an association of mages.
- The Companions an association of fighters.
- Dark Brotherhood an association of assassins.
- Imperial Army the military of the Empire of Tamriel.
- Stormcloaks rebels who seek to secede from the Empire of Tamriel.
- Thieves Guild an association of thieves.
- Bard's College of Solitude an association of bards

Bards College

The Bards College

The Bards College is where any aspiring bard starts his career in tale-telling or song. The College is located near the Blue Palace within the walls of Solitude. The Bards College was designed as a place to send sons or daughters for whom physical labor, combat or shop tending was not an option. While this seems a place for those lacking the strength or ability to handle the hard lands of Skyrim, it is in fact a surprisingly good guild for the player character to join in order to gain a good deal of experience and raise skills at the same time. It should come as no surprise that the tasks given are ones that members of the Bards College would not have been able to do themselves, and thus more challenging than expected.

Joining the Bards College

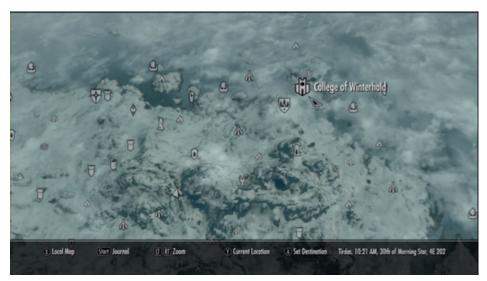
Upon speaking with any of the Bards, you may receive hints about joining the Bards College, but it is not necessary to speak to any of them if you wish to join. Near the Blue Palace in the Avenues District you will find the **Bards College**. Head inside and look for Viarmo, the Headmaster of The Bards College. He warns you that few applicants are accepted, and then proceeds with the interview process which, of course - involves a task. Several people around the college will need your help as well, so speak to everyone and do the quests! You will receive skill increases instead of gold or loot, so it's definitely worth it.

Quests

- Tending the Flames
- Finn's Lute
- Pantea's Flute
- Rjorn's Drum

This walkthrough was done on the Xbox 360, and it should be noted that the quest items (lute, flute, drum) persist in the inventory. Before the 1.2 update, the items had a weight. The items no longer have a weight, though the numerical weight still shows in the inventory.

College of Winterhold



The College of Winterhold is a school of magic-users, whom are generally shunned by Nords, just outside the town of Winterhold. There is a quest line associated with becoming a part of the College, that involves some high hurdles. Certain people around the college also give several side-missions to partake in.

The Quest Line is as follows:

IMPORTANT NOTE: Revealing the Unseen currently is plagued with a questline-destroying bug. Please proceed with caution until more details that cause this bug have surfaced.

Quests

- First Lessons
- Under Saarthal
- Hitting The Books
- Good Intentions
- Eye of Magnus
- Revealing The Unseen

The Companions

Overview

The Companions are a joinable guild in Skyrim that is similar to the Fighters Guilds in previous Elder Scrolls installments. Aside from being able to train the player in warrior-relevant skills, the Companions' leadership has secrets that are revealed only to a member of their Circle. The Companions are located inside Jorrvaskr in Whiterun near the Northeast section.

Players who join the Companions will be given the opportunity to become a Werewolf. To begin The Companions Quests, simply visit Jorrvaskr and speak to Kodlak Whitemane.

The leader of The Companions is a man who goes by the name of Kodlak Whitemane. While he does not give orders to any of the companions, he is well respected across all of Skyrim. The Companions follow the path of Ysgramor, who led 500 companions into Skyrim. They were the first humans to settle in the nord land.

Dark Brotherhood

An autonomous secret society comprised of skilled assassins, the Dark Brotherhood is a shadow of its former self. They no longer follow the traditions of old and instead carve out their own existence by accepting kill contracts. They encourage the use of discretion when offing their targets.

To start the Dark Brotherhood quest line, the player will need to talk to Aventus Aretino in Windhelm and accept his first quest. Upon completion of *Sanctuary*, you are given a set of Shrouded Armor, so the player can adorn the garb of a true Dark Brotherhood member. This armor gives rather impressive bonuses to areas associated with silencing your targets through stealth.

Quests

- Innocence Lost
- With Friends Like These...
- Sanctuary
- Contract: Kill Beitild
- Contract: Kill Narfi
- Contract: Kill Ennodius Papius
- Mourning Never Comes
- Whisper In The Dark
- Contract: Kill Lurbuk
- Contract: Kill Hern
- The Silence Has Been Broken
- Bound Until Death
- Breaching Security
- The Cure For Madness
- Recipe For Disaster
- To Kill An Empire
- Death Incarnate
- Hail Sithis!
- Where You Hang Your Enemy's Head
- The Dark Brotherhood Forever

The Dawnguard

You must have the Dawnguard DLC to access this content in the game.

The Dawnguard are devoted Vampire hunters and have their home base set up in Fort Dawnguard, located in the mountains east of Riften. They specialize in higher end Smithing and introduce the ability to use Crossbows.

Imperial Army

The **Imperial Army** or Imperial Legion used to be the strongest fighting force in Tamriel. However, by the time that Skyrim takes place, the Imperial Army had been reduced to a mere shadow of its former self. With the disappearance of the Blades and the emergance of the Thalmor as a military prescence, many view the Legion as corrupt and decaying, much like the condition of the Empire. The Legion's main base in Skyrim is the city of Solitude.

The Imperial Army is a joinable faction in which the player will fight for Skyrim to remain part of the Empire and liberate Skyrim from the Stormcloak rebels under the command of ulfric arl of windhelm.

The Stormcloaks are at odds with the Imperial Army, as proclaimed liberators of the Nordic people. Because of this, the Legion is also at odds with the Grey-Manes, separatists of the Empire of Tamriel. However the Imperial Army is supported by the Battle-Born.

Stormcloaks

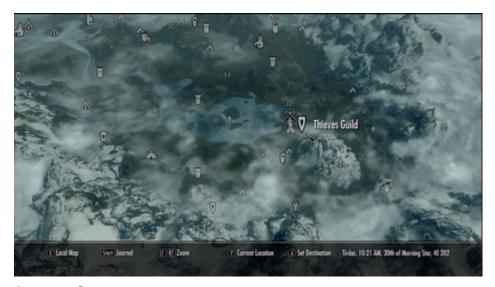
Overview

The Stormcloaks are a rebellious group dedicated to preserving Nordic rule and freedom in Skyrim. Their main enemy is the Imperial Army and their leader is Ulfric Stormcloak, who you encounter in the opening sequence of the game. You have the option between choosing to side with them or the Imperial Army.

Quests

see Stormcloak Quests under the Civil War Quests

Thieves Guild



Overview

The **Thieves Guild** is a clan stationed in the sewers of Riften. As the name suggests, they specialize in lockpicking, pickpocketing, and overall thievery. To start this questline speak to Brynjolf in Riften. He owns one of the market stands in the center of town and can be often found wandering in the streets, the marketplace, or in the Ragged Flagon and its extensions.

Upon entering Riften you'll hear a lot about the Thieves' Guild and their apparent hideout in The Ratway. As stated above, Brynjolf will eventually approach you to start the Thieves' Guild Quests. After completing the test you'll have to venture into The Ratway to find the hideout.

Uniform

- Thieves' Guild Hood
- Thieves' Guild Gloves
- Thieves' Guild Boots
- Thieves' Guild Armor

Arkay

Background

Arkay, colloquially known as the God of the Cycle of Birth and Death, was a major divinity of the Nine Divines, the official religion of the Cyrodilic Empires, and represented the qualities of birth and death. Arkay was not only a member of the Nine Divines, but was a popular divinity across Tamriel and could be found in many diverse pantheons.

Arkay was often more important in those cultures where his father, Akatosh, was either less related to time or where his time aspects were difficult to comprehend by the layman. He was the god of burials and funeral rites, and was sometimes associated with the seasons. His priests were staunch opponents of Necromancy and all forms of the undead. It was said that Arkay did not exist before the world of Nirn was created by the Nine Divines under Lorkhan's supervision.

Therefore, he was sometimes called the Mortals' God. The Mortals' God was the great spirit who brought every man and woman, Nede, Mer, Khajiit, and Argonian into the world, and when he deemed the time right he ended their circle of life and death. Arkay was fertility and blight, joy and sorrow. Arkay stood for blessed neutrality and his chapels did not offer blessings to pilgrims as giving either favor or curse would be to upset the eternal balance.

Blessing

+25 Health for 7 hours.

Shrine Locations

- Temple of the Divines
- Hall of the Dead Solitude
- Northeast of Winterhold, directly south of Snow Veil Sanctum

Item

Amulet of Arkay - +10 health

Akatosh

Background

Akatosh, the Dragon God of Time, is the chief deity of the Nine Divines, the official religion of the varying Cyrodiil empires, such as the Septim Empire, and Reman Dynasty. He represents the qualities of endurance, invincibility, and everlasting legitimacy. Along with Lorkhan, he is one of two deities found in every Tamrielic religion. He is generally considered to be the first of the Gods to form in the Beginning Place. After his establishment, other spirits followed his example and the various pantheons of the world emerged. Before the Ages of Man suggests that he and Auri-El are the same being, but further confirms that after his formation, time began.

Blessing:

Magicka regenerates 10% faster

Shrine Locations

- Temple of the Divines
- On top of a bluff just north of Rorikstead

Items:

Amulet of Akatosh

Alduin

Alduin

Alduin is a dragon foretold by the Elder Scrolls, his victory will bring Tamriel death and destuction.

Legends

Alduin's title, The World Eater, stems from many myths that depict him as a horrible fire storm that destroyed the last world to begin the world now known. The Nords see the god as the bringer of the apocalypse.

Although He is not the only Nordic God, He is one of the most un-relenting and frightening.

How to Defeat Alduin

Click this link to see the video http://www.ign.com/videos/2012/04/19/skyrim-dragon-king-alduin-boss-breakdown

Dibella

Background:

Dibella is the goddess of beauty. She has close to a dozen cults, some of which devote themselves to women, artists, or people with sexual desires.

Blessing

The Blessing of Dibella will increase your speechcraft by 10pts for 7 hours.

Shrine Locations

- Temple of Dibella in Markarth
- Temple of the Divines

The Dibella Verse

"Come to me, Dibella, for without you, my word must lie dull and leaden without the gilding of grace and sagacity to enchant the reader's ear and eye."

Items:

Amulet of Dibella +15 Speechcraft

Julianos

Background:

Julianos is the god of wisdom and logic.

Blessing:

+25 Magicka for 8 hours

Shrine Locations

- Temple of the Divines
- Fellglow Keep deep in the dungeon, in a locked room (one that can be picked)

Item:

Amulet of Julianos

Kynareth

Background:

Kynareth is the goddess of the air in Skyrim.

Shrine Locations

• Temple of the Divines

Blessing:

+25 Stamina for 8 hours

Item:

Amulet of Kynareth- +10 Stamina

Mara

Mara

Mara is a member of the nine divines, said to be the "goddess of love". Considered to be a universal goddess. In Skyrim, Mara is a handmaiden of Kyne. In the Empire she is the mother-goddess and the female principle that gave birth to creation. She is either married to Akatosh or Lorkhan. She appears in nearly every culture. Mara instructs worshipers under the nine divines to "Live soberly and peacefully. Honor your parents, and preserve the peace and security of home and family".

Verse

"Come to me, Mara, for without you, I might forget the ways of our fathers, and preening by the light of latest fashion, my words might tremble like the thin reeds of novelty in the tempest of enthusiasms".

Shrine Locations

- Her temple can be found in Riften.
- Temple of the Divines

Blessing

Fortify Restoration +10% Restoration for 8 hours

Amulet of Mara

Effects:

This amulet allows you to initiate a romantic relationship, which leads to Marriage.

Shor

Shor is the nordic version of Lorkhan, who took sides with men after the creation of the world. Foreign gods conspired against him and brought about his defeat, dooming him to the underworld. Atmoran myths depict him as a bloodthirsty warrior king who led the Nords to victory over their Aldmeri oppressors time and again. Before his doom, Shor was the King of the Gods. He is sometimes called the Children's God.

Stendarr

Background:

Stendarr is the god of mercy in Skyrim.

Shrine Locations

• Temple of the Divines

Blessing:

Increase block damage with shield 10% for 7 hours.

Items:

Amulet of Stendarr

Talos

Background

Talos is a major God in Skyrim who's worship has been banned as a part of the Empire's peace treaty with the Thalmor. Talos is the divine form of Tiber Septim - the only mortal to ever be joined with the divines.

Blessing

The Blessing of Talos reduces time between shouts.

Temples and Shrines

- **Windhelm** (behind Candlehearth Hall) The only temple in Skyrim where followers are allowed to openly worship Talos.
- Riften behind Black-Briar Manor near the cemetery.
- North of Whiterun, west of the river.

Zenithar

Background:

Zenithar is the deity of wealth, labour, commerce and communication. His priests have demonstrated that through earnest work and honest profit, not through war and bloodshed, peace and prosperity will develop. Zenithar is understandably associated with Zen. In the Empire, however, he is a far more cultivated god of merchants and middle nobility. His worshipers say, despite his mysterious origins, Zenithar is the god 'that will always win'. He is a member of the Nine Divines.

Shrine Locations

- Temple of the Divines
- Unmarked location just northwest of Broken Fang Cave (southeast of Rorikstead)

Blessing:

Blessing of Zenithar--prices are improved 10% for 8 hours

Item:

Amulet of Zenithar

Daedric Princes

The Different Daedric Lords

Daedra	Quest Name	Quest Reward
Azura : Queen of Dawn and Dusk	The Black Star.	Azura's Star or the Black Star.
Boethiah : Prince of Plots	Boethiah's Calling.	Ebony Mail.
Clavicus Vile: Master of Insidious Wishes	A Daedra's Best Friend.	Masque of Clavicus Vile or The Rueful Axe.
Hermaeus Mora: Keeper of Forbidden Knowledge	Discerning the Transmundane.	Oghma Infinium.
Hircine: The Lord of the Hunt	III Met by Moonlight.	Savior's Hide or the Ring of Hircine.
Malacath: The Creator of Curses	The Cursed Tribe.	Volendrung
Mehrunes Dagon : The Prince of Destruction	Pieces of the Past.	Mehrunes' Razor.
Mephala : The Webspinner	The Whispering Door.	Ebony Blade.
Meridia: The Lady of Light	The Break Of Dawn.	Dawnbreaker.
Molag Bal: The Lord of Corruption	The House of Horrors.	Mace of Molag Bal.
Namira: The Lady of Decay	The Taste of Death.	Ring of Namira.
Nocturnal: The Mistress of Shadows	Included in the Thieves' Guild Quests because one of them is for her.	Skeleton Key.
Peryite: The Bringer of Pestilence	The Only Cure.	Spellbreaker.
Sanguine: The Lord of Revelry	A Night To Remember.	Sanguine Rose.

The Mind Of Madness.	Wabbajack.
	Skull of Corruption.

Azura



Overview

Azura is the Queen of Dawn and Dusk. You can find her at the Shrine of Azura

Daedric Quest

The quest you get from her is The Black Star which will reward you with Azura's Star or the Black Star.

The Black Star

The Lure of Azura

On your Journey in Skyrim, you can speak to many bartenders along the way (such as Hulda in Whiterun). Ask for rumors until you're told of the Shrine of Azura; the Dark Elves are said to have built it after they fled from Morrowind. It's certainly a sight to see. This is where you check your map marker.

At the top of the steps under the Shrine of Azura, a single Dark Elf priestess named Aranea is praying. Speak to her and she states that your visit was destiny. Agree to help and she gives you the message "You're going to find an elven man who came to her in a vision, one who can 'turn the brightest star as black as night." She suggests you look for this enchanter in Winterhold.

Fast travel to Winterhold (or run it is up to you) and start talking to the townsfolk. You may speak with Colette, Dagur, Drevis, Faralda, Mirabelle, Nirya, Phinis, Tolfdir, or Sergius; they all point to an elderly elven wizard who lives inside the Frozen Hearth Inn. Enter the building and attempt the following, (Persuade) Inform him that a priestess of Azura sent you. (Bribe) Pay him for his information. (Intimidate) Pressure him into talking. When you reach level 6 or higher, this is an easy test to

complete.

Once you are successful, Nelacar begins to explain about Azura's Star. Unlike a regular soul gem, the Star allows any number of souls to pass through it. Nelacar discovered this while working with his master, Malyn Varen, who was experimenting with the artifact in the hope of preserving his soul and allowing him to escape his diseased body. The power of the Star, or in Nelacar's opinion, Azura, caused Malyn to become paranoid and impulsive, resulting in the deaths of several students and Malyn's banishment from the college to a place called Ilinalta's Deep.

Deep in Undeath

Locate the ruined fort known as Ilinalta's Deep and enter via the trapdoor at the top of the sunken turret. Go through the inside of the catacombs, using your best skeleton killing weapons. You will also fight necromancers which are assumed to be the remnants of Malyn's students. Follow the waterlogged corridors and gloomy alters and alcoves until you reach a large spiral staircase.

Climb the spiral staircase to find the final resting place of Malyn Varen. Among the gold and grimoires, locate the Azura's Star, which appears to be broken. Escape the Deep via the ladder in Varen's death chamber.\

A Star of Dark or Brightness

The quest now has two conclusions: A communion with Azura or a chat with an old elf. You get the Azura's Star and a pretty strong mage follower if you decide to deliver the star to Azura. You get the black star if you decide that you want to side with Nelacar.

A communion with azura

You can journey back to the Shrine of Azura and speak with Aranea (the npc that will become a follower if you decide to go this route instead of the other). When the Star is placed upon the alter of Azura, she tells you that without Malyn Varen's soul being purged from the star, it is utterly useless. Azura offers to teleport you into the Star to deal with him yourself to finally purge his soul from the Star.

Chat with an old elf enchanter

You can journey back to the Frozen Hearth Inn and speak to Nelacar as well. After Nelacar looks at the Star, he discovers that Malyn Varen's soul is trapped inside. He tells you that he can repair the star, transforming it into a vessel that stores black souls. (Black souls refer to human souls (From townsfolk, the forsworn, or bandits) that can't be ordinarily stored in standard soul gems. These are used for Enchanting purposes) Malyn must be purged from the star and thus you must be soul trapped into the star to deal with him.

no matter which you chose, you are sent into the star to deal with malyn

After telling Malyn that he cannot escape his fate, run after him. He will summon up to three Dremora

and shoot pretty strong lightning bolt attacks from his staff. Quickly nullify the enemies, and then strike down Malyn. After you win the fight you are transported back to Skyrim.

Malyn's soul has been sent to oblivion. You are now ready to receive an offering from whichever side that you chose before entering the star. In addition, if you are at the shrine of Azura, you may speak with Aranea Lenith again. With her guardianship at an end, she offers to accompany you as a follower, if you'll agree to it.

Post-Quest

The person (Nelacar or Aranea) you did not side with has some harsh words with you, if you meet up with them again. Aranea obviously will not become your follower if you side with Nelacar.

Boethiah



Overview

Boethiah is a Daedric Prince in The Elder Scrolls. He's known as the Prince of Plots. You can find the Shrine Sacellum of Boethia in Eastern Skyrim

Daedric Quest

You will come across Boethia during Boethiah's Calling. The reward will be Ebony Mail

Clavicus Vile



Overview

Clavicus Vile is the Daedric prince of power. He often brokers deals with mortals, twisting their requests so that granting them serves his own end and often spells doom for the mortal involved. He pretty much epitomizes "be careful what you wish for".

You can find his shrine inside Haemar's Shame

Daedric Quest

The player can encounter Clavicus Vile in Skyrim during the Daedric Quest A Daedra's Best Friend.

Hermaeus Mora

Hermaeus Mora is an ancient Atmoran demon who nearly seduced the Nords into becoming Aldmer. Most of the myths about Ysgramor are about escaping the wiles of Hermaeus Mora. Hermaeus Mora is also called the Demon of Knowledge. He is related to the cult origins of the Morag Tong. Mephala is his sister.

This Diety gives you the quest Discerning the Transmundane

Discerning the Transmundane

you must be level 15 to start the second part of this quest

There are two ways to start this quest:

- During the Main Quest: Elder Knowledge, you are sent to the College of Winterhold in search of an Elder Scroll. Speak to Faralda about gaining admittance.
- Otherwise, you must locate Septimus Signus's Outpost on your own. Skip to the section marked Puppet of the Abyss instead

Acute Occult Ruminations

Enter the College and head into the Arcanaeum. Look for the Orc Mage named Urag gro-Shub, who runs this location. You may ask him if there is anything you can do for the college (which allows you to accomplish several college related tasks unrelated to this quest) and ask about the library, you're here to talk about the Elder Scroll. He laughs if you ask him if there's an Elder Scroll that you may use and states that he would not show it to you even if he had obtained one. Ask if he has at least any information upon them.

Hircine



Overview

Hircine is a Daedric Prince in the Elder Scrolls. He's known for loving the hunt.

Daedric Quest

The Daedric Quest related to Hircine is III Met By Moonlight. Once completed, you will earn Savior's Hide

Malacath



Overview

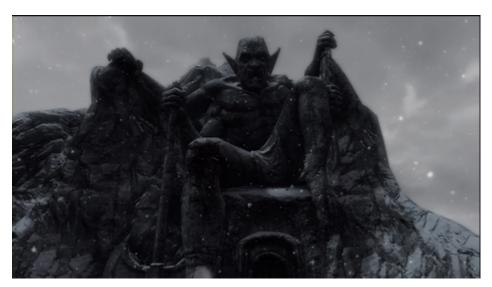
Malacath is a Daedric Prince in The Elder Scrolls. A God commonly worshipped by orcs, he's known as the god of curses and the spurned. Some Orc followers will occasionally say "Malacath witness our deeds."

You can find Malacath's Shrine inside of Giant's Grove.

Daedric Quest

You will come into contact with Malacath in the Daedric Quest The Cursed Tribe. The reward is Volendrung.

Mehrunes Dagon



Overview

Mehrunes Dagon is the Daedric Prince of destruction and ambition. Often depicted with four arms, short horns and red flesh, Mehrunes Dagon is atune with the devil in popular culture. His realm is a *Plane of Oblivion* that is opened in the events preceding the time of Skyrim, some 200 years in the past.

Shrine Location

The Shrine of Mehrunes Dagon can be located north of Whiterun east and slightly south of Morthal.

Related Items

Mehrunes Razor is an Ebony Daggar that can kill instantly. The daggar is considered a Daedric artifact. The quest Pieces of the Past is acquired from Silus Vesuius who curates the museum in Dawnstar. He will ask you to find the pieces of Mehrunes Razor so that he may reforge the item at the Shrine of Mehrunes Dagon.

Related Quests

Pieces of the Past

Mephala

Overview

Mephala is a Daedric Princess in The Elder Scrolls. She doesn't play a huge role in Skyrim, so you won't see or hear much of her.

Daedric Quest

You can find her in Dragonsreach during the Daedric Quest The Whispering Door. Her reward is the Ebony Blade.

Meridia



Overview

Meridia is a Daedric Princes in The Elder Scrolls. You can find her shrine Statue To Meridia in Western Skyrim.

Daedric Quest

You will come across Meridia in the Daedric Quest The Break of Dawn where you will be awarded Dawnbreaker.

Molag Bal



Overview

Molag Bal is the Daedric Prince whose sphere is the domination and enslavement of mortals. He is known as the King of Rape. His main desire is to harvest the souls of mortals and to bring them within his sway by spreading seeds of strife and discord in the mortal realms. One legend claims that Molag Bal created the first vampire when he raped Nedic Virgin, who in turn slaughtered a group of nomads.

You can find his altar inside an Abandoned House in Markarth

Daedric Quest

By completing his quest The House of Horrors, you can obtain the Mace of Molag Bal.

Namira



Overview

Namira, also known as The Lady of Decay, is a Daedric Princess in The Elder Scrolls.

Namira has a shrine located in Reachcliff Cave

Daedric Quest

You will come across Namira during the Daedric Quest The Taste of Death. The reward for completing the quest is the Ring of Namira.

Nocturnal



Overview

Nocturnal is one of the daedric gods in The Elder Scrolls. She's the mistress of steal, shadow, and patron of the thieves. Some thieves know her as Lady Luck.

Nocturnal oversees The Nightingales, a secret organization that coincides with the Thieves' Guild.

Quests

You will cross paths with Nocturnal in the later quests during the Thieves Guild Questline - Darkness Returns. For a short time, you will be able to use the Skeleton Key, a Daedric Artifact from Nocturnal.

Peryite

Overview

Peryite is a Daedric Prince known as the bringer of pestilence. He has a shrine northeast of Markarth, where you can begin the quest The Only Cure.

Peryite has his own shrine called Shrine to Peryite

Daedric Quest

You can come across Peryite during the Daedric Quest The Only Cure. You will be awarded Spellbreaker

Sanguine



Overview

Sanguine is the Daedric Prince of depravity and corruption. You'll often find him aligned with the sinners of Skyrim and you actually may find him disguised as a bar patron in Whiterun as part of the quest A Night To Remember.

Sanguine Rose

The Sanguine Rose is Sanguine's Daedric Artifact and is a reward to the quest A Night To Remember.

Daedric Quest

A Night To Remember

Sheogorath



Overview

Sheogorath is the Daedric Prince of Madness. 200 years ago, during the Shivering Isles expansion of Elder Scrolls: Oblivion, he is actually the Daedric Prince of Order, cursed to live out his existence as his demented counterpart. Players would then have the opportunity to end his curse and become the new Sheogorath.

This would then mean that the Sheogorath seen in Skyrim is what used to be the person whom 200 years ago, helped end the Oblivion Crisis.

There is a book that can be found called Myths of Sheogorath that tells three fanciful tales about him.

Daedric Quest

His Daedric Quest is The Mind Of Madness.

Vaermina

Overview

Vaermina is a Daedric Princess in the Elder Scrolls. "Vaermina resides in a strange realm known as Quagmire... a nightmarish land where reality shifts upon itself in seemingly impossible ways. From her citadel in the center, she reaches forth to collect our memories, leaving nothing in return apart from visions of horror and despair."

Quests

Vaermina takes part in the Daedric Quest Waking Nightmare.

Daedric Shrines

Daedric Quests

There are a total of 15 Daedric quests, however some Daedric Princes will not give you their quests via a shrine. These quests can, instead, be found at specific places throughout Skyrim.

Nocturnal does not give any quest, but, rather, she appears in the Thieves Guild questline.

Each Daedric quest rewards you with an Artifact.

Shrine of Azura

This shrine is devoted to the following of the Azura. One priestess remains at the Shrine, Aranea lenith. It is located South of Winterhold. Visiting the shrine begins the quest The Black Star.

Sacellum of Boethiah

Located east of Windhelm To get here, take a carriage to Windhelm and facing away from Windhelm, follow the road East past Hollyfrost Farm. You will eventually reach a bandit hideout. The game will not allow you to continue on the road anymore (invisible wall). However, the road will split and go up the mountain. This trail will go up and west, running parallel to the road you were just on. Upon visiting the shrine, the quest, Boethiah's Calling, will begin.

Shrine of Mehrunes Dagon

Southwest of Dawnstar, on a mountain. This location is best found when completing the quest Pieces of the Past

Shrine of Nocturnal

This location will be visited when completing a quest from Karliah in the The Ragged Flagon, the Theives Guild Headquarters found within Riften's Ratway, called Darkness Returns.

Shrine to Peryite

This shrine is located in The Reach, far to the northeast of Markarth. Visiting the shrine begins the quest The Only Cure.

Statue to Meridia

This shrine is located in the mountains due west of Solitude. Visiting the shrine begins the quest The Break Of Dawn.

Shrine of Clavicus Vile

This shrine is located inside Haemar's Shame. This shrine can be visited to start the quest A Daedra's Best Friend or will be found after locating Barbas after visiting Falkreath

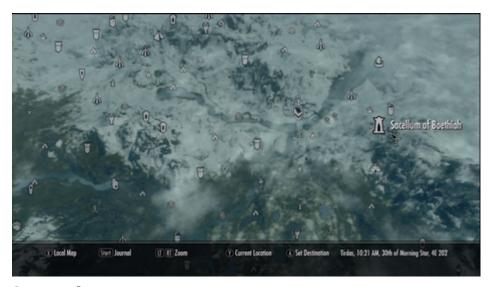
Shrine of Malacath

A defiled shrine is located in Giant's Grove. Visiting this shrine is **not possible** until the quest The Cursed Tribe has begun.

Altar of Molag Bal

Not as grand in scale as the other shrines, the Altar of Molag Bal is located in the Abandoned House in Markarth. Speaking to the two men outside the house will begin the quest House of Horrors.

Sacellum of Boethiah



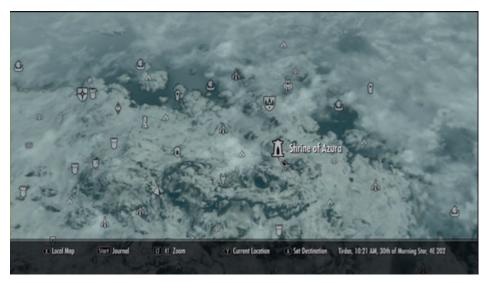
Overview

Sacellum of Boethia is a Daedric Shrine located in Eastern Skyrim. You can find it by traveling East of Windhelm.

Quest

Boethiah's Calling

Shrine of Azura



Overview

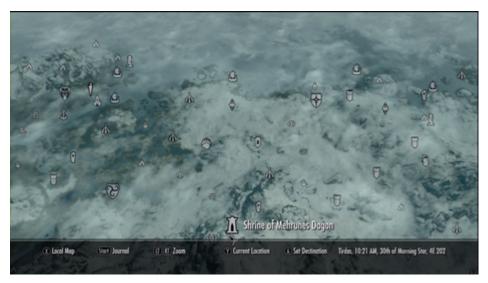
The Shrine of Azura is a Daedric Shrine in North Eastern Skyrim. You can find it by traveling South of Winterhold.

This shrine is devoted to the following of the Azura. One priestess remains at the Shrine, Aranea lenith.

Quests

• The Black Star

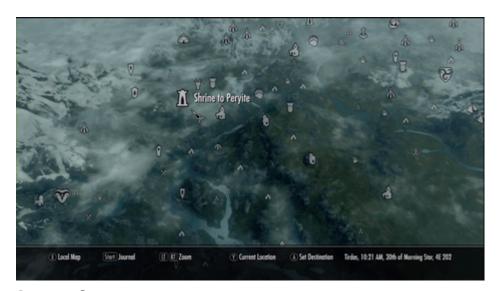
Shrine of Mehrunes Dagon



Overview

The Shrine of Mehrunes Dagon is a Daedric Shrine located in North Central Skyrim. You can find it by traveling East of Morthal.

Shrine to Peryite



Overview

The Shrine to Peryite is a Daedric Shrine located in Western Skyrim. You can find it by traveling North East of Markarth.

People

Kesh the Clean

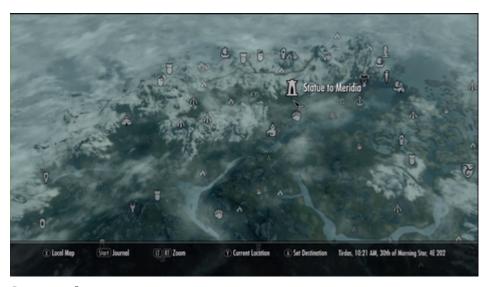
Items

- Skill Book: The Buying Game
- Bleeding Crown

Crafting

Alchemy Table

Statue to Meridia



Overview

Statue to Meridia is a Daedric Shrine located in North Western Skyrim. You can find it by traveling West of Solitude.

Creatures

There are various **Creatures** in Skyrim, each given a level that determines the creature's overall **Enverngard** draw what kind of Soul Gem is required for trapping it. Some enemies level with your character, and in the chart below their levels are marked with a "+" to indicate that their actual levels may be higher. As well, different creatures drop different items--the unique item drops are listed in the table of the control of the second second

Enemy	Level	Specific Loot Drops
Alduin Dragonslayer	20+	
Alduin's Bane	20+	
Ancient Dragon	50	Dragon Scale, Dragon Bone
Bear	12	Bear Claws, Bear Pelt
Blood Dragon	20	Dragon Scale, Dragon Bone
Cave Bear	16	Bear Claws, Cave Bear Pelt
Charus Reaper	20	Chaurus Eggs, Chaurus Chitlin
Chaurus	12	Chaurus Eggs
Chicken	1	Chicken Breast
Cow	3	Raw Beef
Deer	1	Deer Hide, Venison
Dog	2	Dog Meat
Dragon	10	Dragon Scale, Dragon Bone
Dragon Priest	50	Bone Meal
Draugr	1	Bone Meal
Draugr Death Overlord	34+	Bone Meal
Draugr Deathlord	30+	Bone Meal

Draugr Overlord	7	Bone Meal
Draugr Scourge	21	Bone Meal
Draugr Scourge Lord	24	Bone Meal
Draugr Wight	13	Bone Meal
Draugr Wight Overlord	15	Bone Meal
Dremora	25	Daedra Heart
Dremora Caitiff	12	Daedra Heart
Dremora Churl	6	Daedra Heart
Dremora Kynreeve	27	Daedra Heart
Dremora Kynval	19	Daedra Heart
Dremora Lord	30	Daedra Heart
Dremora Markynaz	36	Daedra Heart
Dremora Valkynaz	46	Daedra Heart
Dwarven Centurion		
Dwarven Centurion Guardian		
Dwarven Centurion Master		
Dwarven Sphere	16	Dwarven Plate Metal
Dwarven Sphere Guardian	24	Dwarven Plate Metal
Dwarven Sphere Master	30	Dwarven Plate Metal
Dwarven Spider	16	Dwarven Scrap Metal
Dwarven Spider Guardian	22	Dwarven Scrap Metal
Dwarven Spider Worker	12	Dwarven Scrap Metal

Elder Dragon	40	Dragon Scale, Dragon Bone
Elk	1	Deer Hide, Venison
Falmer	9	Falmer Ear
Falmer Boss Spellsword Gloomlurker	26	
Falmer Boss Spellsword Nightprowler	35	
Falmer Boss Spellsword Shadowmaster	55	
Falmer Boss Spellsword Skulker	18	
Falmer Boss Warrior Gloomlurker	26	
Falmer Boss Warrior Nightprowler	35	
Falmer Boss Warrior Shadowmaster	44	
Falmer Boss Warrior Skulker	18	
Falmer Gloomlurker	22	
Falmer Nightprowler	30	
Falmer Shadowmaster	38	
Falmer Skulker	15	
Falmer Spellsword	9	
Falmer Spellsword Gloomlurker	22	
Falmer Spellsword Nightprowler	30	
Falmer Spellsword Shadowmaster	38	
Falmer Spellsword Skulker	15	
Falmer Warrior	9	

Falmer Warrior Gloomlurker	22	Potion of Restore Health
Falmer Warrior Nightprowler	30	Potion of Restore Health
Falmer Warrior Shadowmaster	38	Potion of Restore Health
Falmer Warrior Skulker	15	Potion of Restore Health
Flame Atronach	5	Fire Salts
Fox	2	Fox Pelt
Frost Atronach	16	Frost Salts
Frost Dragon	30	Dragon Scales, Dragon Bones
Frost Troll	22	Troll Fat
Frostbite Spider (Giant, Red)	14	Frostbite Venom
Frostbite Spider (Giant, White)	17	Frostbite Venom
Frostbite Spider (Large, Red)	6	Frostbite Venom
Frostbite Spider (Large, White)	8	Frostbite Venom
Frostbite Spider (Small, Red)	1	Frostbite Venom
Frostbite Spider (Small, White)	3	Frostbite Venom
Giant	32	Giant Toe
Giant Mudcrab	3	Mudcrab Chitin
Goat	3	Leg of Goat, Goat Pelt
Hagraven	20	Hagraven Feathers
Hare	1	Raw Rabbit Leg
Horker	3	Horker Tusk, Horker Meat

Horse	4	Horse Meat, Horse Pelt	
Ice Wolf	6	Ice Wolf Pelt	
Ice Wraiths	9	Ice Wraith Essence, Ice Wraith Teeth	
Large Mudcrab	2	Mudcrab Chitin	
Mammoth	38	Mammoth Tusk, Mammoth Snout	
Mudcrab	1	Mudcrab Chitin	
Restless Draugr	6	Bone Meal	
Sabre Cat	6	Sabre Cat Eyeball, Sabre Cat Tooth, Sabre Cat Pelt	
Shade	5		
Shadowmere	50	Horse Meat	
Skeever	1	Skeever Tail	
Skeleton	1	Soul Gem	
Slaughterfish	1	Slaughterfish Scales, Slaughterfish Meat	
Snow Bear	20	Bear Claws, Snow Bear Pelt	
Snow Fox	2	Snow Fox Pelt	
Snow Sabre Cat	11	Sabre Cat Eyeball, Sabre Cat Tooth	
Spriggan	8	Taproot	
Spriggan Matron	18	Taproot, Spriggan Sap	
Storm Atronach	30	Void Salts	
Troll	14	Troll Fat	
Wisp	1	Glow Dust	
Wispmother	28	Wisp Wrappings	

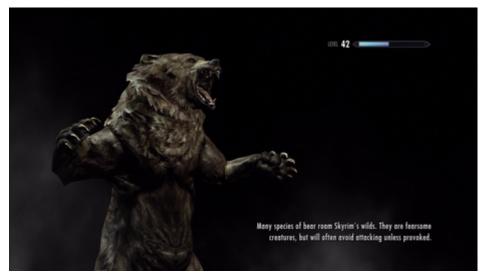
Wolf	2	Wolf Pelt
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Other Enemies

Creatures aren't the only enemies in Skyrim. Below is a list of humanoid enemies. Their souls cannot be trapped in regular Soul Gems but must instead be trapped in Black Soul Gems.

- Bandits
- Forsworn
- Marauders
- Werewolves
- Witches
- Vampires

Bear



Bears are creatures you can find in both the real world and in Skyrim! They're nothing special over bears in the real world. They are very strong, very powerful creatures. They can take a lot of damage and give a lot of damage with their jaws and claws.

Variations

You can find regular Bears and Cave Bears in Skyrim. Cave Bears are stronger than regular Bears.

Fighting Tips

Stay very far away when fighting bears. Their powerful jaws can take away your health in an instant. Range attacks like Magic or Bows and Arrows will do best, unless you have strong armor and weapons.

Chaurus



Chaurus are deadly insect-like creatures. But unlike most insects, they are almost as tall as humans. They can spit a poisonous liquid at you from a distances or attack you with their more powerful pincers when nearby.

These armored creatures can be found in the swampy area around Solitude or in Caves and Ruins like Mzulft. They are fairly easy to kill and can be heard in the same way mud crabs are known to be heard.

After killing a Chaurus, you can loot the body for Chaurus Eggs and Chaurus Chitin.

Variations

- Chaurus
- Chaurus Reaper
- Chaurus Hunter Fledgling

Fighting Tips

Make sure you have resist poison potions or powers when facing Chaurus, otherwise you will most certainly be poisoned. They don't have very strong defenses, the offense is what you should really worry about. Cast a few strong spells or melee attacks to take these guys down quickly.

Draugr

Draugr are the bread and butter of Skyrim's many crypts and dungeons. They are exceptionally susceptible to fire damage, but resist posion and have a 50% resistance to Ice. They come in many variations.



Background

Draugr are the ancient Nords that have been cursed to guard the crypts of Skyrim.

Variations

- Draugr
- Restless Draugr
- Draugr Wight
- Draugr Scourge
- Draugr Deathlord
- Draugr Death Overlord

Fighting Tips

- Sleeping Beauties: Draugr are often sleeping before they attack you and sometimes their beds
 not coffins, but rather hollowed out spaces in the walls. If you sneak up to them and target them
 you can identify the ones that will wake and attack because you won't be able to loot them. If
 you can't loot them start hacking/spelling/kicking them as they slowly awake. They take a few
 seconds to stand and draw their weapon allowing you to get a significant advantage.
- Dungeon Tactics: For multiple Draugr it's often good to use the layout of the dungeon to your advantage. Lead them into traps, funnel them into hallways for Shouts, or have them chase you and place Runes on the floors to eat away at their health. At low levels shouts can be extremely

helpful, but due to the delay before a second shout it's prudent to hit as many as possible for as much damage as possible all at once.

• Watch Out For The Voice!:Draugr on higher level(Such as **Draugr Deathlord**)can also use **Unrelenting Force**,so try fighting them with stealth.

Loots

These are the possible loots you can get from a draugr:

- Ancient Nord Sword
- Ancient Nord Bow
- Ancient Nord War Axe
- Ancient Nord Great Sword
- Ancient Nord Arrow
- Ebony Battleaxe
- Ebony Arrow
- Bone Meal

Dragon Priest

Overview

There are eight Dragon Priests around Skyrim each are located near a Word Wall. Priests are among the strongest creatures in the game so come prepared with supplies if you plan to face one.

DRAGON PRIEST MASKS

Each Dragon Priest has a mask that you can take from its corpse that has special ablilites. If you can collect all eight Dragon Priest Masks, then you can take them to the dragon shrine near the Labyrinthian. The shrine will be broken on arrival. Take and equip the Wooden Mask from the skeleton near the shrine and you will travel to a point in time when it worked. Place each mask on its pedestal and the center dragon head will reveal a ninth mask that has defensive and Conjuration abilities.

Strategies

Mages proficient in Destruction spells would do well to find and activate the Atronach Standing Stone and gain the ability to absorb 50% of the Spells cast by the Dragon Priests. Most of the Priests cast Lightning based spells which also have an added effect of draining Magicka, having the Magic Absorption trait will essentially reverse the effect and instead reward you with more Magicka to cast back at the Dragon Priest.

Warriors can also benefit from the Atronach Stone by giving the ability to use One-Handed Weapons and a Restoration spell without the need for pausing combat to drink a limited supply of health potions.

Note: Enchanters can also enchant their armor to absorb Magicka, without the need to activate the [Standing Stones|Standing Stones]].

Locations

- Dungeon Volskygge Haafingar
- High Gate Ruins The Pale
- Ragnvald The Reach
- Labrynthian Hjaalmarch
- Forelhost The Rift
- Skuldafn Other Realm (Only Attainable in the Other Realm, During The World-Eaters Eyrie)
- Valthume The Reach

• Shearpoint - The Pale

Dwarven Sphere



Dwarven Sphere are Automatons that can be found in Dwarven Ruins. After killing a Dwarven Sphere, you may find a few items when looting the wreckage. This includes Dwarven Metals, Dwarven Oil, and Soul Gems

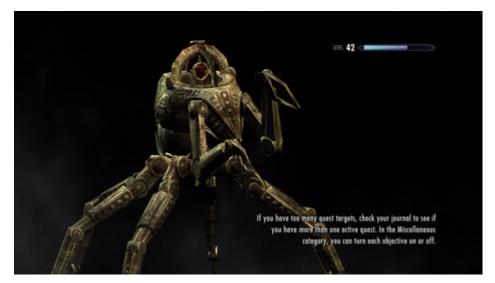
Variations

- Dwarven Sphere
- Dwarven Sphere Guardian
- Dwarven Centurion Master

Fighting Tips

Dwarven Spheres are formidable foes. They can fight you up close and at distance. Strong Melee attacks or powerful Magic attacks, but do not use Frost Magic.

Dwarven Spider



Overview

Dwarven Spiders are small Automatons found in Dwarven Ruins. Possible Loot includes:

- Common Soul Gem
- Dwemer Gyro
- Dwemer Scrap Metal

Variations

- Dwarven Spider
- Dwarven Spider Guardian
- Dwarven Spider Worker

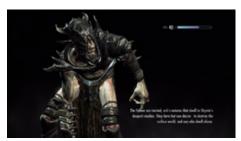
Fighting Tips

Dwarven Spiders are very weak creatures. An average magic spell or attack will be enough to do these in.

They send out electric shocks as they fight. When killed they will send out one last electric shock which will damage your health if you are close enough.

Falmer





Falmer are the Snow Elves found deep in the caves, tunnels, and ruins of Skyrim. Generations of living underground has caused them to go blind, but their other senses have been heightened due to this.

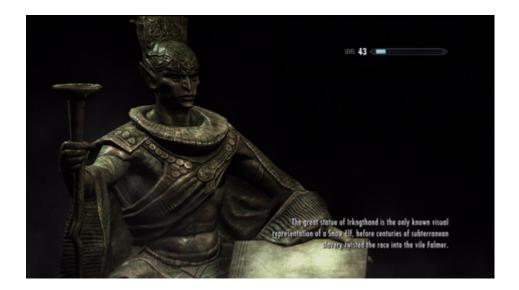
Possible loot items include:

- Bone Meal
- Garnet
- Glow Dust
- Gold
- Hanging Moss
- Falmer Arrow
- Falmer Bow
- Falmer Ear
- Falmer Helmet
- Falmer Shield
- Falmer Sword
- Falmer War Axe
- Flawless Garnet
- Malachite Ore
- Weak Lingering Poison
- Weak Poison

Origin

Not much is known about the Falmer, besides that they are a feral elven race whose culture once rivaled that of the High elves. The Falmer were driven underground during a war with the Nords of Skyrim.

It's learned in the Thieves' Guild Quests that the Falmer were once a superior race of Snow Elves. They were then enslaved by the Dwemers. Centuries of enslavement turned them into the feral beasts you see now.



The Falmer now inhabit caves and grottos throughout Skyrim and care for nothing but their own race's survival. Falmer arm themselves with unique bows and daggers that can be looted from their corpses, making convenient loot and upgrading your weapons as you head deeper into their territory. Falmer don't carry much in the form of loot, but offer fierce fighting as they are very fast and very powerful.

Variations

The Falmer come in many styles, each has it's own fighting form. You can find some with swords, bows and arrows, or even mages!

- Falmer Skulker
- Falmer Gloomlurker
- Falmer Nightprowler
- Falmer Shadowmaster

Fighting Tips

Do not take Falmer lightly. When facing a Falmer, treat it as any other smart, city dwelling warrior. You may need to alter your fighting style, depending on the Falmer variation you're facing.

Frostbite Spider

Frostbite Spider

The Frostbite Spider of Skyrim is a giant, fearless spider that spits Frostbite Venom and can poison you. It can be found in a variety of locations, caves, ruins, crypts, etc. Once you kill one, you can loot their bodies for Frostbite Venom, a wonderful poison that does 8 points of damage for 10 seconds.

FIGHTING TIPS

The Frostbite Spider is a very slow creature. They can usually be bested by climbing on rocks and shooting them with arrows. For melee characters it's best to hit them with a few power attacks and follow up with shield bash. Mages would have best luck to use fire spells and slow them down with a familiar.

Giant



Giants are very powerful foes in Skyrim. They are so strong, one strike can send you to outer space! They often have large sums of gold and chests full of loot in their camps, but be wary when attacking them, they are usually accompanied by Mammoths.

After killing a Giant, you can loot his body for a Giant's Toe and a decent amount of gold (200+.)

Fighting Tips

When facing Giants, make sure you have very thick armor or a spell that raises your armor rating. Their attacks can kill you instantly if you are not prepared! Run away until you find the perfect cover to hit them with ranged attacks.

Their stamina is relatively low, compared to their health. Using a low level frost spell will deplete their stamina and allow you to easily stay out of their reach.

If you don't have a frost spell another easy way to stay out of their reach is to climb rocks nearby with the side that is a cliff facing them. The Giants will have to run all the way around the cliff to a flat spot to get you while you can rain down ranged attacks on them.

Hagraven



Hagraven are very powerful, magical creatures. They are well versed in Destruction magic, so staying far away from them may only do you more damage. Not only do they attack with magic, but they will attack with their claws when up close.

Hagraven can be found deep in Ruins around Skyrim. Looting them may give you Hagraven Feathers or Hagraven Claw.

Variations

There are a few different variations of Hagraven that you may come across. If you take note of the names, post them here.

- Glenmoril witch
- Deep in the woods of Skyrim

Fighting Tips

When facing Hagraven, it may be best to fight them hand to hand up close. They are usually well versed in magic over regular melee attacks. You may have the upper hand when facing them head on.

Horker





Horkers are Walrus-looking creatures found around the Northern waters of Skyrim. After killing a Horker, you may be able to loot some Horker Meat or Tusks off of them.

Fighting Tips

Do not take Horkers lightly, especially at low levels! Horkers can definitely pack a punch with their big tusks. Not only that, but they can swim in water and attack you when you're completely helpless. Stay on land and fight them with ranged attacks if you can. They usually travel in packs, so be on the lookout for several Horker.

Ice Wraith



Ice Wraiths are among Skyrim's fiercest creatures, seemingly appearing from nowhere and moving with stunning speed. Ice Wraiths go in for direct attacks at first resorting to fast circling when fended off from those.

After killing an Ice Wraith, search the piles they leave for Ice Wraith Teeth or Ice Wraith Essence.

Fighting Tips

Ice Wraiths are especially susceptible to fire attacks, and with a decent resist frost potion and a powerful stream of magical flames, these once fierce monsters turn into minor enemies.

Mammoth



Mammoths are majestic creatures that are herded across the plains of Skyrim by the Giants. These animals are not violent unless attacked and will be defended by their Giant sheperds.

If you manage to kill one, you can loot the body for Mammoth Tusks, Mammoth Meat, Mammoth Snout.

Fighting Tips

If you wind up facing a Mammoth, look around to see if other Mammoth are around. Mammoths usually travel in packs with other Mammoths and Giants. Run to a safe defensive position and use ranged attacks. They have very high defenses and powerful attacks by using their sharp tusks.

Mudcrab



Mudcrabs are weak creatures in Skyrim. True to their names, they are a type of crab. They live near bodies of water, often buried in the ground with only the top of their back revealed. However, if disturbed, they will come up out of the ground and "attempt" to attack you. Generally you can run past them without much cause for alarm.

After killing a Mudcrab, you can loot the body for Mudcrab Chitin, an Alchemy ingredient.

Fighting Tips

If you ever come face to face with a Mudcrab, an average magical spell or melee attack will usually dispose of them in one shot. This kills the crab.

Sabre Cat

Sabre Cats are very powerful and agile creatures found in Skyrim. They're almost as strong as Bears, but they are much quicker. They will jump at you and attack you with their claws, dealing massive damage. Try and stay away if possible.

You can usually find Sabre Cats in mountainous areas around Skyrim.

After killing a Sabre Cat, you may be able to loot a Sabre Cat Eye, Sabre Cat Tooth, and Sabre Cat Pelt from their body.

Fighting Tips

If you find yourself facing a Sabre Cat, there's almost no reason to run from them, they will be right behind you unless they feel like giving up. That does not mean to stand completely still! Try and keep as much distance as possible, but do not turn your back towards them! They will attack with their extremely powerful claws. Make sure you have great defenses, and it's not advised to take them on with close up melee attacks unless you have very strong armor and weapons.

Skeever



Skeevers are big rat-like creatures. They are very weak, but you may find them in groups together.

After killing a Skeever, you can loot a Skeever Tail from the body.

Fighting Tips

Skeevers usually travel in groups, so keep an eye out for several of them. Skeevers will only attack with their claws and teeth and they are also a creature that you will eaily be able to catch diseases off, so keeping your distances will easily keep you from harm. They aren't very strong at all. A quick melee attack or magical spell will usually eliminate them.

Skeleton



Skeletons are undead creatures found around Ruins and dungeons.

After killing a Skeleton, you can loot one of their bones for Bone Meal or the weapon they attacked you with.

Fighting Tips

Skeletons aren't very strong creatures. They may do some damage at lower levels, but as you progress, they become as easy as mudcrabs. They may fight you with a Bow and Arrow or a Sword. Treat them like any other warrior and you should do just fine.

Slaughterfish



Slaughterfish are the only dangerous fish in Skyrim. They will attack you with their razor sharp teeth while you're in the water.

You can loot Slaughterfish for Slaughterfish Egg or Slaughterfish Scales.

Fighting Tips

Unfortunately, while in the water, you're completely vulnerable. You must get out of the water before you can attack these beasts. Wait until they come close to shore before giving quick blows and looting their bodies.

Spriggan



Spriggans are magical, plant-like creatures. You can usually find them in the forests around Skyrim. Do not always expect them to be alone, they may use their powers to hypnotize animals around the forest to fight for them!

After you kill them, you can loot their bodies for a Taproot or Spriggan Sap

Fighting Tips

Spriggan are not to be taken lightly. Always keep an eye out to see if they called on other forest creatures to fight for them. If their health is low, they may use magic to restore a bit of health, they may even use other magic spells to sap your health or stamina.

Use Fire spells to kill them the fastest and easiest. :)

Variations

- Spriggan
- Spriggan Matron

Troll



Trolls

Trolls can be found throughout the world of Skyrim and can be tough enemies. A troll's health regenerates quickly from the average wound, but they are more susceptible to fire, making it the key component to coming out on top in a battle with a troll.

After killing a troll, you can loot their bodies for Troll Fat.

Variations

Along with regular trolls, you may come across Frost Trolls.

The most fearsome of their kind, Frost Trolls are found in the Mountain ridges and Northern Sections of Skyrim. All trolls regenerate health quickly, turning a small fight into a drawn out battle for your life, but all trolls are also vulnerable to fire. Burn wounds don't heal as quickly as other wounds inflicted on the trolls and gives destruction mages an edge when fighting them.

One will definitely be found on the path to High Hrothgar, home of the Graybeards, along with a potential dragon, the two will actually fight each other as well as you, so I recommend joining the Dragon and attacking the troll before turning to finish off the blood dragon.

Fighting Tips

As mentioned above, Trolls are very strong, both offensively and defensively. Keep your distance from their strong melee attacks, but stay on the ranged attack! If you don't keep attacking them, their health with regenerate as you're running. Use fire spells or fire enchanted weapons to make quick work of them.

Wisp

Overview

Wisps are ghost-like creatures that fly through the eye like Ice Wraiths. The smaller ones won't do much damage. They will attack you head on, even though they're just balls of light.

Wisp Mother

A Wispmother is a light blue floating glowing woman, generally found in the mountainous parts of Skyrim. They are fairly rare and are usually found in deep dark locations. They attack magically with frost spells and frost runes, and by producing wisps which attack the player through contact.

She will generally keep her distance, so archery or fire attacks are recommended. She will attempt to dodge magic attacks, but will not dodge arrows.

After you've gotten her health down a bit, she will produce a few Shades, which appear to be copies of herself, but are much easier to kill.

Killing a wisp will also damage the Wispmother

Loot

After killing a Wisp, you can search them for Glow Dust. Wisp Mothers will also drop Wisp Wrappings.

Locations

Blackreach

Wolf



Wolves are creatures you can find in both the real world and in Skyrim. They aren't much different from real wolves. They will attack you with their teeth, which can do a decent amount of damage. Keep your distance to stay out of harms way.

You can find Wolves in forest and mountain areas around Skyrim. Ice Wolves are found in the snowy areas around Skyrim.

After killing a Wolf, you can loot a Wolf Pelt from their body.

Note: Wolves will not attack you if you are a Werewolf and actively using your Beast Form.

Variations

- Wolf
- Ice Wolf
- Alpha Wolf
- Pit Wolf (an Ice Wolf being used for pit fighting)

The Wolf has a stronger version in Skyrim called the "Ice Wolf." They look the same, but Ice Wolves are slightly lighter in color and have stronger attacks and defenses.

Fighting Tips

Wolves may be strong at lower levels, but they become extremely easy as you progress. Keep your distance from their bites if you're weak. Attack with ranged attacks. If, however, you're strong enough to fight, a few average spells or melee attacks should do them in.

Houses

Overview

Skyrim has five houses that the player can purchase. Houses are among the most expensive purchases a player can make, but owning a house allows a player to store items in it securely and can be a welcome sanctuary after dungeon-crawling. Houses also include a bed which belongs to the player; player-owned beds provide a temporary boost to health and stamina after sleeping in them (unless you are a werewolf, in which case you can never obtain such a boost from sleeping no matter where you are). Buying a house may require completing certain tasks for a city's jarl or becoming a Thane of that city.

Aside from houses, undertaking certain faction questlines can also provide the player with a shelter associated with that faction at no extra cost. Marrying a person also allows you the option to live in your spouse's house.

Note: Houses do NOTcome furnished and furniture must be purchased through the jarl's steward

WARNING

There is a known bug that prevents the **Weapon Racks** and **Plaques** from working in some of these houses. This bug may be avoided by making sure you purchase all of the house improvements **before** you enter the house for the first time (meaning, have the gold to cover the home purchase as well as the improvements).

Additionally, it would be a good idea to save your game on a "back-up" save slot before buying anything at all just so you can test all the Weapon Racks and Plaques before continuing with your game.

Houses

Breezehome

Location: WhiterunInitial cost: 5000 Gold

Honeyside

Location: Riften

Initial cost: 8000 Gold

Vlindrel Hall

Location: MarkarthInitial cost: 8000 Gold

Hjerim

Location: WindhelmInitial cost: 12000 Gold

Proudspire Manor

Location: SolitudeInitial cost: 25000 Gold

Other Shelters

Dawnstar Sanctuary

Location: Dawnstar

° Requirements: Complete the Dark Brotherhood questline

Apprentice's Quarters

Location: College of Winterhold

° Requirements: Join the College of Winterhold

Arch-Mage's Quarters

Location: College of Winterhold

Requirements: Complete the College of Winterhold questline

Jorrvaskr Room

Location: Whiterun

o Requirements: Join the Companions

Sky Haven Temple

○ Location: Sky Haven Temple

Requirements: Complete the main quest Alduin's Wall

Abandoned House

Location: Markarth

Requirements: Complete the main quest The House of Horrors

Housing For Free Glitch

Want to buy a house for free?

Breezehome





Overview

Location: WhiterunInitial cost: 5000 Gold

Furnishings:

Kitchen: 300 Gold Den: 250 Gold

Alchemy Lab: 500 GoldDining Room: 250 Gold

Loft: 200 GoldBedroom: 300 Gold

• Total: 6800 gold

Whiterun is the first city where the player can purchase a house when following the main quest. After completing the Bleak Falls Barrow quest for the jarl, he will grant the player the right to own property in the city. Speak to the steward Proventus Avenicci to purchase Whiterun's vacant house, Breezehome, for 5000 gold. The purchase includes a manual which details the contents of additions which can purchased separately to spruce up the house.

Without any of the additions, Breezehome features a single chest for the player to store items in and a double-bed to sleep on in the house's loft area. There is also a room in the loft for the player's housecarl, Lydia, to stay in.

To purchase additional furnishings for Breezehome, speak to Proventus Avenicci. The Kitchen addition adds a cooking pit and shelves near the front door with sacks for storage. The Den adds several small tables and chairs surrounding the cooking pit as well as a nifty bookcase that will neatly line up books for you. The Alchemy Lab adds an alchemy table for making potions in the back of the house, along with a partition wall, and also another bookcase. The Dining Room adds cupboards and a dining table. The Loft adds chairs and tables to furnish the house's loft area. The Bedroom adds chests and tables near the loft's bed, and a partition wall to separate the bedroom area from the rest of the loft. Don't forget to utilize the weapon racks (one near the entrance, one up in the loft area in the 'landing' between the bedrooms, and the one above the master bed.

Although expensive for an early player, the location is pretty prime. The house is located just a stone's throw from the fast travel point and the city's main gate, and is right next to the local shops and forge. Add to that the ability to buy an Alchemy Lab and the Arcane Enchanter in Dragonsreach,

and you have everything you need for crafting within one city.

Video Walkthrough

Here's a short walkthrough of the house with all furnishings.

Honeyside





Overview

Location: Riften

Initial cost: 8000 Gold

Furnishings:

Porch: 400 GoldKitchen: 500 GoldBedroom: 600 GoldGarden: 800 Gold

Alchemy Lab: 1000 GoldEnchanting Lab: 1000 Gold

Total: 12300 Gold

Honeyside is the house that the player can purchase in Riften.

Glitches

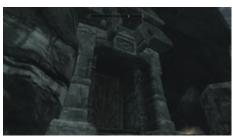
On PS3 the putting armor on the mannequins in the basement makes the torso of the mannequin invisible and also makes your main armor invisible.

Video Walkthrough

Here is a quick walkthrough of the entire house with all furnishings.

Vlindrel Hall





Overview

Location: MarkarthInitial cost: 8000 Gold

Furnishings:

Entrance Hall: 500 Gold
Bedroom: 800 Gold
Living Room: 900 Gold
Alchemy Lab: 1000 Gold
Enchanting Lab: 1000 Gold

• Total: 12200 Gold

Vlindrel Hall is the house that the player can purchase in Markarth. It can only be purchased once you complete various quests for the Jarl and his Steward.

Become Thane of Markarth in order to purchase this home. **Note:** Unless you complete the Civil War Quests on the side of the Stormcloaks, you need to be level 20 before you will have the option to complete the quests needed to become Thane.

Video Walkthrough

Here's a quick walkthrough of Vindrel Hall with all the furnishings.

Hjerim





Overview

Location: WindhelmInitial cost: 12000 Gold

• Furnishings:

Kitchen: 1000 Gold
Living Room: 1500 Gold
Alchemy Lab: 1500 Gold
Enchanting Lab: 1500 Gold

Bedroom: 1000 GoldArmory: 2000 GoldCleanup: 500 Gold

Total: 21000 Gold

Hjerim is the house that that player can purchase in Windhelm. It features prominently in the quest Blood on the Ice. The "Cleanup" addition removes the stone altar, bloody chest, and blood and bones on the floor that are found there during the quest.

- WARNING Having the house cleaned before finishing Blood on the Ice can break that quest.
 (The murderer from that quest will be stuck inside your house, he is hostile, immortal, and can't be pickpocketed and may take a weapon from your house)
- There are numerous bugs associated with this house/quest line i.e., weapon racks/mounts cannot be activated.
- There is a possibility that if you do not initially choose the option to clean up the murderer's
 mess, it will go away and you will be stuck with a room full of blood and bones. In addition, after
 paying for the arcane enchanter and the alchemy station, they will not show up.

Proudspire Manor





Overview

Location: Solitude

• Initial cost: 25000 Gold

• Furnishings:

Patio: 500 Gold
Kitchen: 1500 Gold
Bedroom: 2000 Gold
Living Room: 2000 Gold
Alchemy Lab: 2500 Gold
Enchanting Lab: 2500 Gold

• Total: 36000 Gold

Proudspire Manor is the house that the player can purchase in Solitude.

Video Walkthrough

Here's a quick walkthrough of the entire house with all furnishings.

Map Locations

With vigorous and thorough exploration, your Skyrim world map can become dotted with over 100 locations all around the world. There are different icons to denote what a location is (a hold, farm, shrine, etc.).

If you're ever confused as to what an icon on the map means, be sure to read up on the Map Legend.

Holds

- Eastmarch
- Falkreath Hold
- Haafingar
- Hjaalmarch
- The Pale
- The Reach
- The Rift
- Whiterun Hold
- Winterhold Hold

Cities



















- Dawnstar
- Falkreath
- Markarth
- Morthal
- Riften
- Solitude
- Whiterun
- Windhelm
- Winterhold

Jarl's Castles



- Dragonsreach
- Blue Palace
- Mistveil Keep

- Palace of the Kings
- Understone Keep

Settlements



- Dragon Bridge
- Helgen
- Ivarstead
- Karthwasten
- Riverwood
- Rorikstead
- Shor's Stone

Dragon Locations



- Ancient's Ascent
- Autumnwatch Tower
- Bonestrewn Crest
- Dragontooth Crater
- Eldersblood Peak
- Lost Tongue Overlook
- Mount Anthor
- Northwind Summit
- Shearpoint
- Skyborn Altar

Camps



- Dragon Bridge Overlook
- Druadach Redoubt
- Halted Stream Camp
- Karthspire
- Karthspire Camp
- Knifepoint Ridge
- Robber's Gorge
- Serpent's Bluff Redoubt



Orc Camps

- Dushnikh Yal
- Largashbur
- Mor Khazgur
- Narzulbur



Giant Camps

- Broken Limb Camp
- Bleakwind Basin
- Blizzard Rest
- Cradlecrush Rock
- Guldun Rock
- Red Road Pass
- Secunda's Kiss
- Sleeping Tree Camp
- Steamcrag Camp
- Stonehill Bluff
- Talking Stone Camp
- Tumble Arch Pass



Imperial Camps

- Eastmarch Imperial Camp
- Pale Imperial Camp
- Rift Imperial Camp
- Winterhold Imperial Camp



Stormcloak Camps

- Falkreath Stormcloak Camp
- Haafingar Stormcloak Camp
- Hjaalmarch Stormcloak Camp
- Pale Stormcloak Camp
- Reach Stormcloak Camp
- Whiterun Stormcloak Camp
- Winterhold Stormcloak Camp

Farms





- Battle-Born Farm
- Brandy-Mug Farm
- Chillifurrow Farm
- Hlaalu Farm
- Hollyfrost Farm
- Katla's Farm
- Loreius Farm
- Pelagia Farm
- Salvius Farm
- Sarethi Farm
- Snow-Shod Farm
- Merryfair Farm

Mills



- Anga's Mill
- Half-Moon Mill
- Heartwood Mill
- Mixwater Mill
- Solitude Sawmill

Forts



- Bloodlet Throne
- Broken Tower Redoubt
- Cracked Tusk Keep
- Darklight Tower
- Driftshade Refuge
- Faldar's Tooth
- Fellglow Keep
- Fort Amol
- Fort Dawnguard
- Fort Dunstad
- Fort Fellhammer
- Fort Greenwall

- Fort Greymoor
- Fort Hraggstad
- Fort Kastav
- Fort Neugrad
- Fort Snowhawk
- Fort Sungard
- Gallows Rock
- Harmugstahl
- High Hrothgar
- Ilinalta's Deep
- Mistwatch
- Morvunskar
- Northwatch Keep
- Nightcaller Temple
- Treva's Watch

Shacks





- Abandoned Shack
- Alchemist's Shack
- Angi's Camp
- Anise's Cabin
- Black-Briar Lodge
- Cliffside Retreat
- Crabber's Shanty
- Drelas' Cottage
- Froki's Shack
- Goldenglow Estate
- Hall of the Vigilant
- Honningbrew Meadery
- Hunter's Rest
- Ironback Hideout
- Kynesgrove
- Lund's Hut
- Meeko's Shack
- Nightgate Inn
- Old Hroldan
- Pinewatch
- Riverside Shack
- Thalmor Embassy
- Traitor's Post

Stables



- Markarth Stables
- Riften Stables
- Whiterun Stables
- Windhelm Stables

Ports and Docks



- Dainty Sload
- Hela's Folly
- Orphan's Tear
- Pilgrim's Trench
- The Katariah
- Wreck Of The Brinehammer
- Wreck Of The Pride of Tel Vos
- Wreck Of The Winter War

Ruins





- Alftand
- Avanchnzel
- Bthardamz
- Four Skull Lookout
- · Great Lift at Alftand
- Great Lift at Mzinchaleft
- Great Lift at Raldbthar
- Hamvir's Rest
- Irkngthand
- Journeyman's Nook
- Kjenstag Ruins
- Lost Valkygg
- Mzinchaleft
- Mzulft
- North Skybound Watch
- Raldbthar
- Roadside Ruins
- Ruins of Rkund
- Ruins of Bthalft
- Skytemple Ruins

- Tower of Mzark
- Windward Ruins
- Yorgrim Overlook

Caves



- Bleakcoast Cave
- Blind Cliff Cave
- Bloated Man's Grotto
- Boulderfall Cave
- Brinewater Grotto
- Broken Fang Cave
- Broken Helm Hollow
- Broken Oar Grotto
- Bronze Water Cave
- Brood Cavern
- Bruca's Leap Redoubt
- Chillwind Depths
- Cragslane Cavern
- Cragwallow Slope
- Cronvangr Cave
- Crystaldrift Cave
- Darkshade
- Darkwater Pass
- Duskglow Crevice
- Fallowstone Cave
- Forsaken Cave
- Glenmoril Coven
- Gloomreach
- Graywinter Watch
- Greywater Grotto
- Haemar's Shame
- Hob's Fall Cave
- Honeystrand Cave
- Liar's Retreat
- Lost Echo Cave
- Lost Knife Hideout
- Lower Steepfall Burrow
- Moss Mother Cavern
- Movarth's Lair
- Nightingale Hall
- North Brittleshin Pass
- Orotheim

- Pinemoon Cave
- Pinepeak Cavern
- Purewater Run
- Ravenscar Hollow
- Reachcliff Cave
- Reachcliff Secret Entrance
- Reachwater Rock
- Rebel's Cairn
- Red Eagle Dedoubt
- Redoran's Retreat
- Rimerock Burrow
- Septimus Signus's Outpost
- Shadowgreen Cavern
- Shimmermist Cave
- Sightless Pit
- Snapleg Cave
- Soljund's Sinkhole
- South Brittleshin Pass
- Southfringe Sanctum
- Steepfall Burrow
- Stony Creek Cave
- Stillborn Cave
- Sunderstone Gorge
- Swindler's Den
- Tolvald's Cave
- Uttering Hills Cave
- White River Watch
- Wolfskull Cave
- Yngvild

Mines



- Bilegulch Mine
- Darkwater Crossing
- Embershard Mine
- Gloombound Mine
- Kolskeggr Mine
- Left Hand Mine
- Lost Prospect Mine
- Northwind Mine
- Stonehills
- Whistling Mine

Passes



- North Cold Rock Pass
- South Cold Rock Pass
- Wayward Pass

Points of Interest



- Bard's Leap Summit
- Deep Folk Crossing
- Gjukar's Monument
- Orphan Rock
- Reachwind Eyrie
- · Ruins of Bthalft
- Ruins of Rkund
- Weynon Stones

Ponds and Lakes



- Autumnshade Clearing
- Clearpine Pond
- Clearspring Tarn
- Mara's Eye Pond

Tombs



- Angarvunde
- Ansilvund
- Arcwind Point
- Bleak Falls Barrow (Location)
- Dead Men's Respite
- Deepwood Redoubt
- Dustman's Cairn

- Folgunthur
- Forelhost
- Frostmere Crypt
- Geirmund's Hall
- Hag's End
- Hag Rock Redoubt
- High Gate Ruins
- Hillgrund's Tomb
- Ironbind Barrow
- Korvanjund
- Labyrinthian
- Lost Valley Redoubt
- North Shriekwind Bastion
- Ragnvald
- Rannveig's Fast
- Saarthal
- Shroud Hearth Barrow
- Silent Moons Camp
- Silverdrift Lair
- Snow Veil Sanctum
- South Shriekwind Bastion
- Twilight Sepulcher
- Ustengrav
- Valthume
- Volskygge
- Volunruud
- Yngol Barrow
- Ysgramor's Tomb

Towers & Watchtowers





- Abandoned Prison
- Bannermist Tower
- Bleakwind Bluff
- Cradle Stone Tower
- Dead Crone Rock
- Falkreath Watchtower
- Nilheim
- Peak's Shade Tower
- Pinefrost Tower
- Refugees' Rest
- Rift Watchtower
- Shor's Watchtower

- Snowpoint Beacon
- South Skybound Watch
- Stendarr's Beacon
- Sundered Towers
- Valtheim Towers
- Western Watchtower
- Window's Watch Ruins
- Whitewatch Tower

Lighthouses



- Frostflow Lighthouse
- Solitude Lighthouse

Groves



- Evergreen Grove
- Giant's Grove
- Greenspring Hollow
- Shrouded Grove
- Witchmist Grove

Other Locations

- Dark Brotherhood Sanctuary
- Dawnstar Sanctuary
- East Empire Company Warehouse
- Thieves Guild
- Throat of the World

Map Locations - Alphabetical

Overview

Do you know the name of a location, yet you don't know what type of location it is or where it is? Consult this list for all Map Locations in Alphabetical order!

Locations

Α

- Abandoned Prison
- Abandoned Shack
- Alchemist's Shack
- Alftand
- Ancient's Ascent
- Anga's Mill
- Angarvunde
- Angi's Camp
- Anise's Cabin
- Ansilvund
- Arcwind Point
- Autumnshade Clearing
- Autumnwatch Tower
- Avanchnzel

В

- Bannermist Tower
- Bard's Leap Summit
- Battle-Born Farm
- Bilegulch Mine
- Black-Briar Lodge
- Bleak Falls Barrow (Location)
- Bleakcoast Cave
- Bleakwind Basin
- Bleakwind Bluff
- Blind Cliff Cave
- Blizzard Rest
- Bloated Man's Grotto
- Bloodlet Throne
- Blue Palace
- Bonestrewn Crest
- Boulderfall Cave

- Brandy-Mug Farm
- Brinewater Grotto
- Broken Fang Cave
- Broken Helm Hollow
- Broken Limb Camp
- Broken Oar Grotto
- Broken Tower Redoubt
- Bronze Water Cave
- Brood Cavern
- Bruca's Leap Redoubt
- Bthardamz

C

- Chillifurrow Farm
- Chillwind Depths
- Clearpine Pond
- Clearspring Tarn
- Cliffside Retreat
- Crabber's Shanty
- Cracked Tusk Keep
- Cradle Stone Tower
- Cradlecrush Rock
- Cragslane Cavern
- Cragwallow Slope
- Cronvangr Cave
- Crystaldrift Cave

D

- Dainty Sload
- Dark Brotherhood Sanctuary
- Darklight Tower
- Darkshade
- Darkwater Crossing
- Darkwater Pass
- Dawnstar
- Dawnstar Sanctuary
- Dead Crone Rock
- Dead Men's Respite
- Deep Folk Crossing
- Deepwood Redoubt
- Dragon Bridge
- Dragon Bridge Overlook
- Dragonsreach
- Dragontooth Crater
- Drelas' Cottage

- Driftshade Refuge
- Druadach Redoubt
- Dushnikh Yal
- Duskglow Crevice
- Dustman's Cairn

Ε

- East Empire Company Warehouse
- Eastmarch Imperial Camp
- Eldersblood Peak
- Embershard Mine
- Evergreen Grove

F

- Faldar's Tooth
- Falkreath
- Falkreath Stormcloak Camp
- Falkreath Watchtower
- Fallowstone Cave
- Fellglow Keep
- Folgunthur
- Forelhost
- Forsaken Cave
- Fort Amol
- Fort Dunstad
- Fort Fellhammer
- Fort Greenwall
- Fort Greymoor
- Fort Hraggstad
- Fort Kastav
- Fort Neugrad
- Fort Snowhawk
- Fort Sungard
- Four Skull Lookout
- Froki's Shack
- Frostflow Lighthouse
- Frostmere Crypt

G

- Gallows Rock
- Geirmund's Hall
- Giant's Grove
- Gjukar's Monument
- Glenmoril Coven

- Gloombound Mine
- Gloomreach
- Goldenglow Estate
- Graywinter Watch
- Great Lift at Alftand
- Great Lift at Mzinchaleft
- Great Lift at Raldbthar
- Greenspring Hollow
- Greywater Grotto
- Guldun Rock

Н

- Haafingar Stormcloak Camp
- Haemar's Shame
- Hag's End
- Hag Rock Redoubt
- Half-Moon Mill
- Hall of the Vigilant
- Halted Stream Camp
- Hamvir's Rest
- Harmugstahl
- Heartwood Mill
- Hela's Folly
- Helgen
- High Gate Ruins
- High Hrothgar
- Hillgrund's Tomb
- Hjaalmarch Stormcloak Camp
- Hlaalu Farm
- Hob's Fall Cave
- Hollyfrost Farm
- Honeystrand Cave
- Honningbrew Meadery
- Hunter's Rest

Ī

- Ilinalta's Deep
- Irkngthand
- Ironback Hideout
- Ironbind Barrow
- Ivarstead

J

Journeyman's Nook

K

- Karthspire
- Karthspire Camp
- Karthwasten
- Katla's Farm
- Kjenstag Ruins
- Knifepoint Ridge
- Kolskeggr Mine
- Korvanjund
- Kynesgrove

L

- Labyrinthian
- Largashbur
- Left Hand Mine
- Liar's Retreat
- Loreius Farm
- Lost Echo Cave
- Lost Knife Hideout
- Lost Prospect Mine
- Lost Tongue Overlook
- Lost Valkygg
- Lost Valley Redoubt
- Lower Steepfall Burrow
- Lund's Hut

M

- Mara's Eye Pond
- Markarth
- Markarth Stables
- Meeko's Shack
- Merryfair Farm
- Mistveil Keep
- Mistwatch
- Mixwater Mill
- Mor Khazgur
- Morthal
- Morvunskar
- Moss Mother Cavern
- Mount Anthor
- Movarth's Lair
- Mzinchaleft
- Mzulft

Ν

- Narzulbur
- Nightcaller Temple
- Nightgate Inn
- Nightingale Hall
- Nilheim
- North Brittleshin Pass
- North Cold Rock Pass
- North Shriekwind Bastion
- North Skybound Watch
- Northwatch Keep
- Northwind Mine
- Northwind Summit

0

- Old Hroldan
- Orotheim
- Orphan's Tear
- Orphan Rock

Ρ

- Palace of the Kings
- Pale Imperial Camp
- Pale Stormcloak Camp
- Peak's Shade Tower
- Pelagia Farm
- Pilgrim's Trench
- Pinefrost Tower
- Pinemoon Cave
- Pinepeak Cavern
- Pinewatch
- Purewater Run

R

- Ragnvald
- Raldbthar
- Rannveig's Fast
- Ravenscar Hollow
- Reach Stormclocak Camp
- Reachcliff Cave
- Reachcliff Secret Entrance
- Reachwater Rock

- Reachwind Eyrie
- Rebel's Cairn
- Red Eagle Redoubt
- Red Road Pass
- Redoran's Retreat
- Refugees' Rest
- Rift Imperial Camp
- Rift Watchtower
- Riften
- Riften Stables
- Rimerock Burrow
- Riverside Shack
- Riverwood
- Roadside Ruins
- Robber's Gorge
- Rorikstead
- Ruins of Bthalft
- Ruins of Rkund

S

- Saarthal
- Sacellum of Boethiah
- Salvius Farm
- Sarethi Farm
- Secunda's Kiss
- Septimus Signus's Outpost
- Serpent's Bluff Redoubt
- Shadowgreen Cavern
- Shearpoint
- Shimmermist Cave
- Shor's Stone
- Shor's Watchtower
- Shrine of Azura
- Shrine of Mehrunes Dagon
- Shrine to Peryite
- Shroud Hearth Barrow
- Shrouded Grove
- Sightless Pit
- Silent Moons Camp
- Silverdrift Lair
- Skyborn Altar
- Skytemple Ruins
- Sleeping Tree Camp
- Snapleg Cave
- Snow-Shod Farm
- Snow Veil Sanctum

- Snowpoint Beacon
- Solitude
- Solitude Lighthouse
- Solitude Sawmill
- Soljund's Sinkhole
- South Brittleshin Pass
- South Cold Rock Pass
- South Shriekwind Bastion
- South Skybound Watch
- Southfringe Sanctum
- Statue to Meridia
- Steamcrag Camp
- Steepfall Burrow
- Stendarr's Beacon
- Stillborn Cave
- Stony Creek Cave
- Stonehill Bluff
- Stonehills
- Sundered Towers
- Sunderstone Gorge
- Swindler's Den

Т

- Talking Stone Camp
- Thalmor Embassy
- The Katariah
- Thieves Guild
- Throat of the World
- Tolvald's Cave
- Tower of Mzark
- Traitor's Post
- Treva's Watch
- Tumble Arch Pass
- Twilight Speluncher

U

- Understone Keep
- Ustengrav
- Uttering Hills Cave

٧

- Valtheim Towers
- Valthume
- Volskygge

Volunruud

W

- Wayward Pass
- Western Watchtower
- Weynon Stones
- Whistling Mine
- White River Watch
- Whiterun
- Whiterun Stables
- Whiterun Stormcloak Camp
- Whitewatch Tower
- Widow's Watch Ruins
- Windhelm
- Windhelm Stables
- Windward Ruins
- Winterhold
- Winterhold Imperial Camp
- Winterhold Stormcloak Camp
- Witchmist Grove
- Wolfskull Cave
- Wreck Of The Brinehammer
- Wreck of The Pride of Tel Vos
- Wreck of the Winter War

Υ

- Yngol Barrow
- Yngvild
- Yorgrim Overlook
- Ysgramor's Tomb

Map Legend

While exploring the vast world that is Skyrim you may see icons appear both on your map and along the top navigaton bar. So what do all these Icons mean?

The Main Cities



Dawnstar



Falkreath



Markarth



Morthal



Riften



Solitude



Windhelm



Winterhold



Whiterun

IMPORTANT LOCATIONS



Standing Stones



Dragon Locations



Daedric Shrines

OUTDOOR TOWNS / VILLAGES / CAMPS



Orc Camps



Giant Camps



Imperial Camps



Stormcloak Camps



Settlements



Farms



Farm With Mills



Mills



Shacks



Cottages



Camps

OTHER LOCATIONS



Ports, Docks, Shipwrecks



Jarls Castles



Stables



Points of Interest



Forts





Dwarven Ruins



Towers



Watchtowers



Lighthouses



Tombs







Ponds and Lakes



Groves



Passes

Holds

Overview

Holds in Skyrim are vast areas of land goverened by a Jarl. Throughout the course of the game, you can become Thane of each Hold by aiding the Jarl and the people of the Hold.

The Holds

- Eastmarch
- Falkreath Hold
- Haafingar
- Hjaalmarch
- The Pale
- The Reach
- The Rift
- Whiterun Hold
- Winterhold Hold

Cities

Major Cities

Solitude - "Seat of the High King and capital of the province."

- Windhelm "Ancient and honored, a jewel in the snow."
- Markarth "Carved into the living rock itself, in ages long past."
- Riften "Nestled in the golden shadows of the Fall Forest, whence comes delicious fish and mead."
- Whiterun "Built around the hall of Jorrvaskr, home of the most noble Companions and revered Skyforge."

Minor Cities

- Morthal
- Dawnstar
- Winterhold
- Falkreath

Villages

- Riverwood
- Dragon Bridge
- Karthwasten
- Rorikstead
- Aivarstead
- Helgen
- Shor's Stone

Forts

Forts are sometimes heavily guarded forts or former forts, which are now similar to ruins. You can find them on the map with this icon.



- Bloodlet Throne
- Broken Tower Redoubt
- Cracked Tusk Keep
- Darklight Tower
- Driftshade Refuge
- Faldar's Tooth
- Fellglow Keep
- Fort Amol
- Fort Dawnguard
- Fort Dunstad
- Fort Fellhammer
- Fort Greenwall
- Fort Greymoor
- Fort Hraggstad
- Fort Neugrad
- Fort Snowhawk
- Gallows Rock
- Harmugstahl
- High Hrothgar
- Ilinalta's Deep
- illi lalta 5 DC
- Mistwatch
- Morvunskar
- Northwatch Keep
- Nightcaller Temple
- Treva's Watch
- Western Watchtower

Jarls Castles

Jarls Castles are the big castles next to the main cities in Skyrim. The smaller cities usually have Jarl Longhouses instead of Castles.

- Blue Palace
- Dragonsreach
- Mistveil Keep
- Palace of the Kings
- Understone Keep

Settlements

- Dragon Bridge
- Helgen
- Ivarstead
- Karthwasten
- Riverwood
- Rorikstead

Camps

There are various camps littered throughout the land; some are more prominent and important than others.

Camps

- Dragon Bridge Overlook
- Druadach Overlook
- Halted Stream Camp
- Karthspire
- Karthspire Camp
- Knifepoint Ridge
- Robber's Gorge
- Serpent's Bluff Redoubt

Orc Camps

- Dushnikh Yal
- Largashbur
- Mor Khazgur
- Narzulbur

Giant Camps

- Broken Limb Camp
- Bleakwind Basin
- Blizzard Rest
- Guldun Rock
- Secunda's Kiss
- Sleeping Tree Camp
- Steamcrag Camp
- Stonehill Bluff
- Talking Stone Camp
- Tumble Arch Pass

Imperial Camps

- Eastmarch Imperial Camp
- Pale Imperial Camp
- Rift Imperial Camp
- Winterhold Imperial Camp

Stormcloak Camps

- Falkreath Stormcloak Camp
- Haafingar Stormcloak Camp
- Hjaalmarch Stormcloak CampReach Stormcloak Camp
- Whiterun Stormcloak Camp

Farms

You can find a few farms throughout Skyrim. All have great Food or Alchemy Ingredients which you can pick and use yourself. Some of the Farms have mills on them for your use, and some don't.

Farms



- Brandy-Mug Farm
- Hlaalu Farm
- Hollyfrost Farm
- Merryfair Farm

Farms with Mills



- Battle-Born Farm
- Chillifurrow Farm
- Loreius Farm
- Pelagia Farm
- Salvius Farm
- Sarethi Farm
- Snow-Shod Farm

Shacks

There are many shacks around Skyrim. Some serve a small purpose for quests, and are people's homes. You can see them on your map under one of the two icons:





- Abandoned Shack
- Alchemist's Shack
- Angi's Camp
- Anise's Cabin
- Black-Briar Lodge
- Cliffside Retreat
- Crabber's Shanty
- Drelas' Cottage
- Froki's Shack
- Goldenglow Estate
- Hall of the Vigilant
- Honningbrew Meadery
- Hunter's Rest
- Ironback Hideout
- Kynesgrove
- Luna's Hut
- Meeko's Shack
- Nightgate Inn
- Old Hroldan
- Pinewatch
- Riverside Shack
- Thalmor Embassy
- Traitor's Post

Stables

The four main Holds in Skyrim have stables to keep horses in. You can buy a horse or, if you're a thief, you can steal one! You also have the option of hiring a Carriage to any of the other Holds.



- Markarth Stables
- Riften Stables
- Whiterun Stables
- Windhelm Stables

Ports and Docks

Like Stables in some cities, you can find Ports and Docks in other cities. You can also find a few Shipwrecks here and there.



- Dainty Sload
- Hela's Folly
- Orphan's Tear
- Pilgrim's Trench
- The Katariah
- Wreck Of The Brinehammer
- Wreck of The Pride of Tel Vos
- Wreck of the Winter War
- Wreck of the Icerunner

Ruins

There are quite a few Ruins in Skyrim. Some are old Nord Ruins and some are even older Dwarven Ruins.

Nord Ruins



- Four Skull Lookout
- Hamvir's Rest
- Journeyman's Nook
- Kjenstag Ruins
- Lost Valkygg
- North Skybound Watch
- Roadside Ruins
- Ruins of Rkund
- Ruins of Bthalft
- Sky Temple Ruins
- Yorgrim Overlook

Dwarven Ruins



- Alftand
- Avanchnzel
- Bthardamz
- Irkngthand
- Mzinchaleft
- Mzulft
- Raldbthar

Sky Temple Ruin

Overview

The Sky Temple Ruins are located directly north of the College of Winterhold in Solitude. This is a Nord Ruin, located on the top of a mountain.

Items Needed

• Lockpick(s)

Enemies

- Skeleton
- Restless Draugr

Loot

- Before the Ages of Man (Illusion Skill Book)
- Gold
- Circlet of Minor Illusion
- Staff of Flames

Video

Caves & Mines

Caves



- Bleakcoast Cave
- Blind Cliff Cave
- Bloated Man's Grotto
- Boulderfall Cave
- Brinewater Grotto
- Broken Fang Cave
- Broken Helm Hollow
- Broken Oar Grotto
- Bronze Water Cave
- Brood Cavern
- Bruca's Leap Redoubt
- Chillwind Depths
- Cragslane Cavern
- Cragwallow Slope
- Cronvangr Cave
- Crystaldrift Cave
- Darkshade
- Darkwater Pass
- Duskglow Crevice
- Fallowstone Cave
- Forsaken Cave
- Glenmoril Coven
- Gloomreach
- Greywater Grotto
- Graywinter Watch
- Haemar's Shame
- Hob's Fall Cave
- Honeystrand Cave
- Liar's Retreat
- Liar's Retreat
- Lost Echo Cave
- Lost Knife Hideout
- Lower Steepfall Burrow
- Moss Mother Cavern
- Movarth's Lair
- Nightingale Hall
- North Brittleshin Pass
- Orotheim

- Pinemoon Cave
- Pinepeak Cavern
- Purewater Run
- Ravenscar Hollow
- Reachcliff Cave
- Reachwater Rock
- Rebel's Cairn
- Red Eagle Dedoubt
- Redoran's Retreat
- Rimerock Burrow
- Septimus Signus' Outpost
- Shadowgreen Cavern
- Shimmermist Cave
- Sightless Pit
- Snapleg Cave
- Soljund's Sinkhole
- South Brittleshin Pass
- Southfringe Sanctum
- Steepfall Burrow
- Stone Creek Cave
- Stillborn Cave
- Sunderstone Gorge
- Swindler's Den
- Tolvald's Cave
- Uttering Hills Cave
- White River Watch
- Wolfskull Cave
- Yngvild

Mines



- Bilegulch Mine
- Darkwater Crossing
- Embershard Mine
- Gloombound Mine
- Kolskeggr Mine
- Left Hand Mine
- Lost Prospect Mine
- Northwind Mine
- Rockwallow Mine
- Stonehills
- Whistling Mine

Other Locations

Shrines of the Nine

There are several shrines for each of the nine gods scattered around Skyrim. They are located in temples, chapels, caves, dungeons, cairns, forts, or even outside. Each shrine location has been categorized specifically by god with its effects listed. The shrine removes the other eight effects and adds it's own. Also, any Disease or Poison is removed at this time.

Note: This list is not complete (please remove when complete).
These gods are:
Arkay
Akatosh
Dibella
Julianos
Kynareth
Mara
Stendarr
Talos
Zenithar

SHrine of Arkay

Effects: +25 Health

• Hall of the Dead in Whiterun

Standing Stones

30G **Standing Stones** Find 13 **Standing Stones**.

Overview

Standing stones are the Skyrim equivalent to Morrowind and Oblivion's "Birthsign" specialization. However, unlike the Birthsigns, you can swap out your standing stone bonus at any point, just find another standing stone and activate it. Like the birthsigns, the standing stone can do things as simple as giving you a new spell to cast daily (e.g. The Serpent Stone) to making a major change on how your character plays (e.g. The Atronach Stone).

The first stones you find will probably be the warrior/mage/thief stones as they are just a quick jog out of Helgen. These give a 20% bonus to how quickly you level up skills in one of the 3 archetypes, so make sure to drop by and choose one to start leveling. Once you feel sufficient in your archetype, feel free to hunt down the rest of the stones.

List of Standing Stones

Click on the stone name for further information.

Glitch: The achievement for finding all 13 standings stones can be achieved without finding
every stone. Simply fast travel to a stone you've discovered and your stats in the start menu will
read that you've found other Standing Stone. I have supposedly found 17 Standing Stone.

Stone	Effects	Location		
The Thief Stone	The Thief standing stone grants you the ability learn Stealth skills 20% faster	Just off the path to the left on the way from Helgen to Riverwood		
The Mage Stone	The Mage standing stone grants the ability to learn Magic skills 20% faster.	Just off the path to the left on the way from Helgen to Riverwood		
The Warrior Stone	The Warrior standing stone grants the ability to learn Combat skills 20% faster.	Just off the path to the left on the way from Helgen to Riverwood		
The Ritual Stone	This allows you to re- animate all dead to fight for you once a day.	East of Whiterun		

	1	
The Atronach Stone	It grants you +50 Magicka and allows you to absorb 50% spells damage, though you recover Magicka 50% slower.	In the Hot Spring Area South of Bonestrewn Crest
The Shadow Stone	It allows you be invisible once a day for 60 seconds.	Directly South of Riften
The Steed Stone	Gives no speed loss from wearing armor and gives you +100 carry weight.	Northwest of Solitude right next to Ironback's Hideout
The Lady Stone	Permanently regenerate health and stamina 25% faster.	Far North of Falkreath and just South of Ilinalta's Deep
The Apprentice Stone	This stone helps you recover Magicka 100% faster but makes you 100% weaker to it.	Northwest of Morthal and North of Fort Snowhawk
The Tower Stone	Enables you to unlock any expert or lower locks automatically once per day.	West of Winterhold and along the North Coast
The Lover Stone	This stone helps you to learn all skills 15% faster.	East of Markarth and West of Blind Cliff Cave
The Serpent Stone	This stone allows you to use a 5 second paralysis spell that also does 25 damage once per day.	East, northeast of Winterhold
The Lord Stone	Provides 50 points of damage resistance and 25% magic resistance.	On top of the mountain to the east of Morthal and to the South, southwest of Dawnstar.

The Guardian Stones





The Guardian Stones are the first Standing Stones you will come across. The Warrior Stone, The Mage Stone, and The Thief Stone all comprise the Guardian Stones. They can be found North West of Helgen and South West of Riverwood.

Effects

Each guardian stone bestows a different effect (or set of effects). Only one guardian stone effect may be active at any one instance ... unless you're a PC gamer and hack the crap out of it. See: Cheats

The Thief

The Thief standing stone grants you the ability learn Stealth skills 20% faster. Stealth Skills include:

- Light Armor
- Sneak
- Lockpicking
- Pickpocket
- Speech
- Alchemy

The Mage

The Mage standing stone grants the ability to learn Magic skills 20% faster. Magic Skills include:

- Illusion
- Conjuration
- Destruction
- Restoration
- Alteration
- Enchanting

The Warrior

The Warrior standing stone grants the ability to learn combat skills 20% faster. Combat Skills include:

Smithing

- Heavy ArmorBlock
- Two-Handed
- One-Handed
- Archery

The Apprentice Stone





The Apprentice Stone is a Standing Stone located South of Solitude and North West of Morthal.

Effects

Effects of the Apprentice Stone increases your Magicka Regeneration, but you are twice as vulnerable to Magic attacks.

The Atronach Stone





The Atronach Stone is a Standing Stone located South of Windhelm.

Effects

Effects of the Atronach Stone include 50 extra points to Magicka, 50% absorb spells, and Magicka regens at 50%.

This means your Magicka won't regenerate as quickly, but you will have more Magicka total. You will also absorb spells cast at you half the time to help regenerate your Magicka bar.

The Lady Stone





The Lady Stone is a Standing Stone found West of The Guardian Stones and South West of Whiterun. It will be on a small island in a river.

Effects

The effects of The Lady Stone increases Health and Stamina regeneration by 25%.

The Lord Stone





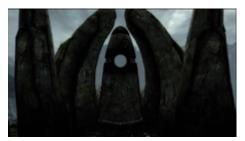
The Lord Stone is a Standing Stone located East of Morthal and South of Dawnstar.

Effects

The effects of the Lord Stone grants you 50 Points of Damage Resistances and 25% Magic Resistance.

The Lover Stone





The Lover Stone is a Standing Stone located North East from Markarth.

Effects

The effects of the Lover Stone improves all skills 15% faster than normal. It's basically like all The Guardian Stones wrapped into one.

NOTE: Using this stone will disable the Rested Effect.

NOTE: This stone works great with Lycanthrope (werewolf), since you can't gain Rested Effect, at least you'll be immune to disease this way.

The Ritual Stone





The Ritual stone is East of Whiterun and West of Valtheim Tower, just head East on the road out of Whiterun heading towards Windhelm and you should see it along the way.

Effect

The Ritual stone gives you the power to raise all the dead bodies around you (human and creature alike) to fight for you for 3 minutes, this power can only be used once a day as with all Standing Stones powers.

The Serpent Stone





The Serpent Stone is a Standing Stone located East of Winterhold.

Effects

The Serpent Stone grant you a special power to paralyze opponents for 5 seconds and cause 25 points of damage. This is a ranged attack, so you do not need to be close by. This power can only be used once per day.

The Shadow Stone





The Shadow Stone is a Standing Stone located South of Riften.

Effects

The Shadow Stone gives you a special ability to become invisible for 60 seconds once a day.

The Steed Stone





The Steed Stone is a Standing Stone located North West of Solitude.

Effects

The effects of the Steed Stone allows you to carry 100 more points weight and removes any movement penalty from armor.

The Tower Stone





The Tower Stone is a Standing Stone located West of Winterhold.

Effects

The Tower Stone allows you to open any Expert Lock automatically. This power can only be used once a day.

Skyrim Memes and Jokes

As soon as something is available to the public, you can count on its spawning multiple internet memes. While there are dozens and dozens of mediocre memes, this page aims to collate some of the more interesting Skyrim memes out there.

Got one to share? Add it in!

ARROW IN THE YOU KNOW WHAT

Unless you've been living under an internet rock for the last 6 months, you should be very familiar with this popular arrow in the knee meme. Since then, innumerable variations of it have -- to the horror of IGN editors -- proliferated in comment sections on IGN, YouTube, and everywhere else. Here's a cool montage of kneecap-busting fun:







Uses:

- I used to be clever, but then I took an arrow to the knee and drove this meme into the ground.
- I used to ASSUME DIRECT CONTROL, but then I took and arrow to the knee.[1]

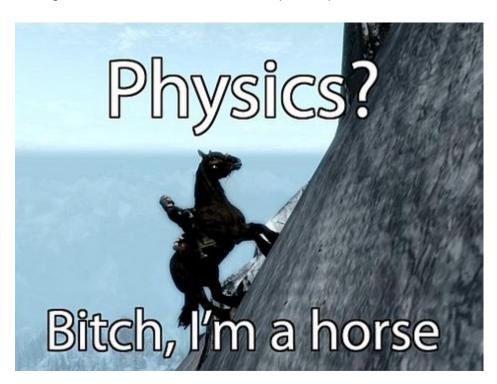
FUS RO DAH!

Skyrim players know this as the Unrelenting Force Shout that pushes back and topples anything in

front of its cone-shaped area of effect. The physics engine made the effect so convincing that it translated very well into real-life instances. The meme applies to any situations that make it appear as if FUS RO DAH was used.

Horses Defy Physics

As long-time The Elder Scrolls players know, horses defy the boundaries of physics by casually scaling mountains no matter how steep or improbable. And thus, this meme is quite apropos.



Infamous horse armor

When speaking of horses and The Elder Scrolls in the same breath, one cannot forget to also mention the utter insult towards consumer loyalty by Bethesda when they released the first piece of DLC ever: the infamous digital horse armor that cost \$2.50 of *real money*. And it wasn't as if your horse *needed* the armor. Regardless, it earned the ire and ridicule of many folks.



Someone stole your sweet roll?

A reference that dates back to very first The Elder Scrolls game, Arena. The sweet roll reference also appears also in Morrowind and Fallout 3.

Bacon helm

Who can resist the iconic horned helmet from the character adorning the game's cover...in bacon form?



Fran Mirabella gets pwned Oblivion Style



Races

There are 10 different **Races** in Skyrim. All have appeared in past Elder Scrolls games in the other regions of Tamriel. Each race has unique abilities and stats that make them better suited to different play styles. Check out individual pages for each race for more details.

Starting Stats

This chart illustrates the various stat bonuses that each race receives when starting the game. The base value for all skills is 15, so a character with +10 to Heavy Armor would start the game with a Heavy Armor rating of 25.

There are three categories of skills: Magic, Combat, and Stealth. **Lavender**-colored stats are for magicka-related skills. **Orange**-colored stats represent combat skills, and **green**-colored stats represent stealth-based skills.



You can click the image above for a larger view of the starting stats chart.

Race Abilities

Each race has various innate abilities unique to that race; some innate abilities are always active, while others are special powers that can be activated once per day. Some racial abilities are weaker versions of later skills that can be aquired during gameplay. These abilities can be incredibly useful in certain situations, especially early on, but they should not define character choice. They should be used as added abilities that complement your playing style, rather than used to enhance a skill path that would result in obtaining the true version of the ability.

Race	Abilities

Argonian	 Histskin: Invoke the power of the Hist to recover health ten times faster for 60 seconds. Resist Disease: Your Argonian blood is 50% resistant to disease. Water Breathing: Your Argonian Lungs can breath underwater. (It is also rumored that argonians can swim faster than the other races)
Breton	 Dragonskin : Absorb 50% of magicka from hostile spells for 60 seconds. Magic Resistance : Breton blood grants a 50% resistance to magic.
Dark Elf (Dunmer)	 Ancestor's Wrath: For 60 seconds, opponents that get too close take 8 points per second of fire damage. Resist Fire: Your Dunmer blood gives you 50% resistance to fire.
High Elf (Altmer)	 Highborn : Regenerate magicka faster for 60 seconds. Highborn : High Elves are born with 50 extra magicka.
Imperial	Voice of the Emperor : Calms nearby people for 60 seconds. Imperial Luck : Anywhere gold coins might be found, Imperials always seem to find a few more.
Khajiit	 Night Eye :Improved night vision for 60 seconds. Claws : Khajiit claws do 15 points of damage.

Nord	 Battle Cry: Target flees for 30 seconds. Resist Frost: Your Nord blood gives you 50% resistance to frost.
Orc (Orsimer)	Berserker Rage : You take half damage and do double damage for 60 seconds.
Redguard	 Adrenaline Rush: Stamina regenerates 10x faster for 60 seconds. Resist Poison: Your Redguard blood gives you 50% resistance to poison.
Wood Elf (Bosmer)	 Command Animal: Make an animal an ally for 60 seconds. Resist Disease and Poison: Your Bosmer blood gives you 50% resistance to poison and disease.

Every character starts with these two spells:

Flames: A gout of fire that does 8 points per second. Targets on fire take extra damage.

Healing: Heals the caster 10 points per second.

Bretons also start with...

Conjure Familiar: Summons a Familiar for 60 seconds wherever the caster is pointing.

Dunmer also start with...

Sparks: Lightning that does 8 points of shock damage to health and magicka per second.

Altmer also start with...

Fury: Creatures and people up to level 6 will attack anything nearby for 30 seconds.

Racial Stats

Note on racial stats: Each race starts off with different stats. Unimproved skills begin at 15. A net of 35 points is added from the base skills of 15 for each race.

- Argonians start with 25 in Lockpicking, 20 in Alteration, Light Armor, Pickpocket, Restoration, and Sneak.
- **Bretons** start with 25 in Conjuration, 20 in Alchemy, Alteration, Illusion, Restoration, and Speech.
- Dark Elves start with 25 in Destruction, 20 in Alchemy, Alteration, Illusion, Light Armor, and Sneak.
- **High Elves** start with 25 in Illusion, 20 in Alteration, Conjuration, Destruction, Enchanting, and Restoration.
- Imperials start with 25 in Restoration, 20 in Block, Destruction, Enchanting, Heavy Armor, and One-handed.
- Khajiit start with 25 in Sneak, 20 in Alchemy, Archery, Lockpicking, Pickpocket, and One-handed.
- Nord start with 25 in Two-handed, 20 in Block, Light Armor, One-handed, Smithing, and Speech.
- Orcs start with 25 in Heavy Armor, 20 in Block, Enchanting, One-handed, Smithing, and Two-handed.
- Redguards start with 25 in One-handed, 20 in Alteration, Archery, Block, Destruction, and Smithing.
- **Wood Elves** start with 25 in Archery, 20 in Alchemy, Light Armor, Lockpicking, Pickpocket, and Sneak.

Races

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Choose what race you want to be carefully. You don't get a second chance to choose like in Oblivion.

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Race	ALT	CON	DES	ENC	ILL	RES	ARC	BLK	HEA	ONE	SMI	TWO	ALC	LIG	LOC	PIC	SNE	SPE
Argonian	5	100	2000	8 15.07	N.Y.	5	Abbits	100000	181	2000	461976	1000		5	10	5	5	200
Breton	5	10			5	5							5					5
Dark Elf	5		10		5								5	5			5	
High Elf	5	5	5	5	10	5									1			
Imperial			5	5		10		5	5	5		h	6.0					
Khajlit							5			5			5		5	5	10	
Nord							-	5		5	5	10		5				5
Orc	1			5			la contract	5	10	5	5	5						
Redguard	5		5			0.	5	5		10	5	-						
Wood Elf							10						5	5	5	5	5	

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- **High Elves** start with 25 in Illusion, 20 in Alteration, Conjuration, Destruction, Enchanting, and Restoration.
- Imperials start with 25 in Restoration, 20 in Block, Destruction, Enchanting, Heavy Armor, and One-handed.
- Khajiit start with 25 in Sneak, 20 in Alchemy, Archery, Lockpicking, Pickpocket, and One-handed.
- Nord start with 25 in Two-handed, 20 in Block, Light Armor, One-handed, Smithing, and Speech.
- Orcs start with 25 in Heavy Armor, 20 in Block, Enchanting, One-handed, Smithing, and Two-handed.
- Redguards start with 25 in One-handed, 20 in Alteration, Archery, Block, Destruction, and Smithing.
- **Wood Elves** start with 25 in Archery, 20 in Alchemy, Light Armor, Lockpicking, Pickpocket, and Sneak.

Argonian

Argonians are a reptilian race from Black Marsh. They can breathe under water indefinitely and have a natural resistance to disease. Argonians also have Histskin which lets them rapidly regenerate health (once a day).

They make a very good stealth-focused character. Also, their combined abilities are well-suited for exploration, as they have an easier time passing through water and locked doors than most.

Abilities

- 50% resistance to disease
- Infinite breath underwater
- Histskin

Skill Bonuses

Alteration: +5
Light Armor: +5
Lockpicking: +10
Restoration: +5
Pickpocket: +5
Sneak: +5



Breton

Bretons are from the mountainous terrain of High Rock, and quickly grasp most magic skills; they make a good mage-based Character but are quite balanced too: they are able to grasp Magic, Stealth, or Warrior ways.

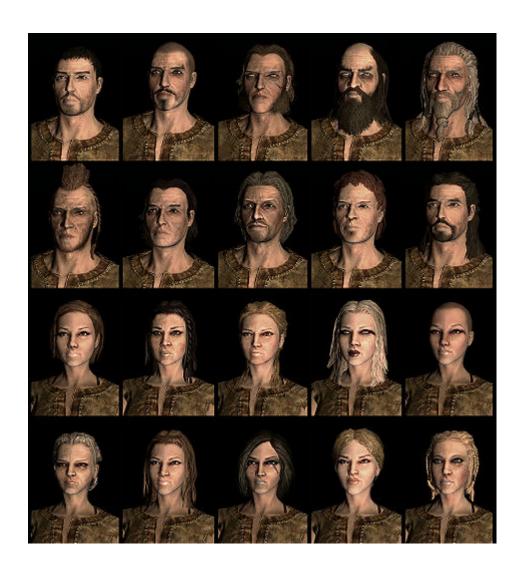
Abilities

- 25% resistance to magic
- Dragonskin

Skill Bonuses

Alchemy: +5
Alteration: +5
Conjuration: +10
Illusion: +5

• Restoration: +5
• Speech: +5



Dark Elf

The ashen skinned residents of Morrowind are partially praised for their great resistance to fire. **Dark Elves**, also known as Dunmer, are a prejudiced, disciplined, tradition-heavy people. This hardness has led to the development of an ancestral wrath power that surrounds them in flames. They are not only known for being ruthless in war, but for being very skilled at it, too. They are the most combat balanced race in Tamriel, being proficient in combat magic, weaponry, and archery.

Abilities

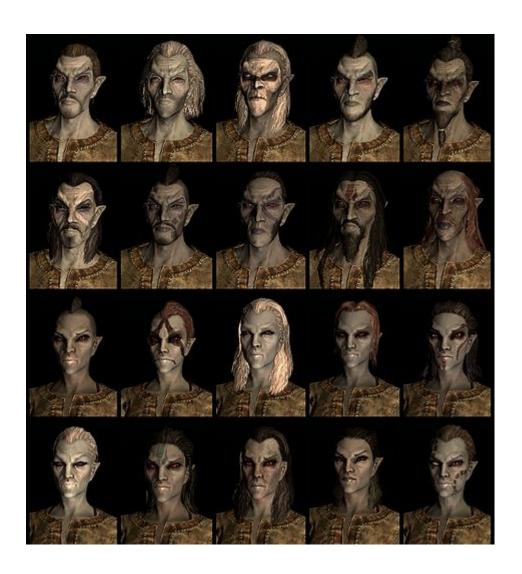
- 50% resistance to fire
- Ancestor's Wrath

Skill Bonuses

Alchemy: +5
Alteration: +5
Destruction: +10
Illusion: +5

• Light Armor: +5

• Sneak: +5



High Elf

High Elves, also known as Altmer, are natives of Summerset Isle. They are the most magically proficient race in Tamriel as well as being the most hubristic. Their racial power is a constant effect that lets them regenerate magicka faster than other races.

Abilities

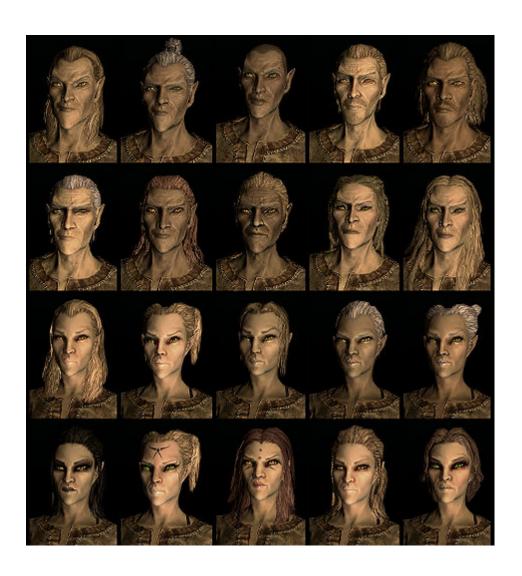
- Highborn
- +50 Magicka

Skill Bonuses

Alteration: +5
Conjuration: +5
Destruction: +5
Enchanting: +5
Illusion: +10
Restoration: +5

Recommended Class

If you were looking for the best mages, look no further. While Oblivion and Morrowind had an obvious favoritism for Bretons, Skyrim seems to be trying to overcompensate for it with how powerful High Elves are in this game. With an extremely generous 50 extra magicka to start, you'll be throwing spells like a sultan right off the bat. Then their racial power lets you recharge your already buffed magicka at lightning speed once per day. While the 50 magicka won't be too noticeable in the late game, early to mid-game it is extremely nice. Their racial power, however, is going to be valuable all the way through. Step aside Bretons, there's a new mage in town.



Imperial

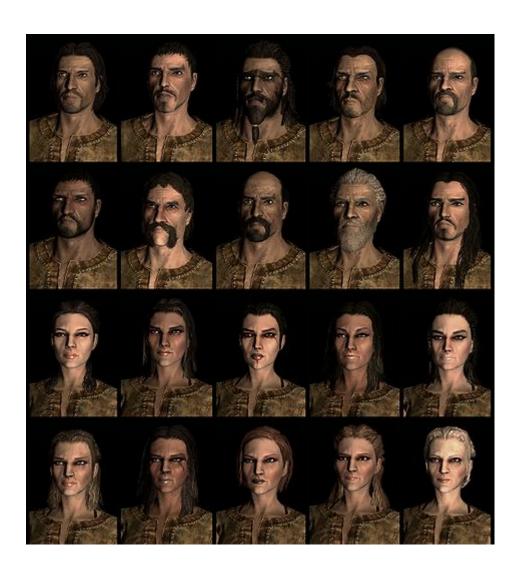
The **Imperials** hail from the cosmopolitan region of Cyrodiil, and still carry the Voice of the Emperor even though their empire is faltering. As well as being multiculturally accepting, Imperials are well-educated, well-spoken, disciplined and are known for their great armies. Their perception also allows them to find more coins when looting.

Abilities

- Voice of the Emperor
- Imperial Luck

Skill Bonuses

- Block: +5
- Destruction: +5Enchanting: +5
- Heavy Armor: +5
- Restoration: +10
- One-Handed: +5



Khajiit

Hailing from the province of Elsweyr, **Khajiit** are intelligent, quick, and agile. They make excellent thieves due to their natural stealthiness. All Khajiit can see in the dark at will and have unarmed claw attacks.

Abilities

- Night Eye
- Unarmed claw attack

Skill Bonuses

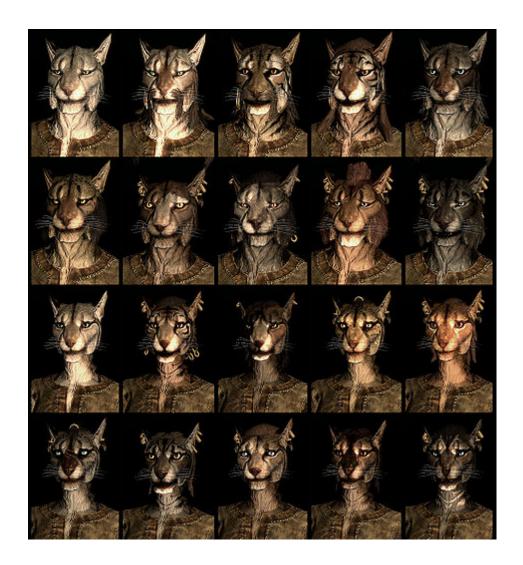
Alchemy: +5Archery: +5

Lockpicking: +5Pickpocket: +5Sneak: +10

• One-Handed: +5

Recommended Class

This is easily the best race if you want to play like an assassin. The use of the Night Eye ability can be very useful, and their skill bonuses speak for themself. The Khajiit race has always been the perfect race for a sneaky type of player, and that isn't different in The Elder Scrolls V: Skyrim.



Nord

Nords are a fair haired people. They live in the cold, mountainous province of Skyrim and have a natural resistance to frost. Tough and hardy, they make great heavy warriors. Their famed battlecry makes them the toughest race. Battlecry can only be used once a day.

Abilities

- 50% resistance to cold
- Battlecry

Skill Bonuses

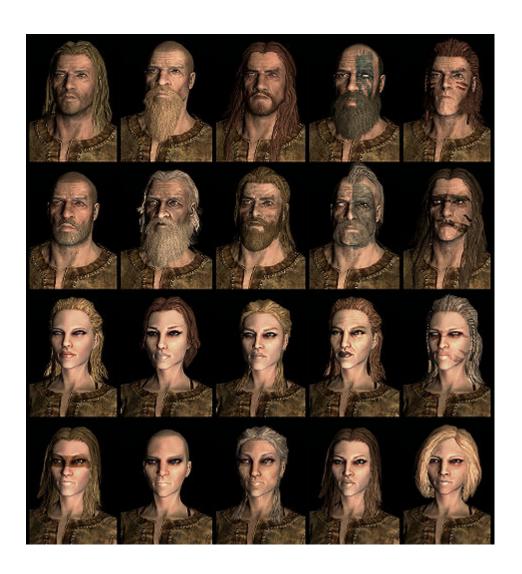
• Block: +5

• Light Armor: +5

• Smithing: +5

• **Speech**: +5

One-Handed: +5Two-Handed: +10



Orc

Orcs, or orsirmer, are the tough and brutal race and the only one that does not have a specific homeland. They are a powerful, nomadic race. Many are currently residing in the Wrothgarian Mountains. They make some of the best heavily armored warriors, but also have a high willpower. Respect between Orcs is high, male or female, and none are neglected. They are fearsome when using their Berserker rage (can be used once a day). Orcs are the ultimate badasses.

Abilities

Berserker Rage

Skill Bonuses

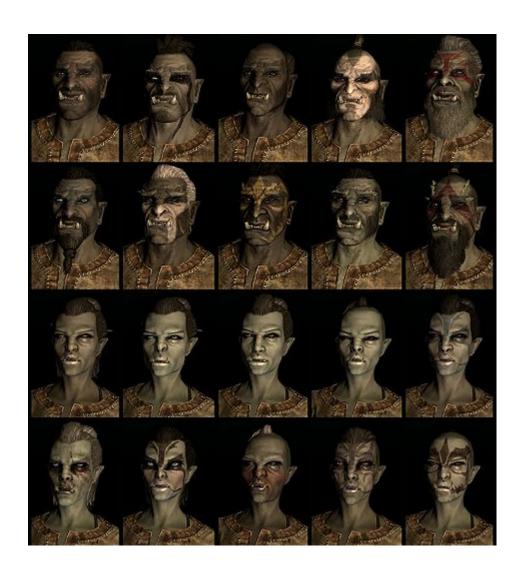
• Block: +5

• Enchanting: +5 • Heavy Armor: +10

Smithing: +5One-Handed: +5Two-Handed: +5

Recommended Class

The Orc is the race if you want to throw yourself on the frontline and take all the damage. If it get's too dangerous, you can use the Berserker Rage ability to make short work of your enemies. This is a race that focuses only on melee combat, so if you want to go all mage or all sneaky, this isn't the race for you.



Redguard

Redguards, the dark-skinned people of Hammerfell, are a physically powerful race in Tamriel. Combined with their knowledge of all weapon and armor types, they make great warriors or thief-type characters. The Redguards' Adrenaline Rush ability is similar to the Orcs' Berserker Rage and Nords' Battlecry.

Their naturally high One-Handed and Destruction attributes make the Redguard a good race for those who want to play as battle mages.

Abilities

- 50% resistance to poison
- Adrenaline Rush

Skill Bonuses

Alteration: +5Archery: +5Block: +5

Destruction: +5Smithing: +5One-Handed: +10

Recommended Class

If you are a Redguard you can pretty much be any class. If you want to be a one-handed weapon wielding badass, this is the pick, but you can still be a good archer, even if their skill bonuses focus a little more on melee combat and sorcery. Redguards also make good offensive mages.



Wood Elf

Bosmer (also known as **Wood Elves**) hail from the gladed forest of Valenwood. They are skilled in the use of bows and are gifted among most stealth skills. The Bosmer also are known to command animals as it is one of their racial skills (usable once per day).

Abilities

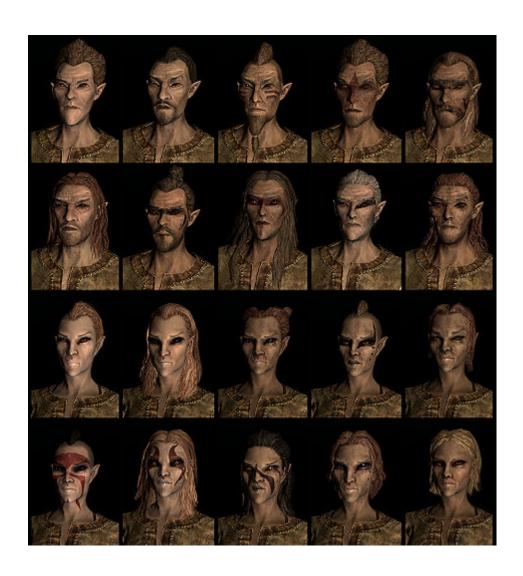
- 50% resistance to poison
- 50% resistance to disease
- Command Animals

Skill Bonuses

Alchemy: +5
Archery: +10
Light Armor: +5
Lockpicking: +5
Pickpocket: +5
Sneak: +5

Permutations

Below is a visual graph of the different looks that Bosmer can have.



Powers

A "Power" is a daily racial ability or some other earned ability during the playthrough, but is not the same as magic spells, etc. Each race starts with one unique power, and can gain additional powers as they progress in certain quest lines in the adventure.

Race Powers

Name	Race	Power
Adrenaline Rush	Redguard	Stamina regens 10x faster for 60 seconds
Ancestor's Wrath	Dark Elf	Surrounds character in fire for 60 seconds
Battle Cry	Nord	Targets flee for 30 seconds
Berserker Rage	Orc	Damage by you +100%, damage to you -50%
Command Animal	Wood Elf	Animal becomes ally for 60 seconds
Dragonskin	Breton	Absorb 50% of Magicka for 60 seconds
Highborn	High Elf	Regen Magicka faster than other races
Histskin	Argonian	Regen health ten times faster for 60 seconds
Night Eye	Khajiit	Night vision for 60 seconds
Voice of the Emperor	Imperial	+30 points for 30 seconds to Speech

Earned Powers

- Beast Form, from The Companions
- Summon Spectral Assassin, from The Dark Brotherhood
- Shadowcloak of Nocturnal, Nightingale Subterfuge, Nightingale Strife, from The Thieves Guild

Vampire

- Vampire's Sight, stage 1
- Vampiric Drain, stage 1
- Vampire's Servant, stage 1
- Vampire's Seduction, stage 2

• Embrace of Shadows, stage 4

Adrenaline Rush

Adrenaline Rush is the Redguard's special unique ability that gives them faster Stamina regeneration. Stamina regenerates 10x faster for 60 seconds.

Ancestor's Wrath

Ancestor's Wrath is a Dark Elf Power. Activating Ancestor's Wrath surrounds your character in fire. For 60 seconds, opponents that get too close take 8 points per second of fire damage.

Battle Cry

Battle Cry is a Nord power. It makes the target flee for 30 seconds.

Beast Form

Beast Form is a special power that lets you turn into a Werewolf once a day. Read more on Werewolves in the Werewolf or Lycanthropy page.

Berserker Rage

Overview

Berserker Rage is an Orc Power that increases damage done by 100% while reducing damage taken by 50%

While under the effect of Berserker Rage your Character's vision is slightly blurred - this can at times be a slight disadvantage. The ability can however prove very useful when swarmed or otherwise overwhelmed.

Limitations

Command Animal

Command Animal is a Wood Elf Power. It allows you to make an animal an ally for 60 seconds.

Dragonskin

Dragonskin is a Breton Power. It allows you to absorb 50% of Magicka from hostile spells for 60 seconds.

Highborn

Highborn is an High Elf Power that allows High Elves to regenerate Magicka faster than other race	ces.
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Histskin

Histskin is an Argonian Power. Invoke the power of the Hist to recover health ten times faster for 60 seconds.

Night Eye

The Khajiit have many benefits from their feline bloodline, including improved night vision for 60 seconds when the **Night Eye** Power is used.

Night Eye messes with depth perception, making it really only useful in darker dungeons. A Torch is a better option when above ground.

Unlike most Race Powers, it can be used more than once per day.

Transformations

Night Eye can also be gained (in slightly modified time lengths) for:

- Vampires, via Vampirism
- Werewolves, via Lycanthropy

Voice of the Emperor

Voice of the Emperor is an Imperial Power which adds 30 points for 30 seconds to Speech. It is a very powerful charm and can often unlock dialog options and help with haggling. Use this to make friends and influence people.

Skills

Skills determine your proficiency at everything you can do in Skyrim. Unlike previous Elder Scrolls games, where classes determined what skills needed improvement in order to gain levels, the addition of Perks deepens the specialization in these skills.

Remember that this game is very flexible should you consider changing play styles mid-game. You won't need to start a new character, all you have to do is continue to use whatever is necessary to improve the skill in order to get better!

Skyrim Skill Builder

Check out the interactive skill builder, in which you can put points in Perks and see what level you need to achieve your desired build! Click, build, and share with the world.

See: Skyrim Character Builder

Other Ways To Train Skills

While the age-old saying of "Practice makes perfect" certainly holds true in Skyrim, there are other ways to develop your **Skills** without having to go through repetitive motions (sans exploits and cheats). You can read Skill Books or find Trainers that specialize in certain **skills**. Either of these options can precipitate your desired skill to 100. Also, take note that trainers can only train you five times per level. To train from them again, you must increase your level. This limit applies to other trainers as well; so if you trained twice for your current level, other trainers can only train you three more times until you level up.

Some followers can also train you. (Faeldan, Aela, Farkas, Vilkas, etc. are good examples). The good thing about them is that you can get your invested money back by going through their inventory, which practically enabled you to get free training.

An alternative to these is to beat up your horse. If you have the horse Shadowmere, which is obtained by progressing through the Dark Brotherhood questline, you can constantly attack him for basically unlimited XP. Shadowmere is virtually invincible to melee, magic, and ranged damage. The only thing you have to worry about is jumping off of mountains

Video demonstration -

Skill Breakdown

Magic Skills

 Alteration - This type of magic deals with altering the world around you. Spells include: Candlelight, Oakflesh, and Transmute

- Conjuration This type of magic deals with summoning creatures and creating weapons of pure magic. Spells include: Conjure Familiar, Conjure Flame Atronarch, Bound Sword
- Destruction This type of magic deals with channeling the elements of fire, ice, and lightning into increasingly destructive properties. Spells include: Flames, Sparks, and Frostbite.
- Enchanting The art of enchanting weapons/armors/items in order to provide both offensive and defensive magic without the need for a magic proficiency.
- Illusion This type of magic deals with creating illusions and manipulating the mind. Spells include: Clairvoyance
- Restoration This type of magic deals with healing you and your companions. Spells include: Healing, Cure Disease, and Cure Poison.

Combat Skills

- Archery This skill determines your proficiency with the bow and arrow. If used with the right
 poisons, this weapon can help give you the upper hand when it comes to facing off against
 multiple opponents.
- Block This skill determines how well you can use the shield to fend off against oncoming attacks.
- Heavy Armor This skill determines how well you can function in combat while wearing Heavy Armor. You can eventually unlock a perk that negates the armor's weight when you wear it
- One-Handed This skill determines how well you can use a One-Handed weapon, such as a sword or battle axe.
- Smithing The art of creating armors and jewelry with various materials. Masters of this craft can forge different types of armors to sell and wear.
- Two-Handed This skill determines how well you can use a Two-Handed weapon, like a greatsword.

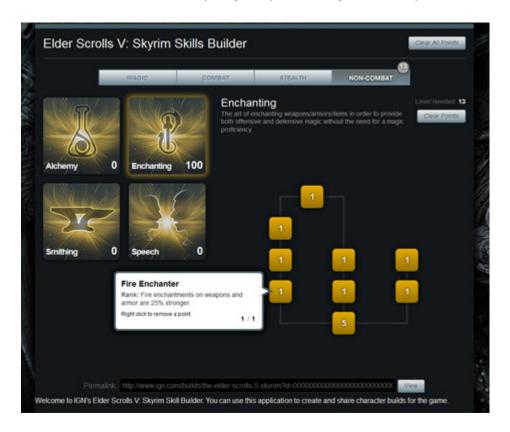
Stealth

- Alchemy The art of creating potions and poisons from ingredients that can be found throughout the world. The better your skill, the more effective the potions/poisons.
- Light Armor This skill determines how well you can function in combat in Light Armors.
- Lockpicking The ability to open locks without the need for a key. Masters of this skill need not
 worry about breaking a lockpick while trying to open a locked item.
- Pickpocket The ability to look through another characters inventory without getting caught.
- Sneak The ability to move around a room filled with enemies without being seen or heard.
 Useful for setting up traps and ambushes before going into battle.
- Speech The art of the silver tongue, used for gaining better prices on both ends of a bargain and for persuading the different citizens of Skyrim.

Want to build your own skills and share it with the world? Check out IGN's Skill Builder!

Skill Builder

The IGN Character Builder is an interactive interface that allows you to put points across the 18 Perk trees and see how to best plot your points as you level up.



Click here to start the Skyrim Character Builder

If you think your build is particularly awesome, you can share it on the Archetypes page with other Skyrim players.

Quick Instructions

The builder is a completely blank slate the first time you enter it.

- **1.** You *must* click on one of the categories (Magic, Combat, Stealth, Non-Combat) to start picking Skills and adding points to them.
- **2.** When you are satisfied with your build, you may copy the "permalink" at the bottom of the page to save your build. This hyperlink may also be Tweeted and shared with other players.

Perks

Perks are special abilities and enhancements to your skills. When you level up, you can select one Perk. In order to select a perk, you must meet its skill requirement and have any pre-requsite perks that it requires.

If you're at a loss as to how to properly squeeze out the full potential of your character, use IGN's Skill Builder to help you visualize your goal and make the most awesome cat-warlock-thief ever!

Non-Combat

- Alchemy Perks
- Smithing Perks
- Enchanting Perks
- Speech Perks

Combat

- Light Armor Perks
- Heavy Armor Perks
- One-Handed Perks
- Two-Handed Perks
- Archery Perks
- Block Perks

Magic

- Alteration Perks
- Conjuration Perks
- Destruction Perks
- Illusion Perks
- Restoration Perks

Stealth

- Lockpicking Perks
- Pickpocket Perks
- Sneak Perks

Alchemy Perks

Perk	Level	Description
Alchemist		Potions and poisons you make are 20% stronger.
Physician	20	Potions you mix that restore Health, Magicka or Stamina are 25% more powerful.
Poisoner	30	Poisons you mix are 25% more effective.
Concentrated Poison	60	Poisons applied to weapons last for twice as many hits.
Green Thumb	70	Two ingredients are gathered from plants.
Benefactor	30	Potions you mix with beneficial effects have an additional 25% greater magnitude.
Experimenter	50	Eating an ingredient reveals first two effects.
Snakeblood	80	50% resistance to all poisons.
Purity	100	All negative effects are removed from created potions, and all positive effects are removed from created poisons.

Illusion Perks

Perk	Level	Description
Novice Illusion		Cast Novice level Illusion spells for half magicka.
Illusion Dual Casting	20	Dual casting an Illusion spell overcharges the effects into an even more powerful version.
Apprentice Illusion	25	Cast Apprentice level Illusion spells for half magicka.
Adept Illusion	50	Cast Adept level Illusion spells for half magicka.
Expert Illusion	75	Cast Expert level Illusion spells for half magicka.
Master Illusion	100	Cast Master level Illusion spells for half magicka.
Hypnotic Gaze	30	Calm spells now work on higher level opponents. Cumulative with Kindred Mage and Animage.
Aspect of Terror	50	Fear spells work on higher level opponents. Cumulative with Kindred Mage and Animage.
Rage	70	Frenzy spells work on higher level opponents. Cumulative with Kindred Mage and Animage.
Master of the Mind	90	Illusion spells work on undead, daedra and automatons.
Animage	20	Illusion spells now work on higher level animals.
Kindred Mage	40	All Illusion spells work on higher level people.
Quiet Casting	50	All spells you cast from any school of magic are silent to others.

Destruction Perks

Perk	Level	Description
Novice Destruction		Cast Novice level Destruction spells for half magicka.
Augmented Flames	30	Fire spells do 25% more damage.
Intense Flames	50	Fire damage causes targets to flee if their health is low.
Augmented Frost	30	Frost spells do 25% more damage.
Deep Freeze	60	Frost damage paralyzes targets if their health is low.
Augmented Shock	30	Shock spells do 25% more damage.
Disintegrate	70	Shock damage disintegrates target if their health is low.
Apprentice Destruction	25	Cast Apprentice level Destruction spells for half magicka.
Adept Destruction	50	Cast Adept level Destruction spells for half magicka.
Expert Destruction	75	Cast Expert level Destruction spells for half magicka.
Master Destruction	100	Cast Master level Destruction spells for half magicka.
Rune Master	40	Can place runes five times farther away.
Destruction Dual Casting	20	Dual casting a Destruction spell overcharges the effects into an even more powerful version.
Impact	40	Most Destruction spells will stagger an opponent when dual cast.

Alteration Perks

Perk	Level	Description
Novice Alteration		Cast Novice level Alteration spells for half magicka.
Alteration Dual Casting	20	Dual casting an Alteration spell overcharges the effects into an even more powerful version.
Apprentice Alteration	25	Cast Apprentice level Alteration spells for half magicka.
Mage Armor	30	Protection spells like Stoneflesh are twice as strong if not wearing armor.
Adept Alteration	50	Cast Adept level Alteration spells for half magicka.
Stability	70	Alteration spells have greater duration.
Expert Alteration	75	Cast Expert level Alteration spells for half magicka.
Atronach	100	Absorb 30% of the magicka of any spells that hit you.
Master Alteration	100	Cast Master level Alteration spells for half magicka.
Magic Resistance	30	Blocks 10% of a spell's effects.

Conjuration Perks

Perk	Level	Description
Novice Conjuration		Cast Novice level Conjuration spells for half magicka.
Summoner	30	Can summon atronachs or raise undead twice as far away.
Atromancy	40	Double duration for conjured atronachs.
Elemental Potency	80	Conjured atronachs are 50% more powerful.
Twin Souls	100	You can have two atronachs or reanimated zombies.
Conjuration Dual Casting	20	Dual casting a Conjuration spell overcharges the spell, allowing it to last longer.
Necromancy	40	Greater duration for reanimated undead.
Dark Souls	70	Reanimated undead have 100 points more health.
Mystic Binding	20	Bound weapons do more damage.
Soul Stealer	30	Bound weapons cast Soul Trap on targets.
Oblivion Binding	50	Bound weapons will banish summoned creatures and turn raised ones.
Apprentice Conjuration	25	Cast Apprentice level Conjuration spells for half magicka.
Adept Conjuration	50	Cast Adept level Conjuration spells for half magicka.
Expert Conjuration	75	Cast Expert level Conjuration spells for half magicka.
Master Conjuration	100	Cast Master level Conjuration spells for half magicka.

Restoration Perks

Perk	Level	Description
Novice Restoration		Cast Novice level Restoration spells for half magicka.
Respite	40	Healing spells also restore Stamina.
Regeneration	20	Healing spells cure 50% more.
Necromage	70	All spells are more effective against undead.
Ward Absorb	60	Wards recharge your magicka when hit with spells.
Apprentice Restoration	25	Cast Apprentice level Restoration spells for half magicka.
Adept Restoration	50	Cast Adept level Restoration spells for half magicka.
Expert Restoration	75	Cast Expert level Restoration spells for half magicka.
Master Restoration	100	Cast Master level Restoration spells for half magicka.
Recovery	30	Magicka regenerates 25% faster.
Avoid Death	90	Once a day, heals 250 points automatically if you fall below 10% health.
Restoration Dual Casting	20	Dual casting a Restoration spell overcharges the effects into an even more powerful version.

Enchanting Perks

Perk	Level	Description
Enchanter		New enchantments are 20% stronger.
Fire Enchanter	30	Fire enchantments on weapons and armor are 25% stronger.
Frost Enchanter	40	Frost enchantments on weapons and armor are 25% stronger.
Storm Enchanter	50	Shock enchantments on weapons and armor are 25% stronger.
Extra Effect	100	Can put two enchantments on the same item.
Insightful Enchanter	50	Skill enchantments on armor are 25% stronger.
Corpus Enchanter	70	Health, magicka and stamina enchantments on armor are 25% stronger.
Soul Squeezer	20	Soul gems provide extra magicka for recharging.
Soul Siphon	40	Death blows to creatures, but not people, trap 5% of the victim's soul, recharging the weapon.

Heavy Armor Perks

Perk	Level	Description
Juggernaut		Increases armor rating for Heavy Armor by 20%.
Fists of Steel	30	Unarmed attacks with Heavy Armor gauntlets do their armor rating in extra damage.
Cushioned	50	Half damage from falling if wearing all Heavy Armor: head, chest, hands, feet.
Conditioning	70	Heavy Armor weighs nothing and doesn't slow you down when worn.
Well Fitted	30	25% Armor bonus if wearing all Heavy Armor: head, chest, hands, feet.
Tower of Strength	50	50% less stagger when wearing only Heavy Armor.
Matching Set	70	Additional 25% Armor bonus if wearing a matched set of Heavy Armor.
Reflect Blows	100	10% chance to reflect melee damage back to the enemy while wearing all Heavy Armor: head, chest, hands, feet.

Smithing Perks

Perk	Level	Description
Steel Smithing		Can create Steel armor and weapons at forges, and improve them twice as much.
Elven Smithing	30	Can create Elven armor and weapons at forges, and improve them twice as much.
Advanced Armors	50	Can create Scaled and Plate armor at forges, and improve them twice as much.
Glass Smithing	70	Can create Glass armor and weapons at forges, and improve them twice as much.
Dragon Armor	100	Can create Dragon armor at forges, and improve them twice as much.
Arcane Blacksmith	60	You can improve magical weapons and armor.
Dwarven Smithing	30	Can create armor and weapons at forges, and improve them twice as much.
Orcish Smithing	50	Can create Orcish armor and weapons at forges, and improve them twice as much.
Ebony Smithing	80	Can create Ebony armor and weapons at forges, and improve them twice as much.
Daedric Smithing	90	Can create Daedric armor and weapons at forges, and improve them twice as much.

Block Perks

Perk	Level	Description
Shield Wall		Blocking is 20% more effective.
Deflect Arrows	30	Arrows that hit the shield do no damage.
Elemental Protection	50	Blocking with a shield reduces incoming fire, frost, and shock damage by 50%.
Block Runner	70	Able to move faster with a shield raised.
Shield Charge	100	Sprinting with a shield raised knocks down most targets.
Quick Reflexes	30	Time slows down if you are blocking during an enemy's power attack.
Power Bash	30	Able to do a power bash.
Deadly Bash	50	Bashing does five times more damage.
Disarming Bash	70	Chance to disarm when power bashing.

Two-Handed Perks

Perk	Level	Description
Barbarian		Two-Handed weapons do 20% more damage.
Limbsplitter	30	Attacks with battle axes cause extra bleeding damage.
Champion's Stance	20	Power attacks with two- handed weapons cost 25% less stamina.
Great Critical Charge	50	Can do a two-handed power attack while sprinting that does double critical damage.
Sweep	70	Sideways power attacks with two-handed weapons hit all targets in front of you.
Warmaster	100	Backwards power attack has a 25% chance to paralyze the target.
Devastating Blow	50	Standing power attacks do 25% bonus damage with a chance to decapitate your enemies.
Deep Wounds	30	Attacks with greatswords have a 10% chance of doing critical damage.
Skullcrusher	30	Attacks with warhammers ignore 25% of armor.

One-Handed Perks

Perk	Level	Description
Armsman		One-Handed weapons do 20%, 40%, 60%, 80%, and 100% more damage.
Hack and Slash	30	Attacks with war axes cause extra bleeding damage(3 stages).
Fighting Stance	20	Power attacks with one- handed weapons cost 25% less stamina.
Savage Strike	50	Standing power attacks do 25% bonus damage with a chance to decapitate your enemies.
Paralyzing Strike	100	Backwards power attack has a 25% chance to paralyze the target.
Critical Charge	50	Can do a one-handed power attack while sprinting that does double critical damage.
Bone Breaker	30	Attacks with maces ignore 25% of armor.
Bladesman	30	Attacks with swords have a 10% chance of doing critical damage.
Dual Flurry	30	Dual wielding attacks are 20% faster.
Dual Savagery	70	Dual wielding power attacks do 50% bonus damage.

Archery Perks

Archery Perks

Perk	Level	Description
Overdraw		Bows do 20% more damage.
Eagle Eye	30	Pressing Block while aiming will zoom in your view.
Power Shot	50	Arrows stagger all but the largest opponents 50% of the time.
Quick Shot	70	Can draw a bow 30% faster.
Bullseye	100	15% chance of paralyzing the target for a few seconds.
Steady Hand	40	Zooming in with a bow slows time by 25%.
Critical Shot	30	10% chance of a critical hit that does extra damage.
Hunter's Discipline	50	Recover twice as many arrows from dead bodies.
Ranger	60	Able to move faster with a drawn bow.

Light Armor Perks

Perk	Level	Description
Agile Defender		Increase armor rating for Light armor by 20%.
Custom Fit	30	25% Armor bonus if wearing all Light Armor: head, chest, hands, feet.
Unhindered	50	Light Armor weighs nothing and doesn't slow you down when worn.
Wind Walker	60	Stamina regenerates 50% faster in all Light Armor: head, chest, hands, feet.
Deft Movement	100	10% chance of avoiding all damage from a melee attack while wearing all Light Armor: head, chest, hands, feet.
Matching Set	70	Additional 25% Armor bonus if wearing a matched set of Light Armor.

Sneak Perks

Perk	Level	Description
Stealth		You are 20% harder to detect when sneaking.
Muffled Movement	30	Noise from armor is reduced 50%.
Light Foot	40	You won't trigger pressure plates.
Silent Roll	50	Sprinting while sneaking executes a silent forward roll.
Silence	70	Walking and running does not affect detection.
Shadow Warrior	100	Crouching stops combat for a moment and forces distant opponents to search for a target.
Backstab	30	Sneak attacks with one- handed weapons now do six times damage.
Deadly Aim	40	Sneak attacks with bows now do three times damage.
Assassin's Blade	50	Sneak attacks with daggers now do a total of fifteen times normal damage.

Lockpicking Perks

Perk	Level	Description
Novice Locks		Novice locks are much easier to pick.
Apprentice Locks	25	Apprentice locks are much easier to pick.
Quick Hands	40	Able to pick locks without being noticed.
Wax Key	50	Automatically gives you a copy of a picked lock's key if it has one.
Adept Locks	50	Adept locks are much easier to pick.
Expert Locks	75	Expert locks are much easier to pick.
Locksmith	80	Pick starts close to the lock opening position.
Unbreakable	100	Lockpicks never break.
Master Locks	100	Master locks are much easier to pick.

Pickpocket Perks

Perk	Level	Description
Light Fingers		Pickpocketing bonus of 20%. Item weight and value reduce pickpocketing odds.
Night Thief	30	Plus 25% chance to pickpocket if the target is asleep.
Poisoned	40	Silently harm enemies by placing poisons in their pockets.
Cutpurse	40	Pickpocketing gold is 50% easier.
Keymaster	60	Pickpocketing keys almost always works.
Misdirection	70	Can pickpocket equipped weapons.
Perfect Touch	100	Can pickpocket equipped items.
Extra Pockets	50	Carrying capacity is increased by 100.

Speech Perks

Perk	Level	Description
Haggling		Buying and selling prices are 10% better.
Allure	30	10% better prices with the opposite sex.
Merchant	50	Can sell any type of item to any kind of merchant.
Investor	70	Can invest 500 gold with a shopkeeper to increase his available gold permanently.
Fence	90	Can barter stolen goods with any merchant you have invested in.
Master Trader	100	Every merchant in the world gains 1000 gold for bartering.
Bribery	30	Can bribe guards to ignore crimes.
Persuasion	50	Persuasion attempts are 30% easier.
Intimidation	70	Intimidation is twice as successful

Werewolf Perks

The Dawnguard DLC brings a new perk tree to the fore, this one focusing on developing a Werewolf's abilities.

Unlike other traditional Perks, where points are allotted to attain a Perk, this and the Vampire Lord Perks trees are scaled by feeding on enemies. Werewolves must feast on the hearts of their enemies to rank up.

Perk	Prerequisite	Description
Bestial Strength (four levels)		First level: Do 25% more damage as a werewolf
Totem of Ice Brothers	Bestial Strength	Summon an ally ice wolf with a howl
Totem of the Predator	Bestial Strength	Werewolf Totem of the hunt has extended range, and shows whether the targets are not in combat, searching, or actively in combat.
Totem of Terror	Bestial Strength	Werewolf Howl of Terror affects even higher level creatures
Totem of the Moon	Totem of Ice Brothers	Summon an ally werewolf with a howl
Animal Vigor	Bestial Strength	100 point bonus to Health and Stamina in beast form.
Gorging	Animal Vigor	Feeding heals twice as much Health
Savage Feeding	Gorging	Can now feed on creatures, only adds half the time to bloodlust that human feeding would

Vampire Lord Perks

The Dawnguard DLC brings a new perk tree to the fore, this one focusing on developing a Vampire Lord's abilities.

Unlike other traditional Perks, where points are allotted to attain a Perk, this and the Werewolf Perks trees are scaled by feeding on enemies. Vampires must feed directly on the flesh of their enemies or use a Drain Life spell to rank up.

Note that using the Drain Life spell ranks up abilities faster than traditional bites.

Perk	Prerequisite	Description
Power of the Grave		50 point bonus to Health, Magicka and Stamina as a Vampire Lord.
Detect All Creatures	Power of the Grave	Night Power: Detect all creatures, even dwarven automatons.
Mist Form	Detect All Creatures	Turninto an invulnerable cloud of mist while regenerating Health, Magicka and Stamina.
Supernatural Reflexes	Mist Form	Move quicker while enemies move slower
Blood Healing	Power of the Grave	Killing a person with a power attack bite restores all your health.
Unearthly Will	Power of the Grave	Night powers and Blood Magic cost 33% less
Poison Talons	Unearthly Will, Blood Healing	Melee attacks deal 20 points of poison damage
Night Cloak	Poison Talons	A shroud of bats feed on enemies within melee range
Vampiric Grip	Power of the Grave	Blood Magic: can pull a creature to you from a distance, and do choking damage once it's close
Summon Gargoyle	Vampiric Grip	Blood Magic: Can conjure a gargoyle to fight for you.

Corpse Curse Summon Gargoyle Paralyze your foes with this magical blast

Bonus Perks

As well as the standard perk trees there are also a few special quest related passive perks to be obtained.

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	· · · ·	Side Quest: A Return to Your Roots
III ha Fira	deals 25% more	Greybeards Quest: Meditations on the Words of Power

Character Archetypes

Skyrim removed the distinction of classes and shoved the nigh complete freedom of character development in your hands. While this newfound freedom gives you a dizzying array of options, it can be difficult to decide where to start. After all, you can literally play as almost any character archetype, running the gamut from a traditional sword-and-board warrior to a sneaky battlemage.

Feel free to try out multiple play styles, as there is no penalty for building up points in a skill, even if you never use that skill again (No more worrying about getting that +5 Strength bonus). The actual specialization of your character doesn't happen until you start choosing Perks, so these are where you have to start to do some planning.

The general rule of thumb is to avoid a jack of all trades, master of none. You have only a finite number of points with which to activate Perks. As of yet, there are a maximum of 81 points (81 levels) with which to use Perks. This has proven to be the level cap for Skyrim. With this in mind, figuring out the best combination and specializations requires some planning as all perk trees will not be filled.

Use IGN's interactive Skill Builder to plan out the perfect character archetype. Share your build with other players here!

Two-Handed Warrior

Heavy armor is the typical route for a melee character without a shield. Smithing and archery are also recommended as complimentary skills.

Battlemage

This style sits on the line of Jack of All Trades, but worth a look. Enchanting, One Handed, and any assortment of magic is what you're looking at here. Use up your mana and slice up your victims until it refills.

Hunter

Archers can be pretty deadly in Skyrim. Light armor will keep you swift. A companion is recommended for distractions. The Deadly Aim, Eagle Eye, Steady Hands skills have proven to be useful.

Warlock

A warlock is based almost purely on Destruction magic, so clearly pump points there, with some in Conjuration and Enchanting. One or two points in Light Armor to help survival.

Tip: If you plan to base your character's offensive ability mainly on Destruction magic, its advisable to

enchant your clothes/armor with 100% destruction magic mana reduction. This is because destruction magic is very underpowered at higher levels and your best option in battle is to stun lock enemies with dual cast, making you practically invincible in a 1 on 1 fight.

Paladin

The main idea behind a Paladin class is being a strong melee user, with the assistance of magic, so the key choice here should be Restoration and Heavy Armor, along with Alteration for the armor increases. Also points should be added to Shields, One Handed or Two Handed, depending on your style.

Assassin

The general rule of thumb for the Assassin build is to pump your perk points into one-handed, dagger, and sneak (specifically the --Assassin's Blade Perk), light armor, and fill the Archery tree. Beyond that, the choices are yours as far as non-combat perks. Vampirism is most beneficial for this kind of class, but not a requirement.

Night Blade

The build of the Night Blade is a mixture of the sneaky skills from a Assassin and the wizardy of a Mage, with the perks being spend on the One-Handed, Illusion, Destruction, Maybe Archery and Sneak skills (including the Assassin's Blade Perk.)

Builds Added by Community

AscendedFalmer's (Aka Keith the Archetypist's) Character Builds for Master Difficulty

ANY editing of my Character Archetypes is NOT appreciated. Feel free to add your Characters **BELOW** my sign off. If they are unique from my own, I will create my own version for the purpose of ensuring that all of the characters in this guide are viable for Master Difficulty. I do not care if your Assassin is a higher level. I do not care if you think you can take a better screenshot than me. These are my builds, my guide, and I work hard to document my findings. Feel free to add your own Assassin, Guild Master, or whatever it may be, but do so **SEPERATELY** from my guide.

- Ver. 1.0: Currently working on write-ups for my completed characters and releasing them as they are ready.
- Ver. 1.1: Added pictures!:)
- Ver. 1.5: Added new section, DLC Characters.
- Ver. 1.5.1: Added a few more character concepts, including a HearthFire character.

Ver. 1.5.2: Added bold markers for easier reading. Added Domains, places of relative safety, where I like to save my characters when I am not playing them.

Ver. 1.5.3: Added two completed characters, Ancient Nord and Falmer Warshaman

Ver. 1.5.4: Added Rogue, Berserker, and Conjurer

Ver. 1.5.5: Added Dragon Priest, Shaman, and Barbarian

1. Name: Dragonborn



Level: 66 Race: Nord

Play style: The Dragonborn is the all around Warrior, sword and board melee combat and archery for range, he is suited for any situation. Once an enemy sees you, hold your ground rather than rush in, and lob a few arrows their way. The further an enemy has to run towards you, the less stamina they have when they get to you, and it goes the same for you, so be patient, and watch the scales tip into your favor with each passing second. Block is just as important as One-Handed so you should try to keep them in balance. Dodge, or better yet, shield-bash power attacks, deflect regular ones, and as soon as you have the perk, block magic! Dragons breath, lightning bolts, it all raises your skill, and keeps you that much further away from death.

Domain: Dragonsreach

Gear:

Steel Sword - 303 Damage - Soul Trap, Fire 34 Damage

Elven Bow - 199 Damage - Soul Trap, 34 Fire Damage

Steel Shield - 123 Armor - Block 44%, Resist Fire 51%

Steel Armor - 411 Armor - Heavy Armor 27, Fortify Health 68

Steel Cuffed Boots - 192 Armor - One Handed 43%, Resist Fire 50%

Steel Horned Helmet - 213 Armor - Archery 43%

Steel Nordic Gauntlets - 192 Armor - Archery 44%, One Handed 44%

Silver Necklace - Archery 40 %, One Handed 40%

Silver Garnet Ring - Archery 40%, One Handed 40%

Skill Sets:

Enchanting 100 - Enchanter 5/5, Fire Ench., Frost Ench., Insightful Ench., Corpus Ench., Extra Effect **Smithing 100** - Steel Smithing, Elven Smithing

Heavy Armor 100 - All Perks

Block 100 - All Perks

One Handed 100 - Armsman 5/5, Bladesman 3/3, Fighting Stance, Critical Charge, Savage Strike,

Paralyzing Strike Archery 100 - All Perks

2. Name: Warlock



Level: 68 Race: High Elf

Play style: The all around Mage, the Altmer uses Destruction as his primary offensive option, with other schools serving as various buffers to ensure that even when he loses concentration, he isn't a 1-hit meatbag running out of the dungeon at the sight of an archer. Illusion and Conjuration takes the heat off you. Restoration and Alteration protect you, while Enchanting ensures you can keep it all under the wraps of your magicka bar. Keep your distance at all times, but cast a Flesh spell just before combat each time just incase a loose arrow hits you, or you get caught in an ambush. If you see a group of enemies in the distance, cast Fury, or an Atronach, or both. If youre surrounded, a Fear or Calm spell is handy. When battling other mages, you should always keep a Ward in the off hand, but otherwise, dual cast Destruction medium range to short range, and single cast from both hands for long range fights, alternating hands, not releasing simultaneously.

Domain: Arch-Mage's Quarters

Gear:

Amulet - Fortify Magicka 62, Fortify Destruction 25%

Ring - Fortify Magicka Regen. 62%, Fortify Destruction 25%

Robes - Fortify Magicka Regen. 62%, Fortify Destruction 25%

Gloves - Fortify Magicka 62

Circlet - Fortify Magicka Regen. 62%, Fortify Destruction 25%

Skill sets:

Destruction 100 - Novice Destruction, Aug. Flames 2/2, Aug. Frost 2/2, Aug. Shock 2/2, Deep Freeze, Disintegrate, Dual Casting, Impact

Illusion 100 - All Perks

Alteration 100 - All Perks

Restoration 100 - Novice Restoration, Respite, Regeneration, Necromage, Ward Absorb, Recovery 2/2, Avoid Death, Dual Casting

Conjuration 100 - Novice Conjuration, Summoner 2/2, Atromancy, Elemental Potency, Twin Souls

Enchanting 100 - Enchanter 5/5, Insightful Enchanter, Corpus Enchanter, Extra Effect

3. Name: Thief



Level:65

Race: Argonian

Play style: The Thief is a non-combatant, preferring to slip away in darkness than to meet enemies head on, or even at all. He relies solely on his skills, deeming blades uncivilized and magic for the

inefficient.

Domain: Ragged Flagon Cistern

Gear:

Guild Masters Armor - 135 Armor - Carry Weight 50 Guild Masters Boots - 40 Armor - Pickpocket 35% Guild Masters Gloves - 40 Armor - Lockpicking 35% Guild Masters Hood - 58 Armor - Prices 20% Necklace of Invigoration - Stamina Regen. 40% Ring of Peerless Stamina - Stamina 40

Skill sets:

Sneak 100 - Stealth 5/5, Muffled Movement, Light Foot, Silent Roll, Silence, Shadow Warrior Lockpicking 100 - All Perks
Pickpocket 100 - All Perks
Light Armor 100 - All Perks
Speech 100 - All Perks

4. Name: Marksman



Level: 53
Race: Wood Elf

Play style: The Marksman is archery-only when it comes to enemies. So tougher foes may require some strategic maneuvering about the battlefield. There is one major thing you can do that your enemies cannot. Jump. Gain the high ground and fire away. Bash if they get close, or backpedal and mortar your enemies for close-medium range (aim super high at pursuing enemies but only tap the button to make a light shot arc to reach them without sacrificing speed) Until you get the Ranger perk,

in which case you can backpedal and fire normally at full speed. Sneak is nice to have, but this one is efficient enough to go without.

Domain: Proudspire Manor

Gear:

Dragonbone Bow - 334 Damage - Frost Damage 25, Shock Damage 25
Dragonscale Armor - 333 Armor - Stamina Regen. 31%, Fortify Stamina 62
Dragonscale Boots - 132 Armor - Sneak 40%, Stamina Regen. 31%
Dragonscale Gauntlets - 132 Armor - Archery 40%, Sneak 40%
Dragonscale Helmet - 153 Armor - Archery 40%, Restoration 40%
Dragonbane Amulet - Archery 40%, Resist Magic 20%
Dragonbane Ring - Archery 40%, Resist Magic 20%

Skill sets:

Archery 100 - All Perks
Light Armor 100 - All Perks
Smithing 100 - All Perks
Sneak 100 - All Perks except Assassins Blade
Enchanting 100 - Enchanter 5/5, Insightful Enchanter, Corpus Enchanter, Extra Effect

5. Name: Battlemage



Level: 67 Race: Imperial

Play style: The Battlemage is a one-man army and a well respected class in neighboring Cyrodiil. Capable of routing entire cities at will, he is a force like no other. His magics are developed to the point of ultimate mastery, and with high end heavy armor, even if someone gets close, they are helpless to his towering torso of plate and steel, and soon meet demise to his flanged mace. This is a build where you can be in the middle of the action, smashing anything close enough to engage you in melee combat, which, as you keep a tight formation with Atronach and/or Follower, is not very likely anyhow. Summon your Atronachs into the fray, and walk your way over casting Destruction magic from one hand with your weapon ready in the other, or simply stay back and dual cast for tougher foes.

Domain: Fort Dunstad Commanders Quarters

Gear:

Ebony Mace - 187 Damage - Chance to paralyze 5 sec, Fire Damage 52

Ebony Armor - 263 Armor - Destruction 28%, Conjuration 28% **Ebony Boots** - 113 Armor - One Handed 45%, Resist Fire 52%

Ebony Gauntlets - 113 Armor - One Handed 45%

Ebony Helmet - 130 Armor - Conjuration 25%, Destruction 25%

Gold Ring - Conjuration 25%, Destruction 25% **Silver Jeweled Necklace** - Conjuration 25%, Destruction 25%

Skill sets:

Destruction 100 - Novice Destruction, Destruction Dual Casting, Impact, Aug. Flames 2/2, Aug. Shock 2/2

One Handed 96 - Armsman 5/5, Fighting Stance, Bone Breaker 3/3, Savage Strike, Critical Charge Heavy Armor 86 - All Perks

Conjuration 100 - Novice Conjuration, Dual Casting, Summoner 2/2, Necromancy, Atromancy, Dark Souls, Elemental Potency, Twin Souls

Restoration 100 - Novice Restoration, Regeneration, Respite, Recovery 2/2, Dual Casting

Alteration 100 - Novice-Expert Alteration, Magic Resistance 3/3, Atronach

Smithing 99 - Steel-Ebony Smithing

Enchanting 100 - Enchanter 5/5, Fire Enchanter, Insightful Enchanter, Corpus Enchanter, Extra Effect

6.Name: Necromancer



Level: 53 Race: Breton

Play style: The Necromancer is a sinister one, relying on misdirection and stealth to get what he wants. A proficient sneak, he generally prefers to slip by enemies with impunity or with the help of an undead ally, but is powerful enough in his arts to contend if he is detected. Your Reanimates are your greatest ally, so make sure you pick good ones. They will serve as an excellent distraction as you slip by in darkness, or they can easily wipe out an installment of soldiers. Remember, each zombie need only kill one enemy to have served his purpose. The only disadvantage to Necromancy: if there are no corpses lying around to begin with, you may just have to lean on Destruction or Illusion for a fresh one.

Domain: Drelas' House

Gear:

Master Robes of Conjuration - Regen. Magicka 150%, Conjuration 22% Gold and Ruby Circlet - Regen. Magicka 62%, Conjuration 25% Gold Ring - Regen. Magicka 62%, Conjuration 25% Gold Necklace - Conjuration 25%, Resist Magic 20%

Skill sets:

Conjuration 100 - Novice Conjuration, Summoner 2/2, Necromancy, Dark Souls, Twin Souls Sneak 100 - Stealth 5/5, Muffled Movement, Light Foot, Silent Roll, Silence, Shadow Warrior Destruction 100 - Novice-Expert Destruction, Aug. Flames 2/2, Aug. Shock 2/2, Dual Casting, Impact Illusion 100 - All Perks

Alteration 100 - Novice-Apprentice Alteration, Magic Resistance 3/3 **Enchanting 100** - Enchanter 5/5, Insightful Enchanter, Corpus Enchanter, Extra Effect

7. Name: Assassin

Level:

Race: Khajiit

Play style: The Assassin is a master of stealth and efficiency. He excels at sniping enemies from the shadows, as well as the ability to creep up behind enemies and slit their throat without a second thought. While slipping by in darkness is fastest, you could take the time to carefully plan out a roomful of enemies, and slaughter them one by one. Each enemy killed raises your Sneak many times over what Sneaking alone can. Develop tactics, based on enemy lines of sight, proximity, light and shadow, and choose your targets. Be sure to make use of traps if possible. Fire a loose arrow from darkness and into a kill zone of swinging blades, or beneath a hanging fire-pot, and then watch as enemies helplessly burn or bleed to death, without the slightest inkling of where you are.

Domain: Dawnstar Sanctuary

Gear:

Blade of Woe -

Ancient Shrouded Armor - Resist Poison 100%

Ancient Shrouded Boots - Muffle

Ancient Shrouded Cowl - Archery 35%

Ancient Shrouded Gloves - Double Backstab Damage

Skill sets:

Sneak 100 - Stealth 3/5, Backstab, Deadly Aim, Assassin's Blade, Muffled Movement, Light Foot **Archery 80** - Overdraw 4/5, Eagle Eye, Steady Hand 2/2, Critical Shot 1/3, Power Shot, Hunters Dicipline, Ranger

Illusion 80 - Novice - Expert Illusion, Illusion Dual Casting, Animage, Kindred Mage, Quiet Casting, Hypnotic Gaze

Smithing 60 - Steel Smithing, Arcane Blacksmith

Light Armor 60 - Agile Defender 3/5, Custom Fit, Unhindered

One Handed 60- Armsman 3/5, Dual Flurry 2/2

8. Name: Paladin



Level: 46

Race: Redguard

Play style: The holy knight of the Nine Divines, the Paladin protects all that is sacred with his heavy armor and restoration spells. He wields either two blades, or one with a spell in the off hand for

healing, protection, or to ward away undead foes with divine light. The undead are your specialty, but that doesn't mean your skills aren't efficient enough to deal with the living as well. You should always cast Stendarr's Aura (Dawnguard) before engaging combat with the undead, and remember, even if an enemy is too powerful for Turn Undead, it will always stagger them. Circle of Protection is especially useful if you find yourself surrounded for a quick fix, while if you have a horde of zombies running at you, keep back, and take the time to rev up Bane of the Undead while they make their ground. All of these will help you in the real fight, where you stand toe to toe, matching steel, or blasting away from range with Sunfire or Vampire's Bane (both Dawnguard).

Domain: Temple of the Divines

Gear:

(Glass) Divine Right Hand - 193 Damage - Turn Undead 25, Fire Damage 25 (Glass) Divine Left Hand - 193 Damage - Turn Undead 25, Fire Damage 25

Dawnbreaker - 175 Damage - Fire Damage 10, Chance to cast Bane of the Undead

Paladin Ring - One Handed 40%, Restoration 25% Paladin Amulet - One Handed 40%, Restoration 25%

Paladin Plate Armor - 375 Armor - Heavy Armor 25, Restoration 25%

Paladin Plate Helmet - 183 Armor - Restoration 25% Paladin Plate Boots - 159 Armor - One Handed 40%

Paladin Plate Gauntlets - 159 Armor - One Handed 40%, Heavy Armor 25

Skill sets:

One Handed 66 - Armsman 4/5, Dual Flurry 2/2, Bladesman 2/3, Fighting Stance, Savage Strike, Critical Charge

Heavy Armor 100 - Juggernaut 5/5, Well Fitted, Tower of Strength, Matching Set, Reflect Blows **Restoration 96** - Novice Restoration, Respite, Regeneration, Necromage, Ward Absorb, Recovery 2/2, Avoid Death, Dual Casting

Smithing 100 - Steel-Glass Smithing

Enchanting 100 - Enchanter 5/5, Insightful Enchanter, Corpus Enchanter, Extra Effect **Speech 84** - Haggling 1/5, Allure, Merchant, Bribery, Persuasion, Intimidation

9. Name: Nightblade



Level: 68 Race: Dark elf

Play style: This was meant to be a balance of Thief, Mage, and Warrior skills, and it turned out to be a roaring success. With ample proficiency in one handed, he can confidently dispatch any average baddie with a blade, but for tougher crowds, he can invisibly cut throats left and right, sneak-snipe helpless enemies, or keep an army at bay with destruction magic. As a Nightblade, Sneak is your main employ, whether you cut throats, fire arrows, or cast hexes, darkness is your best friend. But,

with these skill sets, you can easily dominate any battlefield even if you are discovered. If enemies see you, cast a Flesh spell immediately, and keep a good distance as long as possible. If an enemy gets close enough to engage you in melee combat, by all means pull out your sword and hack away, but be careful. This is the most dangerous part of the Nightblade's combat. Don't hesitate to make use of Invisibility or the powerful Shadow Warrior Perk; even at close range, you can disappear in a cloud of smoke and appear only when your blade is piercing their jugular vein.

Domain: Nightgate Inn

Gear:

Blade of Woe - 34 Damage - Absorb Health 10

Ebony Bow - 62 Damage **Ebony Sword** - 54 Damage

Master Robes of Destruction - Regen. Magicka 150%, Destruction 22%

Necklace of Extreme Wielding - One Handed 35%

Ring of Major Archery - Archery 25%

Shrouded Hand Wraps - Double Backstab Damage

Shrouded Hood - Sneak 25% Shrouded Shoes - Muffle

Skill sets:

Sneak 100 - All Perks

One Handed 87 - Armsman 5/5, Fighting Stance, Bladesman 2/3, Savage Strike

Destruction 94 - Novice-Expert Destruction, Aug. Flames 2/2, Dual Casting, Impact

Archery 90 - All Perks except Bullseye

Alteration 100 - All Perks

Illusion 76 - Novice-Expert Illusion, Dual Casting, Hypnotic Gaze, Animage, Kindred Mage, Quiet Casting

10.Name: Monk



Level: 58 Race: Kahjiit

Play style: A bit unorthodox, this pacifist either calms his enemies, or if that doesn't work, beats them into submission with his fists. That's right. Unarmed. Having a big, brutish mercenary at your side is somewhat essential to this build; some enemies are immune to Illusion magic and there is simply no way to put out enough damage with fists alone to avoid being overwhelmed, without exploiting glitches. Calming your enemies should be the first resort, killing them, the last, if you would like to roleplay.

Domain: Temple of Kynareth

Gear:

Daedric Gauntlets - 148 Armor - Unarmed 12
Daedric Boots - 148 Armor - Regen. Stamina 31%
Ceremonial Dragon Mask - 162 Armor - Restoration 25%, Regen. Magicka 62%
Monk Robes - Restoration 25%, Regen. Magicka 62%
Monk Amulet - Restoration 25%, Resist Magic 20%
Monk Ring - Unarmed 12, Restoration 25%

Skill sets:

Heavy Armor 88 - Juggernaut 5/5, Fists of Steel, Cushioned, Conditioning
Illusion 100 - All Perks except Master Illusion
Restoration 95 - All Perks except Master Restoration
Alteration 100 - All Perks except Master Alteration
Enchanting 100 - Enchanter 5/5, Insightful Enchanter, Corpus Enchanter, Extra Effect
Smithing 100 - Steel-Daedric Smithing, Dragon Smithing, Arcane Blacksmith

11. Name: Pit Fighter



Level: 43 Race: Argonian

Play style: A light, quick, sword and board fighter with Archery for range. This character is nearly impervious behind his shield, and deadly with a blade. The Histskin power makes him unstoppable against the average bad guy, and leaves bosses helpless to your strategic musings. You can be aggressive and rush the battlefield for a strategic position, or hang back and nimbly dodge between covers for ranged fights. Light Armor means you have an inborn Stamina Regeneration boost by Skill Level 60, which helps for literally everything you will be doing. Lots of Stamina for Eagle Eye when firing, lots for rushing the field, and lots for shield bashing and power attacks when you get there.

Domain: Honeyside

Gear:

Glass Sword - 65 Damage

Glass Bow of the Blaze - 55 Damage - Fire Damage 25

Glass Shield - 69 Armor Glass Armor - 192 Armor Glass Boots - 68 Armor Glass Gauntlets - 68 Armor Glass Helmet - 86 Armor

Skill sets:

One Handed 76 - Armsman 4/5, Bladesman 2/3, Fighting Stance, Critical Charge, Savage Strike Light Armor 72 - Agile Defender 4/5, Custom Fit, Unhindered, Wind Walker, Matching Set Block 60 - Shield Wall 4/5, Quick Reflexes, Power Bash, Deadly Bash,

Archery 65 - Overdraw 4/5, Critical Shot 2/3, Eagle Eye, Power Shot **Smithing 72** - Steel-Glass Smithing, Arcane Blacksmith

12. Name: Cleric



Level: 52 Race: Imperial

Play style: The Cleric is a battlefield healer and defender of kings. His shield in one hand, Restoration in the other may sound unorthodox, and it certainly is, but with the Respite perk in the Restoration tree allowing you to heal your stamina, this gives you relatively unlimited shield bashing. Smash those enemies into submission, Disarm them with a Power Bash, leaving them helpless. Send them flying off cliffs and walls with your shield charge, or buff your Follower as they take care of business. It takes a bit of strategic thinking, but it's a very fun build.

Domain: Castle Dour

Gear:

Imperial Shield - 77 Armor - Block 40%, Fortify Health 62

Imperial Armor - 234 Armor - Regen. Stamina 31%, Heavy Armor 25 Imperial Boots - 105 Armor - Regen. Stamina 31%, Fortify Stamina 62

Imperial Bracers - 105 Armor - Block 40%, Heavy Armor 25 Silver Necklace - Regen. Stamina 31%, Fortify Health 62

Silver Ring - Fortify Stamina 62, Fortify Health 62

Skill sets:

Block 100 - All Perks

Heavy Armor 100 - All Perks

Restoration 100 - Novice-Expert Restoration, Respite, Regeneration, Recovery 2/2, Avoid Death

Smithing 68 - Steel Smithing

Enchanting 100 - Enchanter 5/5, Insightful Enchanter, Corpus Enchanter, Extra Effect

13. Name: Spellsword



Level: 59 Race: High elf

Play style: This nimble hybrid is efficient with all enemies, mixing ranged Destruction with the finesse of swordplay. Atronachs are your best friend, as you can bathe the battlefield in fire, frost, or shock without fear of hurting them. Summon a minion into the fray like a Mage would, and fire Destruction into the midst, or cast a Cloak spell and jump in yourself. Dance around your enemies, casting Wall spells on the floor, damaging them further. Light Armor means you can keep the distance with a powerful enemy, or close the distance, for a melee execution.

Domain: Thalmor Embassy, Barracks

Gear:

Elven Sword - 128 Damage - Absorb Health 30, Fire Damage 37

Elven Armor - 245 Armor - Restoration 25%, Destruction 25%

Elven Boots - 95 Armor - One Handed 40%, Regen. Stamina 31%

Elven Gauntlets - 95 Armor - One Handed 40%, Light Armor 25

Elven Helmet - 113 Armor - Conjuration 25%, Destruction 25%

Aldmeri Amulet - Destruction 25%, Resist Magic 20% **Aldmeri Ring** - Destruction 25%, Resist Magic 20%

Skill sets:

One Handed 81 - Armsman 5/5, Fighting Stance, Bladesman 2/3, Critical Charge, Savage Strike **Destruction 100** - Novice-Expert Destruction, Rune Master, Dual Casting, Impact, Aug. Shock 2/2, Aug. Flames 2/2

Conjuration 100 - Novice-Expert Conjuration, Summoner 2/2, Atromancy, Elemental Potency

Restoration 100 - Novice-Expert Restoration, Respite, Regeneration, Recovery 2/2, Dual Casting

Light Armor 95 - Agile Defender 5/5, Custom Fit, Unhindered, Wind Walker, Matching Set

Smithing 71 - Steel Smithing, Elven Smithing

Enchanting 100 - Enchanter 5/5, Insightful Enchanter, Corpus Enchanter, Extra Effect

14. Name: Vampire



Level: 36 Race: Dark Elf

Play style: The Vampire is a nightstalking, flesh-eating nightmare that will make you think the world is collapsing around you, before closing in to suck the life from your bones. He is a master of Illusion and stealth, and can raise the dead to assist him. With these he confuses, weakens, and closes in for the kill. This efficient build lets you control any situation with the Vampire's 25% Boost to the potency of all Illusion spells. The most spectacular method being a Fury spell, followed by raising the first ones to fall. An equally efficient method would be to simply walk in, Calm everyone, and casually slit their throats one by one. Neither being necessary, of course, as your natural Stealth is enough to render any situation your playground.

Domain: Reachcliff Cave

Gear:

Blade of Sacrifice - 11 Damage

Master Robes of Illusion - Regen. Magicka 150%, Illusion 22%

Cicero's Hat - Sneak 35%

Cicero's Gloves - Double Backstab Damage

Cicero's Boots - Muffle

Necklace of Resist Fire - Resist Fire 15%

Ring of Namira - Fortify Stamina 50, Allows you to feed on corpses for increased Health and Health Regeneration

Skill sets:

Sneak 90 - Stealth 5/5, Backstab, Muffled Movement, Light Foot, Silent Roll, Silence **Illusion 100** - All Perks

Conjuration 100 - Novice-Master Conjuration, Summoner 2/2, Dual Casting, Necromancy, Dark Souls, Twin Souls

15. Name: Shadowscale



Level: 40 Race: Argonian

Play style: Trained in witchcraft and stealth since the day of his hatching, this assassin uses Illusion to lead unwary prey into traps and other devious and cunning methods of dispatch. You may want to use Fear to loosen up the ranks if you are discovered, and Destruction magic for the majority of your offensive power, with dual daggers incase someone gets close. Otherwise you can Sneak about and cut throats as much as the enemy allows. Poisons can be placed into the pockets of enemies to prepare for open combat, while potions enhance your already superhuman abilities.

Domain: Abandoned Shack

Gear:

Blade of Woe - 18 Damage - Absorb Health 10

Elven Dagger - 12 Damage

Nightweaver's Band - Sneak 10%, Destruction 10%

Shrouded Robes - Destruction 15%

Shrouded Hood - Sneak 25%

Shrouded Shoes - Muffle

Shrouded Hand Wraps - Double Backstab Damage

Skill sets:

Sneak 100 - All Perks

One Handed 56 - Armsman 1/5, Dual Flurry 2/2 Illusion 98 - All Perks except Master Illusion

Destruction 70 - Novice-Adept Destruction, Aug. Flames 2/2, Dual Casting, Impact

Alchemy 54 - Alchemist 3/5, Physician, Poisoner, Benefactor

16. Name: Alik'r Warrior



Level: 57

Race: Redguard

Play style: The Alik'r are the sworn protectors of Hammerfell, the Redguard nation. They wear only light cloth due to the scorching heat of their desert homeland, and prefer curved swords to shred their enemies to ribbons. Curved. Swords. You will need both Alteration and Restoration to protect yourself from the mortal injuries of open combat on Master Difficulty, but the Alik'r are not only Warriors, but assassin as well. A proficiency in Sneak allows you to infiltrate and secure strategic positions, before opening up combat. And when you do, make sure you are quick and aggressive. Don't get cornered, do the cornering.

Domain: Vlindrel Hall

Gear:

Scimitar - 136 Damage - Absorb Health 20, Fire Damage 25

Bolar's Oathblade - 136 Damage - Stamina Damage 25, Fear Lvl 12

Mehrunes' Razor - 43 Damage - 1% Chance Instant Kill

Alik'r Redgarb - Regen. Stamina 31%, Restoration 25%

Alik'r Hood - Restoration 25%, Regen. Magicka 62%

Alik'r Boots - Sneak 25%, One Handed 40%

Alik'r Wargloves - Sneak 25%, One Handed 40%

Shrouded Hand Wraps - Double Sneak Attack Damage

Alik'r Ring - Alteration 25%, One Handed 40%

Alik'r Amulet - Alteration 25%, One Handed 40%

Skill sets:

One Handed 77 - Armsman 4/5, Fighting Stance, Bladesman 2/3, Critical Charge, Savage Strike

Alteration 100 - All Perks

Restoration 66 - Novice-Adept Restoration, Respite, Regeneration, Recovery, Dual Casting

Enchanting 100 - Enchanter 5/5, Insightful Enchanter, Corpus Enchanter, Extra Effect

Smithing 60 - Steel Smithing, Arcane Blacksmith

Sneak 100 - All Perks

17. Name: Telepathic



Level: 44 Race: High elf

Play style: The Telepathic is an opportunistic thief who enhances his abilities with illusion magic. A master of the mind, he can confuse or calm even the most powerful enemies. And with Invisibility, and Lockpicking, he can infiltrate just about anywhere. He can also see enemies before they see him with

Detect Life, and distract them with Telekinesis objects flung into their face.

Domain: Cellar (Anise's Cabin)

Gear:

Master Robes of Illusion - Regen. Magicka 150%, Illusion 25%

Nightingale Hood - 18 Armor - Illusion 15%

Nightingale Gloves - 12 Armor - Lockpicking, One Handed 20%

Nightingale Boots - 12 Armor - Muffle

Necklace of Peerless Magicka - Fortify Magicka 70

Ring of Resurgence - Regen. Magicka 80%

Skill sets:

Illusion 100 - All Perks

Restoration 60 - Novice Restoration, Recovery 2/2, Dual Casting

Alteration 100 - All Perks

Sneak 100 - Stealth 5/5, Muffled Movement, Light Foot, Silent Roll, Silence, Shadow Warrior

18. Name: Death Knight



Level: 49 Race: Breton

Play style: The demonic patron of Mehrunes Dagon, this beast is unstoppable in nearly any given situation. Fully adorned with the armor of Daedra, and wielding a massive two handed blade, he is already a force to be reckoned with. Add a mastery of Conjuration to call demonic brothers from Oblivion, and maybe a Follower with a Sanguine Rose, and you are at the head of a small army of matching awesomeness. Few things are more badass than four fully armored Dremora heading into battle at your side.

Domain: Shrine to Mehrunes Dagon

Gear:

Daedric Greatsword - 220 Damage - Absorb Health 20, Frost Damage 25 **Daedric Armor** - 348 Armor - Regen. Health 31%, Regen. Magicka 62%

Daedric Boots - 157 Armor - Two Handed 40%, Muffle

Daedric Gauntlets - 157 Armor - Two Handed 40%, Fortify Magicka 62 **Daedric Helmet** - 176 Armor - Conjuration 25%, Regen. Magicka 62%

Daedric Amulet - Conjuration 25%, Regen. Health 31% **Daedric Band** - Conjuration 25%, Regen. Health 31%

Skill sets:

Two Handed 96 - Barbarian 5/5, Champion's Stance, Deep Wounds 3/3, Devestating Blow, Great Critical Charge, Sweep

Conjuration 100 - All Perks

Heavy Armor 74 - Juggernaut 4/5, Well Fitted, Tower of Strength, Matching Set

Smithing 97 - Steel-Daedric Smithing

Enchanting 100 - Enchanter 5/5, Insightful Enchanter, Corpus Enchanter, Extra Effect

19. Name: Warlord



Level: 61 Race: Nord Play style: Pure warrior, with every option to meet an enemy on the battlefield. Enemy with a shield? Smash it to pieces with a war hammer, leaving them open. Forsworn dual wielders getting on your nerves? Put up your shield and charge them down! Two Handed enemies a little powerful? Duck in and out with dual swords for quick strikes without taking hits from slower opponents. Kind of like a rock-paper-scissors sort of thing.

Domain: Cracked Tusk Keep

Gear:

Imperial Bow - 38 Damage Steel Greatsword - 74 Damage Steel Sword (2) - 48 Damage

Steel Shield - 68 Armor **Steel Armor** - 198 Armor

Steel Boots of Major Stamina - 84 Armor - Fortify Stamina 40

Steel Helmet - 105 Armor

Steel Nordic Gauntlets - 84 Damage

Skill sets:

Smithing 85 - Steel Smithing, Arcane Blacksmith **Heavy Armor 96** - All Perks except Reflect Blows

Block 88 - All Perks except Shield Charge

Two Handed 95 - Barbarian 5/5, Champion's Stance, Great Critical Charge, Devestating Blows, Sweep

One Handed 99 - Armsman 5/5, Dual Flurry 2/2, Dual Savagery, Bladesman 3/3, Fighting Stance, Savage Strike, Critical Charge

Archery 83 - Overdraw 3/3, Eagle Eye, Power Shot, Quick Shot

20. Name: Druid



Level: 61 Race: Argonian

Play style: An elemental of nature magic and the power of the beast, the Druid is keen in cult magics and blood offerings. He has the power to shapeshift into a Werewolf at any time, and can summon wolf brothers while in that form. You'll be wanting to get in touch with nature with this character, acquiring Lycanthropy at an early level, and only using elemental Destruction magics, Fire, and Frost. Another important feature of this character is the Ritual Stone, which you will use to pick up any wild animals you meet on your way to a destination. It gets to be pretty amusing as you watch four Cave Bears and two Werewolves storming a fort.

Domain: Darklight Tower

Gear:

Orcish Dagger - 7 Damage - Absorb Health 20, Absorb Magicka 25

Black Robes - Destruction 28%, Regen. Magicka 71%

Boots - Muffle

Gloves - Fortify Magicka 71, Alchemy 28%

Gold Ring - Destruction 28%, Regen. Magicka 71%

Gold and Emerald Circlet - Destruction 28%, Regen. Magicka 71%

Silver Necklace - Resist Magic 22%, Fortify Magicka 71

Skill sets:

Destruction 100 - Novice-Expert Destruction, Rune Master, Dual Casting, Impact, Aug. Flames 2/2, Aug. Frost 2/2, Deep Freeze

Restoration 100 - Novice-Expert Restoration, Recovery 2/2, Dual Casting, Regeneration, Necromage, Respite

Alteration 100 - All Perks

Enchanting 100 - Enchanter 5/5, Insightful Enchanter, Corpus Enchanter, Extra Effect

Alchemy 83 - Alchemist 5/5, Physician, Benefactor, Experimenter 2/3

Sneak 100 - Stealth 5/5

Lycanthropy - All Perks (Dawnguard)

21. Name: Sorcerer



Level: 53 Race: Orc

Play style: The silhouette of my Cleric build, the Sorcerer is a shield-spell caster of the more direct type. Aggression is a key tactic with this character; you will want to initiate combat with an Atronach, followed by subsequent Destruction magic of the same element. Rush in, Shield Charge once you have the perk, disarm any melee opponents with a bash or two, and be sure to bathe the field in Wall spells while you're in there. If surrounded, use a few potions to top up, engage the Berserker Rage power, and absorb a few shots as you build up a Master Level Destruction spell, obliterating the battlefield even at high levels.

Domain: Reachwind Eyrie

Gear:

Sorcerer's Shield - 86 Armor - Block 40%, Resist Magic 20%

Sorcerer's Armor - 261 Armor - Destruction 25%, Regen. Magicka 62%

Sorcerer's Boots - 114 Armor - Fortify Stamina 62, Resist Shock 37%

Sorcerer's Gauntlets - 114 Armor - Heavy Armor 25, Block 40%

Sorcerer's Helmet - 135 Armor - Destruction 25%, Regen. Magicka 62%

Sorcerer's Ring - Destruction 25%, Regen. Health 31%

Sorcerer's Amulet - Destruction 25%, Regen. Health 31%

Skill sets:

Block 100 - All Perks

Heavy Armor 100 - Juggernaut 5/5, Well Fitted, Tower of Strength, Matching Set

Destruction 100 - Novice-Expert Destruction, Aug. Flames 2/2, Aug. Frost 2/2, Deep Freeze

Restoration 100 - Novice Restoration, Recovery 2/2, Ward Absorb, Regeneration, Respite

Conjuration 100 - Novice-Adept Conjuration, Summoner 2/2, Atromancy, Elemental Potency, Twin Souls

Smithing 62 - Steel Smithing, Dwarven Smithing

Enchanting 100 - Enchanter 5/5, Insightful Enchanter, Corpus Enchanter, Extra Effect

22. Name: Arcane Warrior



Level: 47 Race: Dark Elf

Play style: A warrior like no other, Arcane Warrior deals in magic, blasting Fireballs and Thunderbolts from range, and rushing in with Bound Swords and Flesh spells for the aggressive measure. This character works equally well with offensive and defensive tactics, being quick enough in only cloth that he can speed between enemies with a sword in hand or let Atronachs take the hits while he keeps back and fires away.

Domain: Tower of Mzark

Gear:

Master Robes of Destruction - Regen. Magicka 150%, Destruction 22%

Arcane Circlet - Destruction 25%, Regen. Magicka 62%

Arcane Ring - Destruction 25%, One Handed 40%

Arcane Amulet - Destruction 25%, One Handed 40%

Fine Boots - One Handed 40%, Fortify Stamina 62%

Arcane Wargloves - Fortify Magicka 62%, One Handed 40%

Skill sets:

One Handed 60 - Armsman 4/5, Fighting Stance, Savage Strike, Dual Flurry 2/2

Alteration 100 - All Perks

Destruction 89 - Novice Destruction, Dual Casting, Impact, Aug. Flames 2/2, Aug. Shock 2/2

Conjuration 100 - Novice-Expert Conjuration, Mystic Binding, Summoner 2/2, Atromancy, Elemental Potency, Twin Souls

Enchanting 100 - Enchanter 5/5, Insightful Enchanter, Corpus Enchanter, Extra Effect

23. Name: Ancient Nord



Level: 43 Race: Nord

Play style: A Two Handed tank with a twist, the ability to revive fallen friends and foes from Sovngard. He has a special set of robes which allow him to call their souls back from beyond the dead, and can Shout to call ancient comrades through time from before the First Era! As a doombound warrior sent astray by the Elder Scrolls, you'll be caring very little for your own safety. Be the centre of attention on the battlefield; all your enemies will rush to you and then you can fall back, to where your follower and undead allies will be catching up, or maintain your ground and sweep the enemies away with the blade of your leader from another time, while you benefit the instantaneous assistance of another master of the Voice.

Domain: High Hrothgar

Gear:

Wuuthrad Reborn - 192 Damage - Absorb Health and Stamina 31, Especially Deadly to Elves

Ancient Nord Armor - 168 Armor - Fortify Health and Stamina 62

Ancient Nord Boots - 72 Armor - Two Handed 40%, Fortify Stamina 62

Ancient Nord Gauntlets - 72 Armor - Two Handed 40%, Heavy Armor 25

Ancient Nord Helmet - 99 Armor

Ancient Nord Ring - Two Handed 40%, Heavy Armor 25

Ancient Nord Amulet - Two Handed 40%, Resist Magic 20%

Sovngard Robes - Conjuration 25%

Sovngard Hood - Conjuration 25%

Sovngard Ring - Conjuration 25%

Sovngard Amulet - Conjuration 25%

Skill sets:

Heavy Armor 92 - Juggernaut 5/5, Well Fitted, Tower of Strength, Matching Set

Two Handed 95 - Barbarian 5/5, Limbsplitter 3/3, Champion's Stance, Great Critical Charge, Devestating Blow, Sweep

Enchanting 100 - Enchanter 5/5, Insightful Enchanter, Corpus Enchanter, Extra Effect

Conjuration 100 - Novice Conjuration, Necromancy, Dark Souls, Twin Souls

24. Name: Falmer Warshaman



Level:47

Race: Argonian

Play style: Stares-At-Ruins was always the curious young Argonian, fascinated with the dwemer from a young age. So, as sad as it was when he disappeared one day, it did not come as much of a shock to his family. He fell down a well, a long forgotten tunnel to Blackreach, and it was there that he was raised and eventually banished by the resident Falmer population. Now a rogue of his brood and of the surface world, he continues to dwell in caves and ruins, sometimes daring the daylight to kill a traveller and amassing a horde of small, shiny objects, and sometimes raiding Blackreach and dwarven ruins for Falmer artifacts. Destruction and Conjuration are the fundamentals of this build, keeping any enemy at bay with a distracting atronach, while firing away with your own spells to quickly take down almost any foe. Heavy Falmer armor means you can absorb a few melee shots as you blast away with fire and frost, but you do carry a sword for close encounters, to take them down quickly. Use a Ward when battling enemy mages, and keep the pressure on them no matter what.

Domain: Blackreach

Gear:

Falmer Warblade - 62 Damage - Fire Damage 37, Frost Damage 37

Falmer Warshaman Amulet - Destruction 25%, Resist Magic 20%

Falmer Warshaman Ring - Destruction 25%, Resist Magic 20%

Falmer Warshaman Armor - 210 Armor - Regen. Magicka 62%, Destruction 25%

Falmer Warshaman Helm - 103 Armor - Regen. Magicka 62%, Destruction 25%

Falmer Warshaman Gauntlets - 75 Armor - Fortify Magicka 62, One Handed 40%

Falmer Warshaman Boots - 75 Armor - One Handed 40%, Resist Shock 37%

Skill sets:

Conjuration 100 - Novice-Expert Conjuration, Dual Casting, Summoner 2/2, Atromancy, Elemental Potency, Twin Souls

Destruction 86 - Novice Destruction, Dual Casting, Impact, Aug. Fire, Aug. Frost,

Heavy Armor 100 - All Perks

One Handed 64 - Armsman 4/5, Fighting Stance, Bladesman 1/3

Smithing 51 - Steel Smithing, Elven Smithing, Advanced Armors

Enchanting 100 - Enchanter 5/5, Insightful Enchanter, Corpus Enchanter, Extra Effect

25. Name: Rogue



Level: 59

Race: Wood Elf

Playstyle: The Rogue is a larcenic vagabond, undaunting infiltrator, and a deadly sword hand. With a sword-dagger dual wielding combo, you'll be swinging the highest DPS melee option available. Pair that with a mastery of Sneak and Illusion, and you've got the fundamentals for the ultimate sneaky assassin. With a high One Handed Skill and a fairly high Light Armor, and you won't have to fear very many enemies in open melee combat. For more powerful enemies, you can turn their allies against them, or invisibly weave between hordes and slit the leader's throat before they know what hit them.

Domain: Twilight Sepulchur

Gear:

Blade of Woe - 35 Damage - Absorb Health 10

Chillrend - 55 Damage - Frost Damage 30, Chance Paralyze 2s

Nightingale Blade - 51 Damage - Absorb Health 25, Absorb Stamina 25

Nightingale Bow - 47 Damage - Frost Damage 30, Shock Damage 15

Nightingale Hood - 54 Armor - Illusion 17%

Nightingale Armor - 122 Armor - Fortify Stamina 40, Resist Frost 50% Nightingale Gloves - 38 Armor - Lockpicking 25%, One Handed 25%

Nightingale Boots - 38 Armor - Muffle

Skill sets:

One Handed 93 - Armsman 5/5, Dual Flurry 2/2, Dual Savagery, Bladesman 3/3, Fighting Stance, Savage Strike

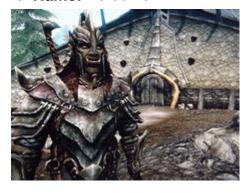
Sneak 100 - All Perks

Illusion 100 - All Perks except Master Illusion

Archery 77 - Overdraw 4/5, Eagle Eye, Steady Hand 2/2, Power Shot, Quick Shot, Critical Shot 2/2, Hunter's Discipline, Ranger

Light Armor 77 - Agile Defender 4/5, Custom Fit, Unhindered, Wind Walker, Matching Set

26. Name: Berserker



Level: 32 Race: Orc

Playstyle: The Orc wields a two hander, and only a two hander, to destroy his foes. This ensures a high Two Handed skill for a relatively low player level, but it must be kept in balance with Heavy Armor protection. Be aggressive and own the field with this character, lay down with the power attacks; you'll need to have lots of Stamina, but emphasise the Health a bit more. You're a tank in its ultimate respect. You'll be hitting hard and you'll need to take hits just as well. If surrounded at lower levels, you may want to fall back a bit and lead your enemies to a choke point, or engage the Berserker Rage power. At higher levels, your Heavy Armor and Smithing bonuses will make hordes your fancy, as you deflect blows like dust in the wind and enemies are swept away by your axe or hammer.

Domain: Largashbur Longhouse

Gear:

Volendrung - 186 Damage - Absorb Stamina 50
Orcish Warhammer - 142 Damage - Fire Damage 37, Frost Damage 37
Orcish Armor - 303 Armor - Fortify Health 68, Regen. Stamina 34%
Orcish Boots - 129 Armor - Two Handed 44%, Regen. Stamina 34%
Orcish Gauntlets - 129 Armor - Two Handed 44%, Heavy Armor 27
Orcish Helmet - 153 Armor - Restoration 25%
Silver Ring - Two Handed 44%, Heavy Armor 27

Silver Necklace - Two Handed 44%, Regen. Stamina 34%

Skill sets:

Two Handed 57 - Barbarian 3/5, Champion's Stance, Skullcrusher 1/3, Great Critical Charge, Devestating Blow

Heavy Armor 91 - Juggernaut 5/5, Well Fitted, Tower of Strength, Matching Set **Smithing 60** - Steel Smithing, Dwarven Smithing, Orcish Smithing

Enchanting 100 - Enchanter 5/5, Insightful Enchanter, Corpus Enchanter, Extra Effect

27. Name: Conjurer



Level: 49
Race: Wood Elf

Playstyle: If you ever played a PC game called Nox, you might recognize the inspiration for this build. The Conjurer is an archer primarily, summoning support to keep enemies off him, and in relative place for easy shots. His racial power lets him "charm" creatures, and he can even use a Crossbow(DG) if he wants. It's a simple yet efficient equation that has worked in RPGs for a long time, and gracefully balances three skills from three classes. Combat should always start with an Atronach, or at higher levels, a Dremora Lord, for distraction and tanking. Meanwhile, you'll be either summoning a Bound Bow, or pulling out a physical one. Crossbows are the fastest follow-up weapon

as they sit preloaded in your inventory, but Bound Bow is a cheap, unlimited-ammunition resource that keeps up quite well with Master Difficulty. You'll want to get the Summoner perk as soon as possible; the farther away from the heat you are, the better, but your Light Armor ensures you can survive a few hits if it does come down to it.

Domain: Honeystrand Cave

Gear:

Conjurer's Armor - 125 Armor - Regen. Health 31%, Regen. Magicka 62%

Conjurer's Helmet - 58 Armor - Regen. Magicka 62%, Archery 40%

Conjurer's Bracers - 41 Armor - Light Armor 25, Archery 40%

Conjurer's Boots - 41 Armor - Resist Fire 37%, Resist Frost 37%

Conjurer's Necklace - Conjuration 25%, Resist Magic 20%

Conjurer's Ring - Conjuration 25%, Resist Magic 20%

Skill sets:

Conjuration 100 - Novice-Expert Conjuration, Mystic Binding, Soul Stealer, Oblivion Binding, Conjuration Dual Casting, Summoner 2/2, Atromancy, Elemental Potency, Twin Souls

Archery 84 - All Perks except Bullseye

Light Armor 80 - All Perks except Deft Movement

Enchanting 100 - Enchanter 5/5, Insightful Enchanter, Corpus Enchanter, Extra Effect

28. Name: Dragon Priest



Level: 65 Race: Nord

Playstyle: Dragon Priests are the type that can cast a firestorm of spells, and take alot of damage to put down. If you've ever heard the expression "tank-mage", this is your equivelant. There really isn't too much that can go wrong when you're at the reigns of this character; even if you do happen to run out of magicka, you aren't the frail, 1-hit meatbag that the average mage becomes when not covered by a Flesh spell. But that doesn't mean the Alteration class is useless for this character, in fact, I opted for Alteration over Illusion for the protective benefits of Magic Resistance and Spell Absorbtion. Also, this character has enough magicka to easily handle Paralyze spells, which are unlocked at a higher level than most Illusion effects, but the power of Paralysis is arguably as effective as them in most situations, if not more so. The main focus, however, is Destruction. You are a tank, after all, not a tortoise. High magicka and cost-reduction enchantments let you fire away, while Conjuration and Restoration serve as assurances that this character is very rare to fall.

Domain: Forelhost Stronghold

Gear:

<divDragon Priest Staff - Wall of Flames - 50 DPS</div>

Staff of Magnus - Absorb Magicka - 20 DPS - If target has no magicka, Absorb Health instead. **Konahrik** - 85 Armor - When Health is low, has a chance to heal wearer and damage enemies.

Nahkriin - 83 Armor - Destruction 20%, Restoration 20%, Fortify Magicka

50

Dragon Priest Armor - 358 Armor - Destruction 25%, Regen. Magicka 62% Dragon Priest Boots - 158 Armor - Carry Weight 37, Resist Shock 37% Dragon Priest Gauntlets - 158 Armor - Fortify Magicka 62, Carry Weight 37

Dragon Priest Necklace - Destruction 25%, Resist Magic 20% **Dragon Priest Ring** - Destruction 25%, Regen. Magicka 62%

Skill Sets:

Destruction 100 - Novice-Master Destruction, Aug. Flames 2/2, Aug. Shock 2/2, Dual Casting, Impact **Conjuration 100** - Novice-Master Conjuration, Dual Casting, Summoner 2/2, Atromancy, Elemental Potency, Twin Souls

Alteration 100 - Novice-Master Alteration, Dual Casting, Magic Resistance 3/3, Stability, Atronach **Restoration 100** - Novice-Adept Restoration, Respite, Regeneration, Ward Absorb, Recovery 2/2, Dual Casting

Heavy Armor 100 - Juggernaut 5/5, Well Fitted, Tower of Strength, Matching Set

Smithing 100 - Steel-Dragon Smithing, Arcane Blacksmith

Enchanting 100 - Enchanter 5/5, Insightful Enchanter, Corpus Enchanter, Extra Effect

29. Name: Shaman



Level: 54 Race: Dark Elf

Playstyle: The Shaman is a defensive hybrid of all three nebuli; Destruction and Conjuration take the forefront, while One-Handed and Light Armor bring up the secondary wave of offense and defense. You should keep your ground at a strategic choke point whenever you have the oppurtunity. As your Conjuration skill climbs, you will more and more often have a Thrall from your last encounter, but sometimes, you'll have to start with your Destruction. Time your shots, hold back the forefront of the enemy force for as long as you can, but allow one or two severely weakened enemies to make their way to you. The timing here is critical. Switch to Conjuration; Bound Sword in one hand, Dread Zombie in the other, and quickly cut them down. Raise them, switch back to Destruction, rinse and repeat. Frost spells are most efficient for this build, as they slow your enemies and drain their stamina. Light Armor ensures that you can survive a few hits in the melee encounter, without spending precious seconds and magicka on Flesh spells.

Domain: Drudach Redoubt Cave

Forsworn Shaman Armor - 125 Armor - Fortify Health 62, Regen. Magicka 62%

Forsworn Shaman Boots - 43 Armor - One-Handed 40%, Resist Shock 37%

Forsworn Shaman Gauntlets - 43 Armor - One-Handed 40%, Fortify Magicka 62

Forsworn Shaman Headdress - 60 Armor - Destruction 25%, Conjuration 25%

Shaman Necklace - Destruction 25%, Conjuration 25% **Shaman Ring** - Regen. Magicka 62%, Resist Magic 20%

Skill Sets:

Destruction 96 - Novice-Expert Destruction, Aug. Flames 2/2, Aug, Shock 2/2, Dual Casting, Impact **Conjuration 100** - Novice-Expert Conjuration, Mystic Binding, Necromancy, Dark Souls, Twin Souls

Restoration 100 - Novice-Adept Conjuration, Respite, Regeneration, Recovery 2/2, Dual Casting

Alteration 100 - Novice-Apprentice Alteration, Magic Resistance 3/3

Enchanting 100 - Enchanter 5/5, Insightful Enchanter, Corpus Enchanter, Extra Effect

One-Handed 95 - Armsman 5/5

Light Armor 100 - All perks except Deft Movement

30. Name: Barbarian



Level: 36 Race: Orc

Playstyle: The Barbarian is a Light Armored, dual-wielding, in-your-face melee combatant with no interest in ranged combat, and a sadistic desire to be in the middle of the bloodshed. No blocking with this one, so you will want to be very wary of enemy power attacks at lower levels. Backpedal for horizontal attacks, sidestep vertical attacks, and keep the pressure on as hard and fast as you can. The key to overpowering the battlefield with this character is being able to throw out non-stop flurries of blades, staggering your foes with sheer damage, and laying into them. Enchantments which focus on Stamina and Health are your best bet, as they'll keep your power attacks coming in the face of all adversity.

Domain: Dainty Sload

Gear:

Steel War Axe of Malice - 90 Damage - Absorb Health 20, Absorb Stamina 25 Steel War Axe of Malice - 90 Damage - Absorb Health 20, Absorb Stamina 25

Scaled Armor - 240 Armor - Regen. Health 31%, Regen. Stamina 31% **Scaled Boots** - 84 Armor - One-Handed 40%, Regen. Stamina 31%

Scaled Bracers - 90 Armor - One-Handed 40%, Light Armor 25

Scaled Helmet - 111 Armor - Fortify Magicka 62
Silver Garnet Ring of Anti-Magic - Resist Magic 20%, Regen. Health 31%
Sapphire Necklace of Anti-Magic - Resist Magic 20%, Regen. Health 31%

Skill sets:

<div**One-Handed 67** - Armsman 4/5, Dual Flurry 2/2, Fighting Stance, Savage Strike, Critical Charge, Hack and Slash 2/3</div>

Light Armor 83 - All perks except Deft Movement
Restoration 82 - Novice Restoration, Regeneration, Respite
Enchanting 100 - Enchanter 5/5, Insightful Enchanter, Corpus Enchanter, Extra Effect
Smithing 58 - Steel Smithing, Elven Smithing, Advanced Armors

DLC Characters

Dawnguard

DG1. Name: Vampire Hunter



Level: 54
Race: Imperial

Play style: The basic Dawnguard heavy. Wielding Crossbow and war hammer to destroy his foes, and switching to Restoration magics for healing and defense against the undead. Vampires are puny, weak in melee combat as long as you can put them down quickly, and move on. Archery is a nobrainer now that Crossbows have been implemented, and you should always have Stendarr's Aura active when you go in close. Vampires like to steal your Health with a special Destruction spell, and Stendarr's Aura will help counteract this, but remember, each time they hit you with that soul-sucking magic, there is a chance to transfer their disease to you. Carry a few Cure Disease potions at all times, just to be safe.

Domain: Dayspring Canyon

Gear:

Frostfire Crossbow- 169 Damage - Fire Damage 31, Frost Damage 25, Ignore Armor 50% Warhammer of Atronachs- 177 Damage - Fire Damage 31, Frost Damage 25

Dawnguard Full Helmet- 79 Armor - Resist Vampires 25% when wearing full DG Armor Dawnguard Heavy Armor- 149 Armor - Restoration 28%, Regen. Stamina 31% Dawnguard Heavy Boots- 63 Armor - Two Handed 40%, Regen. Stamina 31% Dawnguard Heavy Gauntlets- 63 Armor - Two Handed 40%, Archery 40% Dawnguard Amulet- Restoration 28%, Two Handed 45% Dawnguard Ring- Restoration 28%, Two Handed 45%

Skill sets:

Two Handed 75 - Barbarian 4/5, Champion's Stance, Skullcrusher 2/3, Great Critical Charge, Devestating Blow, Sweep

Archery 96- All Perks except Bullseye

Heavy Armor 76- Juggernaut 4/5, Well Fitted, Tower of Strength, Matching Set

Restoration 100- All Perks except Ward Absorb

Smithing 65- Steel Smithing, Arcane Blacksmith

Enchanting 100- Enchanter 5/5, Fire Ench., Insightful Ench., Corpus Ench., Extra Effect

DG2. Name: Witch Hunter



Level: 41 Race: Breton

Play style: The Dawnguard special forces, the ultimate vampire slayer. Witch Hunters operate in the element of that which they hunt, darkness, and he uses the element to its fullest extent. Undead are immune to Illusion until high levels, but time should be invested for the Silent Casting Perk, and Alteration's Detect Undead is always useful to have. Crossbows are the best thing about this character, but Bound Bow is equally efficient at most levels. Restoration is also invaluable, with the Turn Undead spell effectively replacing Fear at lower skill levels, in case you are spotted.

Domain: Fort Dawnguard

Gear:

Enchanted Crossbow- 119 Damage - Chance Paralyze 6, Fire Damage 25, Ignore Armor 50% Dawnguard Witch Hunter Armor- 33 Armor - Regen. Magicka 62%, Regen. Stamina 31%

Dawnguard Helmet - 18 Armor - Resist Vampires 25% when wearing full DG Armor

Dawnguard Gauntlets- 9 Armor - Archery 40%, Sneak 40%

Dawnguard Boots- 9 Armor - Sneak 40%, Resist Shock 37%

Dawnguard Ring- Archery 40%, Resist Magic 20%

Dawnguard Amulet- Archery 40%, Resist Magic 20%

Skill sets:

Archery 75 - Overdraw 4/5, Critical Shot 2/3, Eagle Eye, Steady Hand 2/2, Power Shot, Hunter's Dicipline, Ranger, Quick Shot

Sneak 80- Stealth 5/5, Backstab, Deadly Aim, Muffled Movement, Light Foot, Silent Roll, Silence Conjuration 97- Novice-Adept Conjuration, Mystic Binding, Summoner 2/2, Elemental Potency Enchanting 100 - Enchanter 5/5, Insightful Enchanter, Corpus Enchanter, Extra Effect

DG3. Name: Ascended Vampire



Level: 62 Race: High Elf

Play style: The Ascended Vampire is close in style to the basic Vampire, with a few key differences. His lordship over a sophisticated covenant of ancient vampires demands a presence that a simple cannibal can't muster. He can deal with enemies standing, either with a blade or his magical prowess, or slip into stealth for more tricky situations, and his unique blood allows a higher form of vampirism, with the Vampire Lord power. This build leaves many options for you, with a mix of all classes in a deadly efficient powerhouse. Sneak is always a good option, but you can just as easily dominate with a blade and a spell or two. Or you could go the magical route, hewing the minds of your enemies to turn them on each other, and raising the fallen to finish up.

Domain: Voikhar Keep

Gear:

Harkon's Sword- 203 Damage - Absorb Health, Magicka, and Stamina 15 if wielded by a Vampire

Blade of Woe- 93 Damage - Absorb Health 10

Bone Hawk Amulet- One Handed 40%, Fortify Magicka 62

Harkon's Ring- Regen. Magicka 62%, One Handed 40%

Vampire Royal Armor- Regen. Magicka 125%

Vampire Royal Gloves- One Handed 40%, Fortify Magicka 62

Shrouded Hood- Sneak 25%

Shrouded Gloves- Double Backstab Damage

Shrouded Boots- Muffle

Skill sets:

One Handed 100- Armsman 5/5, Fighting Stance, Bladesman 3/3, Critical Charge, Savage Strike

Sneak 100- All Perks Illusion 100- All Perks

Conjuration 100- Novice-Expert Conjuration, Dual Casting, Summoner 2/2, Necromancy, Dark Souls, Twin Souls

Restoration 100- Novice Restoration, Recovery 2/2, Regeneration, Necromage

Enchanting 100- Enchanter 5/5, Insightful Enchanter, Corpus Enchanter, Extra Effect

Smithing 61- Steel Smithing, Arcane Blacksmith

Vampire Lord- All Perks

DG4. Name: Lycan



Level: 23

Race: Wood Elf

Play style: This Elf is little more than a peasant to most eyes, but if cornered, he will transform into a vicious, merciless beast. His trade is farming and trading produce and prepared meals, and he has developed an aptitude for stealth to avoid confrontation when transporting goods, but it serves just as well to help transform without being detected, if need be. His merchantry has led him to develop quite the tongue, which also helps him avoid confrontation on the roads.

Domain: Bloated Man's Grotto

Gear:

Skyforge Steel Dagger - 9 Damage Clothes Fine Boots Necklace of Sneaking- Sneak 20% Ring of Hircine- Allows additional transformations for Werewolves

Skill sets:

Sneak 87- All Perks except Shadow Warrior **Speech 94-** Haggling 5/5, Bribery, Persuasion, Intimidation, Allure, Merchant **Lycanthropy-** All Perks

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Well, that concludes the characters that I have "completed", thus far. While I never stop playing a character, I consider them to be "completed" when their skills, tactics, and gear are efficient enough that I could endeavor any dungeon, any quest without much fear of dying. There are a few exemptions from this rule, which will be addressed in their character profile, but most are unique and efficient. It is my hope that you, the player, can use this guide to discover new ways to play, and experience new value from this, I dare say, the greatest RPG to date, Skyrim.

Characters to come...

- 31. Alchemist
- 32. Dragonslaver
- 33. Executioner
- 34. Samurai
- 35. Hunter
- 36. Priest
- 37. Merchant
- 38. Falmer Pitfighter

DG5. Ancient Snow Elf

HF1. Farmer

Total Characters: 44

Until then, FUS-



RO-DAH!

Name: Warrior Theif Guild Master



I created this character because I wanted a combination of thievery and agressive melee. The Warrior Thief is capable of sneaky assassinations, as well as hold their ground on the battlefield. The key is being a balanced combatant and proficeint assassin. Sneak needs to be mostly filled, but not necessarily the highest perks (silent roll and beyond). Smithing is encouraged to get level 60 for the arcane smithing perk, in order to improve your Guild Master set. Combat perks such as two-handed, one-handed, and archery should be filled up for the most part; for melee, choose the perks relevent for your weapon, i.e. sword, axe, or hammer, and fill out the entire bow tree. Blocking is an added bonus if you plan to two-hand a lot. Pickpocketing and lockpicking perks are acceptable but not necessary, as well as speech (as soon as you are the Guild Master, you can bribe guards anyway). Illusion is again recommended but not obligatory, since a proficient sneak shouldn't need magical assistance.

Gear:

Guild Masters Armor - 135 Armor - Carry Weight 50

Guild Masters Boots - 40 Armor - Pickpocket 35%

Guild Masters Gloves - 40 Armor - Lockpicking 35%

Guild Masters Hood - 58 Armor - Prices 20%

Necklace of Invigoration - Stamina Regen. 40%

Ring of Peerless Stamina - Stamina 40

Tankmage Build

- Speechcraft 4 on Haggling
- Enchanting 5 on Enchanter, Insightful Enchanter, Soul Squeezer, Extra Effect, and Fire Enchanter
- Smithing All Perks on Heavy Armor side through Dragon Armor (to create and sell dragon armor)
- Heavy Armor All Perks except for Tower of Strength, Matching Set, and Reflect Blows
- Two Handed 5 on Barbarian, 3 on Greatswords, Champion's stance, great critical charge, and devastating blow
- Destruction Novice through master destruction, destruction dual casting, and both augmented frost and deep freeze

A great class for those who want to be the best at melee and magic. You can sprint around in the heaviest daedric superarmor that will be fully upgraded and double enchanted. You can use all of the 2h perks worth using (charge, devastating blow). Your destruction skills are still really good and are a master of Frost (great for freezing the opponent, then going up to melee kill).

Fengatsu Two-Handed Warrior:

This is my build for Two Handed Warriors, the basic build is:

Heavy armor: all points.

Twohanded: 5/barbarian - 1/ champion stance - 3 / in your weapon of choice, you like, whatever. - 1/devastating blow - 1/great critical charge - 1/sweep - 1/warmaster.

Restoration: 1/novice restoration - 1/respite - 1/regenration - 1/restoration dual casting

Smithing: 1/steel smithing - 1/ arcane blacksmith - 1/dwarven smithing - 1/orcish smithing - 1/ebony smithing - 1/daedric smithing. The deal here is that Daedric Armor is better than the Dragon Armor (better armor raiting and for me it looks better) but it is harder to make but with some time you would

do it, of course if you want Dragon armour you should take the Elven Smith Advanced Armors and Glass smith so you get Dragon armor faster but in that way you will use Heavy Armors dropped by npcs, etc.

There are still more points to spend until reach lvl 50 so i added what i felt it was really good helping in the journey.

The rest of the points were spend on:

Speech: 4/haggling

Enchanting: 5/enchanter - 1/insightful enchanter - 1/corpus enchanter - 1/Extra effect

Restoration: 2/recovery - 1/avoid death

That its all for me it worked very good, 100 hours on skyrim:D

Link to Skill Builder: Build

Thor, God of Thunder Concept Build:

I first found this build on the Team Liquid forums and decided to test it. Overall it's a pretty good build, but the main problem is getting enough Magicka, Health and Stamina to cast spells, survive in close combat and hit the enemy.

Alteration perks were taken instead of perks in light or heavy armor so that it would be possible to mix and match armor in order to mimic Thor's appearance. If you are not to concerned with appearance I would suggest relocating some of the points from One Handed to Mage Armor in Alteration and going for robes/clothes rather than armor, or you could drop the Alteration tree and rather spend the points in Light or Heavy Armor depending on your preference.

Link to Skill Builder: Thor Build

Illusion Assassin Build:

Concept: This build focuses on the Illusion and Sneak perk trees for it's effectiveness. This build utilizes the Assassin's Blade perk and the expert level spell Invisibility for efficient assassination. This build is almost guruanteed to win any 1 on 1 battle.

Here are the two must have perks for this build:

- The Assassin's Blade (50 sneak) allows sneak attacks with daggers to be multiplied 15x.
- Invisibility (Req. 75 Illusion) allows the caster to become invisible for 30 seconds

Tips:

- It's also useful to completely fill out the Illusion tree as many Illusion spells are effective for crowd control, which allows you to pick off opponents one at a time with your sneak attacks.
- Calm is an effective replacement for invisibility at lower levels.
- The Dark Brotherhood armor goes great with this build, it's gloves doubles sneak attacks damage, which means you can deal out up to 30x normal damage with your sneak attacks!

Link to build:Build

one handed Mage fighter:

-great for one handed swords axes and maces, and a helpful blast of destruction magic. One of the best fighting battlemages and great with light armour. This kind of character is helpful for the dark brotherhood, as it has a wide array of possibilities.

-4 points to armsmen -Bladesmen is also useful (1) -Augmented shock/frost/flame(1-3) -Apprentice destruction -disentegratition (1) level 70

Illusive Assassin

• Great for large groups of enemies. Great if combined with alteration and enchanting. This kind of character is useful for a battlemage/assassin hybrid.

Skills:

- 2 points to Armsman
- 2 points to Barbarian
- 2 points to Stealth
- Assassin's Blade
- Expert Illusion
- Hypnotic Gaze
- Kindered Mage
- Animage
- Master of the Mind
- Quiet Casting
- Apprentice Destruction
- Adept Conjuration

Optional Perks include:

2 points in Overdraw

- 4 points in Enchanter
- Insightful Enchanter
- Fire Enchanter
- Frost Enchanter
- Storm Enchanter
- Illusion Dual Casting
- Destruction Dual Casting
- Conjuration Dual Casting
- Novice Alteration
- Corpus Enchanter
- Impact

Weapons to invest in:

- Mehrunes' Razor
- Archmage's Robes or Nightingale Armor
- Black Star or Azura's Star

Build: Illusive Assassin

Lycanthropy

Werewolves exist in Skyrim. The disease is known as lycanthropy (or Sanies Lupus in TES III: Bloodmoon). Any player can choose to become a werewolf by following The Companions Quests or joining the Dawnguard faction made available in the first piece of Skyrim DLC.

The DLC introduces a new Werewolf Perks tree.

You cannot become a Vampire and a Werewolf at the same time. Becoming a Vampire Lord removes lycanthropy automatically, but the option to return remains. Lycanthropy can be cured by other means as well. After finishing The Companions' questline, you'll get a quest that offers a cure.

Werewolf related items

- Totem of The Hunt: Detect Life ability.
- Totem of Brotherhood: Summon 2 Wolf Spirits.
- Totem of Fear: Howling will Fear enemies.

Benefits

The benefits of lycanthropy are few but rewarding:

- Increased health in human form.
- Immunity to all forms of disease (including Saguinare Vampiris).
- Beast Mode In a transformed state, the werewolf's innate powers enhance your speed and physical strength.
- The physical damage you inflict increases by level
- Increased Stamina Regeneration Wolves will fight beside you against enemies while in Beast Mode Howl, see similar spell:Fear Feed on victims to increase time in Beast Mode and regenerate Health. While transformed you can run at full speed when encumbered.
- You have to feed on humans. In doing so, this adds another 30 seconds on to your time limit for being a werewolf.
- Werewolves use their claws to tear enemies asunder and can use a howl ability, during which affected enemies cower or run from battle. Using this power is almost mandatory in combat as werewolves are just as weak against normal attacks as in their human form and you can easily die in seconds if faced by a group of enemies.

Injuries can be tended to by feeding on the ravaged corpses of human victims. The effect lasts for some time, after which you revert to human form, but a satiated bloodlust can potentially prolong the transformation.

Helpful Tip: Simply use the *wait system* and fast forward time to quickly snap out of Beast Form

Disadvantages:

NOTE: you cannot access your character menu nor pick up items from the environment in werewolf form. However you can pull levers and interact with most essential puzzle mechanisms. You can't speak to anyone and most, if not all, of the normal folk will react negatively to your presence.

- The player's current follower might abandon him/her for fear of being ripped to pieces. The
 werewolf blood in you also prevents you from receiving the Rested buff from sleeping and Silver
 weapons will do more damage towards you.
- Werewolves are also weak against the Undead as the Howl power does not equate to the Turn Undead effect, leaving you wide open to their attacks. Thus you should never shift in Graal or Ghost catacombs, or when fighting Liches.
- Cannot get the "Well Rested" bonus anymore.
- Cannot regenerate naturally whilst in werewolf form. People tend not to like werewolves.
- Silver weapons do more damage.

NOTE:If you do shift in Graal or Ghost catacombs using consecutive attacks (holding the attack button down) will knock most undead away from you giving you a moment to rip into them some more whilst they are lying prone on the floor. This will also work for bigger live creatures that don't die on your first swing such as Trolls, Saber-cats and Bears. (This does not work on Giants, Mammoths or Dragons).

How to become a werewolf: A secret among the Companions of Whiterun is that members of The Circle are werewolves. Follow their questline toward becoming a Companion until you reach The Silver Hand quest. It is here that you can choose to partake in a secret ritual, in which you drink another werewolf's blood to turn you into a werewolf. Take note that if you do not want to commit (it is reversible with a cure), the quest will not advance. After the initial violent outburst, you gain Beast Form which is found in the Powers section of the Magic menu. Like the other Powers, you can activate Beast Form once a day.

Alternatively, it is possible to become a werewolf through the quest III Met By Moonlight. After talking and agreeing to the help the prisoner of the Falkreath Jail (he who kills little girls). The prisoner will give you Cursed Ring of Hircine which is cursed and you will not be able to remove it until the quest ends. This quest leads to The Hunt, in which you need to hunt a great white elk who, when slayed, is revealed to be an aspect of the daedric lord Hircine. Hircine will cleanse the ring if you agree to slay the thief who gave it to you.

Then you take on The Hunt quest which takes you to Bloated Ma'ns Grotto. Here you will join a team of hunters to slay the beast. However, you will have the option to side with the Werewolf as an NPC and slay the hunters. In addition to the Ring of Hircine you can actually form a small were-pact at the wrath of Hircine. Or if you complete the quest you will receive the Savior's Hide which has high resistance to poison.

Vampirism

Note that if you have the Dawnguard expansion pack, the Vampire Lord functions differently from the standard Vampire discussed here. Visit the Vampire Lord page for more relevant information.

Vampirism is the belief in the existence of vampires such that it may manifest the characteristics of vampires in people.

Vampirism makes a return to Skyrim. As was the case in the previous game, Oblivion, the player has a chance of contracting a disease called Sanguinare Vampiris. The initial disease can be cured normally, but if left unchecked for three nights, the diseased will become a vampire.

Full vampirism is difficult to cure and made up of four distinct stages. The disease progresses every 24 hours a vampire goes without feeding on a sleeping NPC. Feeding always returns you to stage one.

These are the four stages to vampirism. The effects of the debuffs are amplified with each stage advancement.

Stage 1

- Increased Resist Frost by 25%
- Attributes reduced by 15 points in the sunlight.
- Weakness to Fire 25%
- Gain abilities Vampire's Sight, Vampiric Drain, Vampire's Servant

Stage 2

- Increased Resist Frost by 50%
- Attributes reduced by 30 points in the sunlight.
- Weakness to Fire 50%
- Gain ability Vampire's Seduction

Stage 3

- Increased Resist Frost by 75%
- Attributes reduced by 45 points in the sunlight.
- Weakness to Fire 75%
- Stronger versions of existing abilities
- **Disadytange**: Most NPC's will not interact with you

Stage 4

- Increased Resist Frost by 100%
- Attributes reduced by 60 points in the sunlight.
- Weakness to Fire 100%
- Gain abilities Embrace of Shadows and upgraded Vampiric Drain and Vampire's Servant.

Disadvantage: You will be attacked by the citizens of Skyrim for being a vampire.

(**Note:** With the addition of the Dawnguard DLC, you will no longer be treated with hostility. Consequently, taking the form of a Vampire Lord will make the citizens.)

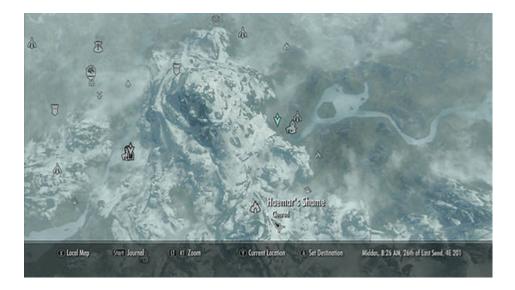
Stealth-type characters profit the most from the bonuses of vampirism, but the disadvantages are rather inconvenient for other character archetypes.

Advantages

- Immunity to diseases
- Immunity to poison
- Increased frost resistance
- Illusion spells are 25% more powerful
- Harder to detect by 25% when sneaking

How to Contract Vampirism

You'll need to come in contact with another vampire. Each hit by a vampiric enemy has a chance of passing the Sanguinare Vampiris disease onto you.



You can find vampires in Haemar's Shame, a cave to the southwest of Ivarstead. If you want to contract **Vampirism**, go there and let the vampires attack you. Or simply purchase or aquire Vampire Salts and ingest them as you would any food item.

The effects of the disease do not take hold immediately, as the transformation is gradual if left unattended. In the previous game, it took three in-game days to consummate the conversion to vampirism, after which the player assumes all the perks and downsides of being a vampire.

How to Feed as a Vampire

Once afflicted with **Vampirism**, you will slowly progress through the four stages, eventually becoming "blood-starved." At this stage in the disease, most people will not talk with you and will instead attack you.



In order to regress to earlier stages of vampirism, you will need to feed. You can feed only on sleeping humans, which you can find in most towns. Sneak into their homes, creep up behind them while they sleep and, while crouching, the option to "Pickpocket" should appear. Choose to pickpocket and you will further be given the option to "Pickpocket" or "Feed." Choose to feed and the deed will be done without disturbing the sleeping target.

How to Cure Vampirism

If you rid the disease early on before the onset of symptoms, then a simple Cure Disease will do the trick or going to temples in towns and using the altar. At later stages, however, it is still possible to cure yourself by resorting to Lycanthropy or doing the quest Rising at Dawn. However, becoming a lycanthrope is permanent unless you progress through the companions and it has its own costs and benefits.

Click this link to see the video http://www.ign.com/videos/2011/11/18/skyrim-how-to-cure-vampirism

Basics

There's a lot to see and do in Skyrim, but you'll need to read up on the fundamentals before you can delve into the more advanced.

Read These Helpful Topics

- General Tips Some of the most helpful tips to make your (Skyrim) life easier.
- Leveling Guide Level up certain skills quickly.
- Combat
- Stealth
- Active Effects
- Housing
- Shouts
- Bounties
- Traveling

General Tips

Every beginning adventurer needs a little guidance to help start them off on the right foot. Here are tips we found helpful. Feel free to add your own!

Please note that these are **general** tips. For more specific tips on leveling a skill quickly, please go to that respective skills section.

Tips for Success

Save, Save, Save!

The dangers of Skyrim are plentiful and therefore the most valuable tip would be to **save often**. Plenty of times one makes it to the final boss of the dungeon to only get killed and have to start over from the moment the player entered that specific part of the dungeon. Most importantly, save before major encounters. For example if the player knows a dragon priest fight approaches then they are able to save before the fight. If the player does indeed die then they are then able to use their knowledge of what is ahead to plan and strategize, and something good can come out of it! And there is always that added bonus of not having to retrace your steps. Also enemies will drop different loot to what you may have picked up previously when retracing from a saved checkpoint. Another great time to save is right before a master or expert lock, that way if you lose all lock picks or most of them you can reload and try again. Also don't forget to save over old saves that are now useless.

Use your resources

While adventuring throughout the world collect as many items as you can. Most of the items in Skyrim are used for something. For example; the pelt which is used for leather or the Dwemer scrap metal which can be transformed into ingots. All of the items you pick up could help you level up skills you are interested in. An example of this is using the leather from a bear pelt to craft items to increase smithing. Another reason to pick up as many items as possible is quests, as often times they task you with getting items you might not have. This is optional as maybe you would like to go outside and retrieve it the adventurous way.

Be aware, though, that carrying too much could slow you down.

Getting Six or More "Followers"

It can get tiresome travelling the vast world of Skyrim by yourself or with just one other follower, but now there's a way to get multiple helpful NPCs that will not only travel with you to the ends of the earth but also swat down dragons, giants, and those pesky mammoths. The page for the self-coined term Insane Crown Posse helps you get a roaming death squad of your own! Read on to find out how.

Video explaining how to get 3 "Base Followers". Read more about the "Insane Crown Posse" to learn

how to add on the quest-specific NPCs to your raiding party.

Use Equipment Shortcuts

Remember to favorite your most-used items, spells, and weapons. You can bring up the quick-access favorites menu (control pad up on consoles) to select and assign your favorites to your hands manually, or press left or right on the pad while in the menu to create two equipment sets. Left is set #1, right is set #2. To select the sets while in combat, simply press left or right on the control pad. You can also use this shortcut to equip an item in both hands by tapping the direction twice (useful for double casting).

When switching from a two-handed weapon to a one-handed weapon or spell by using equipment shortcuts, the last item or spell equipped in your other hand will also be equipped. Therefore, it may be useful to use one favorite for a two-handed weapon (such as a staff or bow) and the other for a one-handed weapon allowing you to switch quickly between ranged and close combat sets.

The Rumormongers

As is typical in a fantasy setting, innkeepers and bartenders tend to all kinds of worldly patrons and, thus, are often in the know for all things current in the land of Skyrim. Any time you visit a new town, head to the local bar or inn (or both!) to inquire about job leads or rumors. Oftentimes these tiny kernels of knowledge expand out to full-fledged quests!

Steal Without Punishment

Click this link to see the video http://www.ign.com/videos/2011/11/14/skyrim-stealing

Fast Travel is Your Friend

While you can feasibly journey across Skyrim from one end to the other entirely on foot, such a trek is generally discouraged if you don't have a ton of real life time to kill. That's why fast travel is so great. Once you've discovered a town, you can fast travel to it (provided you are not overencumbered). Ingame time will lapse as it would assuming you had traveled on foot. It's important to discover new locations to fast travel to and use them as springboards for stumbling upon other unexplored territories.

The easiest way to start fast travelling is by using carriages. These are usually located at the stables outside of each Hold, and you can pay the driver a nominal fee (20-50 gold) to get to any other Hold (a nice throwback to the Silt Striders of Morrowind). The best part is you only have to pay to visit each hold once. After that, you can just fast travel back for free!

On the flip side, exploring the land in an organic manner has its benefits. You will often find new and interesting quests, gather valuable loot and level up. Finding that balance between exploration and fast traveling is ideal.

Storage

Inventory management can be a drag at times, unless you come up with clever little ways to hide and store your items properly. For one, using your Followers as a mule is totally viable (and necessary at times), but they, too, have a storage limit. Alternatively, barrels are also a great place for storage purposes, but just remember which barrel you hid your stuff in!

Also, once you own property, it is completely okay for you to just dump things in Containers that are in your home. Be careful, though. Skyrim is buggy, so while your items shouldn't disappear when placed in a random barrel or chest, there's no guarantee unless you purchase a house and store your items there.

(From time to time, it appears a thief may visit. Kill him to retrieve your items and keep anything you really don't want to lose on your person such as the Dragon Priest masks.)

Reading Books (Ugh, Right?)

Volumes and volumes of books are strewn throughout Skyrim. Most of them provide a lot of exposition on the history and Elder Scrolls lore, but some of them also happen to be Skill Books or give you Quests. It's worth at least thumbing through the pages to discover whether they're of use to you in-game. Or you know... you can actually read them (crazy, right?).

An easy way to determine if a random book you find in Skyrim is a Skill Book at a glance is to take note of the book's value when your crosshairs are pointed at it. Skill Books will generally have values greater than 50 gold.

Smithing Boost

Wait. Don't smith that Daedric armor just yet. Before you start smithing there is something you can do that can greatly increase your armor strength. First off you will need to have quite a few Grand soul gems around 4. Then you will need to have a helmet, clothes, a ring, and a necklace. Next go find an enchanting table and be sure that you have the ability to enchant smithing. This can be done easily by disenchanting any item that has a smithing perk. Then enchant each of the items I just listed with the smithing perk and use a grand soul gem on each, it should be around a 25% smithing increase for each item that you enchanted. Finally put all your gear on and begin smithing your armor, make sure to get it all the way to legendary for the best armor rating.

Look Through the Inventory of Every Kill

While it may seem like a corpse is only going to have some useless armor or disgusting looking meat, even skeevers occasionally pick up valuable gems. So, keep on acting like some medieval hobo and carefully rummage through every corpse you find or create. You never know when you'll find a ring worth a couple of hundred gold! This is also known as Looting!

Saving Arrows

Changed your mind about firing off that nocked arrow? Simply put away your bow to cancel it. Arrows can be precious in dire situations! Arrows can also be recovered off of your slain adversaries to further keep your character in healthy supply.

How to Climb Mountains (aka Backwards Butt Shimmy)

Invariably you get to a point when you're climbing a mountain off set paths where you can't progress forward any longer because the grade is too steep. If you hit that point, simply face backwards and start jumping. Just point your butt toward the peak and continually hit the jump button. It also helps to move slightly from side-to-side as you try this. You can often snag a rock along the way and shimmy up a mountain without having to use a set path. Facing forward at a 45-degree angle can sometimes help as well.

You can do a forward crotch shimmy as well. It's easier to see where you are going. Button smash on the jump button and jump side to side. If you're good you don't have to guess as much just look at the architecture and determine what slopes you can climb.

Tips for Tombs & Ruins Exploring

Tombs and ruins are full of deadly traps. So watch out for them. Commonly most tombs and ruins have locked chests and treasure rooms. Load yourself with lockpicks before exploring them. Candlelight and Magelight spells will be a great solution for exploring these dark tombs and ruins. These tips are also recommended for exploring the dwemer ruins. Search every urns/burial urns as occasionally they contain high priced jewelery, gems & potions.

Add Several Points of Interest to Your Map

You'll pick up points of interest on your overland map through conversations, but there's at least one place in the game where you can add several all at once. In Mistveil Keep (Jarl's court) in Riften, there's a room to the left behind the throne room with a map that displays which towns are controlled by the Imperial forces and which are controlled by the Stormcloaks. There is also a map available in Whiterun (up the staircase to the right past where the Jarl sits). You can add all of these towns to your own map by clicking on them. It doesn't allow you to fast travel if you haven't found them yet, but at least you'll know where they are.

In fact there are several of these rooms all over Skyrim; in particular every single Jarl's court has one, as well as many of the major military points in the game. Unfortunately, this will not allow you to Fast Travel to the newly placed areas on your map. You will still have to discover them first.

Another alternative is reading the books titled "An Explorer's Guide to Skyrim". Each book will add new points of interest on your map.

Easy Money

Before you reach Riverwood, be on the look out for a **Woodcutter's Axe**. In Riverwood, there's an axe near the lumber mill itself on a table. Once you're in Riverwood head across the bridge beside Alvor and Sigrid's House (leads across the river). Use the **Wood Chopping Block** to cure as much firewood as you can handle. Sell at a vendor and wait 24-48 hours once they're out of gold. Repeat until you have that vast wealth you've always wanted...without all the danger. Weight 5, Price to sell 5. Sell price does depend on Speech level.

It is also a good idea to get a follower and again use them as a mule. Once you reach your weight limit, give the firewood to your follower. This can be a quick and easy way to get more money each trip.

If you have whirlwind sprint, you can use this along with the Amulet of Talos to quickly get from the mill to Hod's house in Riverwood.

The fastest way to chop and sell wood in Riverwood is if you use the wood cutting area right next to Gerdur and Hod's house (i.e. Ralof's sister and brother-in-law; the **Wood Chopping Block** is left of the house plot, if you're facing it), then return to the house to sell the wood to Hod.

Easy Way to Get Free Items

Every giant camps and orc chief's house in orc camps has a locked chest. Contains random lootable items according to the player's level.

NOTE: Looting items from the locked chest in giants camp will make the giants hostile.

Training for Free

NOTE: This tip requires some proficiency in Pickpocketing or alternatively, potions or items that increase pickpocketing success.

Many mage, thief and fighter skills can be trained for free by simply stealing the fee back after each training. Simply pick an area with easy access to trainers who are sleeping in their beds. The Companions building in Whiterun works for fighter skills, the College of Winterhold works for mage skills, and Riften would probably work for thief skills.

Talk to the trainer at night while they are sleeping and train your skill, then wait till they go back to bed and steal the money spent back. Be sure to steal the money back after each single skill up because the success rate will decrease as the trainer gains more gold. Using this trick you will not only gain free levels in your chosen skill, but your pickpocket skill will increase very quickly.

NOTE: The Pickpocket-less version requires a companion.

To do this without Pickpocketing you can find a companion (follower, not necessarily from the guild) that can train you. Because you have unrestricted access to what they are holding you can train, ask

them to carry something for you and take your money back. Rinse, repeat.

You can gain multiple levels if you continue to train the maximum (5/5) skill ups even after you level. Once you level up you are free to retrain the maximum 5/5. If you want to truly see your level skyrocket then mix in the above "Illusion skill" tip mentioned above.

When looking through dungeons for items and enemies, stay on the lookout for traps. Don't trip them unless it is necessary for progressing through the dungeon as you can also use these against enemies. Some groups of enemies can already be found in the immediate effects of the trap, so activate them as soon as you seem them underneath/next to it!

Three Base Guardian Stones



You most likely came across the three base guardian stones when you started on your journey; remember them, as they are your friends. Say you are bored of bludgeoning draugr with your war hammer and you would rather turn them into ashes. Pay a quick visit to the guardian stones to be blessed by the mage stone to accelerate your development with magic. Take advantage of the Stones and switch according to your playstyle.

Extremely Powerful Equipment

NOTE: This method requires that you have 100 in Alchemy, Smithing and Enchanting. The skills Alchemist (5/5) and Benefactor in Alchemy, Enchanter (5/5), Insightful Enchanter and Extra Effect in Enchanting; and your desired Smithing perk for armour and weapon choice.

To begin the process

- 1. Craft a set of Fortify Alchemy gear (ring, necklace, gloves, circlet). This should result in four items that each boosts your Alchemy skill by 25%.
- 2. Then craft several potions of Fortify Enchanting(10). These potions should enhance your enchanting skill by 30%
- 3. Use those potions to craft a new set of Fortify Alchemy gear. This set will have a boost of 28%

- on each piece.
- 4. Using this new set, create new Fortify Enchanting potions. These potions should have a boost of 32% on them.
- 5. Next use these potions to create a set of equipment with Fortify Alchemy & Fortify Smithing both boosted to +29% per piece. This comes out to a total boost of +116% for each skill.
- 6. To finish this process off, use the set of Alchemy boosting gear to create some Fortify Smithing potions. These potions should have a boost of +130% on them.

Now that the player is prepared; wear the Fortify Smithing equipment that was made in step 5, and drink a Fortify Smithing potion made from step 6 to massively improve your equipment then drink the Fortify Enchanting Potions created in step 4 to give it the maximum enchantment.

Tip: Create the armour and weapons first and improve them all at once to save the number of Fortify Smithing potions used.

Tip!: Your actions control the game so when you mess up you most likely will tend to have trouble completing the game, because you have 25 imperials behind you. So keep your knife clean and watch your actions.

Thieves Guild tip: If you join this guild you should do it after the main story is finished and complete. So if you get in trouble (will happen) you won't have to worry about dying while trying to defeat dragons...

Leveling Guide

Leveling in Skyrim

Leveling in Skyrim is based on leveling up the individual skills. No experience is given for killing enemies or completing quests. Every time a skill goes up in proficiency, it progesses your character's experience bar by a certain amount, depending on how high the skill level is. For example, a level 90 to 91 skill will give a lot more experience then a level 1 to 2 skill.

Once the experience bar is full, the player can choose to level up his character by opening the skills menu. The player can choose to continue gaining experience and level up several times at a later stage. With each level, the player can choose between putting points to increase his Health, Magicka or Stamina.

Plan Out Your Character

Use IGN's interactive Skill Builder to plan out your Perks ... because you cannot re-allocate your skills.

For every level gained, the player will also be given a Perk point, which can be invested in the various perks in the skill trees. Due to the limited number of avaliable Perks (soft level cap 50, maximum 81), it is advisable to plan out in advance which perks to take.

Level Scaling

Skyrim's level scaling is MUCH less pervasive than Oblivion's - no more bandits in full Daedric Armor. It is still present, though, and in most areas the level (and sometimes types) of enemies present is based on the player's level. For example, the player will randomly encounter Dragons early on, with stronger Blood Dragons showing up starting at level 15 to 20. Certain areas have minimum or maximum levels, so it is possible for the player to encounter enemies who are significantly more or less powerful.

Level scaling also affects the game in more subtle ways. Since levels of NPC followers are determined as of their first encounter with the player, certain followers such as Lydia can become obsolete fairly early on in the game (PC players can fix this via the console). Items offered by vendors can actually scale according to specific Skills or Perks. So while the Fireball spell could potentially be cast by a low level character, vendors will not sell the Tome necessary to learn the spell until the player's Destruction skill reaches 45-50.

Leveling Specific Skills

Though skill management in Skyrim is not nearly the chore it was in certain other games (*cough* Oblivion), many players will want to increase specific skills quickly. See the Skills section and its individual skills sections for tips on furthering that specific skill. In general, when leveling skills, take

advantage of the Standing Stones to the west of Riverwood (Warrior, Mage, and Thief), which speed up skill gains in a given category by 20%. The Well Rested bonus from sleeping also boosts skill gains by 10% for eight hours (that 10 septims for a room at the inn can be a very good deal!).

Good planning is also important. If you plan on leveling Enchanting, for example, it makes sense to acquire Soul Gems and a Soul Trap-enabled weapon as early as you can. This way you can acquire souls while doing quests rather than chasing down bunnies. Consider leveling Smithing and Enchanting together, as you can easily make a weapon, enchant it, and sell it for a profit.

Finally, choose Perks carefully. For example, once you obtain the Power Bash perk, Block can be leveled by repeatedly shield bashing. However, obtaining the Deadly Bash perk can actually slow down the process as enemies die faster. For weapon skills, keep in mind that power attacks do not seem to generate any more experience than regular ones, so perks that improve power attacks are of limited value in leveling. Always remember that you can save perk points and invest them later.

More Leveling Tips

- Restoration Leveling
- Smithing Leveling

Check Out These Helpful Videos

Click this link to see the video http://www.ign.com/videos/2011/11/22/skyrim-infinite-xp-exploit

Read More Helpful Sections

- General Tips
- Character Building
- Perks

Alteration Leveling

Expert / Master Leveling

Alteration can be a very useful magic to learn, but may be hard for some people to level at later levels. We all know to use spells over and over to gain levels early on, but later on it will take a massive amount of time to rank spells up. If you use these spells and steps, it will be extremely easy to level up Alteration.

First, you may want to switch to The Mage Stone to level up magic faster.

Next you need the right spells. This is for high leveling, but you don't necessarily need high spells. Buy Equilibrium, Telekinesis, any Restoration Spell, and an armor Alteration spell would do good. Armor Alteration spells include Ironflesh, Stoneflesh, Oakflesh, and Ebonyflesh.

All you need to do is go to a safe location with nobody around. Using Telekinesis may cause others to attack you.

- 1. First use one of the flesh spells to keep your Alteration leveling up.
- 2. Then use the Telekinesis spell on an object you can pick up. Hold the spell until your magic is almost gone, then release to send the object flying. Your magicka will now be pretty much out.
- 3. This is where you use Equilibrium. Equilibrium will take away your health and replenish your magicka. Don't deplete your health too much or it could kill you!
- 4. Use a restoration spell to restore your health and follow the steps over and over.

Alchemy Leveling

The best way to level Alchemy is to start with a sum of gold large enough to cover the purchase of ingredients from the Alchemists in the major holds. After buying the ingredients, create as many potions as possible, and sell those created potions back to the Alchemist from which the ingredients were purchased, which often nets the player Gold in the process. Creating potions that have high values gives the player more experience than cheap potions. Expensive potions tend to have more effects. The player can fast travel to other holds, and will be able to keep going around the holds without having to wait because by the time the player travels around the entire province, the merchants will restock their inventory. A very strong and expensive potion is the Fortify Health Potion created by combing Wheat, Giants Toe, and Creep Cluster

Conjuration Leveling

The following is an easy way to get your conjuration skill to 100. In order to do this you need the spell Soul trap, which can be bought for roughly 250-300 septims from farengar Secret-Fire at Dragonsreach, Phinis Gestor at the college in Winterhold or Phinnis Gestor in Solitude.

Once you have the soul trap, find and kill an enemy and take them to a safe location. Once there just keep casting soul trap on them to your heart's desire, remembering to wait an hour everytime you run out of magicka to speed up the process, because even though the spell might not work it still counts towards the conjuration skill. You'll be at skill level 100 in no time!

Another way to level conjuration is to trap a larger enemy behind an archway, and casting bound battleaxe. So long as you are in the presence of the foe, you will gain skill by casting the bound battleaxe. An additional tool to make this easier is to have apparel that allows magicka to regenerate quickly and lowers the cost of conjuration.

Destruction Leveling

Destruction Leveling

An easy way to get your destruction up is to kill your own summons with a destruction spell, such as Ice Spike or Firebolt.

You will need any of the following atronachs (NOTE, each atronach is harder to cast, as the list goes on - i.e, Familiar being easiest to cast, Storm Atronach being hardest to cast):

Familiar (Cost 94 Magic), Flame Atronach (Cost 121 Magic), Frost Atronach (Cost 189 Magic), and Storm Atronach (Cost 284 Magic)

Summon the beast, then kill it with a destruction spell. You will probably not want to use a rune to fight them, as a guard/citizen may wander over it.

All spells needed can be purchased from [[Farengar Secret-Fire] in the Dragonsreach in Whiterun for 200-300 gold each.

Note that summoning a Dremora Lord is not recommended considering it cosst a whole 316 Magic and it is an Expert level spell, and you will probably only be able to summon it near end-game, when your destruction spells are more then likely strong enough.

Enchanting Leveling

A very good way to level enchanting goes along with the smithing leveling technique. The first step is to acquire large quanities of soul gems either from vendors, or from exploring dungeons. Then, filling the soul gems is required, and a good way to do this is to give your follower an enchanted weapon with the soul trap enchant and all of your unfilled soul gems. Once you have a large number of filled soul gems, you are ready to enchant. Go to an Arcane Enchanter Table (located in most of the Jarl's Palaces), and enchant the plethora of iron daggers you created with an expensive enchantment. Possibly the most expensive enchantment is the Banish Enchantment. After enchanting the daggers you created, you can sell them, and make a profit if you bought all of the materials needed to create the daggers.

Restoration Leveling

The following are methods to help you level up your Restoration skill quickly. In short, you can level restoration by repeatedly taking damage from the environment (e.g., traps) and then healing yourself.

Restoration can be leveled in tandem with other skills. For example, anytime the player can attack an NPC without fear of reprisal, the player can level restoration along with a weapon skill by repeatedly attacking and then healing the NPC. Restoration can also be leveled along with Alteration once the Equilibrium spell is obtained. Be aware that restoration seems to level very slowly relative to other skills.

Leveling Restoration

METHOD 1

Use the spell Equilibrium to damage yourself in one hand and have a healing spell in the other hand. Not only do you take damage, but, you gain your mana back more quickly.

MEthod 2

In order to easily upgrade your Restoration skill, visit the Graybeards at High Hrothgar. (You'll head there during The Way Of The Voice quest.) In the courtyard, there is the location you cannot access because of strong wind. Have you character stand in the wind to start receiving damage. Heal yourself while standing in it (notice you will not gain or lose health). It is best to do this with a robe to help speed recovery.

method 2

Go to Shriekwind Bastion and go through the entire cave, at the end of which you will face the Vampire Thrall. After killing him, look for an activation chain on the side of the door hentering his room. Activate the lever and fire should spurt out of a pipe from the ground. Stand on this pipe and heal yourself while you are burning. You should be able to do this as long as you want.

method 3

Find a forge and stand in the center of it. Now jump 5 or more times, then heal yourself. This is a safe and easy way to do this because the forge only hurts you when you first touch it. So if you walk up and stand on it, it will hit you once only. By jumping you get hit once for every time you land.

You can also opt to put the Flames spell in the second hand. And that will also level your Destruction skill as well. It's a slow process but you kill two birds with one stone.

method 4

There is a place called Halted Stream Camp located between Loreius Farm, Silent Moons camp, and Whitewatch Tower. Clean out the baddies inside and take the path near the dead mammoth which will take you to a pit full of spikes. Walk near the spikes to take significant damage then cast Healing to restore your health.

Smithing Leveling

NOTE: THIS DOES NOT WORK AS OF PATCH 1.5

It is a difficult task to loot enough chests, dungeons and enemies to acquire the items needed to improve Smithing. To increase the speed at which your smithing level increases, buy or loot leather, travel to a blacksmith and quickly craft Leather Bracers. This quickly increases your level and can also be done with leather and iron.

Another method is buying/making iron ingots and buying/making leather strips to constantly make iron daggers.

Click this link to see the video http://www.ign.com/videos/2011/11/14/skyrim-level-100-smithing-in-5-minutes

Sneak Leveling

Quick Sneak Leveling

To accomplish this, you will need a dagger of any kind, but preferably one with a higher damage rating/health drain enchantment if you want to kill two birds with one stone.

In High Hrothgar, after you have learned the "Ro" shout for Unrelenting Force, find Einarth in the hallway towards the back left from the main entrance to the building. He will be kneeling down praying. Equip the dagger and sneak up behind him. Make sure not to move and attack him repeatedly. You will begin to level up Sneak very rapidly. Einarth will eventually stand up but as long as you stay behind him and do not move while attacking, he should not turn around. If you mess up, he will immediately use the Ice Form shout and you will have to deal with a handful of very pissed off greybeards. I would recommend saving every few levels or so. Depending on how high your sneak level is, you should level up every second to fifth dagger attack. You should be at level 100 in ten or so minutes, depending what your level was previously.

Einarth has a lot of health/resistance to damage, and as part of a Main Quest, he cannot die. If you use a powerful dagger that drains health, you can use Healing Hands in your other hand and level up Restoration as well, though it is not nearly as fast the Sneak leveling. An Iron dagger, or something of the like, would not damage him enough for you to use Healing Hands for very long, but would still level Sneak.



Combat

A lot of your problems in Skyrim can be resolved through sheer brute force. Be it with Spellcasting, the old sword-and-shield combo, dual-wielding weapons, or even bare-knuckled brawling, Skyrim offers you the option of dual-wielding anything. This opens up many possible pairings, like spell and spell, spell and sword, sword and shield, etc.

Some weapons like large battle-axes or bows will occupy both hands, but these weapons tend to boast more hitting power, balancing the minor setback in the end.

Just like how Magicka fuels Spellcasting, the Stamina gauge governs how much your character can physically exert himself before he cannot push himself further.

Pro-tip: You can **Favorite** your most frequently used items or spells and pull up this special list by pressing Up on the D-pad (on consoles). From this favorites list, you can make further distinctions by selecting two of your *absolute favorite* spells or items (like Potions) and assigning them to your left and right buttons on the D-pad as hotkeys.

There is no singular proper melee method. How you choose to approach combat is entirely up to you, but keep in mind that you want to best employ those traits you are best trained and suited for. For example, if you want to be a damage-dealing superhuman, you should not dabble too much in Restoration magic, except for the basic ability to heal yourself. For more tips on how to best hammer out your character, check out Character Building.

Combat Mechanics

Various items, skills, and perks affect the player's combat abilities in different ways. The following is an outline of how this works.

WEAPON DAMAGE

The player's damage with melee and ranged weapons is determined by the type of weapon as well as the appropriate weapon skill. For example a Steel Sword will do more damage than an Iron Sword, but both weapons will do more damage as the player's One-handed skill improves.

Various perks, potions, and items provide percentage bonuses to damage with a particular weapon category. For example, a Ring of Wielding increases damage with one-handed weapons by 20%, while a Potion of True Shot increases all bow damage by 20% for 60 seconds after it is consumed. Bonuses from different sources do stack.

So far there is no confirmed cap on weapon damage in Skyrim. In theory, attaining the highest possible weapon damage requires maxing out four skills (along with perks): the appropriate weapon skill, Smithing, Enchanting, and Alchemy.

ARMOR RATING

The player's armor rating is displayed at the bottom of the screen after accessing the Apparel submenu under Items.

Armor reduces all physical damage (from weapons, claws, etc) suffered by the player by a percentage. Based on limited testing, it seems that an increase in armor rating of 7-8 points reduces incoming damage by an additional 1 percent. Damage reduction is capped at 80 percent, which is reached at an armor rating of 567.

Note that armor ratings above 567 are still displayed under the apparel submenu but do not further reduce damage received. It is possible that armor ratings above 567 could still be beneficial against foes whose attacks ignore armor (e.g., mace-wielding bandits). With sufficient smithing skill (and appropriate bonuses from potions and items) it is possible to reach this cap with most of the armor available in the game, so at very high levels choice of armor is (almost) aesthetic.

Alternate Combat Methods

Having trouble defeating enemies using a traditional method? Here are some other options, that can be sneaky or downright broken.

Be sneaky

Going into Sneak mode and annihilating everything with guaranteed criticals is a popular option. Bows can deal triple damage from a fair distance, and daggers can do fifteen-times normal damage with the Assassin's Blade perk or even an unholy thirty-times while wearing Shrouded Gloves.

NOTE: You even earn extra Sneaking skill experience for every successful silent kill.

Use traps

If you're in an area full of traps, such as a Dwarven ruin, bandit hideout, or an overly decorated cave, feel free to use them on your enemies. Even "intelligent" humanoids will gleefully run through Dwemer flame-throwers, swinging blades, boulder-fall tripwires, and burning oil patches just to get to you. If you have the Unrelenting Force Shout, you can purposefully launch them into these, or off the nearest precipice.

Alert the guards

The City Guards are there to protect the citizenry, and you are counted amongst this number. If you're near a town and have started a fight that you just can't win, consider cowering behind them. Tough, fast, and most importantly, expendable, they'll happily charge at that Giant you ticked off.

Narrow the Playing field

Retreating to a hallway is the best option when you're overwhelmed. It's harder to get surrounded when they're almost single-file, ranged fighters will hit their friends in the back, and a single Shout will hit every unfortunate wretch. If you're heading into a big fight, just have a retreat plan ready.

Easy dragon fights

If using mage try dual cast destruction with the dual cast perks that allow overcharging and the perks that staggers opponents. It says "will stagger all but the toughest opponents" but i have found that my low 20 lvl mage staggers almost everything but bosses excluding some smaller bosses. With this you can easily once a dragon lands keep it stun locked using a dual overcharged attack of a simple spell like firebolt.

If using a warrior a simple technique and be wait for it to land and use shield bash everytime it is about to attack or breath fire (frost) in this manner you can keep it from attacking with some ease. i dont suggest power hitting it as for shield bashing can take a bit of stamina over the course of the fight.

For ranged fighters using bows poisons work very well try to get well aimed shots. Doing so can be easy as dragons like to hover in the air for an attack or land. On that note when a dragon lands you can find rocks and such to stand behind and most if not all the fire or frost dmg will not get to you if you hide well.

In addition shouts like unrelenting force can stun the dragon for a second or so, become etheral can be used to get close or get away if needed and, the whirlwind sprint can be used to escape the dragons breath if needed. If the main quest has been completed and you have obtained the dragonrend shout (forces dragons to land but only lasts for about 20 seconds with a 15 second cooldown) it will speed up dragon fights dramaticaly.

Brawling

When you lack the silver tongue to strike fear into people's heart through words alone, the best alternative is to just throw down the gloves and pound your point into the other person's skull. Sometimes this is a way to gain the others' respect as well.





When invited to a brawl, you mustn't use anything else but your fists -- no magic, no weapons, only your brawns. There's no time limit, but the person whose health drops first is the loser. If you don't have the fortitude to simply stand there and trade punches, running away to regenerate your health is an option as well.

Many of Skyrim's citizens are confident in their fighting technique and would not back down at the chance for good ol' fashioned fisticuffs. This is a good way to earn a little extra income by betting some money (typically 100 gold), winning the fracas, and then essentially gaining a net income of 100 gold when all is said and done. Winning will also make the loser an instant friend and might like you enough to become a follower. If they own a house/shop they might even allow you to take some of their stuff!

Pro Tips

- If you're a Khajiit, you're still permitted to use your highly damaging claws on your opponent.
- Also, a certain Heavy Armor perk allows your worn gauntlets to act as metal boxing gloves.
- And, you can chug potions or use spells to give yourself better stats right before the battle. So much for a good, clean fight.
- Finally, you can also use the Gloves Of The Pugolist that increases the damage of just your fists by 10%. These gloves are very useful and can be obtained while going through the Ratway in Riften

Spellcasting

Everyone starts out with the most unrefined, rudimentary grasp of magic. You can assign these spells to your left and right-hand buttons. Casting magic consumes Magicka, and your capacity for Magicka depends on whether you want to invest your point in the attribute itself. Obviously, the greater your emphasis in magic, the more points you want to invest in boosting your total Magicka.

Click this link to see the video

http://www.ign.com/videos/2011/11/10/the-elder-scrolls-v-skyrim-the-magic-of-skyrim

Without specialization, high level spells (or even current level ones) eat up far more Magicka and at a faster rate. For example, if you haven't yet put a point in the Perk for knowing adept level spells you'll discover your magicka disappears much more quickly, effectively halving the duration of your spell.

Dual-Casting

Dual-casting is a Perk you must activate before you can reap the true benefits of this amazing ability. You can assign two of the same spells in both hands and, when activated at the same time, the hands come together to produce one highly concetrated attack called dual-casting. This consumes more Magicka, but deals a devastating amount of damage.



"Hadouken!"

Tip: Once you have this perk, make sure to get the next perk in the Destruction tree, Impact, as soon as you can. This perk will make double-casted spells stagger unprotected enemies, meaning you can easily line up a follow up shot and maintain distance. Master double-casting, and even those troublesome Dwemer Centurions will crumble.

Here's a useful tip on how to recover Magicka quickly with the Alteration spell: Equilibrium.

QUICK MAGICKA RECOVERY TRICK

If you're playing a heavy mage build (i.e. pure spellcasting), you are only powerful so long as you have the Magicka to spend. But potions can be expensive, and the boosted magicka regeneration items might not be available or a viable option for your fragile mage body. So, in comes the Alteration spell: Equillibrium.

To do this trick, you will need a skill level of at least 25 in Restoration to have the apprentice level Perk for casting Restoration spells at half cost. Then, you need to pick up the Restoration spell Fast Healing. Naturally, you will also need the Equillibrium spell, which can be found while playing through the Winterhold College questline, or bought from an Alteration vendor.

Equip Fast Healing in one hand and Equillibrium in the other (easy to do as they will be alphabetically close to each other in your quick-select menu). Now SAVE, and then start casting Equillibrium. It converts 25 health points into magicka per second (a decent rate for even mid-game players). Have Fast Healing ready to go for when your health drops to about half (or 1/3 if you're feeling adventurous) and you'll come out with a net gain, assuming you have the Perk for half-cost Fast Healing.

By leap-frogging between healing and Equillibrium, you'll be back up to 3/4 magicka within seconds; it's difficult to get up to full health and magicka using this, although it's possible to come close if you time it just right. The dangerous part is making sure your healing stays ahead of the drain, and staying out of the line of fire while you're recharging. Worthy of note: This technique does build your Restoration skill very quickly, but not your Alteration skill.

As a note for those concerned, this isn't bug or exploit as you are *extremely* vulnerable while using it, and you can easily die if you miss a healing spell and don't let off Equillibrium. If you can get behind cover, and maybe have a companion distracting your enemies, this is a way to get back into the fight more quickly, and without having to buy or make Potions.

Magic Resistance

Various potions, items, and perks provide a flat reduction to incoming damage of a particular elemental type. For example, a Shield of Waning Frost reduces frost damage suffered by 30%. Fire and frost resistance items are extremely useful against dragons and their breath attacks. Bonuses from different sources stack additively, so the aforementioned shield plus a potion that increases frost resistance by 20% would reduce all frost damage suffered by half for the duration of the potion.

The somewhat rarer magic resistance enhancement again provides a flat reduction of incoming damage and is effective against all three elemental types. Dragons' breath attacks DO count as magical (at least for this purpose) making such items extremely powerful.

Magic resistance and Elemental resistance stack multiplicatively with each other (i.e. 50% resistance to frost and 50% magic resistance would reduce damage suffered by a dragon's frost breath by 75%). Each elemental resist along with magic resistance is capped at 85%. This means with all resistances capped, incoming elemental damage can be reduced by about 98%, but never negated entirely.

Stealth

Stealth in Skyrim can be handy for a number of things. You can sneak past enemies, gain added damage from stealth strikes, steal items without getting caught, and basically get away with things you would not normally.

Stealth Indicator

You can toggle sneaking by a button click (this varies for different platforms -- so, check your controls menu). When crouched, your state of detection is as follows:

- Eye Fully Open You have been detected by NPCs. If they are hostile, you are attacked.
- Eye Half Closed You are in danger of being detected. Actions which will draw attention will
 result in full detection.
- Horizontal Line When the sneaking indicator is completely closed, you are completely hidden.

Sneaking Tips

A great number of things determine how easy or difficult it is to detect you. Of course, your Sneak skill is a major component, but here are a few other variables:

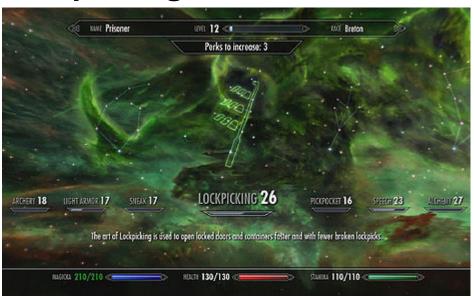
- Darkness You are harder to detect in dark areas.
- Line of Sight If you are in plain sight, you will be detected. If enemies cannot see you, they have a harder time to locate you. Running through brightly lit corridors, flashy spells, and obvious movement will draw unwanted attention. Keep to the dark, drop your spell-hand, have an object between you and the targets, and patiently creep around.
- Movement You are hardest to detect whilst motionless; and easiest to detect when running at full tilt. Similarly, the heavier your armor the more audible your movements.
- Weapons Two-handed weapons draw the most attention, to be followed by one-handed weapons. Small weapons, such as daggers, and bows are treated as being completely silent -until they strike something.
- Backstab When making a stealth attack on an enemy, your weapon does extra damage, modified by unlocked character perks.
- Actions Make Noise Some actions, like arrow impacts or traps, are designed to make noise
 to alert enemies. Jumping, drawing your weapon, clanging armor, and even knocking random
 junk items around can alert them to your presence. Watch your step, don't jump, and draw your
 weapon early.
- NOTE:Noise may be used to distract enemies or lead them away from your position in order to maintain stealth. For instance, shoot an arrow at a wall close to your target but far away from you and the enemy will investigate the noise--allowing time to leave or continue shooting.
- Magic Casting spells produces both light and sound, making it almost impossible to sneak with magic. However, if you gain the "Quiet Casting' perk of the illusion skill tree, you should be able fire off spells without getting detected immediately.
- If you're going through a door that initiates a loading screen. make sure you enter Sneak mode

before passing through. You can't tell what's on the other side, even with a Detect Life spell, and you don't want to alert everyone to your presence before you even realize that you're out of the loading screen.

More Topics On Stealth

- Lockpicking
- Stealing
- Pickpocketing

Lockpicking



Perks

These are the Perks available in the Lockpicking perks tree.

Perk	Level	Description
Novice Locks		Novice locks are much easier to pick.
Apprentice Locks	25	Apprentice locks are much easier to pick.
Quick Hands	40	Able to pick locks without being noticed.
Wax Key	50	Automatically gives you a copy of a picked lock's key if it has one.
Adept Locks	50	Adept locks are much easier to pick.
Expert Locks	75	Expert locks are much easier to pick.
Locksmith	80	Pick starts close to the lock opening position.
Unbreakable	100	Lockpicks never break.
Master Locks	100	Master locks are much easier to pick.

The Art Of Picking Locks

Skyrim, being the game that it is, places major emphasis on pillaging and looting. A lot of the time, though, your indiscriminate looting-whoring can be thwarted by locks (on chests or on doors) that require a certain degree of lockpicking mastery to pry open. At first, you are thrown novice and apprentice level locks for you to practice on. As you progress in your adventure, you soon encounter more fortified locks that require a greater precision and understanding of this crafty art to get past.



In order to pick locks, you need to have one-time use (preferably large quantity of) lockpicks. Once you've committed to picking a lock, you enter a zoomed in view of what you're trying to do. That is, move the pick around and then using attempting to move the lock. Apply too much force too fast on the lock and the feeble pick will snap.



It's wise to wiggle the lock a bit to find the sweet spot and adjust the pick from that baseline. If the lock gives, be sure to turn the lock slowly because you might hit another pin that won't budge, at which point you need to adjust the pick just slightly to open the lock. It takes some practice, and obviously putting points in lockpicking will facilitate your efforts and even keep the picks from breaking.

Here is a demonstration on how to successfully pick a lock:

Want to level your lockpicking fast?

Once you have the key to the Dwemer Museum in Markarth, the main show room is basically a buffet of high level locks just begging to be cracked open -- more than a dozen Adept- and Expert-level display cases, enough to take your lockpicking skills up nearly ten levels (which is nearly a level-up in itself!). You'll want to bring lots of lockpicks, of course. It also helps to have the Quick Handsperk, since the room is patrolled by several guards at all times, though as long as you initiate your crack while your stealth indicator is at "hidden" you'll be fine.

Can a novice lockpicker crack Master-level locks?

Yes! Sort of...The level of your lockpicking most noticeably affects how quickly a lockpick will break if it's outside of the sweet-spot; this means that you'll get 1 or maybe 2 taps to see if you're in the right spot if your skill level is low. So, save before you try, and be methodical!

Start at one end of the lock and work your way towards the other direction. Just barely tap the lock when you test; if you do find the sweet-spot and manage to break the lock, you'll probably get 3-5 levels in lockpicking automatically for your trouble. If you hate sitting through load screens, breaking a pick isn't a total waste because you get minor skill experience for the attempt. It can take some practice to know when you've hit the right angle just by those quick taps, but if you keep trying and pay attention to the animations and sounds you'll get it eventually. Just don't be mad when the door reveals a chest containing a whopping 60 gold and a useless potion: it's the skill levels that count!

Stealing

Stealing is one of the easiest ways to make money, as well as being the easiest way to become a wanted criminal. Once you're a criminal, you'll have a bounty within the region you are in that you must deal with.

Stealing involves three steps to success:

- · Locating the target item for theft.
- Making sure you are unseen during the theft.
- Selling the stolen item.

The Heist

A few tricks can be used to help you in remaining unseen, some are ridiculous, some impractical and some are pure genius.

One trick is to just simply sneak and stick to the shadows. Go near the target item, crouch and move slowly around until you are no longer noticeable. From this sweet-spot you can steal anything within reach, without moving, thus remaining undetected.

A real work around for stealing is to simply pick up the item you wish to steal, walk away (i.e. to a different room), and then take said item when you are alone. For some reason, unlike in the previous Elder Scrolls game, moving an object does not count as stealing it, revealing a non-stealth method of theft (talk about stealing in plain sight).

Stealing Without Punishment

Some versions of Skyrim let you place buckets and similar items on people's heads by holding the pick-up item button then dragging it over to them. People can't see anything going on when they're covered, so you can literally rob them blind while they're sitting in the same room.

Click this link to see the video http://www.ign.com/videos/2011/11/14/skyrim-stealing

Read More Related Topics

- Lockpicking
- Pickpocketing
- Stealth
- Sneak

Pickpocket

You must be in Stealth mode to take an item from an NPC. While you can examine an NPC's inventory without incurring a Bounty, stealing something from them is criminal. Each item when selected will show a percent rate for a sucessful steal. So the higher the percent the more chance you will have of taking the item or gold without being caught. Naturally the more valuable the item the lower the percentage for a successful steal is.



If your pickpocketing skill is well developed, your theft will not be detected. However, if you are detected by the NPC or other witnesses, you will not only be unable to take the item, but you will also be branded a criminal, and a bounty will be placed on you.

Perks

These are the Perks available in the **Pickpocket** perks tree.

Perk	Level	Description
Light Fingers		Pickpocketing bonus of 20%. Item weight and value reduce pickpocketing odds.
Night Thief	30	Plus 25% chance to pickpocket if the target is asleep.
Poisoned	40	Silently harm enemies by placing poisons in their pockets.
Cutpurse	40	Pickpocketing gold is 50% easier.

Keymaster	60	Pickpocketing keys almost always works.
Misdirection	70	Can pickpocket equipped weapons.
Perfect Touch	100	Can pickpocket equipped items.
Extra Pockets	50	Carrying capacity is increased by 100.

Training pickpocketing

To level Pickpocketing faster, find someone with an item that either has very high value or low chance of stealing it. Then make a save and attempt to steal that item. If caught, reload save. Items with enchantments are **very** good. Garnets and other gems are also good targets. The thieves guild should provide you with boots that enhance your pickpocketing(15%). On one of the citizens of whiterun, you should find a neckalace of minor sneaking. This is important because you must be undetected to steal most items without getting caught.

The NPC who can train you in pickpocketing is Silda the Unseen. Silda can be found walking around in Windhelm.

Combat pickpocketing

To the master thief, no armour nor weapon can protect their victims. Hehe, yup! if you have the last two perks for pickpocketing, you can sneak up on a target and rob them of their weapons and armour, then kill them and leave their bodies disgraced and nude on the ground. This comes as a great perk for those who dont want to invest in the assassins blade perk or for those who want that extra damage without the Dark Brotherhood gloves. Also, what is more hilarious then a pack of nude Forsworn attacking you with nothing but their fists?

Tips

The "extra pockets" perk is why most people delve into pickpocketing. 100 capacity is invaluable in every way. From picking up more loot, to carrying that extra 3 sets of heavy armour you want to sell, this perk is highly recommended.

Active Effects

Active effects can be viewed under your Magic menu. It keeps a current record on all magical bonuses, negative effects, or diseases that are currently active on your character. Red text denotes Debuffs, whereas white text indicates a beneficial Buff. The source of the effect (name of the item, potion, or spell) is also displayed. For potions and spells, the remaining duration of the effect is displayed in the lower corner.

Various effects stack with one another in different ways. Bonuses of the same type usually stack additionally: For example, a ring and potion that each offer a 20% bonus to one-handed attack damage would confer a 40% damage bonus while the potion lasts. Magic resistance and Elemental resistance, by constrast, stack multiplicatively. For example, a player with 50% fire resistance and 50% magic resistance would suffer only 25% damage when hit by an enemy fireball.

- Diseases
- Rested Effect

NOTE: Going without sleep for an extended period of time will cause NPCs to comment on your level of fatigue.

Buffs

A buff defines an active effect that often bestows benefits to the recipient. These include things like increased health, increased magic efficacy, etc. You'll receive a variety of buffs throughout the game; you can view them in your Active Effects window in your Magic menu. Some buffs have a specific duration, while others are permanent (as a result of benefits from a certain Race, for example).

Buffs include:

- The Fire Within Fire Breath Shout deals 25% more damage.
- Force Without Effort- You stagger 25% less and foes stagger 25% more.
- Fortify ... A variety of stats can be fortified, increasing their capacity or effects.
- Muffle Wearer is muffled and moves silently.
- Regenerate ... Magicka, Health, and Stamina can be regenerated at varying rates.
- Resist ... Increased resistance to certain schools of magic, diseases, or poisons.
- The Mage Stone Magic skills improve 20% faster.
- The Thief Stone Stealth skills improve 20% faster.
- The Warrior Stone Combat skills improve 20% faster.
- The Lady Stone Magika and Stamina increase by 25%.
- The Lover's Stone All Skills improve 15% faster.
- The Gift of Charity Speechcraft increases by 10 points for 1 hour.
- Rested All skills improve 5% faster for 8 hours.

Debuffs

As opposed to Buffs, debuffs can have negative effects on your character. usually in the form of a magical curse or some bodily ailment. All debuffs can be cleansed by visiting Shrines located throughout the world or removed by special single-use Potions.

Some debuffs include:

- Rockjoint 25% less effective with melee weapons
- Sanguinare Vampiris Reduces Health by 25. Progresses to Vampirism.

Housing

How to get any House for Free

Please visit the "Houses" section under the universe tab for greater detail about the housing in Skyrim.

Houses

Overview

Skyrim has five houses that the player can purchase. Houses are among the most expensive purchases a player can make, but owning a house allows a player to store items in it securely and can be a welcome sanctuary after dungeon-crawling. Houses also include a bed which belongs to the player; player-owned beds provide a temporary boost to health and stamina after sleeping in them (unless you are a werewolf, in which case you can never obtain such a boost from sleeping no matter where you are). Buying a house may require completing certain tasks for a city's jarl or becoming a Thane of that city.

Aside from houses, undertaking certain faction questlines can also provide the player with a shelter associated with that faction at no extra cost. Marrying a person also allows you the option to live in your spouse's house.

Note: Houses do NOTcome furnished and furniture must be purchased through the jarl's steward

WARNING

There is a known bug that prevents the **Weapon Racks** and **Plaques** from working in some of these houses. This bug may be avoided by making sure you purchase all of the house improvements **before** you enter the house for the first time (meaning, have the gold to cover the home purchase as well as the improvements).

Additionally, it would be a good idea to save your game on a "back-up" save slot before buying anything at all just so you can test all the Weapon Racks and Plaques before continuing with your game.

Houses

Breezehome

Location: WhiterunInitial cost: 5000 Gold

Honeyside

Location: Riften

Initial cost: 8000 Gold

Vlindrel Hall

Location: MarkarthInitial cost: 8000 Gold

Hjerim

Location: WindhelmInitial cost: 12000 Gold

Proudspire Manor

Location: SolitudeInitial cost: 25000 Gold

Other Shelters

Dawnstar Sanctuary

Location: Dawnstar

° Requirements: Complete the Dark Brotherhood questline

Apprentice's Quarters

Location: College of Winterhold

° Requirements: Join the College of Winterhold

Arch-Mage's Quarters

Location: College of Winterhold

Requirements: Complete the College of Winterhold questline

Jorrvaskr Room

Location: Whiterun

o Requirements: Join the Companions

Sky Haven Temple

○ Location: Sky Haven Temple

Requirements: Complete the main quest Alduin's Wall

Abandoned House

Location: Markarth

Requirements: Complete the main quest The House of Horrors

Housing For Free Glitch

Want to buy a house for free?

Containers

Item containers are chests, barrels, closets, etc. that can hold items.

If the **OPEN** command on a container is red, not only will taking the red contents be considered stealing but you will also run the risk of having any stored items lost should you Fast Travel or enter another area

Be sure only to secure your most valuable items in item containers that can be found within the houses you can purchase in any of Skyrim's main Cities.

Shouts

Overview

A Shout is a specialized language native to dragons. It is said that people were once born with the ability to speak in the dragon tongue, but have lost it over time. Now only a very select/rare few called Dragonborn have the natural aptitude for this ancient language. They can master a shout much quicker than others. Congratulations, like everyone else who plays this game, Your character is one of those rare breeds.

Shouts are separate from Powers and other magic. Shouts do not consume Magicka, but do undergo varying recharge periods. The longer the duration (hold the button) of the shout, the more powerful the effect and the longer the cooldown period. After using a shout, this global cooldown period is indicated by a blue coloring of the on-screen compass. When this coloring fades, the player is again able to use a shout. It's important to note that there are some points in the game you will HAVE to use shouts to get through obstacles, to various platforms or even to fight.

Each Shout is comprised of three Words. Not surprisingly, the Shout increases in strength as you learn more words, culminating in a longer and more powerful version of the Shout once all three Words are combined. The individual words of each Shout are learned from Word Walls in the world. Once you find a word, you must unlock it with a Dragon soul to use it. You can upgrade a shout by spending dragon souls on it to make it even more powerful(only if the shout is upgradable). Dragon souls are obtained by slaying dragons.

Shout List

- Animal Allegiance
- Aura Whisper
- Become Ethereal
- Call Dragon
- Call of Valor
- Clear Skies
- Disarm
- Dismaying Shout
- Dragonrend
- Drain Vitality
- Elemental Fury
- Fire Breath
- Frost Breath
- Ice Form
- Kyne's Peace
- Marked for Death
- Slow Time
- Storm Call

- Soul Tear
- Summon Durnehviir
- Throw Voice
- Unrelenting Force
- Whirlwind Sprint

Note that Drain Vitality, Soul Tear, and Summon Durnehviir are from the Dawnguard DLC.

Shout Locations

Many shouts can be found through the course of the main quest and some will even be given to you (this will save you from having to go dragon hunting). Feel free to view the full list of Shout Locations. For some easy ones, watch the video below.

Fun With Shouts

Yes, that's right, shouts can actually be fun to use. A particularly entertaining Shout is the fully upgraded version of Unrelenting Force, otherwise known as "Fus Ro Dah!" This shout is used in many humerous videos on youtube, such as the video below. Although entertaining, this shout can also be very deadly if used correctly.

Bounty

Stealth is necessary for your character to complete certain actions which may be considered criminal by decent townfolk. If you are detected whilst committing such acts, you will be branded a criminal, and subsequently accrue nominal bounties on your head depending on your transgression.

All NPCs who detected you while committing the crime will be witnesses. Should you eliminate all witnesses to your crime before time (to report your crime) expires, then a bounty will not be issued.

When a bounty is issued on your death or capture, you will be confronted by the Town Guard. Where you commit your crimes determines which Town Guard will apprehend you and where you will need to pay your bounty. Certain areas fall under the jurisdiction of that major city.

When caught, your character will have the following options:

- Pay Bail to Avoid Jail Should you pay bail, you will also lose all items you stole (including the ones stolen whilst undetected).
- Avoid Bail and Go to Jail If you choose to go to jail, you may serve your time by using the
 bed in the cell. When your sentence is served, your progress towards skill increases is reduced
 (determined by length of sentence). You may choose to pick the lock of your cell to escape your
 sentence (undetected).
- **Resist Arrest** Opting for the *Grand Theft Auto* route means you will fight off the Town Guard who come to arrest you. This not only means you will continue to have a bounty on your character, but subsequent trips back to the same township will mean the Town Guard will reattempt to arrest you.

How to escape Whiterun Prison: Crouch down and be hidden. Then look for the loose grate. (Novice Lockpicking) It should open. Now jump through! You've escaped! (Also if you adventure in there a bit you might find the box whith your stuff in it!)

Traveling

It is a known fact that wandering Skyrim on foot can be a monumental task in itself. Good thing there are certain mechanisms in place that can truncate your travel time by... a whole lot.

Fast Travel

Once you've discovered a location and have confirmed its location on the map (you must physically go there), you can start using the Fast Travel feature to quickly be transported there. Time will still elapse as if you'd spent the time traveling there, but arrival is as instantaneous as it gets in real time. Being that the true charm of Skyrim lies in its never-ending sense of discovery, your choice to constantly Fast Travel would make you skip out on sight-seeing and other cool stuff.

Carriages

Located outside every major Hold in Skyrim are carriages that will take you to both already known or undiscovered major towns and locations for a nominal amount (usually 20 or 50 gold depending on the distance). This will help you discover the location and allow Fast Travel in the future.

Horses

Horses are probably the best companions you can possibly steal, buy, or earn. They occasionally lend their horsepower in destroying your enemies. Joking aside, however, horses allow you to traverse greater distances in a shorter time frame. Also when overloaded with items, on horsesback you can Fast Travel to your favorite trader or house to unload.

Owning a Horse

A horse, however, is typically not free. Stolen horses come with a price in the form of a bounty and will not stay with you once you dismount. Horses can cost 1000g and be purchased from any stable.

However...!

There are ways around this. First, you can earn two unique, named horses as quest rewards.

- Shadowmere Finish The Cure For Madness as part of The Dark Brotherhood Quests.
- Frost Finish Promises to Keep.

The main benefit to owning a horse is that the steed follows you wherever you go.

Get a Free Horse without Stealing



Horses can be earned in Riften by challenging Hofgrir, the stable owner, to a brawl. Once you win the battle of fists, he will offer to sell a horse to you. If you say that you would rather walk then he calls you cheap and you can ride the Riften horses for free. The free horse will walk away after dismounting. Although the horse is not technically not owned by the player, it will travel with you when you fast travel. A benefit to earning and using this free horse is that you can simply go to Riften and take a new horse if yours dies in battle which saves 1,000 of your hard earned gold.

Also, there's a horse near Winterhold that you can get without stealing and without paying 1,000 Gold. Once you ride the horse it becomes yours and will even follow you around when you fast travel.

It is important to note though that it likes to walk away when you dismount instead of the usual waiting around.

Also it seems that after joining either the Imperial Legion or the Stormcloaks there are occasionally unowned horses wandering around the camps as well as at the forts you raid that will not result in a bounty.

Click this link to see the video http://www.ign.com/videos/2012/04/30/skyrim-get-a-free-horse-without-stealing

Main Quests

Skyrim presents one but two concurrent story arcs: the civil war between the Imperial legion and the rebellious Stormcloaks, and the return of the long thought-to-be extinct dragons. Neither is a desirable backdrop against the naturally hostile environments of Skyrim, but there is an intense focus on the dragons' part of it all.

Take note, however, that all of the quests you come across in Skyrim never really fall under a "sidequest" category in your travel Journal. That is because the interconnectivity of the quests is so elaborate in their design that every quest hasmeaning and is not simpl[[File:|File:]]y some arbitrary fetch quest.

For simplicity's sake, however, this walkthrough will focus on the main dragon questline. All other questlines (as can be seen in the in-game stat tracker) will be listed in Side Quests.

Dragons Return to Skyrim

- Before the Storm
- Bleak Falls Barrow
- Dragon Rising
- The Way Of The Voice
- The Horn of Jurgen Windcaller
- A Blade In The Dark
- Diplomatic Immunity
- A Cornered Rat
- Alduin's Wall
- The Throat Of The World
- Elder Knowledge
- Alduin's Bane
- The Fallen
- Paarthurnax
- Season Unending
- The World-Eater's Eyrie
- Sovngarde
- Dragonslayer

Unbound

10G **Unbound** Complete "**Unbound**."

This quest begins automatically.

Click this link to see the video http://www.ign.com/videos/2011/11/10/skyrim-walkthrough-part-4-unbound

Objectives

- Make your way to the Keep
- Enter the Keep with Hadvar or Ralof
- Escape Helgen
- Loot Gunjar's body
- (Optional) Search the barrel for potions

Walkthrough

As soon as the Dragon mucks up your execution, the first quest of Skyrim begins apace. With your hands still bound, you are powerless against enemies, nevermind the dragon. Quickly run into the building in front of you and make your way up the stairs. The dragon blows a hole right through the wall, giving you a clear view of the adjacent house to which you can jump. Meet Hadvar outside and follow him until you reach the Keep and a branching point: You can choose to run with Hadvar (Imperial) or Ralof (Stormcloak).



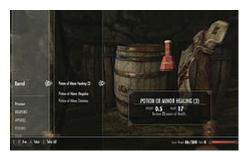


Now, depending on who you go with, things will pan out a little differently. With Hadvar, you have members of Stormcloak to wrangle with; conversely, you'll be attacked by the better equipped Imperial soldiers if you side with Ralof. Ultimately, though, you'll need to acquire the [[Helgen Keep Key]] one way or another and make your way through this area all the same.





In the first room, you'll have your hands freed so you can walk around and learn to loot bodies (and chests if you're with Hadvar). Procure your first pieces of equipment and weapons then equip them. Actions like sprinting, swinging your weapon, or basically anything that requires physical exertion will zap your stamina gauge. Keep an eye on it at all times to make sure it isn't fully exhausted in the middle of combat.





Follow your cohort of choice to a room that can be plundered for a variety of objects, including really helpful consumables like Potion of Minor Magicka, Potion of Minor Healing, or Potion of Minor Stamina. There are also things like Salt Pile, Tankards, etc. that you can pick up, but keep in mind that each item (including weapons and armor) adds an encumbrance value. In other words, pick up items you need and discard stuff you don't.

The torture chamber introduces you to the wonderful art of lockpicking. You can learn more about this skill in its appropriate Lockpicking section. Successfully picking the cell's lock rewards you with some Gold coins, a Potion of Minor Magicka, and a book. If you're keen on needling more locks in the future, you'll want to search the rest of the room for more lockpicks.

Continuing on, you'll encounter more humanoids to kill, but as you delve deeper into the dark, damp caves you'll fight Frostbite Spiders, which drop Frost Venom, be able to loot egg sacs for their Spider Eggs and Skeever Tails. The latter is relinquished from the sacs hanging from the ceiling. Your companion will express hesitation in facing off against the slumbering bear ahead, but she isn't tough at all and yields Bear Claws and a Bear Pelt. *Note* You may attack your companion without him attacking back, so you can increase your one-handed, 2-handed, etc. When he starts to sneak and says he will follow your lead you also will be able to attack him in sneak mode to increase your sneak easily.





From this point, the exit is just a skip away, as you head into the overworld map of Skyrim and finish this beginning quest.

Before the Storm

Before the Storm begins as soon as you finish Unbound. The quest reward is Steel Armor.

Objectives

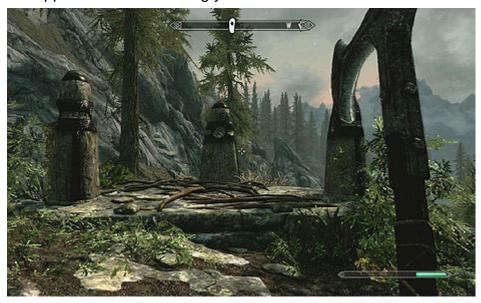
- Talk to gerdur/Alvor in Riverwood
- Talk to the Jarl in Whiterun

Note: the person you talk to is different depending on who you choose to follow at the beginning of the game. (Gerdur if you follow Ralof, or Alvor if you follow Hadvar)

Walkthrough

No matter who you emerge from Helgen with, your next destination lies in Riverwood, a town not far from here. Both companions have some relatives there that you can speak to and generously receive supplies from. En route to town, you can speak with your companion and learn more about the dragon and the background of his corresponding faction, at which point he attempts to -- albeit not forcibly -- recruit you to join the faction's collective cause. You can choose sides later; for now, continue to Riverwood.

Tip: Skyrim is a vast, vast place that you can easily get lost in. Your interactive world map is a your life support in times of finding your destination.



Guardian Stones stand just off the path as you head towards Riverwood -- they're hard to miss. You can inspect them, but are only allowed choose one (rogue, warrior, or mage for the moment) to receive a certain percentage boost in your learning speed. Obviously, go with what your race specializes in. For example, a Breton would benefit most from the Mage Stone, which blesses the person with accelerated learning of magic skills.





In Riverwood, seek out the person you are supposed to by following the person marker on the compass. Either party is incredibly hospitable and will provide you with a number of supplies free of charge. Take what you need (or take them all) and continue to probe the person of interest for any morsels of information. Eventually, the next task comes up: Talk to the Jarl in Whiterun, a sort of central location in all of Skyrim.

Click this link to see the video http://www.ign.com/videos/2011/11/10/skyrim-walkthrough-part-5b-before-the-storm-alvor

Find the Dragonsreach, one of the higher buildings in the northeast most corner of town. There are boundless steps leading to it. Any news of the dragon you may bring will win the Jarl's rapt attention. The quest ends as soon as the Jarl decides to dispatch help to Riverwood.

Bleak Falls Barrow

10G

Bleak Falls Barrow
Complete "Bleak Falls Barrow."

Location

For the location, See: Bleak Falls Barrow (Location).

Farengar in Whiterun gives you **Bleak Falls Barrow**, but if you've already visited the area prior you won't need to visit it again.

Objectives

- Talk to Farengar
- Retrieve the Dragonstone
- Deliver the Dragonstone to Farengar

Walkthrough

Click this link to see the video

http://www.ign.com/videos/2011/11/10/skyrim-walkthrough-part-6d-black-falls-barrow-give-farengar-the-dragon-stone

Through the iron doors at the top of the stairs, you walk down the hall to the stone door ahead. On the stone door are a set of rings with symbols and a keyhole in the shape of the Golden Claw emblazoned on the door. You can rotate each ring individually and match the engravings on the Golden Claw itself. Inspect the Golden Claw in the items menu to clearly see the correct order. The solution, from bottom to top: owl, hummingbird, bear. Afterwards, put the Golden Claw in place to open the door.





Move towards the engravings on the Word Wall to learn Unrelenting Force, at which point a Draugr Overlord appears. Use the uneven terrain to your advantage; the Overlord has a hard time of keeping up with you if you alternate between a high point and low point, using a bow or long-range magic to deal damage. Loot the **Dragonstone** from its dead body. After doing so, be sure to check both waterfalls. Each one has a chest that can be looted. The chest behind the waterfall on the right will require a lockpick to open. You can then continue up the stairs making your way back to Skyrim.



Dragon Rising

You'll receive **Dragon Rising** as soon as you finish Bleak Falls Barrow and present the Dragonstone to Farengar. As a reward for completing this quest, you'll receive the magical weapon: Axe of Whiterun.

Objectives

- Talk to Jarl Balgruuf
- Meet Irileth near the Western Watchtower
- Kill the dragon
- Investigate the dragon
- Report back to Jarl Balgruuf
- (Optional) Use your new Shout power

Walkthrough

With all this talk of dragons, one seems to have finally been unintentionally summoned. Irileth, Farengar, and yourself must convene at the planning room just beyond the Dragonsreach Jarl's quarters located within Dragonsreach to speak with the Jarl. The Jarl gives you the Iron Helmet of Minor Destruction and the party scatters. You'll need to rendezvous with Irileth outside of town. Leave Dragonsreach and head toward the Western Watchtower, not far off from Whiterun. Irileth and her band of guards stand just outside the watchtower's ruins. A dragon has very recently laid waste to it and should still be around; as you head toward it, a dragon by the name of Mirmulnir appears.





Apparently, this dragon is quite the weakling since iron arrows can easily pierce its thick dragon hide and inflict decent damage. Hopefully, you've hung onto a bow and have a decent command of archery. Fire arrows while the dragon remains airborne. Periodically, Mirmulnir will land on the ground and breathe fire, but this also means she is within attacking range. If you have an affinity to magicka, she is particularly vulnerable to ice-based magic. With help from Irileth's men, Mirmulnir's strength will slowly ebb and finally cause her to fall.





Rummage through her carcass for a surprising number of items. Of particular note is the first of many Dragon Souls you'll collect. You'll now be able to put that Unrelenting Force you discovered earlier to good use. Now you can experiment with Shout, which can be found in your Magic menu and used as afforded by completion of its cooldown timer.

Return to Whiterun and speak to the Jarl. Brief him on what happened and mention the tidbit about Dragonborn, to which Jarl tells you about the Greybeard's summon. Remember that booming thunder-like sound you heard as you ran toward Whiterun earlier? That was the Greybeards. The Jarl's parting words bestow you the greatest honor of the title Thane of Whiterun, as well as his eternal friendship.

Tip: You can abuse your power to basically delete one unlawful offense. If you're caught multiple times, however, even your swank title won't keep the hammer from falling down on you. A good suggestion would be to use your "Get out of jail free" card to steal a horse in the Whiterun Stables ouside and use it to travel to faraway areas that would otherwise be too time-consuming to reach on foot.

The Way Of The Voice

After demonstrating your extraordinary ability, you are summoned by the Greybeards dwelling atop High Hrothgar and begin **The Way Of The Voice**.

Objectives

- Speak to the Greybeards
- Demonstrate your "Unrelenting Force" Shout
- Speak to Arngeir
- Learn the Word of Power from Einarth
- Demonstrate your "Unrelenting Force" Shout (3/3)
- Learn the Word of Power from Borri
- Demonstrate your "Whirlwind Sprint" Shout
- Speak to Arngeir for further training

Walkthrough

Click this link to see the video

http://www.ign.com/videos/2011/11/15/skyrim-walkthrough-part-17-way-of-the-voice

The Greybeards dwell in a monastery located in High Hrothgar. Perched atop a perilously tall mountain, High Hrothgar can be reached via Ivarstead. Head through the town to find a bridge leading to a path that snakes up the snowy mountains. It's going to be a rather long trek that is -- luckily -- filled with few hazards, but you might encounter a frost troll.





NOTE: While scaling the mountain, you may come across a dragon, just as you reach the peak. Kill it, absorb its soul and keep on trekking!

Inside, Arngeir calls you the Dragonborn with doubt filling his voice. To put his doubts to rest, use the Unrelenting Force Shout and speak to him again to learn more about the Greybeards and your destiny. You learn that each Shout has three Words; you learned only the first word - Force - of Unrelenting Force earlier and now you will be taught the second: Ro.





After learning Ro from Einarth, hit the targets that appear with your Unrelenting Force three times before the Greybeards are satisfied. Borii will guide you to your next trial outside in the courtyard.





The Greybeards gather here to teach you one more Shout before they send you off elsewhere to complete your training. You learn the first word -- Wuuld -- of Whirlwind Sprint, which lets you dash forward with incredible speed. To use the shout, bring up the Magic menu and "equip" Whirlwind Sprint from your list of shouts. Talk to Arngeir to open the gate and use the Whirlwind Sprint to explode past the gate to finally complete Way of the Voice and move onto The Horn of Jurgen Windcaller.

Known Bugs

 The Targets when learning "Ro" Sometimes do not appear. To fix this, Pause and Unpause the game.

The Horn Of Jurgen Windcaller

Objectives

- Retrieve the Horn of Jurgen Windcaller
- Read the note
- Meet with whoever took the horn
- Return the horn to Arngeir

Walkthrough

Click this link to see the video

http://www.ign.com/videos/2011/11/16/skyrim-walkthrough-part-18b-the-horn-of-jurgen-windcaller





Once inside this new room, you'll hear triggers from the floor as you walk forward. Don't stop to look around, these are fire traps. You'll come to a raised platform area that's being guarded by two average sized Frostbite Spiders, and one larger one, though nowhere near the size of the one you fought in Bleak Falls Barrow. Defeat the Spiders and make your way towards the cobwebbed door frame. Remove the cobwebs and proceed to the wooden door.

After the wooden door, you'll come to another gate. Pull the chain on the left to activate the gate and proceed forward. Stones will erect out of the bodies of water as you make your way down the steps.

Onward to the horn of Jorgen Windcaller...except it's not there! In its place is a note written by "a friend" instructing you to spend the night at the Sleeping Giant Inn at Riverwood.

Behind the throne there's a chest with some good rewards: an Orcish Greatsword, 126 pieces of gold, potion of the defender, Spell Tome: Lesser Ward, and the Staff of Courage.

Head out and on to the Sleeping Giant Inn in Riverwood. Speak to Delphine and request the attic room. Head to sleep only to be woken by Delphine, at which point she finally relinquishes the horn and also initiates the quest, A Blade In The Dark.





Return to High Hrothgar once you can and present the horn to the Arngeir. You now have another Word of Power to learn: the final word of Unrelenting Force. Talk to Wulfgar to learn Push, forming the full Shout for Unrelenting Force.

Note: After returning the Horn to Arngeir, if you return to Ustengrav and activate the altar where you found the note, you will be granted a dragon soul.

A Blade In The Dark

Objectives

- Talk to Delphine
- Locate the dragon burial site
- Kill the dragon Sahloknir
- Talk to Delphine

Walkthrough

Click this link to see the video

http://www.ign.com/videos/2011/11/16/skyrim-walkthrough-part-19-blade-in-the-dark

After you do as the note instructed from The Horn of Jurgen Windcaller and rested in Sleeping Giant Inn, you'll meet with Delphine who asks you to meet with her in private. She exposes a hidden room beneath the inn and wants you to prove that you are indeed the Dragonborn, clearly casting doubt on the Greybeards. Make sure you loot the basement, as there is a Blades sword that is very handy. Now you must prove that you are indeed the Dragonborn by killing the next dragon that she thinks may be returning to the lands of Skyrim.





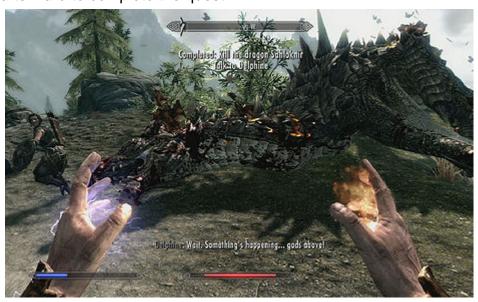
Bring a durable Follower, like Lydia, and meet her at Kynesgrove, south of Windhelm. Afterwards, you find yourself fighting for your life against a dragon named Sahloknir. Having just woken from a long slumber, Sahloknir is still getting his dragon joints greased up -- use this opportunity to immediately unload on him. Get a Potion of Fire Resist up if you're the cautious type as Sahloknir's cone of fire damages those who stand directly in front of him.





If you brought a follower as was suggested, the follower should be able to keep Sahloknir's attention as you pummel him with high damage. Before long, the second dragon (of the main story) will fall yet

again, leaving you to absorb the dragon soul and pick his bones... literally. Speak to Delphine afterward to complete the quest.



Diplomatic Immunity

20G

Diplomatic ImmunityComplete "**Diplomatic Immunity**."

Objectives

- Meet Delphine in Riverwood
- Meet Malborn in Solitude
- Give Malborn the equipment
- Meet Delphine at the stables
- Talk to Malborn
- Create a distraction and get away from the party
- (Optional) Retrieve your gear
- Search for information about the dragons returning
- Escape the Thalmor Embassy
- Talk to Delphine

Walkthrough

Click this link to see the video

http://www.ign.com/videos/2011/11/16/skyrim-walkthrough-part-20b-diplomatic-immunity

You'll have a few melee types and a wizard to contend with. Proceed ever closer to the quest marker, picking up various potions along the way. You'll encounter more enemies outside, but your main goal is to head into Elenwen's Solar to fight Rulindil and remove his **Interrogation Chamber Key**. Use it to gain entry into the torture chamber and pilfer the **Thalmier Dossier: Esbern** from the chest.





After perusing the dossier, you'll be prompted to leave the Embassy. The torture chamber contains a trap door, but you'll first need to loot the **Trap Door Key** from a guard's body to open it.





The Reeking Cave, as this place is called, is home to a Frost Troll, but by this point you will have reunited with your followers (if you had any to begin with). Simply return to Delphine at Riverwood at this point to complete the quest. You'll find her in the basement of the Sleeping Giant Inn, which is accessed through a false panel in the wardrobe of the room closest to the front counter.

A Cornered Rat

Click this link to see the video http://www.ign.com/videos/2011/11/30/skyrim-walkthrough-part-21-a-cornered-rat

A Cornered Rat begins immediately after Diplomatic Immunity.

Objectives

- Talk to Brynjolf
- Search the Ratway for Esbern's hideout
- Find Esbern in the Ratway Warrens
- Talk to Esbern

Walkthrough

Delphine recognizes the name Esbern and figures the man is hiding out in Riften. Esbern has major trust issues, so you'll need to first speak to Brynjolf. You'll find the guy in the outdoor market in the center of town; ask him about Esbern and, being the shrewd businessman he is, Brynjolf isn't too keen on giving out free information.





If your Speech is high enough, the persuasion option may forgo the small favor he requires: A Chance Arrangement. After finishing the quest, bring up Esbern again and he'll admit to knowing your guy.





Enter the Ratway located under Riften. Expect to find hostile riffraff in these underground tunnels. Navigate through the Ratway until you reach the entrance to The Ragged Flagon. Don't forget to quickly leaf through the *Beggar* for an instant skill pick-me-up to Pickpocket.





You'll find some Thalmor enemies in The Ragged Flagon. This multi-tiered, dank area leads to the Ratway Warrens, a holding place for some deranged folk, including Esbern. When you find him, he denies being who you think he is. He continues to feign ignorance until you bring up Delphine. If you recall, she told you to say something that would buy his confidence: "remember the 30th of Frostfall."

At that point, he lets you into his personal...living space. The quest ends after talking to him.

Alduin's Wall

Click this link to see the video http://www.ign.com/videos/2011/11/30/skyrim-walkthrough-part-22-alduins-wall

Alduin's Wall starts after speaking to Esbern in A Cornered Rat. It involves finding Sky Haven Temple with Esbern and Delphine to learn how to defeat Alduin.

Note: The mountain on which Sky Haven Temple sits (near Karthspire Camp) is not accessible until you reach this mission. A long jump/climb up the side of the mountain leaves you blocked by a developer's "invisible wall."

Objectives

- Escort Esbern to Riverwood
- Talk to Esbern
- Gain entrance to the Sky Haven Temple
- Learn the secret of Alduin's Wall

Walkthrough

Make your way through the Ratway once more, fending off a couple of Thalmor that have found their way in here. For your information, you can create a mini-shortcut by lowering the bridge in the Ratway.

Take Esbern to see Delphine in Riverwood. Let the two old friends talk it out and listen to what Esbern has to say.





Soon thereafter, you'll find yourself on your way to Sky Haven Temple, the home of Alduin's Wall. You could either reconvene with the Blades at Karthspire or travel together with both Delphine and Esbern. The latter choice has them tagging along with wherever you're going, obviously. This can be helpful to have a full party of minions fighting for you, but be careful about them literally obstructing your path in tight spaces.

Karthspire is best reached via fast traveling or taking the carriage to Markarth. Karthspire itself is a cave that is swarming with Forsworn, just like the adjacent Forsworn camp. Karthspire sort of serves as the lobby to the Sky Haven Temple.

Inside you must overcome two puzzles: the first of which involves rotating all three pillars so that the apple-shaped (supposed to be an arrow signifying Dragonborne) faces you; this lowers the stone bridge on the right. The next room is a death-trap if you walk on any tile other than the Dragonborne tile you saw earlier. Follow this narrow path of Dragonborne tiles to the chain on the wall and interact with it to simultaneously deactivate the trap and open a path forward.





Finally, when prompted, activate the blood seal in front of the statue's head, letting you inside Sky Haven Temple. Esbern proceeds to regale you with ancient stories of Alduin and his dragon cult based on the legends inscribed on the wall. It looks like the secret to banishing Alduin from this world again is fighting fire with fire; or in this case, find a very special Shout. Take this kernel of knowledge and see if the Greybeards know anything about it.





Before heading out, you can also request Esbern to give you the Dragonslayer's Blessing.

The Throat Of The World

Click this link to see the video

http://www.ign.com/videos/2011/11/30/skyrim-walkthrough-part-23-throat-of-the-world

Objectives

- Talk to Arngeir
- Learn the "Clear Skies" Shout
- Use the "Clear Skies" Shout to open the path
- Talk to Paarthurnax
- Learn the Word of Power from Paarthurnax
- Use your "Fire Breath" Shout on Paarthurnax

Walkthrough

Travel to High Hrothgar and find Arngeir. Arngeir is quick to grow boorash at the mention of a Shout to defeat Alduin, but eventually Arngeir will guide you to the courtyard to teach you how to get to Paarthurnax. Examine all three Words of Power on the ground around Arngeir to learn Clear Skies. Use this to disperse the heavy blizzard impeding your path to Paarthurnax.



En route to Paarthurnax, you'll need to use Clear Skies a couple more times to brave the resilient blizzard. Be ready to pop a health Potion if need be.

Speaking to Paarthurnax takes time; he will teach you a Word for Fire Breath. Demonstrate the power of your Thu'um, using Fire Breath.



After indulging in Paarthurnax's long-winded philosophical speech, you move to the Elder Knowledge quest. Also before leaving, you can talk to Paarthurnax and learn about his meditation. From here, you can select one of the three bonus effects:

Fus (Force Without Effort)

You stagger 25% less and foes stagger 25% more

Feim (Eternal Spirit)

Your health regenerates 25% faster while in Ethereal form

Yol (The Fire Within)

Fire Breath Shout deals 25% more damage

Elder Knowledge

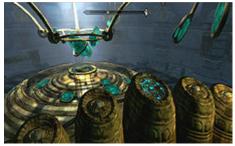
20G

Elder Knowledge
Complete "Elder Knowledge."

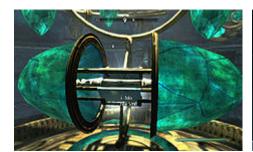
Click this link to see the video http://www.ign.com/videos/2011/11/30/skyrim-walkthrough-part-24d-elder-knowledge

Activate the Dwarven Mechanism





Put the Lexicon in the slot to the right and press the button at the far right. Then, press the button next to it. If the third button (to the left of the second) doesn't appear, then keep pressing the 2 on the right randomly and the third should show up. Then press the third button and the dwarven mechanism moves, then opens the slot for the fourth button, Then finally press that one. Congratulations you just got an **Elder Scroll**!





Don't forget to retrieve the Runed Lexicon from the altar either. You may now engage in other tasks, such as: returning the Lexicon to Septimus Signus in his outpost up north or return to the Throat of the World and see if Paarthurnax will ask you to read the Elder Scroll.

Alduin's Bane

Alduin's Bane begins immediately upon retrieving the Elder Scroll from Elder Knowledge during the main quest of Skyrim.

Click this link to see the video

http://www.ign.com/videos/2011/11/30/skyrim-walkthrough-part-25-alduins-bane

For video kill of Alduin, skip to 6:11 to skip cinematics.

Objectives

- Read the Elder Scroll at the Time-Wound
- Learn the "Dragonrend" Shout from the Nord heroes
- Defeat Alduin

Walkthrough

Return to the Throat of the World to read the Elder Scroll at the Time-Wound. You will find the Elder Scroll in the Books section of your menu. For a while, you'll watch a flashback depicting how the Nord Heroes had banished Alduin from Skyrim. By the end of it, you learn Dragonrend.





At this point, you'll have to fight Alduin. Paarthurnax will help you, but he won't do much in terms of damage. The key is to use Dragonrend constantly on Alduin to keep him grounded, when he is most vulnerable to attack. Use Dragonrend whenever the global cooldown runs down to avoid having to snatch him from the sky.





Be careful not to accidentally use Dragonrend on Paarthurnax, however. They can sometimes be easily confused.





Alduin fights like any other dragon you've encountered: flies around, spews fiery or icy breaths (in this case both), and snaps with his mighty jaws. Avoid falling debris and keep a steady offense on Alduin to wear him down.

The Fallen

20G

The Fallen

Complete "The Fallen."

The Fallen follows immediately after defeating Alduin for the first time in Alduin's Bane.

Click this link to see the video

http://www.ign.com/videos/2011/12/01/skyrim-walkthrough-part-29-the-fallen

Objectives

- Talk to Paarthurnax or Talk to Arngeir or Talk to Esbern
- Talk to the Jarl of Whiterun
- Get Greybeards' help in negotiating a truce
- Learn Shout to call Odahviing
- Prepare trap for Odahviing
- Call Odahviing to Dragonsreach
- Defeat and trap Odahviing
- Interrogate Odahviing

Walkthrough

Paarthurnax reveals that Dragonsreach in Whiterun was built initially to hold other dragons. His idea is to capture one of Alduin's ilk and convince the captive to betray Alduin. Before that happens, however, you'll need to convince Jarl of Whiterun first.





Jarl Balgruuf (or whoever is in his place following the events of the Civil War) fully comprehends the threat of the World-Eater looming over him like a dark shadow, an even greater threat -- the clash between the Stormcloaks and Imperial Legion -- perturbs him even more. So, if you haven't already done some part of the Civil War Quests, the quest Season Unending begins, during which you are to negotiate a peace council to help suspend the civil strife while the dragons are taken cared of.

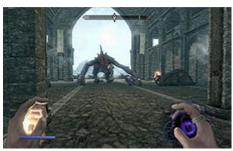
Note that if you already ousted Jarl Balgruuf from Dragonsreach during Battle For Whiterun, Jarl Vignar Gray-Mane in Jorrvaskr will take his place.

Glitch: If you are in the middle of the Civil War Quests and have chosen a side when Season

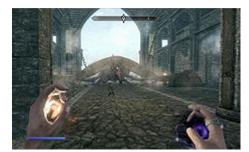
Unending begins, there's a chance that you might encounter a glitch in which you can't proceed with either the Civil War quest or negotiating the truce. It's best that you finish Battle For Whiterun before you speak with the Jarl.

Learn the Call Dragon Shout from Esbern, who also gives you the quest to slay Paarthurnax for his past crimes on humanity.





Using Call Dragon at the end of the balcony will call this dragon down. As the dragon enters, he'll pick up the guard, leaving just the sword and torch behind. From here this quest is really simple. Whenever you get the chance, hit the dragon with Dragonrend and run inside the large opening. The dragon will land on the balcony and follow you in and be captured by the trap waiting above.





Speak to Odahviing to negotiate an agreement to help each other.

Season Unending

Season Unending begins during The Fallen, when you try to convince the Jarl to use his Hold to capture a dragon. This quest occurs only *if you haven't* resolved the Civil War Quests yet.

Objectives

- Talk to Arngeir
- Talk to General Tullius
- Talk to Ulfric Stormcloak
- Talk to Arngeir
- Take your seat
- Negotiate a truce

Walkthrough

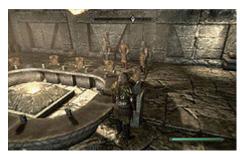
This quest occurs if you haven't resolved the civil war conflict between the Stormcloaks and Imperial Legion.

Glitch: If you are in the middle of the Civil War Quests and have chosen a side when **Season Unending** begins, there's a chance that you might encounter a glitch in which you can't proceed with either the Civil War quest or negotiating the truce. It's best that you finish at least Battle For Whiterun before you speak with the Jarl.





Head to High Hrothgar and speak to Arngeir. Because of Paarthurnax' allegiance to the Dragonborn, the Greybeards, by association, must also walk down the same path. You must now speak to both Ulfric Stormcloak and General Tullius to remind them of the Greybeards' authority.





Ulfric can be found at Windhelm, whereas General Tullius presides over Solitude. Once everyone has

convened at High Hrothgar, the council can proceed. Take your seat at one end of the table and wait for the negotiations to unfold. Also learn the Call Dragon Shout from Esbern.

The World-Eater's Eyrie

The World-Eater's Eyrie begins after you've interrogated Odahviing during The Fallen.

Objectives

- Set Odahviing free
- Talk to Odahviing
- Reach Alduin's portal to Sovngarde
- Enter Sovngarde

Walkthrough

Make sure you're adequately prepared for the challenge ahead; there's no leaving the dungeon until you finish the quest.





The only way for you to reach Skuldafn is by way of a dragon's help -- in this case, Odahviing's. Set him free by speaking with the soldier above (don't have your weapons out at this point or everyone will attack Odahviing upon release). Talk to the freed dragon to take off to Skuldafn. You can expect to find many Draugrs and a Dragon or two haunting the outside of the entrance. Now head into the Skulldafn Temple.

Click this link to see the video

http://www.ign.com/videos/2011/12/01/skyrim-walkthrough-part-30b-the-world-eaters-eyrie

The Draugr Overlord you encounter deeper in possesses a **Diamond Claw** you need to progress. Match the correct sequence on the huge stone door with the sequence on the Claw itself as you have been with previous puzzles to open the door.





A Word Wall in here teaches you the Storm Call Shout, but beyond that you are led right back outside to tango with strong variants of Draugr.



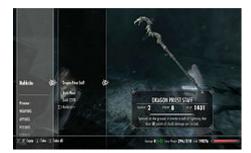


At the portal, you will need to defeat Nahkriin, the Dragon Priest. Defeating Nahkriin can be a challenging task. To recharge your health and Magicka in battle, hide behind the pillars and Nahkriin will not be able to hit you.





Use the pillars to your advantage and pop out to shoot a ranged spell or arrow then duck again. If Nahkriin does come behind the pillar, circle around the pillar so you're on the opposite side of him. Attack at every ripe opportunity. Once you defeat him, he will drop the Nahkriin mask and also the Dragon Priest Staff which you take back up the stairs to enable the portal again.





Sovngarde

Sovngarde starts after you've entered the portal during The World-Eater's Eyrie during the main quest of Skyrim.

Objectives

- Find out how to defeat Alduin
- Gain admittance to the Hall of Valor
- Talk to the heroes of Sovngarde

Walkthrough

Click this link to see the video

http://www.ign.com/videos/2011/12/01/skyrim-walkthrough-part-31-sovngarde

Once you enter the portal you will receive this quest and enter what looks like a foggy valley. Follow the path and you'll run into a Stormcloak soldier who will you bring you up to speed on the current events.

Eventually you get to a crossroad: the left will lead you to a ruin and the right side will take you to where you need to go.





Just follow up the right path until you run into Tsun. Before entering the Hall of Valor, you must prove that you are worthy to Tsun. Tsun is a powerful axe-wielder; he can inflict significant damage at close range, but he can also be kept at bay with Light Armored, nimble fighters, allowing them to run away and "kite" Tsun. His health doesn't need to be drained completely, but damage him enough to about 60% and he will yield.





Cross the giant dragon scales that acts as the bridge and talk to the Heroes that defeated Alduin before you: Gormlaith Golden-Hilt, Hakon One-Eye and Felldir the Old.

Dragonslayer

50G

Dragonslayer

Complete "Dragonslayer."

Dragonslayer is the concluding quest to dragon story arc and follows after Sovngarde.

Objectives

- Help the heroes of Sovngarde dispel Alduin's mist
- Defeat Alduin

Walkthrough

Click this link to see the video http://www.ign.com/videos/2011/12/01/skyrim-walkthrough-part-32-dragonslayer

There's A Lot More To Do

You're never done with Skyrim!

- Side Quests
- Crafting
- Marriage
- Mutations
- Secrets
- Explore!

Side Quests

Although there isn't a "sidequest" section listed in your travel journal, the in-game stat tracker breaks all the quests down into questlines with certain factions and groups. This section is dedicated to those questlines, as well as any other standalone quests.



Questlines

- The Companions Quests
- College of Winterhold Quests
- Thieves' Guild Quests
- The Dark Brotherhood Quests
- Civil War Quests
- Daedric Quests
- Divines Quests
- Other Quests
- Miscellaneous Tasks

The Companions Quests

The Companions Quests are reminiscent of the Fighter's Guild quests from past Elder Scrolls games, but are less generically named.

To begin the quests, head to Jorrvaskr in Whiterun and speak to Kodlak Whitemane.

Core Quests

- Take Up Arms
- Proving Honor
- The Silver Hand
- Blood's Honor
- Purity of Revenge
- Glory of the Dead

radiant quests

- Animal Extinction
- Family Heirloom
- Hired Muscle
- Retrieval
- Trouble in Skyrim
- Striking the Heart

Take Up Arms

10G **Take Up Arms**Join the Companions.

Take Up Arms is obtained from Kodlak Whitemane in Jorrvaskr.

Objectives

- Train with Vilkas
- Give Vilkas's sword to Eorlund
- Bring Aela her shield
- Follow Farkas to your quarters

Walkthrough

While you've been surviving by yourself just fine up to this point, you'll have to prove yourself to Kodlak and The Companions before they accept you into their ranks. Follow Vilkas out to the training grounds to test your mettle against this trained swordsman. Be sure to equip a weapon and swing at Vilkas, who gives you Vilkas's sword to be sharpened with Eorlund at the top of the steps nearby.





Show Vilkas' sword to Eorlund to learn more about the group's leadership (or lack thereof). As you turn to go, Eorlund asks a favor of you: to bring Aela her shield. You can find Aela inside Jorrvaskr's living quarters. After the talk with Aela, Farkas will show you to your appropriate sleeping arrangements and also give you the quest Hired Muscle.

WARNING! DO NOT USE MAGIC ON VILKAS. If you do, this will glitch him into an endless loop of saying you've used magic, even if you have only used swords, and will also unallow you to open up shops and sell or buy items.

Proving Honor

Proving Honor is obtained from Farkas in Jorrvaskr.

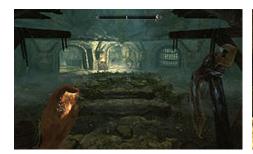
Objectives

- Speak to Skjor
- Speak to Farkas
- Retrieve the fragment
- Return to Jorrvaskr
- Follow Vilkas

Walkthrough

After returning to Farkas to complete Hired Muscle, Farkas tells you that Skjor is looking for you. Find Skjor in the main common area of Jorrvaskr to find out what he needs. Skjor has deemed the task of finding the great weapon Wuuthrad worthy enough to be your Trial. With Farkas designated as your Shield-Sibling (which hereby replaces any Follower you may already have in tow), you must speak to Farkas again and pick his brain on a number of subjects. Let him know you'll meet him at Dustman's Cairn to give you some preparation time for this journey.

Dustman's Cairn teems with the undead, though the brawny Farkas can certainly lend more than just an extra body -- he's rather adept at killing the draugrs himself. Read the tome entitled The Battle of Sancre Tor on the table for an increase in Two-handed weapon skill.



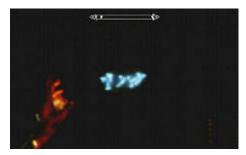


Deeper in, you reach a room bigger than the rest - one with an Arcane Enchanter and seemingly no exit. Head into a niche filled with potions and pull the lever. This closes the gate on you and traps you inside. Farkas unleashes his secret power to defend himself against the ambush. After being freed, proceed along the dusty corridors to the Dustman's Crypt. On the way, you'll have plenty more Silver Hand humans to eliminate.





Once in the crypt, though, most of the enemies you encounter are of the undead type. Push through the sporadic undead appearances until you're stopped by a door that absolutely requires a key. Search the chest in the same room for Dustman's Cairn Key.





A change of enemies: Skeevers start to make frequent appearances and you'll even have to squash some Frostbite Spiders. Put down a few more draugrs and head into a room that differs from the rest of the ones you've visited thus far, in that this one features the Fragment of Wuuthrad you've been seeking. As well, head to the back for another World Wall to learn another Shout: Fire, Fire Breath.

The coffins around the room begin to stir and out comes draugrs, one after another. Put down these draugrs for a while for extra xp and then leave via the side passage, which skips the arduous task of backtracking and deposits you right by the exit.





Fast travel (if you want) back to Whiterun and approach the steps of Jorrvaskr on which Vilkas already stands. Vilkas takes you around the back to complete the Companion induction ceremony. Before you part ways with Kodlak, he tells you to visit Eorlund for a Skyforge Steel weapon of your choice.

At this point, a great number of Companion-related quests open up. You can now speak to other Companion leaders for more work, but you can only have one active at a time.

The Silver Hand

The Silver Hand quest is obtained from Skjor and begins after Proving Honor.

Objectives

- Talk to Skjor
- Meet with Skjor at night
- Enter the Underforge
- Participate in the blood ritual
- Talk to Aela the Huntress
- Kill the Werewolf hunters
- Talk to Aela the Huntress

Walkthrough

This quest allows you to become a werewolf (see: Lycanthropy). Becoming a Werewolf, increases your health and is reversible if you care to dabble in the transformation.

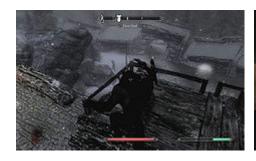
Before you start this quest you should probably part ways with your follower as you will gain a new one for the quest.

After becoming a Companion, you can speak to Skjor or be referred to him by other leaders after you've completed other quests. When you find him, he'd like to speak with you in private at the Underforge. Head to the Underforge, making sure it is nighttime (use the wait feature if you have to).





There's a pretty clear outline along the rock wall that indicates where the secret entrance is. Head inside the Underforge, and when you're ready tell Skjor to begin the ritual. When you come to, you will have already reverted to your human form, although you can transform into a werewolf by selecting Beast Form under Powers in the Magic menu. Keep in mind that you'll hit a cooldown period.





Aela mentions a Silver Hand camp nearby that must be exterminated. Head into the stone bunker at Gallows Rock. (If you don't go straight to Gallows Rock, Aela will follow you wherever you do go, though she doesn't seem to help with enemies that aren't related to the quest). The Silver Hand have odd tastes in decor, with werewolf heads ceremoniously placed on pikes and put on prominent display. Nevermind that warning because the guys are wimps. Pull the chain the lower the gate and make your way to the leader, Krev the Skinner.





In the fight, Krev is accompanied by two archers; take them out first and focus your attacks on Krev to dispatch him. Another way to complete this objective (provivded that the beast form power is useable) is to turn into a werewolf before opening the doors to the chamber that Krev is located in. I would suggest to first mauling the silver hand working the tanning rack (the one seen above). Then to take out the archers and then krev himself. If one starts to get a bit overwhelmed/ low on health, use the Sound of Blood howl. This will make the silver blood run off in fear, allowing for the chance to feed upon bodies to heal and to extend bloodlust. Know that the howl does not last indefinetly and will have to be used again to renew its effects.

Speak to Aela afterward to finish the quest.

Skjor went in alone and was killed by the leader of The Silver Hand. Search his body for some good heavy armor and a great one handed sword for players around level 10.

Blood's Honor

Blood's Honor is part of the core The Companions quest line and begins after The Silver Hand and a few other The Companions quests.

Objectives

- Collect a Glenmoril Witch's head
- (This is Optional) Wipe out the Glenmoril Witches
- Return to Kodlak

Walkthrough

- After finishing Aela's quests, Kodlak will want you to collect a Glenmoril Witch's head.
- The map marker will point you to a cave near Bilegulch Mine. When entering the cave, you'll find
 one Witch almost immediately in the central chamber.
- After killing her and taking her head, you have the option of staying and slaying the other
 Witches or leaving immediately. (The extra heads are used to cure Lycanthropy, both yours and
 the Companions, if you decide to give up being a Werewolf.)
- Either way, after finishing the optional objective or not, when returning to Jorvaskor, you will find out the Silver Hand attacked in your absence, and there were losses on both sides.
- Purity of Revenge starts now

Purity of Revenge

Purity of Revenge begins after completing Blood's Honor.

Objectives

- Retrieve the fragments of Wuuthrad
- (Optional) Wipe out the Silver Hand
- Return to Jorrvaskr

Walkthrough

For the next undertaking in Driftshade Refuge, Vilkas will be your shield-sibling, helping you hack down opposition as you trek through this enemy-filled dungeon.

Make your way into the Driftshade Cellar, making sure to avoid any traps. Don't free any werewolves that you come across (they will try and kill you) and slaughter the Silver Hand to complete the optional objective.

Eventually, you come upon an area where you can retrieve the Wuuthrad fragments. Return to Whiterun afterward.

Glory of the Dead

30G

Glory of the Dead Complete "Glory of the Dead."

Glory of the Dead begins after you've finished Purity of Revenge.

Objectives

- Attend Kodlak's funeral
- Retrieve Kodlak's fragment
- Give the final fragment to Eorlund
- Meet the Circle
- Go to Ysgramor's Tomb with the Circle
- Return Wuuthrad to Ysgramor
- · Get to the burial chamber
- Speak to Kodlak
- Put a witch's head into the fire
- Defeat the wolf spirit
- Speak to Kodlak

Walkthrough

Attend the funeral for Kodlak, where The Companions have gathered and are paying their respects. After the funeral talk to Eorland who will ask if you have the fragments of Wuuthrad. After you give him the fragments, grab the final one from Kodlak's room, which is at the end of the hall where you first meet Kodlak. His room is located beside the chair he sat in when you talked to him about joining his faction.

Find the fragment in a bedside table along with his journal and a book on Sovngarde. After returning the fragment to Eorland, he thanks you and tells you that the remaining members of the Circle are in the Underforge.

When you enter the Underforge, they are discussing a way for Kodlak to enter Sovngarde. Afterwards, you receive **Wuuthrad** from Eorland.

Make the long trek to the burial site of Ysgramor and give the axe to the statue to open the passage to the tomb. Proceed inside and cross swords (or staves, bows, magic, or whatever) with a variety of baddies, including Companion ghosts and some Frostbite Spiders. You'll eventually enter the burial chamber and find Kodlak's ghost, who will ask you to put in one of the witches heads into the fire to release Kodlak's wolf spirit.

You have to fight this beast. After defeating the wolf, talk to Kodlak to be given the title Harbinger.

The Companions Quests

The Companions Quests are reminiscent of the Fighter's Guild quests from past Elder Scrolls games, but are less generically named.

To begin the quests, head to Jorrvaskr in Whiterun and speak to Kodlak Whitemane.

Core Quests

- Take Up Arms
- Proving Honor
- The Silver Hand
- Blood's Honor
- Purity of Revenge
- Glory of the Dead

radiant quests

- Animal Extinction
- Family Heirloom
- Hired Muscle
- Retrieval
- Trouble in Skyrim
- Striking the Heart

College of Winterhold Quests

These quests are all tied into the College of Winterhold and the mages within, all found close to the town of Winterhold. In order to begin the quests, one should be well versed in magic but any warrior wishing to improve him/herself is still welcome within. To enter the College of Winterhold you will be asked to cast a random spell at the gate so it is advisable that you know lots of spells or own enough gold to purchase the spells.

There are several mages inside that give you small quests, many of which are to find things like books, but can range to other simple tasks like cleaning the magical focal points around the college.

Dragons can still attack when entering the courtyard of the college from inside, so watch out. There is an overarching mage storyline quest, which is one of the main purposes for visiting the college, aside from improving your magic skills through trainers, quests and shops for spells.

Quests

- First Lessons
- Under Saarthal
- Hitting The Books
- Good Intentions
- Revealing The Unseen
- Containment
- The Staff of Magnus
- The Eye of Magnus

Side quests

- Arniel's Endeavor
- Brelyna's Practice
- J'zargo's Experiment
- Out Of Ballance
- Onmund's Request
- Rejoining the College

First Lessons

This quest starts after you try to get past Faralda or Nirya, the gatekeepers at the entrance to The College of Winterhold.

Click this link to see the video http://www.ign.com/videos/2011/11/10/skyrim-walkthrough-part-9-first-lessons

Objectives

Walkthrough

Before you can enter the College of Winterhold, the gatekeeper of sorts, Faralda (or Nirya), stands outside to deter anyone who isn't fit to be a disciple of the magical arts. Simply cast the spell she asks to gain access to the College. If you do not know the spell she requires, you may be able to purchase it from Nelacar in the The Frozen Hearth in Winterhold.

Alternatively, you can persuade her, or if the option that you're a Dragonborn is available, just use a shout in the open space behind her to convince her.





You can now purchase Apprentice Destruction spells from Nirya. Report to Mirabelle Ervine in the courtyard and let her know you are ready to tour the College. After touring, enter the Hall of Elements and listen to Tolfdir address the new recruits. Tolfdir succumbs to the others' eagerness and decides to teach something practical. Follow his instructions. Learn Light Ward from him if you don't know it already. He will then ask you to stand opposite him so no one is in the way. If you have a follower you should ask them to stand behind you and MAKE SURE you don't part ways with them, as the game registers this as your follower trespassing and the class will become hostile to your follower.





Glitch

When Tolfdir tells you to put up your ward the storyline can stall, and he won't cast fire at you. If this happens you can kill one of the other new recriuts, then escape before the other mages kill you. Pay your fine with the guards (they will take your stolen goods), then when you return Tolfdir will comment on the unfortunate events and the story will move forward.

Under Saarthal

Under Saarthal is the second quest in the College of Winterhold Quests. After you complete First Lessons speak to Tolfdir again and he will ask you to meet him at Saarthal along with a few other recruits (Brelyna Maryon).

This particular quest intersects part of Forbidden Legends.

Objectives

- Meet Tolfdir outside Saarthal
- Find Arnial Gane
- Use the Saarthal Amulet to Escape the Trap
- Find the Danger within Saarthal

Walkthrough

Meet Tolfdir at Saarthal (follow your map icon, but you'll find it near Winterhold and he will take you inside after you speak to him to tell him you are ready. You won't be able to enter without him (the door will indicate that you need a key). Use the wait function if you've beaten him to the door or browse the levels of wooden walkways for some loot.

Once inside you can sheath your sword or spells as there are no enemies in this first section (until after you find some items for Arniel). Follow Tolfdir to the bottom of the wooden stairs and he'll speak to you again. Choose the top dialog option to move on. Tolfdir will ask you to **Find Arniel Gane**.

You are to meet Arniel, who can be found relatively easily. He's located past the next open cavern so follow the map or the passageways until you get to another cavern, make your way to the bottom and through some more tunnels. Arniel asks you to **find four artifacts**. Your map will be updated with the location of all four. Follow the corridor to grab three enchanted rings (on the ground) and an amulet. The fourth artifact is the Saarthal Amulet. Once retrieved, you'll be trapped inside the room. Go back to the bars that now block your exit and speak to Tolfdir who will come to help. Do as instructed and **use the amulet to escape the trap** by equipping it, then cast a spell (any spell) on the wall where the amulet was.

Doing so breaks down the wall, after which Tolfdir passes through expecting you to be behind him. Once in the room, you will have a vision from Nerien, a member of the Psijic Order. After you inform Tolfdir about the vision, he suggests looking around a bit. You might have draugrs to deal with your immediate future. And after speaking to Tolfdir and telling him about your vision a Draugr and a Restless Draugr will burst from their coffins.

Note: If you haven't figured it out by now, Tolfdir has a knack for repeating himself and stopping if you follow him too closely. Let him go ahead and then follow at a safe distance.

Follow Tolfdir around the corner and down the ramp (no enemies). Use the lever on the right to open

the gate. Be ready for a fight. As soon as you enter you'll be confronted with a number of Draugr, but they should be easy enough to dispatch with Tolfdir and perhaps a companion, housecarl or follower at your side. This room may be leveled, but you'll have to deal with at least 4 Draugr before you enter into another dialog with Tolfdir.

Tolfdir will stay behind, but asks you to press on. Pull the two chains on either side of the door on the far side of the room to uncover a door to the next area. No one will attack you in the first room so check the small and large burial urns for loot (leveled gold, gems and potions). In the next larger room you'll see a light in the corner. Beware the corner as there is Fire Rune waiting for a misplaced foot (circular mark on the floor glowing orange).

Moving through the room will trigger the Draugrs that are waiting for you, send a firebolt or similar spell down the hall to wake them if you want them to come to you. One will attack in the first section, turn the corner for two more. A third can join the fight from upstairs and he will be a Restless Draugr wielding a bow and arrow so beware if the fight against the first couple starts to drag on. Each will have some gold, weapon (Ancient Nord Sword, War Axe, etc.) and a chance at a gem.

Go upstairs and turn left towards the coffin (empty) and head towards it. A soul gem, coin purse and burial urn will be on your right. Once the need for loot subsides head past the coffin and through the doorway. Gold and potions straight ahead. Go left after and around the corner.

Careful of the poisonous arrow floor trap as you move down the ramp. Beyond this trap are more powerful draugrs depending on your level. They could be anything from a normal Draugr to Restless one and a Draugr Wight. You can touch the poisonous arrow trap to wake them and then fight them as they come up the ramp or go attack them as they wake.

No more enemies in the next room, but you'll have to arrange six pillars to open the door ahead. The solution is on the wall behind each pillar.

Note: It's easiest to temporarily bump up your brightness in-game as the clues will probably be difficult to see under most standard brightness settings (unless you have it at maximum).

The solution from lever facing away from the door (towards the way you came in):

Left: Hawk, Hawk, Whale

Right: Whale, Snake, Hawk

Be careful as a wrong combination will result in some poisonous darts from the walls. Go through the door and around the corner. Ready your nerves and open the next (non-loading) door.

Once opened, your prize is really just another enemy, but in the form of a powerful Draugr Deathlord. He can dole out a lot of pain in a single swing. It's best to take him out from a distance if possible. Feel free to run laps up and down the stairs to keep him on your tail, turn and fight when you are ready. Use your shouts whenever you can to inflict more damage as well. Another strategy involves running back to the room with the pillars and standing next to the lever. As the Deathlord approaches, close the door and shoot him with arrows. This will have to be repeated a lot of times depending on your level.

After defeating, move on up the stairs and through the door. There are two alchemic traps here on the floor. If you go through those traps, you will be hit by lightning. Disable these traps by using some Destruction spells on it a couple of times.

Time to arrange four pillars again in order to open the door. And of course, pulling the lever with incorrectly arranged pillars will shoot poisonous arrows from the wall.

The solution is on top of each pillar, but the pillars here are a bit difficult to shuffle as activating the first or second pillar to the left will also activate the two pillars on the right. And activating the second pillar on the right will activate the first one on the right.

So, here is the combination for rotation:

- Rotate the first pillar on the left once.
- Rotate the second pillar on the left once.
- Rotate the second pillar on the right twice.
- The first one on the right can rotate individually so you can rotate that for the correct pillar.

After you open the door Tolfdir will catch up with you. Go around the corner and loot what you will. Beware of the foot trap ahead.

Note: Try to get around a corner quickly, Tolfdir might not avoid stepping on the trap and will probably set it off.

Move to the next room to face Jyrik Gauldurson. When you first walk in nothing will happen, walk to the overlook and you may have to walk part of the way down the ramp on the right to get the sequence to start. Behind Jyrik is a giant sphere. As you move down, though, Jyrik moves into hostile action. You attacks will not affect him. For the first part of the fight use wards or a shield to weaken the damage you take. Feel free to conjure something for Jyrik to attack. Tolfdir will attack the giant ball, which will weaken Jyrik, allowing you to take him out. You'll know you can hurt him because he'll erupt in flames. Kill him. Retrieve the amulet from Jyril's corpse - it is needed for the Forbidden Legend quest. If you have not yet started this quest, take the Writ of Sealing off Jyril's corpse; reading the Writ will launch the quest.

Tolfdir will ask you to return to the college and to inform them about the giant sphere that you discovered. Loot the surrounding burial urns and move on. Head to the next room to learn a new Dragon Shout before leaving.

Back at the College of Winterhold you'll have to find the Archmage Savos Aren (check your map) most likely in his quarters. Enter the Hall of Elements, go through the door on your right and up the stairs. Tell the Archmage what you found.

You'll receive a Staff of Magelight from Archmage Savos Aren as a gift.

Hitting The Books

You obtain the quest **Hitting the Books** from the Arch-Mage, after completing Under Saarthal.

Objectives

- Speak with Urag gro-Shub
- Find the stolen books (3)
- (Optional) Free Orthorn
- Return the books

Walkthrough

After speaking to the Arch-Mage, head down to The Arcanaeum and speak to Urag gro-Shub. He will tell you about three missing books and ask you to go to Fellglow Keep to retrieve them. (He also has a separate book finding quest to offer you, so be sure you are getting the next step to this quest!).

You'll find Fellglow Keep to be full of mages and necromancers who have apparently been doing experiments on vampires. You'll find one room with a number of live vampires locked in cages. If you choose to unlock the cages and let them out, they won't offer you an verbal thanks, but they will go after some of your enemies, and will not harm you.

You will find Orthorn locked in a cage in another room. Pull the levers to open these cages and let him out. The books have been taken from him and are deeper into the keep. You have the choice to either send him on his way, or ask him to come with you. There doesn't seem to be any repercussions one way or the other - he'll fight with if you keep him, usually conjuring flame atronachs, but it can be a challenge to keep him from getting killed. At the same time there doesn't seem to be any penalty if he does get killed. There's also no end-of-quest reward or advantage to having brought him with you. He just takes his leave of you.

Continue through until you get to a room with a female mage known as The Caller. She'll trash talk you and refuse to let you have the books without a fight. She'll conjure a number of Frost Atronachs. Head straight for her if you want to go with melee attacks, which is recommended as she's fairly weak against them. You can get a good hit in, then she disappears and reappears back in the center of the room. Another hit or two and she's down and the Atronachs will go with her.

Pick up the three books, and head back to Urag at the College and collect your reward, a collection of books which you can read to take advantage of any skill increases they offer, then turn around and sell right back to him.

this is a video tutorial by blckstarproductions

The completion of this quest launches the Good Intentions quest.

Good Intentions

Good Intentions is the fourth quest in The College of Winterhold. You unlock this quest upon returning to Urag gro-Shub in the Arcanaeum after completing the quest Hitting The Books.

Objectives

- Speak with Tolfdir
- Listen to Tolfdir
- Follow Ancano
- Speak with Quaranir
- Find the Augur of Dunlain
- Report to Savos Aren

Walkthrough

Urag asks you to speak with Tolfdir regarding one of the books you retrieved in the previous quest. Find Tolfdir in the Hall of Elements, gazing lovingly at the orb that was found Under Saarthal. Tell him about the book and he'll ask you to listen to him talk about the orb.

Not long into Tolfdir's speech, Ancano arrives and says he must take you away post-haste to speak to a monk from the Psijic order that has arrived and is asking for you. Follow Ancano up to the archmage chambers and speak to Quaranir, the monk.

Quaranir explains that the orb is dangerous and is up to you to do something about it, which starts with you finding the Augur of Dunlain somewhere in the college. He then says he must take his leave, but Ancano intercepts him and takes him off somewhere.

Find Tolfdir and ask him about the Augur of Dunlain. He'll tell you he supposes the Augur is still in The Midden, an area underneath the college.

Head outside and look for a small trap door in the covered section of the courtyard. Head down the hatch into The Midden. Once inside be prepared to encounter a few enemies such as an Ice Wraith or Draugr as you make your way to the Augr. You'll eventually come to a door that is locked and requires a key. Stay at it and you'll hear a voice (the Augr) tell you that you can enter. Activate the Augur and it will tell you that Ancano has also been to see him, and that you need the Staff of Magnus to learn about the Eye of Magnus. He tells you to report this to Savos Aren.

Head back up to the Hall of Elements and report to Savos Aren. He will reward you with the Mage's Circlet. This ends the quest, and launches the next quest, Revealing The Unseen.

• In the same room as the Augur of Dunlain, there is an ominous Daedric gauntlet. There is also a journal describing a few mages attempting a ritual with the gauntlet. The journal states the rings were brought to the Arcanium. there is a chest on the left of the door. Either pick the lock or use the key to open it. Place the rings on the gauntlet to start a quest. Make sure you don't

kill the dremora that was summoned, and then chose to release him. He gives you a map that leads to a small island south of Ysgrammars tomb and south east of Pilgrim's Trench, which is west of Winterhold. The treasure isn't that great, and you can probably make more money by killing him and taking his heart for armor crafting.

Revealing The Unseen

10G
Revealing the Unseen
Complete "Revealing The Unseen."

Revealing The Unseen begins after Good Intentions.

Objectives

- Speak with Mirabelle Ervine
- Find the ruins of Mzulft
- Search for Synod researchers
- Reach the Oculory
- Find the Focusing Crystal
- Return the Crystal to Paratus
- Follow Paratus
- Place the Crystal into the Oculory
- Focus the Oculory
- Talk to Paratus
- Report to Savos Aren

Walkthrough

Head to the Ruins

Savos Aren has tasked you with finding the Staff of Magnus, which begins with speaking with Mirabelle Ervine. Track her down and ask about the staff. She tells you about a group of mages from Cyrodil called The Synod who had previously come to the college looking for the staff. She suggests you head to the ruins of Mzulft, where The Synod had been heading.

Head to the ruins, which are at the base of the mountain range just southeast of Winterhold. Just inside you'll find a dying Synod member, Gavros Plinius. Once he breathes his last, take the key to the ruins and his research journal, which talks about focusing some kind of crystal at an oculary.

Using the key, head through the door, and into the ruins. Watch out for booby traps, and be prepared for some Dwarven Spiders. As you head into an area that looks more like a cave than a Dwarven Ruin, you'll have to battle some Chaurus'.

The Ruins

Be wary as many sounds eminate from the walls an machinery and can confuse you. Pay attention to the sounds of the enemies you kill (mostly Dwarven Spider Guardian). As you continue through the ruins you'll eventually come to a room that has a downstairs area, and a thin ledge overlooking the downstairs (and some Dwarven Sphere and Spiders). After you've cleared the enemies, the way

through is upstairs on the left. You'll need to use the Whirlwind Sprint shout to get by some machinery that will push you off the ledge. Use arrows or magic to get the enemies attention (or if sneaking to take them out).

The Boilery

You'll begin to see Falmer now and have to fight them. Few enough are around, but they are more formidable than Spiders. You'll find one Falmer in the first hallway and another up a long ramp (past the section where the hall splits in two and reconnects). Arrows can come in very handy in this area as Mzulft is a big place. Falmer arrows are weak (7), but better than nothing. One trick in the fog (which makes it pretty easy to Sneak about) is to shoot arrows into long hallways and use that to draw enemies to you. Take them out as the come towards you (works well with any Slow Time type of Perk).

You'll run into another cave-like area. Be careful of the Charus, but once dispatched make sure to enter the opening on the right for a Moonstone Ore vein, Charus Egg and goodies. Beware the booby trap just past the Falmer tent.

Continue on through the Boilery and into the Aedrome. You'll come to a large room with a number of Falmer you'll have to battle. Make sure to loot everyone in this room, as one of the Falmer has a focusing crystal on them that you will need. You'll find the upstairs door locked and requiring a key, so head through the door downstairs to the east. It's a straight shot through the next few rooms and on to a big battle with a Dwarven Centurion Master. Take care of him, then search the chest in the room for the observatory key and trace your steps back to the locked door.

(Be sure that you do not attempt to get up close and personal with the centurion master as he does have a power close range smash in addition to his frost breath. A good way to kill him is to summon a flame atronarch, lead your companion inside, then close the door on them. Then keep opening the door and sending in flame atronarchs. Take note that the centurion cannot open doors, but if left alone, may be able to pass through if the door is open.)

Just past that door you find another locked door that requires a key, but there's a voice on the other side who thinks you're Gavros, the dead Synod member you found at the entrance. He opens the door for you and converses with you about Gavros and the crystal and the staff. If you took the crystal off the Falmer in the previous room, then you can now follow Paratus to the Oculary. Do not attack Paratus - he will not die and you will not be able to complete the mission.

The Oculary

You'll need to activate the Oculary, which places the crystal in it. After placing the Lens in the Oculary, equip your Frostbite spell, and hit the lens 3 times. (The necessary spell tomes are behind the control panel if you need them). This will change the light pattern on the ceiling. Afterward, go up to the control panel, and move the rings until the beams of light are reflected by the big blue gem in each ring. This will lead to a heated discussion with the NPC, but ends in you finding out that you need to travel to Labrynthian to gain the Staff of Magnus. At this point it is safe to kill him, if you wish to do so.

Tip: Be certain that you are attempting the oculary puzzle during the daytime. At night there is no

beam - an issue that has been mistaken as a bug.

Tip: If you are having trouble freezing/cooling the crystal in the Oculory, try reloading an old save to before you opened the door to the Oculory. Stay close to Paratus until he tells you to place the crystal in the Oculory, and then try again to freeze/cool.

Head back out of the Oculary and take a right for the shortcut out to Skyrim. Get back to the college and find Savos Aren who is tied up trying to break through a field that Ancano has created in the Hall of Elements. Use a destruction spell to help Savos and Mirabelle break through the spell, then follow them into the Hall. Things will go blank for a second, then you'll be speaking to Mirabelle and the quest will complete, and the next quest, Containment, will launch.

Video Walkthrough

Click this link to see the video

http://www.ign.com/videos/2011/11/15/skyrim-walkthrough-part-13c-revealing-the-unseen

Containment

Containment begins immediately after Revealing The Unseen as part of the College of Winterhold Quests.

Objectives

- Find the Arch-Mage
- Protect the town of Winterhold
- Defeat the creatures infesting Winterhold (10)
- Report to Mirabelle Ervine

Walkthrough

After talking to Mirabelle, head out into the courtyard to look for Savos Aren. The arch-mage appears to be dead and Tolfdir will intercept you right before you get to him and tell you that something strange is happening to Winterhold and you need to protect the town.

Start heading toward Winterhold. Faralda will intercept you, then join you.

Continue heading out of the college and you'll be met by Magic Anomalies which look similar to wisps or ice wraith. They're incredibly squirrely and defeating them will not be easy. Once you've defeated them, be sure to search their "ghostly remains" for filled soul gems, then head back to the College to report to Mirabelle.

Mirabelle sends you off to Labyrinthian to find the Staff of Magnus and gives you Savos Aren's Amulet. This completes the quest and launches the next quest, The Staff of Magnus.

Video Walkthrough

Click this link to see the video http://www.ign.com/videos/2011/11/15/skyrim-walkthrough-part-14-containment

(TEAMKILLER)

The Staff of Magnus

is part of the College of Winterhold Quests and follows immediately after Containment.

Objectives

- Entrance to Labyrinthian
- Find the Staff of Magnus
- Return to Tolfdir

Walkthrough

Once you're done speaking with Mirabelle, head outside and travel to Labyrinthian. Outside the entrance you'll enjoy a ghostly flashback of Savos Aren and former college students preparing to enter Labyrinthian. When they're done talking, head on in. Listen to another spectral flashback, then start exploring (there's a Spell Tome on the table to the right), and moving through the ruins.

You'll soon come to a closed gate. The lever is back and on the left. Once you go through the gate you'll need to be prepared to battle a skeletal dragon and a number of skeletons. The skeletal dragon isn't quite as tough as a regular dragon (and doesn't have a soul for you to absorb), but he'll still blast you with cold, so be prepared. Arrows from afar can help dwindle his health (especially if you have the slow time Shout or Perk).

Continue into the Labyrinthian Chasm. In the first room there is a well hidden chest. As you're heading down the stairs into the next room, up on the right is a bench and a shelf. The chest is to the right of the bench, behind the stone pillar. Down the stairs to the left are a few Burial Urns as well. Be sure to collect the gold before moving on.

In the next room you'll see an ice formation in front of a sealed stone door. As you approach it a Frost Spirit will emerge. Keep your distance and hit him with some flames and/or your Fire Breath shout. Then hit the ice formation with flames until the door opens. (If you need it, the Flames Spell Tome is on a pedestal in this room).

As you come into the next room, watch your step. If you go straight ahead you'll drop down. The path is to the right. Take care of the Draugr there, then stay up there and take care of the Draugr down below.

Head down the bridge to the next level then take a right. Clear out the enemy, then go through the door into a room where you'll find some good loot, a spell tome, an alchemy lab, and an arcane enchanter. When you're done in here, retrace your steps back out, and continue down the bridges.

When you come to a fork in the bridges, follow the path towards a door, rather than straight into the water. This will lead you through some loot and ultimately to the same location in the water that the other path leads.

Follow the path along the water and through the dungeon. You'll encounter a variety of enemies including trolls and wispmothers. In the room where you battle the wispmothers, you'll find a fire burning on the floor in front of a sealed door. A fire spirit will emerge. Take care of him with ice or frost, then use the same on the burning fire to open the door. (The Frostbite Spell Tome is on the floor to the right if you need it).

Go through the door, then through the gate on the left. Watch another flashback, then move on into a room with some spectral enemies and a floor trap. You can open the floor trap and send your enemies falling to their death, but make sure you're not standing on it as it will also send you to your death. Follow the path that will take you down to the level below the floor floor trap, then through the door into the door into the **Labyrinthian Tribune**.

Continue down, battling more spectral enemies. You'll come to a wooden door with a pedestal on the left, with the "Steadfast Ward" spell tome on it. If you do not have this spell, you probably want to grab it and learn it for what's ahead.

Go through the wooden door and down the stairs. Put up your ward and grab the soul gem on the pedestal on the right side. There's another gem you'll want to grab just up ahead and to the left. Straight ahead there are some Runes on the floor, and more gems shooting fire at you. Stand back and shoot something at the Runes to trigger them. Don't stand in the center too long without a ward up or you'll get heavy dose of flames sent your way. Use your whirlwind sprint shout to propel yourself up to the center pedestals, and disable them by grabbing the gems then head up the stairs to the right.

Continue through the dungeon. You'll find a word wall where you'll learn the Slow Time shout. Be ready for a nasty fight with some spectral enemies in the next room. Once you've defeated them, watch the next flashback, then head into the next room and through the door into the large chamber where you'll find a pair of ghostly wizards casting some sort of large spell on something or someone, who turns out to be Morokei. You can approach the wizards from behind, but don't be fooled by the "talk to wizard" option, they don't want to talk. You're better off sneaking up behind them and hitting them with weapons or magic.

Morokei is a powerful mage. Killing Morokei can be a pain in the neck, especially if you are not fully prepared with potions or anything to keep you healthy.

Here's one way to beat him:

Preferably you'll need powerful Destruction spells (preferably Firebolt or Fireball) and Slow Time shout (the shout can be found after killing Draugr Lord, who is sitting on a throne, there is a wall with Slow Time shout written on it).

When you enter the chamber, you can see Morokei inside an orb created by two mages. One is on the higher floor and one is one the lower floor. Kill the one higher first, and then kill the other one. The purpose is so you can run toward the door and save yourself, just in case. When Morokei is about to move, Shout and start throwing fireballs. When you are out of Magicka, run towards the door and use the Wait option to force full Magicka restoration and repeat. It won't take long to kill him and you won't get hurt at all.

Once you've defeated him, take the Staff of Magnus off of him, and the Mask of Morokei.

On your way out you'll encounter Estormo, a Thalmor sent by Ancano to take the Staff of Magnus from you. You'll need to defeat him before you can exit Labyrinthian.

Upon exiting Labyrinthian you'll find that the College of Winterhold is no longer on your map. Travel to Winterhold then head up toward the college. You'll find Tolfdir and a couple of mages up on the bridge, with the College enveloped in a some sort of magic. Speak to Tolfdir. This completes the quest, and launches the next quest, The Eye of Magnus.

Video Walkthrough

Click this link to see the video http://www.ign.com/videos/2011/11/15/skyrim-walkthrough-part-15d-staff-of-magnus

The Eye of Magnus

30G

The Eye of Magnus
Complete "The Eye of Magnus."

The Eye of Magnus is part of the College of Winterhold Quests and begins immediately after The Staff of Magnus.

Objectives

- Use the Staff of Magnus to enter the College of Winterhold
- Reach the Hall of the Elements
- Defeat Ancano
- Talk to Tolfdir
- Speak with Quaranir

Walkthrough

Defeat Morokei in Labrynthian to obtain the Staff of Magnus. The Staff of Magnus is used in order to complete the last part of this quest chain. Upon completion of this quest chain you will be promoted to Arch-Mage of the College of Winterhold and be given the key to the Arch-mage quarters.

Click this link to see the video

http://www.ign.com/videos/2011/11/15/skyrim-walkthrough-part-16-eye-of-magnus

College of Winterhold Quests

These quests are all tied into the College of Winterhold and the mages within, all found close to the town of Winterhold. In order to begin the quests, one should be well versed in magic but any warrior wishing to improve him/herself is still welcome within. To enter the College of Winterhold you will be asked to cast a random spell at the gate so it is advisable that you know lots of spells or own enough gold to purchase the spells.

There are several mages inside that give you small quests, many of which are to find things like books, but can range to other simple tasks like cleaning the magical focal points around the college.

Dragons can still attack when entering the courtyard of the college from inside, so watch out. There is an overarching mage storyline quest, which is one of the main purposes for visiting the college, aside from improving your magic skills through trainers, quests and shops for spells.

IMPORTANT NOTE: Revealing The Unseen currently is plagued with a questline-destroying bug. Please proceed with caution until more details that cause this bug have surfaced.

Quests

- First Lessons
- Under Saarthal
- Hitting The Books
- Good Intentions
- Revealing The Unseen
- Containment
- The Staff of Magnus
- The Eye of Magnus

radiant quests

- Onmund's Request
- Aftershocks
- Forgotten Names

Other Quests

Destruction Ritual Spell

Thieves' Guild Quests

The Thieves' Guild is a clan stationed in the sewers of Riften. As the name suggests, they specialize in lockpicking, pickpocketing, and overall thievery. To start this questline speak to Brynjolf in Riften. He owns one of the market stands in the center of town and can be often found wandering in the streets, the marketplace, or in the Ragged Flagon and its extensions.

Thieves' Guild Quests

- A Chance Arrangement
- Taking Care of Business
- Loud and Clear
- An Influx of Immigrants
- Training
- Dampened Spirits
- Scoundrel's Folly
- Speaking With Silence
- Hard Answers
- The Pursuit
- Trinity Restored
- Blindsighted
- Darkness Returns
- Under New Management

Quests from Delvin Mallory

- The Numbers Job
- The Fishing Job
- The Bedlam Job

Quests from Vex

- The Burglary Job
- The Heist Job
- The Shill Job
- The Sweep Job

Special Jobs

- Silver Lining
- Summerset Shadows
- Imitation Amnesty
- The Dainty Sload

You get the armor in the video below by progressing through the thieves guild guestline.

A Chance Arrangement

Overview

This quest is received after having talked to Brynjolf in the Riften marketplace and accepting his offer to complete a small task for some money. You are asked to plant a ring belonging to a local vendor, Madesi, into the pocket of another vendor, Brand-Shei. Brynjolf will provide you a distraction to do so and will ask you to do this task without being noticed. This is a detailed guide on how to complete the quest in the fastest manner.

Objectives

- Talk to Brynjolf
- Steal Madesi's Ring
- Plant Madesi's Ring on Brand-Shei
- Speak to Brynjolf

Rewards

- 100 Septims
- Opportunity to join the Thieves' Guild through the quest, Taking Care of Business

Walkthrough

This is the first quest belonging to the Thieves' Guild quest series, and may be acquired when visiting the marketplace in Riften. To start the quest, you need to visit the marketplace in Riften and wait for a fellow, named Brynjolf, to come and talk to you. If you want to save time, you can just find him in The Bee and the Barb tavern and start a conversation with him yourself.

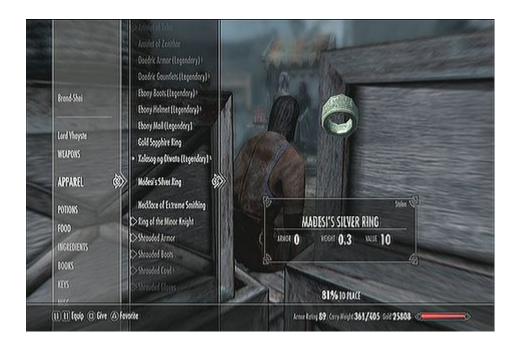


When you speak with him, he will mention your talent at discovering his ruse at the main gate of Riften (if you persuaded the guards to let you pass) and talk about how he suspects that your inventory consists of stolen goods and how you can earn more if you help him out with a small task. This is the start of the Thieves' Guild quest series. Accept the offer and he will ask you to steal a ring from a nearby vendor, Madesi, and plant that ring on Brand-Shei, who is also a vendor in that area. He explains that this is a warning for Brand-Shei to not meddle into other peoples' affairs. He will ask you to tell him when you are ready so he can provide a small distraction for you to complete your task. Make sure you are stocked up in lockpicks before you do so and, if you desire, equip any enchanted items that can help Lockpicking or Pickpocketing.

Save your game and once you are ready, talk to him once more and he will run off to perform the distraction (a speech on the other side of the marketplace). All vendors and characters in that area walk towards his podium, where he is announcing the miracles that a new product of his can perform. Use the spell Clairvoyance or the compass and objective marker to find your objective, which is Madesi's stall. Once you reach the booth, go into sneak mode and wait until you are unseen by all. The bottom sliding door is locked, which is a novice lock and depending on your level, it might be a breeze. If not, just try your best with the lockpicks you have and use any buffs, potions, spells, or enchantments you may have. Once the lock is picked, make sure you are hidden before picking the lock of the small chest.

Note: It is possible to fail the quest, but Brynjolf will appreciate your efforts and let you start the Thieves' Guild Quests.

After picking the lock of the small chest, retrieve the ring from inside and leave the area. To find Brand-Shei, take a glance at your objective marker or use Clairvoyance to find him. You could find him sitting on a couple of boxes, listening to the speech, opposite to Brynjolf. Sneak behind him, using the stalls and the few boxes nearby to stay out of sight, enter the small gap between the boxes and the wall to find yourself directly behind Brand-Shei, yet remaining hidden the whole time. Pickpocket him through a small crack between the boxes and place the ring in his inventory (remember equip and place are different buttons when pickpocketing).



After completing the task, Brynjolf will stop his speech and everyone will exit the area. Walk over to him and he will congratulate you on your success and hand over 100 septims for you help. He will also extend an invitation to you to join the Thieves' Guild and offer you the next quest in the Thieves' Guild quest series, Taking Care of Business.

Taking Care Of Business

In following the Thieves' Guild Quests, you get **Taking Care Of Business** after A Chance Arrangement.

Objectives

- Locate Brynjolf at the Ragged Flagon
- Collect Keerava's debt
- Collect Bersi Honey-Hand's debt
- Collect Haelga's debt
- Return to Brynjolf

Walkthrough

After A Chance Arrangement, Brynjolf invites you to pay him a visit at the Ragged Flagon, which is deeper in The Ratway. When you reach him, he mentions a little debt collection exercise and makes you the pointman for the job. Go to each of the people (all located in Riften). The ladies (Haelga and Keerava) might need a little more than vocal persuasion. If you dont want to be in fistfight with haelga you can grab a Dibella's statue and then talk to her. Bersi will just give up his payment with no hassle -- just the way it should be.

Note: If Bersi's wife Drifa is in the room your options are to forgive his dept or brawl.

With their dues collected, return to Brynjolf.

Loud and Clear

Part of the Thieves' Guild Quests, this quest takes place after Taking Care Of Business.

Objectives

- Follow Brynjolf
- Listen to Mercer Frey
- Talk to Brynjolf
- Burn three bee hives
- · Clear out Aringoth's safe

Walkthrough

The objective here is to clear out a safe and light three beehives ablaze to send a message for Maven Black-Briar to the owner of the Goldenglow Estate.

Follow Brynjolf to the Cistern and listen to the briefing by Mercer Frey. Next, talk to Brynjolf. He will suggest that you talk to Vex. Go and speak with her and find out about the sewer that leads to the back door of Goldenglow Estate. Don't forget to talk to Tonilia to get your guild armor set. Bring plenty of lockpicks and a torch (needed to burn the beehives)

If you decided to enter through the sewers, you have to kill a few Skeevers along the way and avoid a fire trap. If you follow the marker leading to Goldenglow, you'll exit beside the estate's back door. Pick the lock and head inside. Move from room to room, silently sneaking by the guards. Just consult your local map to find the marker and head to its direction to find an iron bar door. If you want, you can get the key to the safe from Aringoth himself. You can persuade him or kill him. You can find him on the second floor. You can also pickpocket or loot the cellar key from him.



The cellar door can be unlocked by picking the lock or getting a key from a guard (or Aringoth himself). Continue to the basement and make your way to the safe. You can open this easily if you have the safe key. Otherwise, your lockpicking skill will need to be rather high for this endeavor to be successful. After clearing the safe, you can open the nearby iron door and head back to the sewers.



Head outside to the beehives and equip your torch or a flame spell. *Light up only three of* them on fire. Rather than fight the guards you could run away or if you're competent enough, take them out.



Head back to the guild and talk to Brynjolf, complete the mission and get your reward.

Dampened Spirits

Dampened Spirits begins after Loud and Clear as part of the Thieves' Guild Quests.

Objectives

- Speak to Maven Black-briar
- Speak to Mallus Macius
- Speak to Sabjorn
- Poison the Honningbrew Vat
- Poison the Nest
- Attend the tasting ceremony
- Speak to Mallus Macius
- Identify Sabjorn's silent partner

Dampened Spirits

Brynjolf tells you that Maven Black-Briar, the influential contact that you did the previous mission for, wants to talk to you about a job. Head out to the Bee and Barb, where you'll find Maven on the second floor of the inn. She wants you to investigate an up-and-coming meadery called The Honningbrew Meadery.



She sends you to Whiterun to talk to her contact in the Bannered Mare, Mallus Maccius. Mallus cooks up a plan to poison the brewing vats and gets your ticket inside, for you see the owner has a bit of vermin problem that has to be stopped.

After talking to Mallus Marccius, he sends you to Sabjorn himself. Head to the Honningbrew Meadery and talk to him to offer your help with his vermin problem. He'll eventually agree, so take it upon

yourself to purge his place of Skeevers, Frostbite Spiders and any other creatures inhabiting the place. If you can successfully persuade or intimidate Sabjorn during your initial conversation, he'll give a half-payment up front of 500 gold.



When you get close to the nest, you will run into a lunatic named Hamelyn, a disgruntled alchemist breeding a Skeever army to get revenge on the people who wronged him in the past. Hamrlyn has a very powerful magic attack and can be a tough fight. Do whatever you can to avoid getting hit by his attacks and take him down quickly. You can also drink potions that will increase your various resistances.



Once you have killed him then poison the nest and proceed into the basement of the brewing room. Go upstairs and activate the lid on the marked pot to put the poison. Now grab the key beside the door and exit.

Talk to Sabjorn who says your payment will have to wait until after the captain leaves. Now is your chance to sit back and watch your handiwork when the Captain tastes the mead and subsequently arrests Sabjorn. After they leave, talk to Marcus who will give you the key to Sabjorn's office to find the information that Maven wants.



Go upstairs and find the promissory note. There is another notable loot here, the Honningbrew Decanter which you can sell to Delvin for a good price. Return to Maven, but not before Marcus offers to be your fence in Whiterun. Once back in Riften, talk to Maven and give her the information you found. She bounces the information back to the Guild, so speak to Brynjolf to end the quest.

Scoundrel's Folly

Objectives

- Speak to Mercer Frey
- (Optional) Speak to Brynjolf
- Speak to Gulum-ei
- Get information from Gulum-Ei
- Shadow Gulum-Ei
- Confront Gulum-Ei

Walkthrough

Gulum-Ei can be found in the a small alcove within Solitude's inn, The Winking Skeever. If your Speech level is high, you can easily get the needed information from him through persuasion (intimidation won't work). Otherwise, you'll have to steal a case of Fire Wine from within Blue Castle in Solitude. This is fairly easy, as the case is sitting out in the open upon a small shelf in the left-hand hallway off of the main room. There are guards roving about so sneaking is a good idea when you snatch it.



Once he gets up to leave, you are given the objective to shadow him. He ends up leading you to the East Empire Company Warehouse, where you must pick the door to enter.

If you're following Gulum-Ei closely, you should still be able to keep your eyes on him as he walks inside the warehouse. The guards here are hostile so if they spot you, kill them immediately. Continue following Gulum-Ei until he exits to Brinewater Grotto. If you ever lost sight of him, take note of the stairs leading to the water and the ramp across it with a draft blowing.



Upon entering, you're notified to having completed shadowing Gulum and are thus given the new objective to confront him. There is no going back at this point, as the door locks behind you and requires a key to unlock. Making your way through the Grotto, you will come across multiple pairs of Bandits and Highwaymen whom you are free to kill as you wish without consequence to the quest. Near the end you will come across a grotto with some cages and shelves containing a few chests, some armor and other moderately valuable loot. Gulum is standing there with a bandit. Attack the bandit and Gulum will run away from the fight. After you have dispatched the bandit, talk to Gulum. You can choose to kill him, but if you do, you will not get a reward. Let him live and you have a new fence (buyer of stolen goods).



After you have finished talking to him, the quest is updated to go talk to Mercer. To get out of the room there are three levers: the middle of which opens a hole in the wall towards the way out, while the other two open the empty cells. Head back to Riften and talk to Mercer to complete the mission.

Your reward for the quest is an upgraded piece of Thieves Guild armor. To receive it you must speak to Tonilia and trade in of your pieces for an upgraded version. You can choose which piece you want to upgrade.

Completing this quest launches the next quest, Speaking With Silence.

There is a glitch where Gulum may not show up, so be sure to save just before you enter the grotto. Upon leaving the Grotto the tracking marker leads you right back to the warehouse and would lead you to think that Golom is behind a very solid mountain of stone, fully arresting the progression of this questline.

Suggestion - You may experience a glitch in which you can not reach Gulum-Ei, or find him in the warehouse. This may be caused by following him too closely out of the Winking Skeever and not giving him enough time to travel to the grotto. Simply returning to the Winking Skeever for a bit, then exiting, may update your map marker and allow you to find him.

Sometimes Gulum will stop walking as he nears Deeja. Just walk past him and break into the warehouse to continue the quest.

Speaking With Silence

Speaking With Silence is obtained from Mercer in the Thieves' Guild hideout

Objectives

- Meet Mercer Frey outside Snow Veil Sanctum
- Enter Snow Veil Sanctum
- Find Karliah
- Speak to Karliah

Walkthrough

Make your way to Snow Veil Sanctum and have a chat with Mercer who is waiting outside. Mercer will inform you that Karliah is hold up inside Snow Veil Sanctum, so lead the way to the door, which Mercer will unlock, and head inside.

A glitch may happen causing the entire Snow Veil Sanctum building to disappear aside from the door but you could still walk through. If this happens, just go through the door as you normally would and you should be fine.

Once inside follow the path around to an open area. Continue into the next room with a chest in the center. Two Draugrs will pop out, so take care of them and pull the chain to open a gate across from you for some goodies. Push on into the next room to find dead bodies lying about. On the wall next to the gate there will be a chain that needs to be pulled to open the gate, but watch out for the giant wall of spikes that swings towards you as you pull the chain.



Head downstairs to see a Draugr standing in a wall. Take advantage of its momentary immobility and

light him up with your weapon of choice. Once he's taken care of continue on around through the winding tunnels. There is a door on your right that can be picked for some potions. Continue on and watch your step as there are bear traps set up, and Draugrs about. After killing all the Draugrs you should eventually come to a gate. Use the chain on the left to open it.



Head down the stairs and either head straight to pick the door for some items, or head left and take care of the three or so Draugrs. Once they've been eliminated press on through the gate and down the stairs, and prepare yourself for a fight. There's about five Draugrs that need to be taken care of. Watch out for their shouts and the frost creatures that they spawn.

Once they have all been dealt with either head up the wooden stairs straight across from where you entered this room for a Model Ship that can be taken to to Devlin, or head up the stone stairs on your right for the quest. Note that once you take the model ship it will ignite the oil on the floor so be careful



Once you are in the next area of Snow Veil Sanctum prepare for a pretty tough battle with some Draugrs. Take care of the three Draugrs here and head down the stairs to fight four more. After they've been put down head through the gate, watch the pressure plate, continue on through the corridors killing any Draugrs you see, and continue on through the double doors. Kill the Draugrs in here and head to the back of this room to find a new shout: Disarm. From the place where got the shout head up the stairs for a chest, or go right through the gate.



Once through the gate, press on through the corridors avoiding the bear traps and walk to the door that needs a claw. Obviously you do not have the claw, but do not worry because apparently Mercer can pick any lock. After Mercer opens the claw door head through and watch the events that unfold.

Once you're outside, Karliah will talk to you which will wrap up the quest and initiate the next quest, Hard Answers.

Hard Answers

Hard Answers is a Thieves' Guild quest received from Karliah after completing the quest Speaking with Silence.

Objectives

- Speak with Enthir in Winterhold
- · Speak with Calcelmo in Markarth
- Gain entry to Calcelmo's Museum
- Obtain Calcelmo's Falmer Translating Guide
- Create a duplicate of the Falmer Translating Guide
- Return to Enthir
- Speak to Enthir
- Speak to Karliah.

Walkthrough

Travel to Winterhold and follow the marker (or consult your local map) to locate Enthir. Talk to him and show him the journal. After learning it was written in Falmer, he will refer you to Calcelmo in Markarth. You'll find him inside the Understone Keep.



Calcelmo will refuse to show you his work unless you convince him through persuasion, bribery or intimidation. Once you successfully get his approval, you'll receive the key to the Dwemer Museum. (Note: If your persuade, intimidate, and bribe do not work, you may also obtain the key legitimately by completing Calcelmo's spider side quest, by stealing it off the table nearby, or completing the "Book Of Love" quest.) Follow the marker to find the Museum's entrance. If ever a guard stops you, just

ignore him and open the gate anyway. You can also completely skip speaking to Calcelmo, and just break into the museum. If you go this route, you will have to sneak by or kill the museum guards.

Once you're in the museum, go straight ahead and unlock the door leading to Calcelmo's laboratory. Once inside, check the table to the left to find a Spider Control Rod. A mechanical spider will appear and you can use the rod to direct the spider to the target.



The whole place is filled with traps which you can manually activate by turning the red valves. Use these to sneak by the heavily armed guards and kill them. You have to make your way around the various rooms, killing the guards in the process until you finally reach the main laboratory. You'll also find Calcelmo's nephew, Aicantar in the same area. You can just rush in and kill him and the guard. If you activate the trap, the guard dies but he'll escape, bringing back reinforcements later.



In any case, you can also grab the Dwemer Puzzle Cube to the left of the Enchanter so you can give

it to Delvin Later. Open the marked door to exit to the balcony



There might be a glitch which will prevent you from interacting and opening the door leading to the balcony. When that happens, try to look up until you get the prompt to open the door. Otherwise, you have no choice but to exit the game entirely and relaunching it.

Exit to the balcony and enter Calcamo's Tower. Once inside, pick up a piece of charcoal and a roll of paper then examine the stone slab to make create a duplicate of the Falmer translating guide.



If you let Aicantar escape earlier, he'll be back with some heavy reinforcements. You can sneak past them or kill them all. (alternately, there is a path on the balcony that leads to a ledge near the waterfall. To avoid going back through the museum, jump. Be cautious though, as a foot to the left or right could mean a swift demise.) Head back to Winterhold and talk to Enthir. You should find him in the Frozen Heart inn cellar, with Karliah.



Listen to Enthir as he translates Gallus' journal. Talk to Enthir, who will offer his assistance as a fence in Winterhold. Talk to Karliah next to complete the mission and get your reward.

Reward: Nightingale Blade

The Pursuit

Objective

- Meet Karliah at the Ragged Flagon
- Follow Karliah
- Talk to Brynjolf
- Infiltrate Mercer's house
- (Optional) Speak to Vex about Vald
- (Optional) Shoot the mechanism to lower the ramp
- · Discover the evidence of Mercer's location
- Speak to Brynjolf

Walkthrough

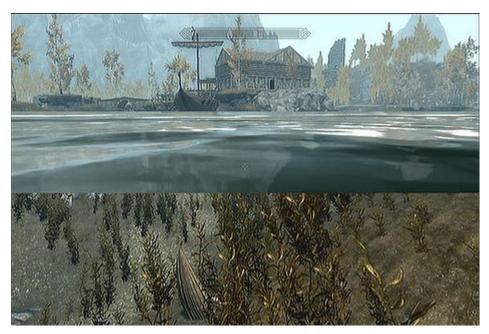
The shortcut to the Ragged Flagon in the graveyard is locked so you don't have a choice but to take the longer route in the Ratway. Talk to Karliah and follow her to the Cistern. Once there, the other members will confront you and Karliah. Just let them do the talking and watch them discover that their vault has been emptied.



Talk to Brynjolf to update your quest. You have been given permission to kill anybody who stands in your way. Before heading out, you can talk to Vex about Vald as your optional objective. She will tell you that you can talk to Maven about Vald's debt. This is a tedious process so its up to you to just kill the guy (if you're confident and strong enough) or get on his good side.

(Skip this if you just want to kill Vald outright)

Tip: find the sailboats in Riften dock and Goldenglow Estate swim to the middle of both and then dive straight down





After getting the quill, deliver it to Maven to get the document erasing all of Vald's debts. You can now proceed with the infiltration of Mercer's abode. His house is located conveniently right outside of your guild's alternat exit. You can shoot the mechanism using an arrow for the ramp to go down. This will however, cause Vald to become hostile, thereby killing the chance to speak with him peacefully. You can obtain the house key from him as well.



Continue inside and the deal with the two bandits. Head to the kitchen and find the suspicious cabinet beside the barred door. Open it then open the false back panel to reveal a hidden passage.



Continue through the trap-ridden path until you finally reach the room with Mercer's plans. Grab the valuables here, including the Bust of Gray Fox (for Delvin), some gems inside the bowl and Chillrend. Return to your headquarters after looting the place. Talk to Brynjolf to complete the mission.

Trinity Restored

This quest is received after completing the quest The Pursuit from the Thieves' Guild quest chain.

Objectives

- Listen to Karliah
- Meet Karliah at the standing stone
- Follow Karliah
- Activate the Armor Stone
- Equip the Nightingale Armor
- Follow Karliah
- Stand on the vacant floor glyph
- Speak with Brynjolf

Rewards

- Nightingale Armor
- Nightingale Boots
- Nightingale Gloves
- Nightingale Hood

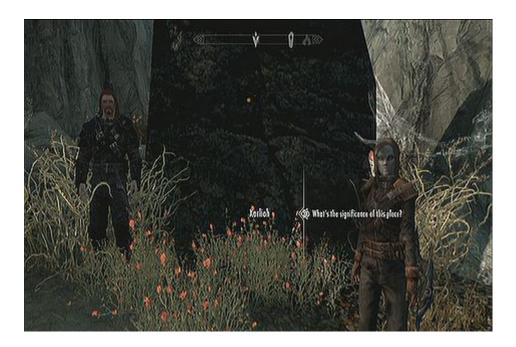
Nightingale Armor:

Walkthrough

After returning to Brynjolf in the quest The Pursuit you will automatically acquire this quest.

You will be told that Karliah wishes to speak with both you and Bryjolf, she will be in the center of The Ragged Flagon - Cistern (if not she will head there).

After discussing the course of action regarding Mercer she asks you both to meet her at the The Standing stone, If you have already been there it is called the Nightingale Hall and is directly south of Riften very close to The Shadow Stone. It's best to head there to meet her straight away, as those who take too long to meet her at The Standing stone will be met with a bug in the game that causes her to leave the area, making the guest unfinishable.



Once you meet her at the Standing stone she discusses the Nightingales and takes you into the hall where she hops you and Brynjolf will become Nightingales.

Once inside, activate the armor stone to receive the Nightingale Armor set. These are light armor pieces with some nice enchantments (can be improved with Void Salts). Equip them, then join Karliah and Brynjolf to take the oath in becoming a Nightingale. You can refuse the oath but to continue the quest chain you must become a Nightingale and complete the Oath.



Join the others and stand on the vacant glyph symbol as marked. Nocturnal will speak and accept you as new Nightingales. After completing the Ceremony, Brynjolf will offer you to become the guild leader once everything is finished. The mission will be completed and you'll begin the quest Blindsighted.

Blindsighted

Objectives:

- Travel to Irkngthand
- Speak to Karliah
- Locate Mercer Frey
- Slay Mercer Fray
- Retrieve the Skeleton Key of Nocturnal
- Retrieve the Eyes of the Falmer
- Escape the Cave
- Speak to Karliah

Walkthrough:

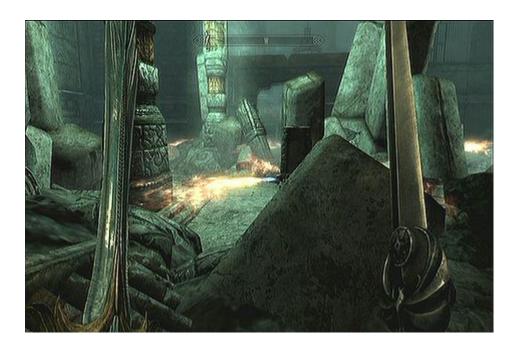
Travel to Irkngthand and defeat the Bandits which guard its entrance.

You must traverse three to four levels to find the entrance since this is a rather large ruin to begin with. There is a lever which opens the front gate but its not necessary to use this as you can simply flank to the right as you enter, disable the bear traps on the ground, and ascend the stairs to the second level, third level, etc. You can sneak your way in or just simply walk in and kill them all. The raised gate in the entrance is just a bluff. There's a broken part of the wall where you can enter and work your way around in.



Enter Irkngthand and Speak to Karliah.

In the first area (Irkngthand Arcanex), fight off a few Dwarven automatons and a fire trap until you reach the lift leading to the Irkngthand Grand Cavern area.



Locate Mercer Frey

Upon reaching the Grand Cavern, you'll find Brynjolf and Karliah waiting for you. They'll be your temporary followers for the duration of this quest. Continue forth as you'll see Mercer in the other side of the ruins. Continue to the next area where you'll encounter Falmer Shadowmasters. The gate is closed and the only way to open it is to have the two gears rolling. The two levers that will activate the gears are found across each other in the upper level. After activating one, run to the second one immediately since the gears stop automatically after a short while.



On your way, be sure to stop in the room with the Detect Life Scrolls. Mercer Frey uses invisibility spells/scrolls/potions while you're engaged in close combat. Continue to the next large area where you saw Mercer earlier. Kill the falmers, incuding a Dwarven Centurian automaton. Make your way to the path above and it will lead you to the higher ground. Go through the door to reach the Irkngthand

Slave Pens.

The Slave Pens is a rather straightforward but narrow area. Fight your way through various enemies until you finally reach the door leading to the Irkngthand Sanctuary.



Slay Mercer Frey

As soon as you reach the Sanctuary, you'll find Frey already working on removing the Eye of the Falmer. Once you can draw your weapons, attack him. He'll disappear from time to time as part of his tricks. Take note that even if he's invisible, doesn't mean that he's invincible. The obvious shimmer of his movement will still be visible so use this to locate him and attack him when you're in range. You can also find him using the Detect Life spell or scrolls you picked up earlier.



The Skeleton Key of Nocturnal

- Left eye of the Falmer
- Right eye of the Falmer
- Dwarven Sword of Devouring
- Imperial Bow of Chills
- Leveled Amount of Gold (300)
- Potion of Healing

EScape the cave

- This part is simple if you keep your wits about you:
- The room will fill up with water.
- Wait until the water is level with the head of the large statue/idol and the head will fall forward-revealing the exit to Bronze Water Cave

speak to Karliah

• Reward: Nightingale Bow

Darkness Returns

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Darkness ReturnsComplete "**Darkness Returns**."

This is the last mission in the Thieves Guild guest line and it is easy to complete.

Objectives

- Enter the Twilight Sepulcher
- Speak to the Nightingale Sentinel
- Follow the Pilgrim's Path
- (Optional) Retrieve Nystrom's Journal
- Return the Skeleton Key to the Ebonmere

Walkthrough

Approach the Nightingale Sentinel (Gallus) and talk to him. After exhausting all inquiries, you'll have the option to search Nystrom's remains nearby for his journal and some other loot.



Once done, go through the tunnel behind him and kill the two hostile Nightingale Sentinels. After that go down the steps and go through the hole behind the fire pit and continue. Descend some more steps, but be mindful of the button on the floor that will release a trap as well as alert the nearby Nightingale Sentinel of your presense. Kill the last evil Nightingale Sentinel and open the door behind it.

In this section, keep yourself in the dark as you go through the room. Exposing yourself to the light will quickly drain your health. You have to be careful of tripwires as well.



When you get through the next set of doors, follow the path down to the statue of Nocturnal and use both chains hidden behind the torches to open the door. Follow the trap-ridden path that will eventually lead you to the door to the inner sanctum, however if you so choose you can open a master skill locked door using your Skeleton Key on the left side of this path before reaching the Inner Sanctum door. There's nothing too special in this room besides a Lockpick skill book, but you will have to take down two more Sentinels to get it. If not, procede through the Inner Sanctum door and continue to follow the path again until you reach a well. Jump down the well, and then wait for a few moments and the Skeleton Key will dissolve the floor for you.



Place the key on the slot and Nocturnal herself will appear. Listen to her then talk to Karliah. You now have the choice to become an Agent of Strife, Subterfuge or Stealth. Have Karliah explain the differences between them to know what fits your style.

Half-moon - Subterfuge

- Crescent Stealth
- Full moon Strife

After selecting your preferred agent status, take the portal to the entrance.



Note: There is a glitch when conversing with Nocturnal in which Karliah despawns immediately, preventing you from completing the quest and finally restoring honor to the Thieves' Guild. To avoid this, as soon as Nocturnal begins to speak, "wait" an hour and Karliah should reappear. You will then be able to complete the quest as per usual. To be safe, immediately start trying to interact with her when Nocturnal finishes speaking so as she doesn't despawn again.

Thieves' Guild Quests

The Thieves' Guild is a clan stationed in the sewers of Riften. As the name suggests, they specialize in lockpicking, pickpocketing, and overall thievery. To start this questline speak to Brynjolf in Riften. He owns one of the market stands in the center of town and can be often found wandering in the streets, the marketplace, or in the Ragged Flagon and its extensions.

Thieves' Guild Quests

- A Chance Arrangement
- Taking Care of Business
- Loud and Clear
- An Influx of Immigrants
- Training
- Dampened Spirits
- Scoundrel's Folly
- Speaking With Silence
- Hard Answers
- The Pursuit
- Trinity Restored
- Blindsighted
- Darkness Returns
- Under New Management

Quests from Delvin Mallory

- The Numbers Job
- The Fishing Job
- The Bedlam Job

Quests from Vex

- The Burglary Job
- The Heist Job
- The Shill Job
- The Sweep Job

Special Jobs

- Silver Lining
- Summerset Shadows
- Imitation Amnesty
- The Dainty Sload

You get the armor in the video below by progressing through the thieves guild guestline.

The Dark Brotherhood Quests

The Dark Brotherhood is a secret society of assassins. You don't find them; they find you. To start this quest line, you need to speak with Aventus Aretino in Windhelm.

Quests

- Innocence Lost
- With Friends Like These...
- Sanctuary
 - Contract: Kill Beitild
 - Contract: Kill Narfi
 - Contract: Kill Ennodius Papius
- Mourning Never Comes
- Whispers In The Dark
 - Contract: Kill Lurbuk
 - Contract: Kill Hern
- The Silence Has Been Broken
- Bound Until Death
- Breaching Security
- The Cure For Madness
- Recipe for Disaster
- To Kill An Empire
- Death Incarnate
- Hail Sithis!

Dark Brotherhood Radiant Quests

- Cicero's Loyalty
- The Dark Brotherhood Forever
- Destroy the Dark Brotherhood!
- Where You Hang Your Enemy's Head
- Contract: Kill Anoriath
- Contract: Kill Deekus
- Contract: Kill Ma'Randru-Jo
- Contract: Kill Agnis
- Contract: Kill Maluril
- Contract: Kill Helvard
- Contract: Kill Safia

Innocence Lost

Innocence Lost stems from a rumor heard by the innkeeper of Sleeping Giant Inn at Riverwood or any other inn about a child in Windhelm performing the black sacrament. You are sent to speak with Aventus Aretino in Windhelm and discover that he's up to more than just childish shenanigans. Aventus will think that you are part of the Dark Brotherhood and send you to kill Grelod The "Kind". You'll receive the Aretino Family Heirloom for your efforts.(Aventus Aretino is a child.)

Objectives

- Kill Grelod The Kind
- Tell Aventus Aretino that Grelod is dead

Walkthrough





Grelod is located far to the south in Riften. Seek out Honorhall Orphanage and simply kill Grelod. If you don't mind exposing children to violence, you can do it in front of them without any repercussions, or you can be a gentleman and wait until she retires for the night. Carry out Aventus' wishes only to be met by the hurrah's of the remaining children, who compliment Aventus for a job well done. Return to Aventus with the good news.

After completing this quest, you must sleep somewhere to initiate the next Dark Brotherhood quest, With Friends Like These....

With Friends Like These...

10G

With Friends Like These...

Join the Dark Brotherhood.

With Friends Likes These... will be triggered the first time you go to sleep after finishing Innocence Lost.

Objectives

- Kill one of the captives
- Speak with Astrid
- Enter the Dark Brotherhood Sanctuary
- Speak to Astrid

Walkthrough

After completing Innocence Lost, wait for a courier to deliver a message from the Dark Brotherhood (if after waiting for a while and the courier doesn't show, just fast travel or take a carriage to Falkreath which is the closest city to the sanctuary. He should come then). Then go to sleep in any bed for any amount of time. You will feel well rested when you awake (unless you have the blood of the werewolf, which would mean that you do not get any sort of rest), but you'll not be where you last laid yourself to rest. A hooded woman known as Astrid tells you that she is from the Dark Brotherhood and that you owe a debt to them. To repay it, you must simply kill one of the three captives in the shack (to kil one is optional). Kill all three to impress Astrid if you want.





At this point, she extends an invitation to join the secret society of assassins, gives you the key to the shack, and urges you to enter the Dark Brotherhood Sanctuary near Falkreath. Walk up to the creepy-looking door and respond with "Silence, my brother" to be welcomed in.





Speak to Astrid for your welcome package for officially joining the Brotherhood and also end the quest.

Walkthrough Version 2 - Kill Astrid

So... A hooded woman known as Astrid tells you that she is from the Dark Brotherhood and that you owe a debt to them. To repay it, you must simply kill one of the three captives in the shack. Simple enough right?

Well, if you get to talking to the three captives that kneel before you (whether out of basic interest or earnestly trying to discover which one could have had a 'hit' placed on them) you will discover that one is a mother of six, the other a soldier and another a Khajiit who's already had a contract taken out on him before...Killing the Khajiit may ease the consciences of some, but for others there is always the option of killing Astrid.

Kill Astrid and you will find the key to escape the shack on her body, the quest for the Dark Brotherhood will come up as failed... dang. There goes that quest line. Until a new quest pops up "Destroy the Dark Brotherhood". You are now able to set the captives free and instructed to inform a guard of Astrid's death.

You can literally walk up to any guard and tell them of Astrid's death. Solitude may be the best destination to quick-travel to though, seeing as it is nearest the shack. After you have informed a guard, he/she will tell you to find a general at Dragons bridge and pass the message on - still in disbelief that you were able to take down the leader of the Dark Brotherhood.

Sanctuary

You can receive **Sanctuary** after having completed the previous quest, With Friends Like These..., and talking to Astrid about some tasks you may be able to perform. She will direct you to Nazir and ask you to talk to him about some minor level contracts.

Objectives

- Speak to Nazir
- Receive first set of contracts from Nazir

Walkthrough

Nazir is the Redguard in red and may often be found standing in the main room of the cave in the Dark Brotherhood Sanctuary. Talk to him to advance the quest and you will receive three separate contracts, which are actually three separate contracts. In each instance, you should do your best to avoid killing in the public light as it often brings a large sum of bounty on your head and may take away the chance to get any added bonus to the reward of completing the contract.

Contract: Kill BeitildContract: Kill Narfi

Contract: Kill Ennodius Papius

Mourning Never Comes

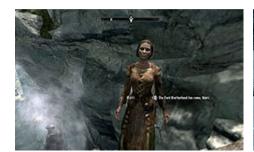
Astrid in Dark Brotherhood Sanctuary gives you **Mourning never comes** when you next return to Dark Brotherhood after Sanctuary, after having finished Nazir's contracts.

Objectives

- Speak with Astrid
- Talk to Muiri
- Kill Alain Dufont
- (Optional) Kill Nilsine Shatter-Shield
- Talk to Muiri
- Report back to Astrid

Walkthrough

When you find Muiri in Markarth, she tells you that Alain Dufont, the leader of some bandits holed up in Raldbthar, must die. She has no qualms about the cold-blooded murder of her ex-lover; as an optional task, she requests that a Nilsine Shatter-Shield also be offed.





The entrance to Raldbthar sits atop long series of stone steps. It's sparsely populated inside and you can proceed through the linear path to Alain. Keep note that there he stands on flammable liquid. Alternatively, if your lockpicking is high enough you can unlock the gate to the upper level and use the incendiary longbows on Alain and his crew.





Taking care of Nilsine in Windhelm pads your final payout quite nicely. It's best to wait until she retires for the night to snuff her out. You can find her in the Hall of the Dead at night.



Return to Muiri to collect your reward (1200g and **Muiri's Ring** if both targets are killed) and report your results to Astrid.

Whispers In The Dark

Whispers In the Dark is part of The Dark Brotherhood Quests and occurs after Mourning Never Comes.

Objectives

- Hide in the Night Mother's coffin
- Eavesdrop on Cicero
- Talk to Cicero
- Talk to Astrid
- Receive a side contract from Nazir

Walkthrough

The Night Mother's coffin must be first unlocked from the outside before you can slip in. Once opened, head inside until the screen turns dark. (Not creepy at all being in a coffin with a dessicated corpse.) It's just a matter of being patient while Cicero spews his madness and then popping out to surprise Cicero afterward.





Astrid doesn't take this news easily and so passes you off to Nazir for a side contract first. The targets are Lurbuk and Hern.

When you return to the Sanctuary, Astrid will have come around and let you talk to Amaund Motierre as per the Night Mother's request.

Miscellaneous

It is worth noting that before performing this quest, the player can find out that he or she is the listener by shouting around Cicero (or at him, if desired). He will comment with, "For someone called the Listener, you do an awful lot of shouting," thus indicating the player's role as Listener ahead of time.

The Silence Has Been Broken

You'll get **The Silence Has Been Broken** from Astrid in Dark Brotherhood Sanctuary after Whispers In The Dark.

Objectives

- Speak with Amaund Motierre
- Deliver the letter and amulet to Astrid
- Show the amulet to Delvin Mallory
- Report back to Astrid

Walkthrough

Astrid wants you to speak with Amaund Motierre at Volunruud. Head inside this dungeon to find a brown leather-bound journal sitting right at the entrance. Inspecting this begins Silenced Tongues, which can be done simultaneously with this quest.

Amaund is waiting in a room off to the side with his servant, Rexus. You receive a valuable amulet and a sealed letter. Read or don't read the letter yourself -- you will soon learn what the assassination contract is for.



Deliver letter and amulet to Astrid. Astrid wants you to show the amulet to Devin Mallory in Riften, in a bar called The Ragged Flagon (the hideout for the Thieves' Guild) within an underground area called The Ratway. After showing Mallory the amulet, he will take it and give you a **Letter of Credit**. Take this letter back to Astrid.

Bound Until Death

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Bound Until DeathComplete "Bound Until Death."

Bound Until Death is obtained from Astrid in Dark Brotherhood Sanctuary after The Silence Has Been Broken.

Objectives

- Kill Vittoria Vici
- Report back to Astrid

Reward

Astrid teaches you a new power called Summon Spectral Assassin.

Walkthrough

Go to Vittoria Vici's wedding in Solitude. It's out in the open and in the vicinity of many armed guards. You are free to talk to the guests and the couple to get some information about how people think of this marriage. They don't see you as a threat and welcome you to the ceremony.

You can kill her in the open but be ready to run out and hide after completing the deed. Remember that you reap in greater benefits from an assassination during her speech.



An alternate way to complete this mission is to drop the gargoyle statue on Vittoria's head while she is addressing the crowd. Take note that she should be standing on the balcony directly under the

gargoyle. If she is sitting with her husband below, the statue won't hit her so you have to wait for her to address the people if you don't like killing your targets in the open.

Be careful if you have a follower with you. Even though you might not be spotted after the assassination, your follower might attack alerted guards anyways, blowing your cover. The best thing to do is ask your follower to wait at the gates of the city or send him/her home.

If you loot her body after the kill you can get her (unique) outfit. Not getting caught doing this might be a challenge.

You can talk to the guests after the kill to hear their reaction, but sometimes the guards inexplicably attack you anyways.



Report back to Astrid to complete the mission.

Breaching Security

Breaching Security is obtained from Gabriella in Dark Brotherhood Sanctuary after Bound Until Death.

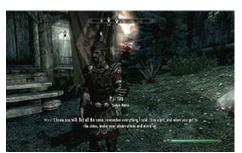
Objectives

- Speak with Gabriella
- Kill Gaius Maro
- (Optional) Steal Gaius Maro's travel schedule
- Plant the Incriminating Letter on Gaius Maro's body
- Report back to Gabriella

Walkthrough

Find Gaius Maro at the Dragon Bridge Camp and follow him on his inspection tour of Skyrim. You can optionally steal his travel schedule to see which cities he will visit on which days of the week. The overall objective is to kill him and plant the Incriminating Letter on his corpse.





The bonus objective is that instead of killing him at either Dragon Bridge or on the road (which is too easy), you should wait for him to actually be inside one of the cities on his tour. The going will be slow, as he takes his time on the road. His first stop will be in Solitude.





Here is his full schedule. To find out what day you're on, simply pull up the Wait menu.

Day of the Week	Location

Morndas	Solitude, The Emporer's Tower (Evening) He will be in Castle Dour.
Tirdas	Windhelm, Palace of the Kings (Evening) Barracks, Palace of the Kings
Middas	Riften, Mistveil Keep
Turdas	Whiterun, Dragonsreach (Evening) The Bannered Mare
Fredas	Markarth, Understone Keep (Evening) Guard Tower
Loredas	random
Sundas	Random

The reward for completing the quest is a free fortune reading from Olava the Feeble at Whiterun.

The Cure For Madness

The Cure For Madness can be obtained from Astrid in Dark Brotherhood Sanctuary following Breaching Security.

Objectives

- Talk to Astrid
- Search Cicero's Room
- Talk to Astrid
- Behold Shadowmere
- Locate Arnbjorn
- Talk to Arnbjorn
- Enter the Dawnstar Sanctuary
- Kill Cicero
- Kill Cicero or leave the Sanctuary
- Report back to Astrid

Walkthrough

Apparently, some things have gone awry in the sanctity of the Dark Brotherhood's home. Talk to Astrid after Cicero's moment of insanity and attempt at Astrid's life. Search Cicero's room for a journal and take it to Astrid. The journal details the password and location of an older and currently unused Dark Brotherhood Sanctuary near Dawnstar.





Astrid gives you a mighty steed by the name of Shadowmere. Completing this quest will transfer permanent ownership to you. Use him to travel to Dawnstar (or just Fast Travel if you wish).





You'll find Arnbjorn mortally wounded outside the Dawnstar Sanctuary. It doesn't take much

convincing to get him to go back to Astrid.

To correctly answer the door and gain entry, choose "Innocence, my Brother."





Be ready for multiple traps, spectral assassins, and a deadly Frost Troll. There's also a couple of skill books on the table in the map room, just past the first hanging bridge (with vertical spike traps).



Find Cicero, and decide here and now whether to kill him or spare him. Leaving him alive will give the quest Cicero's Return, but choosing to kill him shows that his clownish act belies considerable fighting abilities.





Report back (if you spare him, you will lie) to Astrid about Cicero's fate.

Recipe for Disaster

Recipe for Disaster is part of The Dark Brotherhood Quests and starts after The Cure for Madness.

Objectives

- Report to Festus Krex
- Question Anton Virane
- Kill Anton Virane
- Kill Balagog gro-Nolob
- (Optional) Drag Balagog's body to a hiding place
- Report back to Festus Krex

Reward

- Nightweaver's Band
- 750-1000 gold (leveled) if bonus objective is completed.

Walkthrough

The Gourmet is a sweeping sensation known in all of Skyrim, but no one knows his or her identity. However, Festus managed to catch a lead on an Anton Virane, who is located in Understone Keep in Markarth. Head there and interrogate Anton Virane. Kill him after obtaining the name and location of The Gourmet.



Kill Balagog gro-Nolob in the cellar of the Nightgate Inn, and obtain the Writ of Passage from his corpse.



Bonus objective: Drag his body to a hiding place -- maybe to a dark corner surrounded by hay and barrels. To drag his body, hold down the button as you're moving. Doing this will reward you with a ring that boosts stealth and destruction magic from Festus.

Report back to Festus at the Sanctuary.

To Kill An Empire

To Kill An Empire can be obtained from Astrid in Dark Brotherhood Sanctuary after Recipe for Disaster.

Objectives

- Report to Astrid
- Report to Commander Maro
- Report to Gianna
- Report to Gianna while wearing a chef's hat
- Make the Potage le Magnifique
- Follow Gianna to the dining room
- Kill the Emperor
- Escape the Tower!
- Return to the Sanctuary

Walkthrough

Astrid details the plan: infiltrate the Emperor's Tower in Solitude posing as The Gourmet, add poison to the Emperor's meal, and then flee through the conveniently unguarded door afterwards. Profit!

Report to Commander Maro in Solitude and use your Writ of Passage to gain entrance to the Emperor's Tower. Report to chef Gianna -- you need to be wearing a chef's hat to progress (there are hats on a nearby shelf).





Help Gianna make The Gourmet's signature recipe of the Potage le Magnifique. Gianna will fire off questions that require your expert input. In general, the middle option seems to be usually in agreement with Gianna, as she swoons after every reply. When asked for a final ingredient, suggest the poisoned root that Astrid gave you earlier.

TIP: If you can kill the Emperor via another method, you can reserve the Jarrin Root for a Damage Health potion to help kill the final boss in the main storyline.





Follow Gianna into the dining room and watch Emperor Titus Mede II perish at your own concoction. Exit through the marked door, and find yourself in a fight against Commander Maro's men, the Penitus Oculatus. Maro reveals that you killed a body double, and that an assassin has betrayed you. Because you've been double-crossed by both parties, the Sanctuary by Falkreath will no longer be a map marker that you can Fast Travel to.





Fight your way past the Penitus Oculatus and return to the vicinity of the Sanctuary to be waylaid by more of Maro's men. The quest completes and Death Incarnate begins apace.

Death Incarnate

Death Incarnate is part of the Dark Brotherhood questline and starts after To Kill An Empire.

Objectives

- Enter the Sanctuary
- Search for survivors
- Kill Nazir's attacker!
- Speak with Nazir
- Escape the Sanctuary
- Embrace the Night Mother
- Talk to Astrid
- Kill Astrid
- (Optional) Retrieve the Blade of Woe
- Return to the Night Mother

Walkthrough

You discover that the Sanctuary has been overrun by Penitus Oculatus agents, who have killed Festus Krex, Veezara, Arnbjorn, and Gabriella. Fight your way through what remains of the Sanctuary and locate Nazir. Kill Nazir's attacker and speak to him. He will then attempt to escape the Sanctuary with you.





Meanwhile, the Night Mother will call for you to hide in her coffin. Do so and transition to the next phase of this quest when Babette and Nazir open the Night Mother's coffin to find you inside. Per the Night Mother's order, find Astrid within the Sanctuary ruins and learn the truth about what happened.

Kill Astrid and (optionally) retrieve the Blade of Woe, a one-handed sword that steals health with each hit.

The Night Mother refers you to an informant in Whiterun and asks that you hold the reins to the Dark Brotherhood's fate.

Hail Sithis!

30G
Hail Sithis!
Complete "Hail Sithis."

Receive Hail Sithis! from the Night Mother in Dark Brotherhood Sanctuary after Death Incarnate.

Objectives

- Talk to Nazir
- Talk to Amaund Motierre
- Board The Katariah
- (Optional) Kill Commander Maro
- Kill the Emperor!
- Report to Amaund Motierre
- Retrieve the payment
- (Optional) Kill Amaund Motierre
- Report to Nazir

Walkthrough

Talk to Nazir about your next plan of action: obtaining the location of the true Emperor Titus Mede II from Amaund Motierre. Motierre will be at the Bannered Mare in Whiterun from now on. Talk to Motierre and tell him that the contract is still valid. He will reveal the location of the true Emperor: a boat off of Solitude's harbor called the Katariah.





There is the optional objective of killing Commander Maro. Go to the East Empire Company Warehouse, which is located near Solitude (side note: it is not actually a warehouse, it is a dock). At the dock, Maro is standing on one of the docks surrounded by Mede's henchmen. If you let him hit you first, there is a chance that his own men will turn against him and help you defeat him -- this is granted that you do not have an outstanding bounty in Solitude.





Going back to the matter at hand, the mighty Katariah is docked just in the water by the Blue Palace. Swim over to it and encroach the ship by way of the chain on the side. There will be plenty of resistance on the ship; what's more is that a few locked doors requiring high Lockpicking skills stand between you and the Emperor. However, by killing the named captain you can get the Katariah Master Key to get past any door easily.





The Emperor himself isn't much of a fighter himself. He makes things a little interesting: gives you another bonus objective to kill the man who initiated the contract.

Report back to Motierre to learn the location of your final payment: an urn inside the original meeting area of Volunruud. The urn contains 20,000 gold. Optionally, fulfill the Emperor's dying request by killing Motierre. When you kill Motierre, he has an assortment of gems and stones on him like diamonds, emeralds and many more; this is just icing on the proverbial payload cake.





No matter what you say to Nazir back at the Dawnstar Sanctuary, he will send you to Mallory in Riften to transform this old, dusty place into a proper domacile for the Dark Brotherhood.

With this final quest of the Dark Brotherhood questline, you've restored this secret society of assassins to its former glory. You can now take on a variety of never-ending Radiant Quests. At this point, too, you gain extra Followers in the form of Dark Brotherhood initiates and Cicero's Loyalty (provided he's still alive).

The Dark Brotherhood Quests

The Dark Brotherhood is a secret society of assassins. You don't find them; they find you. To start this quest line, you need to speak with Aventus Aretino in Windhelm.

Quests

- Innocence Lost
- With Friends Like These...
- Sanctuary
 - Contract: Kill Beitild
 - Contract: Kill Narfi
 - Contract: Kill Ennodius Papius
- Mourning Never Comes
- Whispers In The Dark
 - Contract: Kill Lurbuk
 - Contract: Kill Hern
- The Silence Has Been Broken
- Bound Until Death
- Breaching Security
- The Cure For Madness
- Recipe for Disaster
- To Kill An Empire
- Death Incarnate
- Hail Sithis!

Dark Brotherhood Radiant Quests

- Cicero's Loyalty
- The Dark Brotherhood Forever
- Destroy the Dark Brotherhood!
- Where You Hang Your Enemy's Head
- Contract: Kill Anoriath
- Contract: Kill Deekus
- Contract: Kill Ma'Randru-Jo

Daedric Quests

The **Daedric quests** are unrelated to one another but correspond to the 17 Daedras in the game (although if you played the Shivering Isles expansion in Oblivion, it would explain why there are only 16 quests).

Quests

- Azura: The Black Star
- Boethiah: Boethiah's Calling
- Clavicus Vile: A Daedra's Best Friend
- Hemaeus Mora: Discerning the Transmundane
- Hircine: III Met by Moonlight
- Malacath: The Cursed Tribe
- Mehrunes Dagon: Pieces of the Past
- Mephala: The Whispering Door
- Meridia: The Break Of Dawn
- Molag Bal: The House Of Horrors
- Namira: The Taste Of Death
- Nocturnal: Thieves' Guild Quests
- Peryite: The Only Cure
- Sanguine: A Night To Remember
- Sheogorath: The Mind Of Madness
- Vaermina: Waking Nightmare

The Black Star

You first hear whispers about the Shrine of Azura by asking the barkeep at the Bannered Mare, at which point you are given this miscellaneous task to visit it. Make the trek to Shrine of Azura, located south of Winterhold, and speak to Aranea lenith to begin this quest.

Note that this quest can also be gained from wandering followers on pilgrimage to the shrine. They'll mark it on your map for you if you ask them.

Objectives

- Find the elven mage from Aranea's vision
- Speak to Nelacar
- Find Azura's Star
- Bring the Star to Aranea or bring the Star to Nelacar
- Tell Azura you're ready to enter the Star
- Tell Nelacar you're ready to enter the Star
- Destroy Malyn Varen's soul

Walkthrough

Speak to the innkeeper at the Frozen Hearth in Winterhold and ask about the elven mage that studies stars. He will tell you where a wizard named Nelacar staying at the inn. Nelacar has severed all ties with the College, but you can placate him with a good Speech check or bribe him.

After hearing his story, you will need to seek out Maylyne in Ilinalta's Deep, southwest of Whiterun. This place is filled with powerful necromancers. There are also two Skill Books in here that will level up Enchanting and Conjuration - don't miss them! At the end, you will find the broken Azura's Star.

The quest now has two conclusions: A communion with Azura or a chat with an old elf. You get the Azura's Star and a pretty strong mage follower if you decide to deliver the star to Azura. You get the Black Star if you decide that you want to side with Nelacar.

A communion with azura

You can journey back to the Shrine of Azura and speak with Aranea (the npc that will become a follower if you decide to go this route instead of the other). When the Star is placed upon the alter of Azura, she tells you that without Malyn Varen's soul being purged from the star, it is utterly useless. Azura offers to teleport you into the Star to deal with him yourself to finally purge his soul from the Star.

Chat with an old elf enchanter

You can journey back to the Frozen Hearth Inn and speak to Nelacar as well. After Nelacar looks at

the Star, he discovers that Malyn Varen's soul is trapped inside. He tells you that he can repair the star, transforming it into a vessel that stores black souls. (black souls refers to human souls (From townsfolk, the forsworn, or bandits) that can't be ordinarily stored in standard soul gems. These are used for Enchanting purposes) Malyn must be purged from the star and thus you must be soul trapped into the star to deal with him.

no matter which you chose, you are sent into the star to deal with malyn

After telling Malyn that he cannot escape his fate, run after him. He will summon up to three Dremora and shoot pretty strong lightning bolt attacks from his staff. Quickly nullify the enemies, and then strike down Malyn. After you win the fight you are transported back to Skyrim.

Malyn's soul has been sent to oblivion. You are now ready to recieve an offering from whichever side that you chose before entering the star. In addition, if you are at the shrine of Azura, you may speak with Aranea Lenith again. With her guardianship at an end, she offers to accompany you as a follower, if you'll agree to it.

- There is a glitch or stratergy that is very useful, if your character is an Imperial. Wait for all three
 Daedra to get close, then hit them with The Voice of the Emperor. This will make all three stop
 fighting and walk away. If you quickly run up and hit them, you will do a instant death scene and
 defeat all three in seconds.
- OPTIONAL: If you aren't of high level, are having difficulty disposing of the dremora, or don't need the extra daedra hearts. Exit out of dialogue while Malyn is speaking, run up to him and kill him quickly. Use slow time if needed. Then just avoid the dremora until Azura teleports you out!

Post-Quest

The person (Nelacar or Aranea) you did not side with has some harsh words with you, if you meet up with them again. Aranea obviously will not become your follower if you side with Nelacar...

Boethiah's Calling

You'll find **Boethiah's Calling** by reading a book named *Boethiah's Proving* or encounter a Boethiah follower. If you encounter and kill a Boethiah follower, you will receive a miscellaneous objective to "Investigate Boethiah Cultist". Search the cultist and take the book off him. This completes the miscellaneous objective. Read the book to launch the quest.

There is a prerequisite of level 30 or higher before you can take on this quest.

Objectives

- Find the shrine of Boethiah
- Find the cult of Boethiah
- Lead someone to become trapped by the shrine and slay them
- Speak to Boethiah's Conduit
- Slay the other cultists
- Slay everyone at Knifepoint Ridge stealthily
- Retrieve and equip the Ebony Mail

Walkthrough

You can find the shrine to Boethiah at the Sacellum of Boethiah east of Windhelm and north-northeast of Narzulbur. You can only receive this quest once you reach level 30, so level up if you haven't already or you will NOT recieve the quest upon arriving. If you are level 30, simply discovering the shrine will give you the quest. You will then be prompted to find the cult of Boethiah.

They aren't far off. Follow your quest marker to the cult and a priestess will approach you, give you a Blade of Sacrifice, and tell you that you must bring a follower to the Pillar, activate it with them in the vicinity, and slay them on the pillar. You're probably not too keen on killing any of your followers that you've gained in your adventures, so it may be best to grab a Hireling to do the dying. Hire one for 500 gold and bring him to the pillar. Place him near it,(you have to order him to touch pillar) activate it, and once he becomes attached, do the deed. Boethiah will possess your now-deceased follower and give you further instruction.

Next you're gonna have to kill every one of Boethiah's apostles, and there's a decent amount of 'em. Stay back and let them duke it out, then come back in to clean up the rest. Once that's done. Boethiah will appear again and instruct you to take down her previous Champion, take his mail, and kill the rest of his bandit companions, steathily. You don't actually have to kill them steathily; killing them the old-fashioned way will suffice. Head to Knifepoint Ridge and take them down, and retrieve the mail. Boethiah will contact you one last time once you equip it, and congratulates you. She gives a brief speech and then allows you to keep the armor, which envelopes you in a poison shroud during battle which damages nearby enemies, and also enhances your sneaking abilities. Plus it has a high armor rating. Sweet.

Bugs

 Upon reaching the Sacellum of Boethiah there is a chance that a dragon may be flying over head. You can recieve the quest "Boethiah's Calling", but if you do not kill the dragon quick enough, it has a chance of killing the cult leader. This will then makes it so that you can not talk to the leader and continue on with the quest.

Fix: If a dragon happens to kill the Cult leader before you are handed the Blade of Sacrifice, then you can force the quest forward by looting the blade from one of the cultists bodies. Then continue the quest by sacrificing a follower and it should bring you to the part where you have to Slay the other cultists.

 When you slay your follower and try to talk to him/her, the dialog may not continue as planned in the quest line.

Fix: Just start killing all of the cultists and when you slay the last one, Boethiah will start talking to you and give you the next part of the quest.

A Daedra's Best Friend

A Daedra's Best Friend is part of the 15 Daedric Quests in the game. This one concerns Clavicus Vile and can be initiated by visiting Falkreath. You must be at least level 10 to activate this quest.

Objectives

- Travel with the dog Barbas to the shrine of Clavicus Vile
- Retrieve the Rueful Axe with Barbas
- Return to the shrine of Clavicus Vile with Barbas and the Rueful Axe
- Give the Rueful Axe to Clavicus Vile or Kill Barbas with the Rueful Axe
- Never retrieve and return the Rueful Axe and keep Barbas as a follower (optional if you desire to not finish the quest--see Exploit below)

Walkthrough

Travel to Falkreath and find Lod, he will tell you about an annoying dog and that you should take care of it. You can find the dog near The Dark Brotherhood Sanctuary. To your utter surprise, the dog speaks to you! It tells you its name is Barbas and that he needs your help. Start the quest and either follow the dog or just go to Haemar's Shame which is due east of Helgen (which is east of Falkreath).





Inside the cave there are many vampires (beware, as you could catch Vampirism). Vampires are particularly susceptible to fire and highly resistant to frost. Talk to Clavicus Vile's statue and he will send you on a quest to get the Rueful Axe. Travel to the Rimerock Burrow and retrieve the axe. You can keep it now and never turn it in and take advantage of the exploit (see the following) or do this:

When you return to Clavicus he will give you two options: 1. Kill the dog and keep the axe, or 2. Insist on returning the axe and he will reward you with Masque of Clavicus Vile (upgrades speech by 10 points, and changes prices to your favor by 20%).

Exploit

After speaking with Clavicus Vile's statue for the first time, if you never complete the quest, you may keep Barbas as a companion. Since he is an animal follower, he is unable to carry anything, or follow directions. However, you may have him and at least one humanoid follower at the same time. Barbas is an unkillable and tank, as he is immortal and attacks enemy combatants ferociously. While

his continuous barking and constant close proximity can be annoying and prevent you from successfully sneaking, his value in combat is immeasurable.	

Discerning the Transmundane

Click this link to see the video

http://www.ign.com/videos/2011/11/30/skyrim-walkthrough-part-26-discerning-the-transmundane

Discerning the Transmundane is part of the Daedric Quests available in the game and can be initiated during the quest Elder Knowledge, in which you retrieve the Elder Scroll from the ancient dwarven city after you talk to the College of Winterhold librarian.

Note that you must be level 15 or above to finish the rest of this quest.

Objectives

- Ask Urag about the insane book
- Find Septimus Signus
- Transcribe the Lexicon
- Give the Lexicon to Septimus
- Harvest Falmer blood
- Harvest High Elf blood
- Harvest Wood Elf blood
- Harvest Dark Elf blood
- Harvest Orc blood
- Bring blood to Septimus
- Take the Oghma Infinium

Walkthrough

Urag in the College of Winterhold starts this quest. Read the book, then speak to him to be sent on a quest to locate Septimus in an isolated area north of the College. There is a path leading down and across various icebergs. Once you've spoken to the loopy old man, you will need to start heading to some Dwemer ruins.



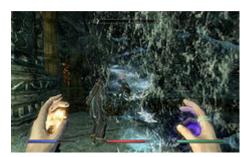


The inside of the ruins is rife with traps and mechanical enemies: Dwarven Spheres, to be exact. If you ever get lost navigating this huge area, just remember that the idea is to head deeper into the subterranean level, where you eventually come upon Falmer enemies that can poison you.





When you reach a gated area with seemingly no lever in immediate sight, you need to head behind and up the stairs to the altar overlooking the gate to unlock it. There, interact with the Dwarven mechanism to open another way through to Blackreach. Meander through Blackreach to fight off some more Falmer and a Dwarven Centurion, going deeper yet to a lift that takes you to the Tower of Mzark.





It is there that you finally place the Lexicon into the slot next to the beacon for the huge mechanism in the room. Press the left button of the two available until the a third button lights up on the left. Press that until the last button lights up, then take the **Runed Lexicon** from the slot.





Head back to Septimus Sigmus now, using an elevator short-cut in Blackreach. The quest continues if you are level 15 or above; if not, grind your way up and wait for a courier to deliver a message, prompting you to return to Septimus.

The next thing Septimus requires -- it's not much -- is just the blood from each of the following: Wood Elf, High Elf, Dark Elf, Orc, and Falmer. You can harvest blood from the deceased. A good location for acquiring all except the High Elf blood is Liar's Retreat, southwest of Dragon Bridge and Chillwind Depths.





For High Elf blood, you can simply go to the Thalmor Embassy and kill a Justicar.





When you return, Hermaeus Mora will dispose of Septimus and allow you to take the Oghma Infinium. This unique item will grant you 3 levels and 5 skill points to each of the following:

Combat: Smithing, Two-Handed, One-Handed, Blocking, Heavy Armor, Archery Stealth: Alchemy, Sneaking, Pickpocketing, Lockpicking, Speech, Light Armor Magic: Enchanting, Destruction, Illusion, Conjuration, Alteration, Restoration.

You can also use an infinite XP glitch to gain many skill levels.

III Met By Moonlight

III Met By Moonlight can be started in Falkreath and is one of two quest paths towards becoming a Werewolf. It is part of the Daedric Quests.

To start the quest speak to Mathies in the Falkreath graveyard. The graveyard is to the North, between the wall surrounding the city and the first building, as you walk into Falkreath after traveling.

If you killed Mathies, or if a dragon managed too. Simply go into the Falkreath Dungeon below the Guard barracks and speak to Sinding to start the quest.

Objectives

- Speak to Sinding
- Kill the great beast
- Begin the hunt
- Hunt or Spare Sinding
- Skin Sinding
- Speak to Hircine
- Kill the Hunters
- Talk to Sinding

Walkthrough

For maximum benefit become a werewolfe before starting this quest. This way you can have unlimited werewolf transformations.

In Falkreath, a man named Mathies has just lost his darling little girl to a serial killer. You can start the quest by prying a little into his personal life and asking about who died. This will lead you to the murder in jail

Sinding is the man in prison for murdering a girl. Talk to him and he'll tell you his story. After the story, he'll give you an unequipable cursed ring. He will then transform into a wolf and escape jail. Your next objective is to return the ring.

After tracking down and killing Hircine's Beast (don't freak out, it's just a stag) Hircine will speak to you through the stag's spirit. He will tell you to hunt down Sinding. Accept the hunt and track him down to Bloated Man's Grotto.

Enter the Grotto and talk with Sinding. This is where the quest splits up and gives you different rewards for the outcome. Either follow those rules, or try a third option (Seems like a glitch) and receive both.

First Choice

Don't kill Sinding. Instead, help him kill the hunters. Hircine will tell you to kill Sinding. Now exit and Hircine will appear again in his stag glory to ask you if you killed Sinding. It doesn't matter if you pick "I failed" or "I disobeyed your orders" he will still commemorate you about turning the hunt around (hunters become the hunted). He will then take the Cursed Ring of Hircine and uncurse it, providing you with the Ring of Hircine. The ring only works if you're already a Werewolf!

Second Choice

Kill Sinding. Skin his body, and Hircine will appear on sight to turn Sinding's skin into Savior's Hide, a magnificent Light Armor that is one of the best in the game. For max effect, smithing it improves the quality drastically.

Third Choice

Do not kill Sinding. Help him kill the Hunters, exit the cave, receive the Ring of Hircine, re-enter the cave, and kill and skin Sinding to receive Savior's Hide.

The Cursed Tribe

The Cursed Tribe requires a minimum level of 9 to initiate. It is part of the Daedric Quests.

Objectives

- Bring Troll Fat and a Daedra Heart to Atub
- Observe Atub's ritual
- Speak with Yamarz
- Meet Yamarz at Fallowstone Cave
- Protect Yamarz
- Defeat the Giant
- Take Shagrol's Warhammer back to Largashbur
- Place Shagrol's Warhammer on the shrine in Largashbur

Walkthrough

Go to Largashbur (west of Riften against the mountain-line) and Atub will tell you how the giants keep attacking their outpost and their leader is sick. Bring her a Daedra Heart and Troll Fat.

Travel North East of Riften with the Orc leader and fight your way until you get a proposition: tell the orc to get the mace from the Giant himself, or let him bribe you. If you make the orc kill the giant he will ultimately fail and you will have to slay the giant. If you accept the bribe, you must kill the giant and bring the mace back to the orc leader where he will turn on you (trust issues obviously).

When you return talk to Atub and Malacath will instruct you to place the mace on the altar. When he is done talking the mace will be transformed into Volendrung (2h mace) that you can take off the Altar.

• Note that some players have had difficulty entering the Largashbur compound if Ugor, who would otherwise unlock the front gate, dies during the initial approach to the fortress. However, approaching any other Orc fortress such as Dushnikh Yal just southeast of Markarth will open up a miscellaneous objective to retrieve a set of Orcish gloves called The Forgemaster's Fingers. Once returned to the quest-giver, you will be named Blood Kin of the Orc tribes and have access to any of the Orc fortresses across the map.

Pieces of the Past

Click this link to see the video http://www.ign.com/videos/2011/11/30/skyrim-walkthrough-part-27-pieces-of-the-past

Pieces of the Past cannot be attempted until you reach at least level 20. Once you do, you'll receive an invitation via a courier upon reaching any city in Skyrim. This prompts a Miscellaneous mini-quest to further investigate.

Objectives

- Speak to Silus inside his house
- Retrieve the pommel of Mehrunes' Razor
- Retrieve the blade shards of Mehrunes' Razor
- Retrieve the hilt of Mehrunes' Razor
- Bring the pommel stone to Silus
- Bring the blade shards to Silus
- · Bring the hilt to Silus
- Meet Silus at the Shrine of Mehrunes Dagon
- Speak to Mehrunes Dagon
- Kill Silus
- Reforge Mehrunes' Razor
- Claim Mehrunes' Razor

Walkthrough

To start the mission of aquiring Mehrunes' Razor, you need to go speak with a member of the Mythic Dawn, named Silus Vesuius. There is a mythic dawn museum in Dawnstar and he will be standing outside in front of the museum. Go and talk to him and then he will instruct you to find the pieces of the razor.

The shards are located in the trap-laden vault of Cracked Tusk Keep. The vault is locked so you may want to hunt to resident bandit chief, Ghunzul and loot the key from his body.

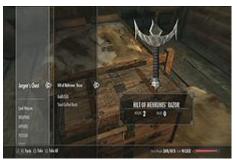




For the Hilt, head to Morthal and talk to Jorgen. He works by the sawmill. A high speech skill makes this part of the quest extremely easy. If you managed to convince him, he'll give you the key to his

house and chest. If you don't want to waste time talking to him, you can just pick the locks of the door and grab the hilt from the chest inside.





The pommel is located in Dead Crone Rock. Be careful as you approach this area, as there are a lot of enemies patrolling the area (forsworn, etc.) You need to enter the building first then exit to Skyrim again to reach the upper level where a hagraven and Word Wall is found. Be careful of the soul gempowered fire traps. Kill the hagraven named Drascua and deactivate the traps. Loot the pommel from Drascua's corpse.





Once the pieces are collected and you have spoken to Mehrunes Dagon. Kill Silus, careful though because he like to run and summon a familiar. Once he is dead Mehrunes Dagon will speak to you and then reforge the Mehrunes' Razor. Once you have claimed the dagger watch out as Mehrunes Dagon will summon two very nasty Dremora whom will attack you. You can run or stay and fight. They can be equipped with fire enchanted weapons, so keep that in mind when fighting them. Once dead they will have a key each to Mehrunes Dagons shrine and dont forget their Daedra hearts (which can be sold for a pretty penny or used for making Daedric armour). In the shrine, you can fight two more Dremora. The shrine has a good number of loot, including several gold ingots. The weapon drops for the Dremora - ironically - can include a bow or weapon enchanted with the Banish enchantment, which is very useful to make money in the game.

Mehrunes' Razor

Magical ability: Hits have a small chance to instantly kill. If smithing skill upgraded in improving magical weapons/armor, Mehrunes' Razor Damage rating will be 50. Damage can be even higher if you use fortify potions, enchanted amuletes, rings, and clothing that will improve weapons and armor and if One-handed weapon skill is very high. Needs an Ebony ingot to upgrade.

The Whispering Door

The Whispering Door isn't available until your character is level 20 or higher. You must also have completed Dragon Rising. You can get this quest by first gathering rumors from the barkeep at the Bannered Mare in Whiterun and then asking the Jarl about his children.

Objectives

- · Find out what's wrong with Nelkir
- Listen to the whispering door
- Speak to Nelkir
- Obtain the key to the whispering door
- Open the whispering door
- Retrieve the Ebony Blade

Walkthrough

Talk to the innkeeper of the Bannered Mare in Whiterun and ask her about the latest gossip in town. Afterwords a quest will appear telling you to Ask Jarl Balgruuf the Greater about his children, in which the Jarl is located at Solitude. Furthure more you will need to talk to Nelkir, located in Whiterun, Go to the door in the basement and attempt to unlock it. The Whispering Lady will then begin to speak to you. She tells you that the dark child (Nelkir) will guide you. Find and speak to Nelkir again, and he tells you that the only two people who can open the door are Balgruuf and Farengar. Acquire the key from the Jarl Balgruuf the Greater or Farengar Secret-Fire by pickpocketing him. Once you obtain the key, go back to the basement and open the door. Enter the room and retrieve the Ebony Blade. The Whispering Lady will speak to you again once you take the blade. This blade isn't charged by soul gems, however. It Absorbs the life essence of your foes and is strengthened by the blood of deceit.

The Break Of Dawn

You need to be level 12 or higher before you can attempt **The Break of Dawn.** You can start this quest by visiting the statue of Meridia.

Objectives

- Bring Meridia's beacon to Mount Kilkreath
- Replace the beacon
- · Guide Meridia's Light through the temple
- Destroy Malkoran
- Retrieve Dawnbreaker

Walkthrough

The statue of Meridia is located near the Mountain Range west of Solitude.

Once you talk to Meridia, she will ask you to find her beacon. Her beacon is located in different areas each time so go to the place that the quest indicates then take the beacon. Meridia will tell you to bring the beacon back to her temple. Place the beacon on the pedestal. Meridia asks you to clean her temple that has been infested with dark magic by a necromancer.

Go to the temple and activate the pedestals of light that unlock the doors. Along the way you will have to fight corrupted shades. At the end you have to fight the necromancer Malkoran and kill him. Once he dies, he becomes a shade that you must defeat. After activating the final pedestal of light, you are teleported back to Meridia, who gives you the sword called Dawnbreaker.

Tip: Many "Descerated corpses" can be found during this quest. Each of this corpses contains 20-125 gold. Looting every one of them will give a great amount of gold.

Glitches

- Completing the Dark Brotherhood questline, and fully upgrading the Dawnstar Sanctuary, and having Meridia's Beacon located in the Dawnstar Sanctuary, stops you from collecting the Beacon.
- Be wary to save before completing the quest. When Meridia drops you back down to earth, you are supposed to land safely and gently. However, sometimes this does not happen and you can fall to your death.
- It is possible to obtain two Dawnbreakers. During the final boss fight in the temple it is possible to somehow use a shout to knock or blast the sword off the altar. You can then loot around and find the sword on floor and pick it up, obtaining one copy of it. Then just activate the altar and obtain a second copy from Meridia.

The House Of Horrors

The House Of Horrors is part of a series of unrelated Daedric Quests. This one, concerning Molag Bal, can be initiated in Markarth

Mace of Molag Bal can be obtained from this quest.

Objectives

- Search the Abandoned House
- Find your reward
- Find the priest of Boethiah
- Free Logrolf
- Go to the abandoned house
- Beat Logrolf into submission
- Kill Logrolf
- Speak to Molag Bal

Walkthrough

This quest begins outside the Abandoned House in Markarth. Vigilant Tyranus, a vigilant of Stendarr, will ask if you know anything about the house. Offer to help and the quest begins. After a small conversation, you will be locked in the house with Tyranus and a voice will tell you to kill each other. Tyranus panics and attacks you, after you slay him the voice will tell you to go further into the house for your reward.

After going to the basement of the house, you will find a rusty mace that when activated triggers a trap that locks you in place. The voice reveals himself to be Molag Bal and the mace is his weapon that has been desecrated by a priest of Boethiah. Molag Bal orders you to find the priest and bring him to the shrine so he can make the priest submit.





The priest is in Bruca's Leap Redoubt, northeast of Markarth. You can find the priest, Logrulf the Willful on the northeastern edge of the camp. Talk to him and choose any conversation option to free him. Head back to the abandoned house.



Upon returning to the house, head to Molag Bal's altar and you'll find Logrulf trapped in the same way you were earlier. After some banter, Molag Bal tells you to beat Logrulf into submission with his Rusty Mace. The mace is automatically equipped so just pull it out and attack him.



You must reduce his health to zero twice to make him submit (Molag Bal revives him after the first time). After he submits, Molag Bal will tell you to kill him. Do this to receive The Mace of Molag Bal.

The Taste Of Death

To start this quest, speak to Brother Verulus. You can find him in Understone Keep, blocking a door to the Hall of the Dead. Talk to him about the Hall of the Dead and offer assistance. He will give you a key and tell you to investigate.



Walkthrough

In or near the Halls of the Dead in Markarth, Eola will ask you to meet up with her at Reachcliff Cave, starting **The Taste of Death**. The location is south west of Markarth. Here you have two options

- 1) Enter the Cave alone
- 2) Ask Eola to accompany you

If you're a lower level (Less than 20) player it's better to ask her to tag along. The path is linear and there are a couple of Draugrs on the way. The final level has a high level Draugr Death Overlord who uses Shouts.

 If you're a high level (over 40) the Draugr Death Overlord will be replaced by a nameless Dragon Priest. He will be powerful, but he does not carry one of the collectable masks.



Speak with Eola after the Cave is cleared. She will task you with finding a feast to please Namira. She needs a priest and wants you to convince Brother Verulus (He can be found at the Halls of the Dead in Markarth) to join you to the Cave.

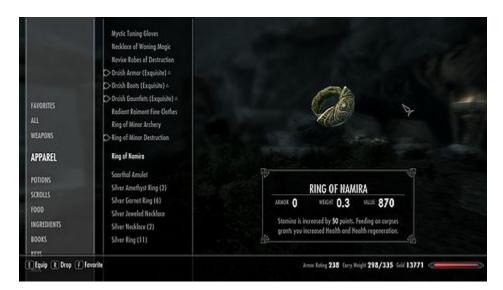


Once you bring him to the cave, Eola will hypnotize him and make him take a nap on the altar of Namira. She proceeds to request that you kill him and take the first bite.



Afterwards, Namira will speak to you and reward you with The Ring of Namira. The ring increases stamina by 50 and will give you increase in health and health regeneration if you feed on a corpse.

 Warning* It is possible to kill Eola after you begin the quest and if you do so, the quest will automatically fail and you won't be able to repeat it afterwards.



The Only Cure

You must be level 12 or greater to do **The Only Cure**. This quest is part of a series of unrelated Daedric Quests.

Objectives

- Obtain a Flawless Ruby
- Obtain a Silver Ingot
- Obtain a Deathbell Flower
- Obtain some Vampire Dust
- Deliver the ingredients
- Inhale the fumes
- Kill Orchendor

Walkthrough

Travel to Shrine to Peryite. Talk to Kesh the Clean and he will tell you to bring him the following items:

Silver Ingot (Blacksmith Vendor), Vampire Dust (Haemar's Shame has lots of Vampires, or go to an alchemist vendor), Flawless Ruby, Deathbell Flower (alchemist vendor). Deliver the ingredients to Kesh and inhale the fumes when ready.





When you are done communing with Peyrite, travel west to Bthardamz and clear out the dungeon. After killing the Orchendor, head back to the shrine. Activate the urn and the Daedric god will speak to you. After he has spoken, you'll obtain the Spellbreaker shield as a reward. You might remember it from Oblivion.

A Night To Remember

A Night To Remember is part of a series of unrelated Daedric Quests and can be started at Whiterun. (this quest can be found in any inn, not only in Whiterun). The Sanguine Rose can be obtained through this quest.

Objectives

Walkthrough

Go to a tavern in any of the holds in Skyrim . Speak to the man in the black robe (Sam Guevenne) and he'll ask if you want to enter a drinking contest with him. Accept it, and you will begin to drink until you pass out.

When you awake, you will find yourself in Markarth, in the temple of Dibella. The priestess will tell you came in, shouting, knocked stuff over and and passed out. She tells you to clean up the temple. Proceed to pick up the items located on your map. After you are done, she will tell you the location of where Sam may be. Rather than picking up your mess, you can also try to persuade her to tell you before doing this you might want to walk over the shrine and receive the Blessing of Dibella, which is Fortify Persuasion. A third option is to pay her off - do this and you can skip picking up your mess.

Go to the location she gives you and you will meet a farmer. The farmer tells you that you stole his prized goat and sold it to a giant. You can either find the goat, pay for it (1000 gold), or pass a speech or intimidate challenge. Whichever you choose, he will tell you the next location to go. You will approach a woman there. She talks about having a wedding ring for you after you told her how you met the love of your life and that you asked her to get you a ring. You can either Persuade, Intimidate or give her the money for it (2000 gold). Either way, she mentions that the wedding is at a place called Morvunskar. Once you arrive, you will meet a Hagraven named Moira, which you supposedly proposed to. Talk to her and you have one dialogue option: To have the ring back. She will become hostile and start attacking you. Be wary as Hagravens are very formidible opponents. Once you kill her, loot the wedding ring off of her and return the ring. The woman will tell you the next location to go.

When you arrive, you will need to fight your way through a fort full of mages, so be prepared with magic resist potions or apparel. Fight your way through until you reach a magical portal located at the top of a set of very conspicous stairs. Go through and keep walking until you find Sam. After some friendly banter, he reveals himself to be Sanguine, the daedric prince of debauchery, and gives the player his staff, The Sanguine Rose, for a fun time with the player when they were drunk. He teleports you out of the grove and that's the end of the quest.

Yet another reason why you will never go drinking with a daedric prince.

Note: Upon finishing the quest if you return to the Misty Grove, there is NO way to exit and you will have to restart from a previous save.

Note: If you fast travel to Anga's Mill Northwest of M	Norvunskar, a dragon will most likely be waiting.

The Mind Of Madness

The Mind Of Madness begins when you speak to Dervenin in Solitude.

You get the Wabbajack from this quest.

Objectives

Walkthrough

When in the city of Solitude, a servant will ask you to help him find his master who is stuck in an abandoned corridor of the Blue Palace.

To gain access you can either ask one of the maids and tell her that Falk told you to clean up the area and she will give you the key; or, if Falk likes you enough (after you complete Wolfskull Cave quest), then Falk will give you the key.

When you enter, go to the second floor, walk down the hallway and you will automatically be transported to Pelagius' mind.(There have been reports of the game freezing before entering Pelagius' mind .SAVE.)

Speak with Sheogorath and you will get the Wabbajack. There are 3 steps to complete before leaving.

- 1. Paranoia (to your left), this leads to an arena where 2 creatures will be fighting below you, fire the Wabbajack across the arena at the figures sitting on either side of the man, they will turn to wolves and attack him completing this scene.
- 2. Anger (to your right), Use the Wabbajack on the figure "confidence" to make him big and the attacker smaller, you may have to hit him twice in a row to get him to the largest size and win.
- 3. Night Terrors (right down the middle), here you come to a clearing where Pelagius is asleep in a bed, you must wake him. To do this fire the Wabbajack at him, then a wolf will appear, shoot the wolf and it turns to a sheep, then shoot Pelagius again. Repeat this as different enemies appear, until he awakens. "Friendly" characters will also appear, such as a young Pelagius and a Sultry Maiden. They do not need to be shot with the Wabbajack.

Once you have completed all three tasks to treat Pelagius's mind return to the glade where Sheogarath is seated at the table and speak with him. After some scenes he will return you to the Blue Palace and give you the Wabbajack. You find out that the God of Madness is the servant's master, and he returns to his home in . Be sure to continue down to the cellar to obtain the book the "Surfeit of Thieves" before leaving.

The Wabbajack, causes random things to happen when used, such as turning an enemy into a chicken.

Waking Nightmare

To start **Waking Nightmare** talk to the priest Erandur inside Windpeak Inn in Dawnstar. After a bit of conversation, you will follow him up to the top of a nearby mountain, where you will battle some spiders. After that, you will talk to Erandur again. Then, you follow him into Nightcaller Temple.

As you walk through the temple, mages and orcs will wake up as you approach them, and subsequently attack you. After a bit of exploring, you will search for a book that allows Erandur to conclude that you need to search for a potion that enables you to live through another person's memory.

After drinking the potion and walking down a few hallways within the "dream", your character will exit the dream and rematerialize on the other side of the barrier that blocked you earlier. Once you activate a trigger to take it down, you will progress deeper into the temple. Once you get close to the skull, you will encounter two of Erandur's old companions. Once you kill them, Erandur starts a ritual to destroy the skull. You now have a choice:

- Option 1: Let him finish the ritual and let the skull be destroyed. Erandur will become available
 as a companion. WARNING: Choosing this option will not count toward the required 15 Deadric
 Artifacts needed for the Oblivion Walker trophy/achievement.
- Option 2: Kill him during the ritual and take the skull for yourself.

Glitch

Its recommended to save before talking to Erandur when you meet him infront of Nightcaller Temple. There's a chance that he'll vanish completely when following him inside, thus breaking the quest entirely.

If encountered, PC owners should open their consoles while inside Nightcaller Temple and type this to bring Erandur back

prid 0024280 moveto player

There is no known fix for consoles at this time.

 I (habsfan666) tested on Xbox 360 that if you complete the whole dialog and ask about the gas it will not glitch. When i skipped the dialog he disapeared and when i spoke with him he was inside. **

Divines Quests

The **Divines Quests** are quests pertaning to the Nine Divines.

Divine Quests

- Kyne's Sacred Trials
- The Blessings of Nature
- The Book Of Love
- The Heart Of Dibella

Kyne%27s_Sacred_Trials

The Blessings of Nature

The Blessings of Nature can be started by visiting Danica Pure-Spring in Whiterun.

This quest should preferably be done before the Battle for Whiterun quest begins, as this NPC may be killed during the fighting, and this quest alongside with her.

Objectives

- Retrieve Nettlebane
- Bring Nettlebane to Danica Pure-Spring
- Retrieve Eldergleam sap (or sapling via Maurice Jondrelle)
- Return to Danica Pure-Spring

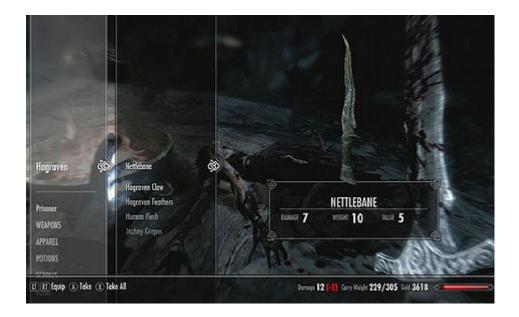
Walkthrough

The priestess of the Temple of Kyrnareth, Danica Pure-Spring, is a gentle soul who wishes only to help the ill and less fortunate as well as restore vitality to the whithering Gildergreen, the special tree in Whiterun. If you press her to tell you more about this temple, the dialogue steers itself toward this very topic, allowing you to offer your assistance. She requires a weapon strong enough to extract the sap from the mother tree, and that weapon is in the possession of a rather rowdy monster that resides in Orphan Rock.





For this quest, bring along a Follower - it couldn't hurt for extra damage and to divert attention away from the Magicka-users in that area. The best way to get there is by first fast-traveling to Helgen, which is located closer to Orphan Rock. Follow the paved path for a ways and, checking the map or using Clairvoyance, cut left through the beaten path. You eventually stumble upon Orphan Rock, but you don't need to venture in much to find the Hagraven on the rock above. There are, however, witches with an affinity to fire or ice magic in the vicinity.



Once the lone Hagraven has fallen, rifle through the body for the Nettlebane and other items, then return to Danica, who sends you to Eldergleam to get the sap. Nearby, Maurice Jondrelle overhears of your visit to the Eldergleams and asks to tag along. If you accept he can add another way to complete the quest. Make the long journey east to the Eldergleam Sanctuary with a companion.

The sanctuary serves as a tranquil place for people to come and marvel at the Eldergleam's glory. You'll find The Mystery of Princess Talara Part II along the ground here; reading it increases your Restoration skill. Equip the Nettlebane as a weapon and travel along the path until you're obstructed by the Eldergleam's giant roots. Slash at the roots to force them to let you pass.

Once the path is open, if Maurice Jondrelle is nearby he may ask you to stop attacking the tree. If you follow the conversation and allow him to try another method, he will pray at the tree and get a sapling for you (no Spriggans will appear). If you decide against this, or he's no longer around, approach the trunk of the Eldergream Tree and "activate" it to collect the sap. After extracting the sap from the tree, some Spriggans suddenly appear and slaughter all the peaceful visitors to the sanctuary. Defend yourself against their attacks. Spriggans are particularly vulnerable to ice-based magic and can regenerate a bit of their health.

There is also a hidden treasure chest just in front of the tree - behind more roots - close to the wall of the sanctuary that contains valuable loot. Be sure to check it out.





Leave the Eldergleam with the sap or sapling and return to Danica Pure-Spring to complete the quest.

The Book of Love

To start with, speak to Dinya Balu at the Temple of Mara, in Riften. Pretty straightforward... Go to Ivarstead, find the Fellstar farm and then talk to the girl. She will then ask you to speak to her parents, do so. The mother will then say she will take care of the father. Go speak to the girl's young lover and convince him to go elope with her. Follow him back to the farm and listen in. Congrats, a done deal yeah you're a matchmaker!! Head back to Riften and talk to the priestess, who will then ask you to go speak to someone else! Oi. Go to the marvelous city of Markarth far to the west. if you dont want to walk quick travel with a carriage ride.

The Heart of Dibella

This quest is started by accepting the errand given by Hamal, deep inside the Temple of Dibella's sanctum in Markath. You can also talk to the beggar named Degaine and he'll give you a miscellaneous task to steal the statue inside the temple.

Objectives

- Find the future Sybil of Dibella
- Rescue Fjotra from the Forsworn
- Bring Fjotra to the Temple
- Pray at Dibella's Altar

Walkthrough

Travel to Karthwasten then look for Enmon who is working in the mines. Talk to him to learn that his daughter has been taken by the Forsworns to Broken Tower Redoubt. You have the chance to let Enmon join you in rescuing his daughter or leave him behind and take care of business yourself.



The location will be marked in your map. Once you're inside the fort, make your way upstairs and continue following the marker until you find a door on the topmost floor leading outside. Kill the guard and enter the next room to find the girl and a Forsworn Briarheart guarding her.





Kill it, loot the prison key from its body then talk to Fjotra. Fast travel to Markath and escort the kid to the temple.



Once in the temple, talk to [[Hamal] to update your mission objective. Next, pray at the altar to complete the quest and earn the active effect, Agent of Dibella.

Civil War Quests

These quests tie in to the Skyrim Civil War between the Stormcloaks and the Imperials. You will be first given the choice to choose between the two sides right after the Unbound quest, depending on whether you followed Hadvar (an Imperial) or Ralof (a Stormcloak) to your next location. However, you're not actually locked in until later when you're asked to swear fealty to one side or the other.

Note: Once the player chooses a side the other quest will fail

Keep in mind also that many of the Civil War quests intersect or are the same, but will pan out from the perspective of the side you are on. The walkthrough will make note of these differences.

SIDING WITH the STORMCLOAKS



o join the Stormcloak rebellion,

travel to Windhelm by way of walking, horse, or carriage, which is located towards in the northeasternsection of Skyrim. After arriving, enter the Palace of the Kings and talk to Ulfric. He will send you to talk to another soldier, Garmer, and he will give you a little initiation quest called <u>Joining the Stormcloaks</u>. He will send you to a island farther north to kill an Ice Wraith, and will give you potions of resist ice damage. After killing the Ice Wraith return back, report in, take the oath of the Stormcloaks, and you have joined sides with the Stormcloaks.

Proceed to Stormcloak Quests

SIDING WITH THE IMPERIAL



To join the Imperials, go to Solitude (in the NW) and speak to General Tullius, who will direct you to Legate Rike, his second-in-command. She will give you the task of clearing a fort of its pesky Bandit infestation in quest called Joining the Legion. Following that little clean-up, Tullius will have you take an oath, and you will officially be a man or woman in service of the Imperial Legion and the Empire.

Proceed to Imperial Quests

Stormcloak Quests

The Stormcloak quests are one part of the Civil War Quests. Some quests will overlap the other sides' quests. The walkthroughs for such quests will detail the differences.

Quests

- Joining the Stormcloaks
- The Jagged Crown
- Message To Whiterun
- Battle For Whiterun
- Liberation Of Skyrim
- Rescue From Fort Neugrad
- Compelling Tribute
- The Battle For Fort Sungard
- A False Front
- The Battle For Fort Snowhawk
- The Battle For Fort Hraggstad
- Battle For Solitude

Imperial Quests

The Imperial quests are only one side of the Civil War Quests. Some quests will overlap with the other sides'.

Quests

- Joining The Legion
- The Jagged Crown
- Message To Whiterun
- Defense Of Whiterun
- Reunification Of Skyrim
- A False Front
- The Battle For Fort Dunstad
- Compelling Tribute
- The Battle For Fort Greenwall
- Rescue From Fort Kastav
- The Battle For Fort Amol
- Battle For Windhelm

Bards College Quests

Your first encounter with a singing bard in any major inn or city will most certainly bring up talk of a famous Bards College for aspiring performers. Found in Solitude, the Bards College doesn't just accept anyone -- you'll need to prove yourself first before you are formerly inducted into the esteemed Bards College.

Bards College Quests

- Tending the Flames
- Miscellaneous Tasks
 - Find Finn's Lute
 - Find Pantea's Flute
 - Find Rjorn's Drum

The Bards-related miscellaneous tasks aren't full-fledged quests; more like favors. However, it pays to do them, as your Skills will benefit from the automatic increases you receive.

Tending the Flames

Tending the Flames begins when you first speak to Viarmo, the College headmaster.

Objectives

- Find King Olaf's Verse
- Help Viarmo reconstruct Olaf's Verse
- Meet Viarmo at the Blue Palace
- Watch Viarmo perform Olaf's Verse
- Speak to Viarmo
- Speak to Jorn
- Attend the Burning of King Olaf

Walkthrough

King Olaf's verse is hidden in Dead Man's Respite. When you enter, pick up the Ruby Dragon Claw from the pressurized plate on the table in front of you. You'll need the Claw later. A seemingly benign ghost will appear repeatedly throughout your excursion, guiding you of sorts as you are assailed by an assortment of Draugr enemies.

The dungeon is quite straightforward. Crawl through the Draugr tombs, activating chains to open the way. You get to one point where you'll need to fall into a pit of water and continue through the lower depths of Dead Man's Respite.

Past the sealed door, you must fight off a more powerful Draugr type, usually accompanied by equally as competent lesser Draugr. Hold your ground against an onslaught of Restless Draugrs in one of the rooms and descend down a spiral staircase. Retrieve King Olaf's verse and return to the Bards College.

The ghostly Svaknir will open up the sealed passage for you. At this point, you'll need to solve the puzzle, using the Ruby Dragon Claw to complete the solution. (Hint: The correct sequence is on the Claw itself -- inspect it in your inventory.)

Beyond the stone door, you will have to stand your ground against a full-on Draugr assault. Svaknir's unsettled ghost will be there to help you fell one Draugr after another, until King Olaf One-Eye himself rises from his tomb. It's useful to note that Svaknir cannot be harmed, so he can be used to draw King Olaf's attention as needed.

Take **King Olaf's Treasury Key** from his now lifeless corpse, learn a Whirlwind Sprint Word from the Word Wall here, and unlock the door using the looted key for a quick way back to Skyrim.

When you present King Olaf's verse to Viarmo back at the Bard's College, he is unhappy with its current condition, but you can help him piece back together the lost verses. The Persuade option gives the verse a more fanciful flair. Do successful persuasions to gain the court's favor and boost

your payout in the end.

Meet Viarmo at the Blue Palace. After Viarmo artfully recites the king's wonderful tale, speak to Viarmo who refers you to Jorn, promising that you will soon join the ranks of the auspicious bards. The festival begins apace after dark. After bearing witness to the burning of Olaf's effigy, you officially become a bard, receive your handsome reward, and help out with a few other things in the Bards College.

Master Magic Quests

You can buy all Spells in Skyrim from the College of Winterhold, but the Master Spells must have quests completed to earn them! Once you reach Level 90 in each Magic Skill, you can talk to one of the Experts at the College of Winterhold to start a Quest for the Master Magic Spell from each college of Magic.

- Tolfdir is the mage of Alteration
- Phinis Gestor is the mage of Conjuration
- Faralda is the mage of Destruction
- Drevis Neloren is the mage of Illusion
- Colette Marence is the mage of Restoration

You can find them all around the College of Winterhold. Tolfdir is usually in the Hall of Attainment while the others are usually in the Hall of Countenance.

Once you're at a high enough level, talk to each one to start the Master Quest.

- Alteration Ritual Spell
- Conjuration Ritual Spell
- Destruction Ritual Spell
- Illusion Ritual Spell
- Restoration Ritual Spell

Alteration Ritual Spell

When you get near Mastering the Alteration Skill (around Level 100), talk to Tolfdir at the College of Winterhold. You can ask if there's anything else to learn. Conversate until you start the quest Alteration Ritual Spell.

Objectives

- Use Kavohzein's Fang to collect Heartscales
- Bring Dragon Heartscaled to Tolfdir

Walkthrough

After getting the quest from Tolfdir, head to Ragnvald. You need to fight Otar The Mad, a Dragon Priest that will drop the Otar mask, in order to open up a gate holding Kahvozein's Fang. Find two skulls inside Ragnvald to open up the sarcophagus that holds Otar. After the battle, the gate will open.

You can also find a Shout wall next to it. Word of Power - Kyne's Peace.

Next step is finding a dragon. There's many Dragon Shrines where you can find a dragon. Or you could run into one by luck. All you need to do is kill a dragon and search it's body with the Kavohzein's Fang in your inventory. Dragon Heartscales will be added to your inventory automatically. **NOTE:** This will not work if you turn the body to ash with high level magic spells.

Head back to Tolfdir and give him the Heartscales. He'll give you a Spell Tome with Dragonhide in it.

Conjuration Ritual Spell

Once you get near Mastering Conjuration, talk to Phinis Gestor and the College of Winterhold. Ask him if there's more to learn and he'll give you the Conjuration Ritual Spell Quest.

Overview

- Summon and subdue an Unbound Dremora
- Deliver the stone to Phinis

Walkthrough

What you need to do is summon an Unbound Dremora and subdue it. You need to get it to bring you a Sigil Stone from a Oblivion. Take the Sigil Stone back to Phinis to get the Master Conjuration Spell.

Phinis will give you a Novice Conjuration Spell called Summon Unbound Dremora which will summon it for 999 seconds. Walk over to the Hall of Attainment and climb up the stairs to the roof. You'll find a few candles set in a circle at the top. Use the spell and conjure the Dremora in the middle of the ring. Talk to him and say "I summoned you. I control you now." He'll attack with a Dremora Warhammer. Kill him off and summon him back. Talk to him again and say "Admit that I control you." He'll attack again. Kill him off, yet again, and summon him back. Ask him "WIII you submit, or do I need to banish you again?" He'll submit. Tell him to bring you a Sigil Stone. He'll tell you to summon him again and he'll have the stone. Summon him once more to get the Sigil Stone. Bring the stone back to Phinis and ask him what he sees. He'll give you the Stone back and give you the Master Conjuration Spell Tome: Summon Flame Thrall.

Destruction Ritual Spell

Overview

This quest is given to you by Faralda at The College of Winterhold after your Destruction skill reaches 100. By completing this quest you gain the Fire Storm Tome and the ability to purchase Blizzard and Lightning Storm from Faralda. The only master level Destruction Spells

Objective

- Reach Destruction 100
- Talk to Faralda at the College of Winterhold
- Take Power of the Elements to Windward Ruins
- Place on the pedestal and cast a fire spell on it
- Retrieve the book and proceed to North Skybound Watch
- Place on the pedestal and cast a frost spell on it
- Retrieve the book and proceed to Four Skull Lookout
- Place on the pedestal and cast a lightning spell on it
- Pick up the book and read it to complete the quest.

Walkthrough

After you have reached Destruction Level 100 a new dialogue option appears with Faralda, the Destruction trainer at the College. Asking her will result in the player being given the book *Power of the Elements* This book is not yet complete but the poem inside is as follows

Northward, haunted northern coastline
And south, Dwemer live and toil
A simple place, a shield from draft
At this stand wield mage's craft
So fierce the sea will boil.

The Poem refers to Windward Ruins. Just outside Dawnstar. Upon entering the barrow there will be a pedestal upon which you can place the book. After placing it cast a fire spell at it. Pick up the book and it will have an addition to the poem that reads as follows.

Under Greybeards' morning shadow
At this northern watch, long lost
Nirn's hoary Throat does scrape the sky.
Here unleash a chiling cry And gild this stand with frost

This addition refers to North Skybound Watch. It can be found on the southern side of the Throat of the World, Just a short walk NE of Helgen. The pedestal is on a stone lookout post. Place the book and cast a Frost spell this time to obtain the next part of the poem, which reads as follows.

Over western river waters, By Karth bounded, south and north On mountains sits a humble crown. Sky's wrath on this stand bring forth To shake these snowcaps down.

This addition is the last of the four verses. It refers to Four Skull lookout. It is near Karthwasten and north of Karthspire. The pedestal is behind the stone building. Place the book and cast any lightning spell on it.

Once done pick up the book and read it to gain the Fire Storm spell. Once the quest is done Faralda will then sell the spell tomes for Lightning Storm and Blizzard.

Illusion Ritual Spell

When you reach near Master level (100) in the Illusion Skill, talk to Drevis Neloren at the College of Winterhold. Ask him if there's more to learn to start the Illusion Ritual Spell.

Objectives

Bring the Four Master Illusion Texts to Drevis Neloren

Walkthrough

Once the quest is started, Drevis will give you a special Illusion spell called "Vision of the Tenth Eye." You need to use this spell to find four Master Illusion Texts hidden throughout the College of Winterhold. The spell takes no magicka to use, but it has a pretty long charge time. It allows you to "See what others cannot" for 30 seconds. The books look like normal books, so they won't be too easy to find. They will be called "Master Illusion Text."

- One book can be found on a table inside The Arcanaeum. The table will be on the left outer circle when looking from the entrance. West area.
- One book can be found on the second floor of the Hall of Attainment. It will be under a bench right near the stairs.
- One book can be found on the second floor of The Hall of Countenance. It will be on a barrel
 inside the room to your right from the stairs.
- One book can be found in The Midden. For those who don't know where that is, it's the
 basement under The Hall of COuntenance. The book is down a some steps to the left, near an
 Atronach forge. You can find it on a table next to the "Atronach Forge Manual." This area is to
 the East of the Hall of Countenance entrance.

Once you have all texts, bring them back to Drevis Neloren. He'll give you the Spell Tome: Hysteria and end the quest.

Restoration Ritual Spell

When you near mastering the Restoration Skill, talk to Colette Marence at the College of Winterhold. Ask her if there's any more to learn and she'll give you the Restoration Ritual Spell Quest.

Overview

Gain the Augur's Approval

Walkthrough

You'll need to find the Augur and gain his approval in this quest. You can find The Augur in The Midden -- the basement under the Hall of Countenance. If you finished the College of Winterhold Quests, you would have already met the Augur of Dunlain. He's kind of like a ball of light. Talk to him to start the test. The test is to see how well you know Restoration Spells. A few ghosts will appear and start casting a low-level fire spell on you. One may get a dagger and attack you head on. Use healing spells to restore your health. Circle of Protection may keep them at bay. You can also use Turn Undead Spells to keep them away or Ward spells to deflect their magic. Survive long enough to get the Master Restoration Spell Bane of the Undead. It's pretty simple.

Other Quests

These quests differ in that they are outside of the main dragon story arc but don't necessarily fall under the special questlines (The Companions Quests, The Dark Brotherhood Quests, etc.).

This list will be presented in alphabetical order for your convenience.

Quests

- A Few Words with You
- A Return To Your Roots
- Blood on the Ice
- Becoming Thane
- Delayed Burial
- Distant Memories
- Coral Dragon Claw
- Forbidden Legends
- In My Time Of Need
- Laid To Rest
- Lights Out!
- Missing In Action
- No One Escapes Cidhna Mine
- No Stone Unturned
- No Stone Unturned-Easier Method
- Promises To Keep
- Rise In The East
- Rising at Dawn
- Siege on the Dragon Cult
- Silenced Tongues
- Tending The Flames
- The Forsworn Conspiracy
- The Golden Claw
- The Legend of Red Eagle
- The Lost Expedition
- The Man Who Cried Wolf
- The White Phial
- Repairing The Phial
- The Wolf Queen Awakened
- Unfathomable Depths

A Few Words with You

Overview

This quest can be given by a number of NPCs around Skyrim and results in you choosing to Intimidate, Persuade or Bride the person you are asked to speak to, increasing Speech skills.

Quest Givers

Carlotta Valentia

Speak to Mikael at The Bannered Mare in Whiterun

Haran

Speak to Ranmir at Birna's Oddments in Winterhold

Omluag

Speak to Mulush gro-Shugurz at Smelter Overseer's House in Markarth

Octieve San

Speak to Irnskar Ironhand at Bryling's House in Solitude

Iddra

Speak to Roggi Knot-Beard at Steamscorch Mine

A Return To Your Roots

A Return To Your Roots begins immediately upon the collection of a single Crimson Nirnroot sample. It can be found in Blackreach inside of giant Dwarven ruins. You'll come upon this quest as you do Discerning the Transmundane.

Walkthrough

The quest begins upon the collection of a Crimson Nirnroot sample in Blackreach. You will be required to find out the significance of this plant, and in order to do so you should head inside Sinderion's Field Laboratory, which is located right across the gates back to Alftand Cathedral. Inside you can find Sinderion's remains, still clutching his field journal. After reading the journal, the quest will update, and you will be required to collect 30 Crimson Nirnroot samples across Blackreach - a difficult but rewarding task (there are more than 30 Crimson Nirnroots in Blackreach).

Crimson Nirnroot, unlike the more common garden variety, does not solely grow near bodies of water. Many samples can be found by patches of mushrooms, Dwemer pipes or along the sides of the cavern. There are also several plants located inside different buildings in Blackreach, specifically:

- 1. Sinderion's Field Laboratory inside a pot.
- 2.Derelict Pumphouse underwater, requires you to use crank and open the gate first.
- 3. Silent Ruin inside a pot.

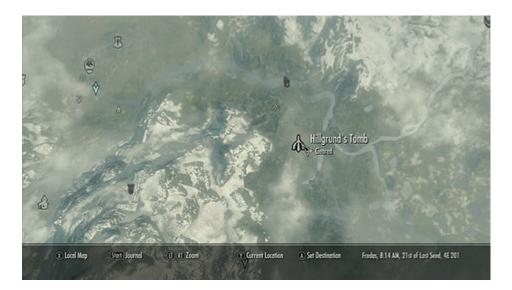
4.Hall of Rumination - actually not inside building itself, but on platform above it. Enter through Hall of Rumination and fight your way to a door leading upstairs. Plant is in a pot, behind entrance.

After collecting required number of plants, the quest will update again and you will be asked to deliver them to Avrusa Sarethi, Sinderion's former colleague. She is currently residing at Sarethi Farm, between Riften and Ivarstead.

Give Avrusa 30 Crimson Nirnroot samples to complete the quest and receive The Nirnoot Missive. You will also be provided with Sinderion's Serendipity, an ability which provides a 25% chance to mix two potions instead of one.

Ancestral Worship

Ancestral Worship is obtained from Golldir in Skyrim, at the entrance to Hillgrund's Tomb. You can expect a reward of 500 gold if all objectives are fulfilled, plus access to a Staff of the Familiar.



Objectives

- Protect Golldir (this is optional)
- Defeat Vals Veran

Walkthrough

Golldir is hanging outside Hillgrund's Tomb, just east of Whiterun. Lead him through the cavern, fighting through Skeletons and Draugrs. When you reach the tomb's terminus, you'll encounter Vals Veran, a powerful wizard that summons a bunch of Draugrs to fight, some of which have magic abilities.





This can be a tough fight. We had good luck by sneaking in shadows and taking arrow shots whenever Vals Veran re-appears. He'll usually disappear every time he's hit, but will eventually run out of warp juice. Kill Vals quickly to keep Golldir alive and you'll be rewarded with 500 Gold.

On Vals' corpse is the Hillgrund's Tomb Crypt Key. Use the key to open a door inside the tomb and

you'll have access to all kinds of goodies, including the Staff of the Familiar.

Becoming Thane

After you kill the Dragon in the Main Quest Dragon Rising, Jarl Balgruuf the Greater decides to give you the title of Thane of Whiterun, giving you a housecarl (Lydia), and allowing you to purchase property in the city. Guards will also think twice before arresting you if you inform them you are the Thane.

Whiterun isn't the only Hold where you can become Thane. This page is here to help you if you decide to take your lust for power to the other holds in Skyrim.

Jarl's Castles

- Dragonsreach
- Blue Palace
- Mistveil Keep
- Palace of the Kings
- Understone Keep

Note: If the Jarl of a hold changes due to civil war events, you will lose your title as Thane for that hold. Fortunately, getting back the title is usually simply just asking the new Jarl for it.

Whiterun

The Jarl of Whiterun reighs in his perch on Dragonsreach. You become the Thane of Whiterun during one of the earliest main quests. Simply kill the dragon, discover that you're Dragonborn, and the Jarl will practically trip over himself in his eagerness to make you a Thane.

Morthal

Becoming Thane of Morthal is fairly straightforward. First, you investigate the house that burned down and complete the subsequent quests. The grateful Jarl will tell you that she'd be happy to make you Thane as long as you are "known through her Hold." This translates into helping three different people, all of which can be found in the limited square mileage of Morthal.

Markarth

The politics of Markarth are quite complicated, and thus becoming Thane is as well. The idea is to complete enough quests for both the Jarl and his Steward, driving out the Forsworn from their city and their hills, as well as completing the Civil War Quests. The Jarl will then make you Thane of Markarth and appoint you a housecarl, Argis the Bulwark.

Kill Forsworn for the Jarl and his Steward. Help five citizens of Markarth and he'll make you Thane.

Solitude

Talk to Falk Firebeard in the Blue Palace, and he will give you a quest summoning you to investigate lights and sounds coming out of Wolf Skull Cave which is located in the mountains west of Solitude. After completing the quest, talk to Falk again and he will reward you. You may now speak directly to the Jarl herself, and she will thank you and give you one more task.

After you have completed this task go back and talk to the Jarl. She will invite you to be a thane of hers but in order to be a Thane, you must first own property in Solitude. This property can be purchased from Falk for 25,000 gold pieces. Once you buy the property, go and talk to her, and she will appoint you to be a Thane of Solitude.

Falkreath

This Hold is as straightforward as Morthal: obtain a drink for the Jarl, then kill the assigned Bandit Leader. Complete three quests for locals and you're set. This is the standard formula for the smaller Holds (that is, Holds like Morthal, Windhelm, and Falkreath).

Tip: Helping a local can be as simple as helping a farmer collect his crop.

Riften

For Riften you must go to the Riften Fishery and look for a lady that has a Skooma addiction. You then give her some coin and ask her where she gets her skooma. Afterwards, you talk to the jarl and complete the skooma dealer quests. Then, you must buy a house in Riften and you will be presented with the your title as thane.

Windhelm

The option to become Thane will only become avaliable from Ulfric after you have liberated Falkreath. If you joined the imperials, you can only become thane when you've completed the imperial's Civil War quest line.

The objectives you need to complete here are as simple as is Morthal. Obtain the Helm for the Jarl, and then help out five people in his Hold, and purchase a piece of property for 15000. The home in Windhelm however will not be avaliable for purchase until you've completed 'Blood on the Ice' side quest (which is triggered at night at the cemetry after you've visited Windhelm a few times).

Note: If you've finished the Civil War quest and have sided with the Imperials -- and if for some reason you have not started the "Blood on the Ice" sidequest -- the Windhelm home can be acquired on your way to becoming thane. Upon opening the door and discovering the bloody lair of the Windhelm Ripper the Blood on The Ice quest will immediately start. You can later request the Steward to clean up the bloody lair...for a price.

Dawnstar

Connected to the Dark Brotherhood Quests.

Winterhold

The Jarl will request you to bring him the helm of Winterhold in order to make you Thane.

Blood on the Ice

Location

This side quest takes place entirely within the city of Windhelm. It can be available once your character has visited the city a certain minimum number of times, either by fast travel or by simply leaving and returning through the front gate, and begins when the player enters the graveyard district near the Temple of Arkay. A Windhelm city guard who is watching over the aftermath of a recent homicide there will halt the player's progress to inquire if your character has seen anyone suspicious fleeing the scene.

Walkthrough

A Killer on the Loose

When the player enters the graveyard district, there will be a city guard and a few NPC characters standing near the scene of a grisly murder. A young woman lies dead, and is being tended to by the Priestess of Arkay under the watchful eye of the guard. If the player speaks to the guard and asks what happened, the guard will mention that this seems to be just the latest in a string of murders with the same *modus operandi* that have been taking place in Windhelm of late, but nobody has been able to witness the culprit and the city guards are spread too thin to be able to invetigate. This is where the player comes in.

Ask the guard if they need help with the investigation, and the guard agrees as long as permission is obtained from the Jarl's assistant before you go snooping around. The Jarl's assistant can be found within the Palace of the Kings, the keep in Windhelm wherein Ulfric Stormcloak presides and coordinates the Stormcloak Rebellion with his military advisors. During the day he is often nearby the Jarl's throne, but by night he may be found sleeping on a bedroll in the keep's kitchen just off the throne room. Speak to him, and he gives you permission to proceed, pledging both his support and that of the city guards if needed.

With permission granted, head back outside to speak to the guard in the graveyard again. He or she will ask you to interrogate the witnesses who are standing nearby, none of whom can give you any useful information about the murderer. Speak to the guard again and relate the lack of any findings, and he or she will confirm that this is typically what has happened for all of the previous murders. The guard suggests that the player speak with the Priestess of Arkay in order to learn if any details about the condition that the bodies were found in might offer any clues about the murderer, and also warns that the Priestess is a strange one!

Body of Evidence

Enter the catacombs of the Hall of the Dead and find within the Priestess, who is already engaged in preparing the body for its eternal rest. Aside from a bit of gallow's humor, she also imparts the details of the victim's wounds, which were inflicted by a curved blade not unlike that of one of the embalming

tools she uses frequently herself. Outside of her own line of work, she has only ever seen such a tool used by necromancers. While interesting, this revelation doesn't quite provide any new leads, so exit the Hall of the Dead to search for more clues.

Outside once more, the murder scene confronts you with more evidence: the victim's blood is pooled not only where the body was found, but also several large smears of it leading away from the area. Following it, you arrive at the doorstep of an abandoned house, its front door firmly locked. At this point, if your Lockpicking Skill is high enough you may attempt to pick the lock; otherwise you will need to speak to several different NPC's around town in order to acquire the key. Either way, enter the abandoned house to continue your search.

Into the Belly of the Beast

Upon entering the house, you quickly note the presence of cobwebs and a thick layer of dust on its interior surfaces; it appears that nobody has been here in a long time. Upon closer inspection though, you notice another trail of blood smears leading to a small chest that has been pushed up against the far left wall. It too bears spatters of blood on its surface, and within you find a number of pamphlets warning of the night creature its author, a local woman known as Viola, calls "The Butcher", along with a journal. Read the journal, and it speaks of the horrible intentions of its owner. In it is described a motive behind the murders, which is that the killer is collecting body parts for some nefarious purpose. This is one seriously disturbed individual!

Moving farther into the house, you notice a wardrobe and a bookcase on the far wall, and another wardrobe to your right as you enter a small alcove. The wardrobe yields only a few articles of clothing, but the bookcase next to it has several more of the pamphlets you encountered in the chest, as well as a strange amulet lying beneath them. As you examine the other wardrobe, it reveals a false back that can be opened, leading into a secret room filled with the bloody, skeletal remains of prior victims strewn about the floor. An operation table sits in the center, its surface marred with congealed blood, and to its left is a set of shelves bearing the implements with which these bodies were dissected.

Upon one of the shelves is another journal, this one just as graphic as the previous one and further detailing the owner's intention to use the collected body parts in some sort of necromantic ritual. Furthermore, it indicates that its owner doesn't quite have all the components needed, necessitating yet another murder, and soon! Having gathered these key pieces of evidence, you're now done here.

Narrowing the Suspects

With all of this evidence in hand, head back outside and speak with the first city guard you see. Ask about the strange amulet and you'll be directed to speak with a Windhelm resident who operates a sort of curio shop, and who might know more about it because of his known interest in items such as this. Ask about the pamphlets, and the guard will tell you that its author has been at this leaflet campaign for months, ever since the murders started, ostensibly to raise awareness of the dangers but instead is viewed as somewhat of a nuisance by both the city guard and the local populace.

Speak to the curio shop owner and he'll tell you that the amulet is one typically carried by the Jarl's court wizard, and offers to buy it off you for 500 gold. *Note: This is very easily to miss and if you did not grab the amulet the game will skip over this portion of the quest. Doing so you will break the

quest, and it will end with you incriminating the court wizard* You may agree to sell it to him or keep it; either way you still have another lead to follow up. Speak to the old woman Viola about her pamphlets, and she tells you that when the present court wizard first arrived in Windhelm, it was amid speculation that he had been involved with necromancy while at the College of Winterhold. Perhaps you should have a chat with him and let him explain? Meanwhile, she decides she wants to see the secret room for herself and asks you to meet her there later.

At this point, the quest can continue in one of two ways. Either return to the Jarl's assistant and name the court wizard as the murderer, or speak with the wizard to hear his side of the story and possibly lead you elsewhere. If you accuse the wizard of murder, he is subsequently hauled away in irons to the keep's prison to await trial; but soon afterward there is another murder with the same calling card. Evidently the real killer is still at large, and you've accused the wrong man!

Fortunately you can continue the investigation by speaking with the court wizard in his jail cell at this point, or if you chose to hear his side of the story earlier he tells you that he's been studying the murders himself and has identified a pattern. All of the murders so far have coincided with dates and times of significance, if one is a practitioner of necromancy. Further, he tells you that if the pattern holds, there will be another murder soon. Very soon. Within the next few nights, it is likely that the killer will strike again, but this time within the market district. He advises you to begin patrolling that area immediately so as to catch the killer in the act.

Ambushing the Ambusher

Patrol the market district, after about 5pm (in game) the murderer appears and kills another young lady. You then give chase, the murderer will make his way back to the abandoned house. Once inside he (Calixto Corrium) will attack you. Kill and loot his body. You then have to go and tell Jorleif what has happened. Once telling him, he tells you that you've done a great service for Windhelm and that the guards will be nicer to you.

Glitch

Getting too far in the game by completing the Dark Brotherhood quests, the Thieves' Guild quests, Civil War quests, or other similar side quests can render Blood on the Ice impossible to start. To prevent this you should try to start this quest as soon as possible. (I was able to punch the would be killer and i was able to finish the quest)

Delayed Burial

This Quest starts when you speak to Cicero or Vantus Loreius at Loreius Farm located north-east of Whiterun and south-east of Dawnstar. You'll recieve 500 gold at the end of the quest

Objectives

- Convince Loreius to fix the wheel
- Convince Loreius or report Cicero
- Talk to Cicero or Talk to Loreius

Walkthrough

If you talk to Cicero first, he will explain that he is a jester and that he is transporting his dead mother's coffin but his cart broke down. He will ask you to convince Vantus Loreius to help him fix it, because his efforts have failed because Loreius doesn't trust Cicero. Go talk to Loreius and he will explain his side of the story, and you will have a choice to make. You can either convince Loreius to help him, or you can go talk to the Guard on the road and convince him that Cicero is a criminal and needs to be arrested. Once you've done one, talk to Loreius if you've gotten rid of Cicero, or talk to Cicero if you've convinced Loreius to help him and they will give you 400 gold. If you report Cicero at the end of the quest, when you join the Dark Brotherhood you can go back to the Loreius Farm and you will find Loreius' dead body.

Distant Memories

Overview

This quest will require you to uncover the past of a Riften merchant Brand-Shei. Although simple you'll have to travel near Winterhold to find the Wreck of The Pride of Tel Vos.

Objectives

- Discover the Wreck of The Pride of Tel Vos
- Find Lymdrenn Telvanni's Journal
- Deliver the journal to Brand-Shei

Rewards

• Brand-Shei will give you the key to the strongbox under his stand in the market. It will contain some gold, gems and a Spell Tome.

Location

Lymdrenn Telvanni's Journal can be found in the Wreck of The Pride of Tel Vos. The wreck is located East of Winterhold below the cliffs of the city. Travel to Winterhold and then make your way down the cliffs to the East until you see the icon that indicates a ship wreck (also indicates Ports/Docks).

Brand-Shei can be found in the Riften marketplace, the Riften jail if you've helped Brynjolf recently with the Thieves' Guild starting quest, A Chance Arrangement or in Haelga's Bunkhouse where he lives.

Fight! Fight!

Overview

Some NPCs around Skyrim will challenge you to a brawl. Most will be boasting of their prowess in combat so that should clue you in. The fights are with bare hands, no weapons and no magic.

Quest Givers

Chief Mauhulakh

Mauhulakh's Longhouse in Eastmarch

Benor

The Guardhouse in Morthal or around town

Cosnach

The Warrens of Markarth

Chief Burguk

Burguk's Longhouse in The Reach

Chief Larak

Larak's Longhouse in The Reach

Rolff Stone-Fist

Candlehearth Hall in Windhelm

Uthgerd the Unbroken

Uthgerd's House or in The Bannered Mare in Whiterun

Finding the forgemasters fingers

The pillar combination for this quest, inside the Ansilvund Excavations is, Hawk, Snake, Dolphin, Snake. From left to right, facing the pillars.

Forbidden Legend

Start the Forbidden Legend quest by reading the *Lost Legends* book in the Dark Brotherhood Sanctuary. It can also be found in Whiterun where the court wizard has his books, by following the quest line at the College of Winterhold, or by reading a book during A Cornered Rat.

Another way to start this quest is by reading a book entitled "Lost Legends" found in the first room of Nightcaller Temple during the sidequest Waking Nightmare.

Yet another way to begin the quest is by finding one of the amulet fragments.

Objectives

- Investigate the Gauldur Legend
- Learn the truth from Daynas Valen
- Read Daynas Valen's notes
- Find the Gauldur Amulet Fragment in Folgunthur
- Find the Gauldur Amulet Fragment in Geirmund's Hall
- Find the Gauldur Amulet Fragment in Saarthal

Walkthrough

Head to the location on the map, a small campsite just outside Folgunthur, and read Daynas Valen's journal sitting on the ground. Investigate this further by paying a visit to the journal's owner, Daynas, inside Folgunthur.





The inside of Folgunthur looks just as uninviting as the outside. If the numerous freshly bloodied bodies aren't indication enough, the booby traps rigged throughout this small area should deter even the most intrepid adventurers. The first room has familiar-looking animal tiles and an imprint of a claw, which you don't have yet. Proceed further and fight some draugrs in the next room.





There's a floor trap at the bottom of the staircase. You can pull the lever or just jump over to the stairs. Daynas Valen can be found at the very edge of the second floor ledge, but isn't in any condition to give you useful information. However, his notes will do just fine. Take the Ivory Dragon Claw from his robes and leaf through the notes to learn that you'll need to uncover the Gauldur Amulet Fragment here in Folgunthur and in two other locations.





Set the Ivory Dragon Claw in the slot just above Daynas' body to lower the bridge and continue in. You will come into a room in which stairs lead down, but a sturdy metal grate blocks your passage. Open the lever on the left throne to enter this room and move some tiles. Facing the tiles, the sequence should be the eagle, whale, and snake symbols all facing outward (to mirror the similar pattern on the other side). Note that if you can not rotate the pillars even though it says activate pillar you need to leave Folgunthur and then return to the dugeon. You should be able to move them then (worked on Xbox 360 version). You should hear the sound of a mechanism being unlocked, and then pull the lever in the previous room to retract the metal grates. Head down and follow it to a corridor, at the end of which is a stone door with rings of special engravings adorning it.





To view the correct pattern, go into your items inventory and examine the Ivory Dragon Claw: the pattern is engraved upon the claw itself. Starting from the outer ring, the correct sequence is: eagle, eagle, dragon, then insert the claw into the slot.

Inside the Folgunthur crypt, draugrs rise from their coffins, including Mikrul Gauldurson, who is stronger than the rest. After slaying him, search the body for the Gauldur Amulet Fragment. You can also loot the Gauldur Blackblade from him.





Use the claw to open the gates behind and you should also find a Word Wall allowing you to learn Frost Breath, Freeze. There's a chest nearby with additional goodies as well.

Find the Gauldur Amulet Fragment in Geirmund's Hall

Geirmund's Hall is located to the east of Ivarstead and south of Lost Knife hideout on a small island between the river.

As soon as you enter you will be greeted by a giant spider and a draugr. Take care of them and drop down from the giant hole into the small pond. Be careful as you move on because there is a foot trap in the room. Fight off a few Draugrs and you will come across a room filled with water. You have to set a combination of stones so you can open the door on the other side.

The combination is: eagle, whale, snake, whale.

After the door is open go through the narrow passage and fight Draugrs and move up the stairs. Immediately to the right you will find Archmage Geirmund, except he's not what you'd expect. Take the key and the note from him. Go left and move up the stairs. Kill the draugr.

Next you have to pull a lever to bring the wooden bridge down. There are two levers in the room.

One to the edge to the right side of the room and the second one is behind the first one hidden in a corner opposite the first lever.

The first lever will is a trap and it will bring out the spikes on the wall to the right side of the lever. Pull the second lever and bring the bridge down. Move up and again, pull the lever to the left, bring the second bridge down. Kill the draugrs. There is foot trap in the next room which activates the pendulum axes, so watch your step.

Next you will be in a giant room filled with water. Go down and kill the restless draugr. There are two platforms in the middle of the room and one small section to the left and a room to the right. You may want to save your game here.

Go up to the right room and you will be in a boss fight now.

Sigdis Gauldurson, the boss, will disappear and appear with two clones of himself.

Perhaps a safer strategy would be to stick to Archery to kill him and stay in the room where he wakes up as you have enough cover. The clones can be killed with a single arrow. The annoying part is that this boss uses a shout that can send you flying across the room. What's worse is that if your character

ends up getting clipped or stuck anywhere in the battlefield as Sigdis will use this opportunity to take free shots at you.

Another strategy if you're focused on melee combat, would be shouting a Fus Ro Dah towards the correct Sigdis (the one who has not a blue shine). This will knock him off the plattform giving you some time to attack him as he recovers. After that, he will teleport somewhere else. Take cover, wait for the shout to recharge, heal yourself if necessary and repeat 2 or 3 more times.

Kill him to retrieve the second Gauldur Amulet Fragment. You can also loot the Gauldur Blackbow from him. Go through the cave to get out of the hall.

Find the Gauldur Amulet Fragment in Saarthal

This walkthrough is also applicable for the quest Under Saarthal.

You cannot enter [[Saarthal]] without a key. In order to access Saarthal, you need to go to The College of Winterhold and follow that questline for a bit until you receive the quest Under Saarthal. Rendezvous with Tolfdir there and he will take you inside.

You are to meet Arniel, who can be found relatively easily. Arniel asks you to find four artifacts. One of the artifacts is the **Saarthal Amulet**. Once retrieved, you'll be trapped inside the room. Do as instructed and wear the amulet, then cast a spell (any spell) on the wall where the amulet was.

Doing so breaks down the wall, after which Tolfdir passes through expecting you to be behind him. Once in the room, you will have a vision from someone in the Psijic order. After you inform Tolfdir about the vision, he suggests looking around a bit. You might have draugrs to deal with your immediate future.

Leave Tolfdir and pull the two chains in the room to uncover a door to the next area. More draugrs. Kill them and go up the stairs. Be sure to snoop around the area to loot chests and whatnot.

Careful of the poisonous arrow floor trap as you move down. Beyond this trap are more powerful draugrs: a Restless one and a Draugr Wight.

In the next room, you have to arrange six pillars to open the door ahead. The solution is right behind the rotating hawk, dolphin, and snake. Note: It's easiest to temporarily bump up your brightness ingame as the clues will probably be difficult to see under most standard brightness settings (unless you have it at maximum).

The solution from lever facing back (towards the way you came in):

Left:

- Hawk
- Hawk
- Dolphin

Right:

- Dolphin
- Snake
- Hawk

Once opened, your prize is really just another enemy, but in the form of a powerful Draugr Deathlord. He can dole out a lot of pain in a single swing. It's best to take him out from a distance if possible. Another strategy involves running back to the room with the pillars and standing next to the lever. As the Deathlord approaches, close the door and shoot him with arrows. This will have to be repeated a lot of times depending on your level.

After defeating, move on up the stairs and through the door. There are two alchemic traps here on the floor. If you go through those traps, you will be hit by lightning. Disable these traps by using some Destruction spells on it a couple of times.

Time to arrange four pillars again in order to open the door. And of course, pulling the lever with incorrectly arranged pillars will shoot poisonous arrows from the wall.

The solution is on top of each pillar, but the pillars here are a bit difficult to shuffle as activating the first or second pillar to the left will also activate the two pillars on the right. And activating the second pillar on the right will activate the first one on the right.

So, here is the combination for rotation:

- Rotate the first pillar on the left once.
- Rotate the second pillar on the left once.
- Rotate the second pillar on the right twice.
- The first one on the right can rotate individually so you can rotate that for the correct pillar.

After you open the door Tolfdir will catch up with you. Beware of the foot trap ahead. Move to the next room to face Jyrik Gauldurson. Behind Jyrik is a giant sphere. As you move down, though, Jyrik moves into hostile action. Your attacks will not affect him. Tolfdir will attack the giant ball, which will weaken Jyrik, allowing you to take him out. Retrieve the amulet from Jyril's corpse. This will complete the quest for finding the amulet.

Tolfdir will ask you to return to the College and to inform them about the giant sphere that you discovered.

Make your way out after learning the Dragon Shout in the next room.

Forging the amulet

Note: In order to complete this quest you need to have the Ivory Dragon Claw.

In order to forge the amulet, you need to make your way to the Reachwater Rock, which is south of Sky Haven Temple. The cave is behind a waterfall, so look for that.

On your way up, you will find a dead Nord, the **Emerald Dragon Claw** and a note warning you to not enter the place.

As you move up, you have to arrange the rings on the doors correctly to open the door. The sequence is there on the Emerald Dragon Claw. Then use the Claw to unlock the door. For the fifth one, you need to have the Ivory Dragon Claw. The solution to the rings on the fifth door is there on the Ivory Dragon Claw. Incorrect arrangement of the fifth door will release poisonous arrows from the wall.

Once inside, you will have to face all three bosses that you faced in the earlier quest of retrieving the amulets individually. Go ahead and place the three amulets on the three plates and the three bosses will appear. They will fight one at a time. First one will summon draugrs to attack you, second one can create clones of himself and shoot arrows from a distance, and the third one will use magic to summon an ice creature.

Defeat them all and you will have created the amulet which will give 30 points of health, Stamina and Magicka.

At the bottom of the pool by the entrance is a locked chest.

III Met By Moonlight

III Met By Moonlight can be started in Falkreath and is one of two quest paths towards becoming a Werewolf. It is part of the Daedric Quests.

To start the quest speak to Mathies in the Falkreath graveyard. The graveyard is to the North, between the wall surrounding the city and the first building, as you walk into Falkreath after traveling.

If you killed Mathies, or if a dragon managed to, simply go into the Falkreath Dungeon below the Guard barracks and speak to Sinding to start the quest.

Objectives

- Speak to Sinding
- Kill the great beast
- Begin the hunt
- Hunt or Spare Sinding
- Skin Sinding
- Speak to Hircine
- Kill the Hunters
- Talk to Sinding

Walkthrough

For maximum benefit become a werewolf before starting this quest. This way you can have unlimited werewolf transformations.

In Falkreath, a man named Mathies has just lost his darling little girl to a serial killer. You can start the quest by prying a little into his personal life and asking about who died. This will lead you to the murder in jail

Sinding is the man in prison for murdering a girl. Talk to him and he'll tell you his story. After the story, he'll give you an unequipable cursed ring. He will then transform into a wolf and escape jail. Your next objective is to return the ring.

After tracking down and killing Hircine's Beast (don't freak out, it's just a stag) Hircine will speak to you through the stag's spirit. He will tell you to hunt down Sinding. Accept the hunt and track him down to Bloated Man's Grotto.

Enter the Grotto and talk with Sinding. This is where the quest splits up and gives you different rewards for the outcome. Either follow those rules, or try a third option (Seems like a glitch) and receive both.

First Choice

Don't kill Sinding. Instead, help him kill the hunters. Hircine will tell you to kill Sinding. Now exit and Hircine will appear again in his stag glory to ask you if you killed Sinding. It doesn't matter if you pick "I failed" or "I disobeyed your orders" he will still commemorate you about turning the hunt around (hunters become the hunted). He will then take the Cursed Ring of Hircine and uncurse it, providing you with the Ring of Hircine. The ring only works if you're already a Werewolf!

Second Choice

Kill Sinding. Skin his body, and Hircine will appear on sight to turn Sinding's skin into Savior's Hide, a magnificent Light Armor that is one of the best in the game. For max effect, smithing it improves the quality drastically.

Third Choice

Do not kill Sinding. Help him kill the Hunters, exit the cave, Hircine will greet you, quickly exit the conversation if Sinding has exited the grotto with you, kill and skin Sinding and another spirit of Hircine will greet you rewarding you with the Savior's Hide. After this talk to the other spirit of Hircine and he will reward you with the Ring of Hircine. If Sinding doesn't exit the grotto, recieve your reward for killing the hunters, go back into the grotto kill and skin Sinding, leave the grotto and you will be rewarded.

In My Time of Need

In My Time of Need can be obtained from Alik'r warriors in or around Whiterun. You will receive 500 Gold if you choose to kill Kematu.

Objectives

- Find the Redguard woman
- Speak with Saadia or Inform the Alik'r of Saadia's location
- Kill Kematu or talk to him

Walkthrough



Sometime after you speak with the Jarl, a pair of Alik'r warriors stand just at the entrance to Whiterun and beckon you over. (Alternatively, you can start this quest by finding them elsewhere and approaching them as they are harrassing a Redguard woman) They commission you to help them locate a Redguard woman hiding somewhere in Whiterun. They're willing to pay for any information you can find about this woman.





She is the waitress named Saadia at the Bannered Mare. Speak to her and she'll tell you to meet her upstairs. Here is where you are presented with two choices:

OPTION 1

Talk to the Alik'r Prisoner in Dragonsreach dungeon behind the entrance to Dragonsreach itself. Pay the prisoner's fine to a guard (100 gold). Go to Swindler's Den in the west, where you can kill Kematu. Even when you reach Kematu, you are offered one more chance to turn your back on Saadia (see below) or stain your hands with Kematu's blood. By the way, Kematu has something like five or six other warriors with him, so be ready for lots of crowd management during this fight. Search Kematu for 100G. Return to Saada. She will give you 500G for your effort.





OPTION 2A

The other path is to go to Rorikstead to tell the two Alik'r at the Frostfruit Inn that you found Saadia. They then want you to lure her out to the Whiterun Stables. Return to the Bannered Mare, go upstairs, and you'll be locked into a series of "(Lie)" dialogue options that will have her walk to the Whiterun Stables on her own. Kematu will paralyze her there and give you 500G as a reward. Also, if you talk to Kematu, he claims that she was the actual traitor. This "lure to the Whiterun Stables" scheme also comes up when you talk to Kematu inside Swindler's Den.

OPTION 2B

Follow the sequence described in Option 2A until Saadia meets Kematu at the stables. Wait for their conversation to finish, and just after Kematu stuns Saadia, attack and kill him. The best weapon for this is destructive magic, as it means you can stay out of the way of his powerful blades. After you have killed him, loot his corpse for 100G and two powerful one-handed swords. Next, talk to Saadia and tell her that she is safe. She will reward you for your efforts with 500G. This option is a good way to make the most of both rewards available, and also to have a way to kill Kematu without having to simultaneously face his minions in Swindler's Den.

Click this link to see the video

http://www.ign.com/videos/2011/11/10/skyrim-walkthrough-part-8-in-time-of-need

Infiltration

Overview

Infiltration can be obtained from Stalleo outside of Treva's Watch in The Rift. It's location is about halfway between Riften and The Throat of the World, South of Sarethi Farm.

Objectives

- Enter Treva's Watch through an escape route.
- Open the gate at Treva's Watch and let Stalleo back into his family's keep.

Walkthrough

Near the camp outside (on the Riften side) of Treva's Watch you'll find Stalleo. He'll ask you to open the gate by entering a secret tunnel on the side of the keep. You can follow your quest marker, but it should be just to the left of Stalleo across the path.

Directly after entering you'll find a 3 Bandits around the corner (and up some stairs). Sneak to the corner and try to take one or two out with a bow first. If you hit one of them they will come to investigate. Most often they will come all the way to the corner and still not see you so you can get a few sneak arrows into them before you are detected. Depending on your level these will be Bandits or Bandit Highwaymen. **Quick Tactic:** Feel free to shoot the lantern above them to unleash a fiery explosion due to the carelessly placed oil beneath their feet.

Make your way up the stairs and around the corner. You'll make your way through the passageways (watching out for the occasional bear trap). In side rooms you'll find Bandits, but due to the small nature of the hallways Shouts work exceedingly well (save for when any follower gets in your way). After making it up some stairs (with 2-3 Bandits coming down) you'll find a few more around a corner as well as a Bandit Chief. These areas are leveled, but if you've gone in late in the game feel free to set some Runes and then toss an arrow in their direction to get their attention.

Once you enter the keep itself you'll have to deal with a few more Bandits and another Bandit Chief (in the far room past the stairs). Depending on your level of sneak you should be able to pick off a few using the tried and true "shoot one, run away, shoot another" technique. There will also be a level-dependent mage with the last group. Follow your marker to exit from the far door (again beware of a few bear traps). Again, in the hallways, use your Shouts to your advantage. Using something like Ice Form can be extremely helpful for crowd control.

Before exiting to Skyrim, make sure you are ready to fight health, magicka and stamina wise. Once you leave the keep back into the bright light of Skyrim you'll immediately be detected regardless of sneaking. Kill the remaining Bandits (level-dependent, but including archers) and then activate the lever (again following the marker, but it's near the door).

Stalleo will run in with his buddies and thank you with the Spell Tome: Detect Life	e.

J'Zargo's Experiment

Overview

This quest is very simple. Speak to J'Zargo (a Khajiit) at the College of Winterhold.

Objectives

- Kill 3 Undead with the Flame Cloak Scrolls
- Return to J'Zargo

Walkthrough

Obtain the scrolls from J'Zargo at the College of Winterhold. He will give you 10 Flame Cloak Scrolls. Go to any dungeon you know of where there are skeletons or Draugrs. You must try his Fire Scroll on three undead. One of the closest locations is the Skytemple Ruins. If you have not entered the dungeon of the College of Winterhold you can enter through the northern side of the courtyard through a trapdoor. In The Midden you'll encounter undead if you've never been down there before.

Note that the scrolls will damage your character on use; fire resistance is advisable. A single explosion of an enemy will cause roughly 100 damage so be careful if using the scroll with multiple enemies nearby as you can take your health down very quickly if you have multiple enemies around. It is also advised to make any Followers wait well enough away from you as they may become hostile if they get close to you while you are wearing the Flame Cloak.

After completing the quest J'Zargo will reward you with gold and offer his services as a follower. Any Scrolls unused during the quest are yours to keep.

Laid to Rest

Laid to Rest can be found in Morthal through Jarl Idgrod Ravencrone in Highmoon Hall or the Imperial Guard Legate Taurinus Duilis during A False Front.

Objectives

- Investigate the Burned House
- Find Helgi
- Retrieve Alva's Journal
- Kill Movarth

Walkthrough

Once you speak with Jarl Idgrod Ravencrone she will ask you for help investigating the Burned House in town. Walk outside of Highmoon Hall and turn left. There is a boardwalk leading left again to the Burned House.

Burned House

The ghost of Helgi will appear in the front left corner once you enter. After speaking with Helgi you'll have to meet her at night. Make sure to speak to Thonnir about his wife Laelette to get a little back story here.

Now, back to Helgi. Where she'll be she wouldn't say, so wait until dark and then head east away from Highmoon Hall towards the Saw Mill and then turn left up the hill before the bridge and you will find her waiting in the Graveyard.



Ready yourself as you walk up the hill as Laelette, a vampire will attack you. After you dispatch her speak to Helgi. Thonnir will then appear and ask you to investigate Alva's house.

Alva's House

On the other side of town (following your marker) you'll find Alva's house.

Note: If it is still dark and you break in you may find yourself face to face with Hroggar and potentially Alva. If you wait until morning Hroggar will most likely be gone and Alva will be resting in the basement.

Depending on the time Alva will be in her coffin in the basement or not. If she is kill her and then steal her journal, if not just swipe the journal.

Return to Jarl Idgrod Ravencrone and she will gather a mob for you outside of Highmoon Hall. Lead them to the marker on your map, Movarth's Lair. If you speak to them a few may join you, just choose "I have to go in alone?" and you should be able to get two to join. They could die (most likely only one will, but hey, flames happen).

Movarth's Lair

Inside the liar there are two Frosbite Spiders at the bottom of the first ramp. Use a bow or magic to dispatch them without worrying about sound. Lead your companions down the hallway and sneak to the next room. One Vampire Thrall will be sitting at the table. Sneak on to find another Vampire Thrall down a small ditch on the left of the next room.

When you get to a hallway with a ramp and wooden platform "high road" around the corner take it. Sneak around the corner and take aim. Movarth will have two henchmen and will use magic against you. This is a fairly tough fight alone, but if you are on the upper walkway you'll buy yourself some time. If you have companions they'll likely run down to confront Movarth directly allowing you to pick him off from a distance. Use shouts when you can and you'll eventually kill him.

Feel free to explore the rest of his lair. There are number of other vampires to be found (one to the left of the dining table, two to the right at least. If you get the vampire's disease cure it immediately or it will interfere with alot of your quests as any town you enter during the day will try to kill you from then on.

Highmoon Hall

Return to Highmoon Hall for a reward of gold and the next quest Thane of Hjaalmarch.

Lights Out!

You Receive this quest from an Argonian named Jaree-Ra, he can be found in the Winking Skeever Inn in Solitude.

Objectives

- Put out the fire in the Solitude Lighthouse.
- Return to Jaree-Ra.
- Find Deeja at the Wreck of the Icerunner.
- Defeat Deeja.
- Find out where Jaree-Ra's Bandits took the loot.
- Travel to Broken Oar Grotto.
- Defeat Jaree-Ra.

Rewards

- Whatever you find in the Loot chest
- There is also Captain Hargars stash

Walkthrough

Head to solitude and speak with the Argonian Jaree-Ra, He can be found inside the Winking Skeever or down at the docks. He will ask you to put out the lighthouse fire in exchange for part of the loot.



Just follow the road from the docks north, you will eventually come across the lighthouse. The Lighthouse is unguarded so simply walk in and put out the fire, then return to Jaree-Ra in Solitude.

Jaree-Ra will then send you to meet his sister Deeja at the Wreck of the Icrerunner. Once you've arrived speak with Deeja, You will quickly find out they tricked you and have no intention of sharing the loot with you. Kill Deeja and any marauder who stands in your way. Once she's dead read the note on her corpse, It will tell you the loots been taken to a place called Broken Oar Grotto.

Head to Broken Oar Grotto next, it will up past the lighthouse (shows up on your map.) Inside the Grotto there are plenty of Blackblood Marauders which you can either kill or sneakpast. At the end of the Grotto you will find Jaree-Ra who speak to you even if your sneaking. You will need to kill Jaree-Ra, he will be guarded by Captain Hargar and a few marauders close by. Once you've killed Jaree-Ra the quest completes.

Upstairs is the loot chest; it doesn't have much but if you take Captain Hargars Chest Key and drop down into the water, there will be a sunken ship with a chest on it. Use Captain Hargar's key to unlock the chest for even more loot.

Missing In Action

Missing In Action can be obtained from Avulstein Gray-Mane in Whiterun.

Objectives

Find evidence of Thorald's fate

Walkthrough

You can pick up this sidequest when you reach Whiterun. Off in the House of Gray-Mane (located on the perimeter of the circular pavilion with the big tree), Avulstein reproaches you for snooping around his house and accuses you of working for the Battle-Borns. The situation is tense, so be sure to convince Avulstein that you don't know what he's talking about or anything about his brother. Then offer to help him find proof, thus starting this sidequest.

You can also begin the quest by running into Fralia Gray-Mane around Whiterun and speaking to her. She will then invite you to House Gray-Mane where Avulstein Gray-Mane will explain the quest to you.





The House of Clan Battle-Born is not far from the House of Gray-Mane, but its doors will test your novice lockpicking abilities (make sure you are not seen). Or you can use the back door, which is unlocked. The Battle-Born family doesn't take kindly to trespassers if they're home, however. If you return as a Thane after currying favor with the Jarl, you will be able to go about your business without serious repercussion. Otherwise, you can visit their house while they are sleeping at around 6AM to 7AM. Bring some lockpicks with you and quietly tip-toe past Olfrid's sleeping quarters; there's a locked door here that the quest marker points to. Force open the lock and pick up the Imperial Missive from the desk.

Reading the book or heading straight back to House Grey-Mane you'll discover the fate of Thorald, that he is very much alive and that there are shady goings-on revolving around his capture, head back to Avulstein once you have the book in your possession. Upon returning to House Grey-Mane and speaking with Avulstein, he will want to take action. You will be given three options; go it alone and find a peaceful solution without bloodshed, join together with Avulstein and raid the encampment where Thorald is being held captive, or the ever unpopular walk away and 'deal with it later' option.

If you choose the peaceful solution, you will be given a map arrow pointing you towards the camp

where Thorald is being held. When you arrive you will be greeted by a most displeased guard who is very tight-lipped and shares almost no information with you at all. You will be required to get Thorald a pardon in order to free him from the clutches of the Thalmor.

As there does not seem to actually be a way to get a pardon, you will need to rescue Thorald. If you leave and return to the camp later, there is a possibility that a dragon may appear and cause a distraction that will make it easier to get to him (once the dragon is dead, the guards will want to come out and inspect the carcass). Otherwise you'll just need to sneak or battle your way through to Thorald. Rescue Thorald then leave the same way you came in. Keep the door to your back as you leave because the guards attack, but as they cant get behind you they are easier to kill. Speak to Thorald. He can't come back with you but gives you a secret message for his Mom. Once you have spoken to her she will give you a very nice special hammer. Quest complete.

Theres also a bear close by which can be used against the guards...

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No One Escapes Cidhna Mine

No One Escapes Cidhna Mine is a quest which starts immediately upon being arrested in the city of Markarth, though you may first have to complete The Foresworn Conspiracy. It is quite self explanatory, and quite rewarding, well worth it.

Objectives

(Option 1)

- Ask a prisoner about Madanach
- Get past Borkul the Beast
- Talk to Madanach
- Hear Braig's story
- Return to Madanach
- Kill Grisvar the Unlucky
- Follow Madanach
- Kill Madanach

(Option 2)

- Search Madanach's body
- Read Madanach's note
- Escape Cidhna Mine

Walkthrough

The first thing you'll need to do is talk to the prisoner named Uraccen by the campfire and ask about Madanach, the leader of the forsworn who's also in prison. You'll find out that he has a body guard named Borkul the Beast.



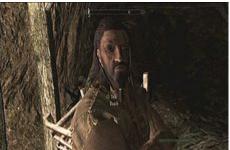


There are several ways to get past Borkul, you can go get a shiv (small, concealable weapon) for him, or you can try to intimidate him or pursuade him, or you can challenge him to a brawl, all achieve the same result.

Should you opt to get a shiv first, follow the marker and talk to Grisvar who will then ask you to fetch

some skooma from Duach. Persuade or intimidate the latter then deliver the skooma to Grisvar to obtain your shiv.





Option 1:

Madanach then tells you to go listen to a story from one of the prisoners, just follow your compass. then Madanach will tell you that you need to eliminate Grisvar the Unlucky who you retrieved the shiv from if that's the method you chose. There are a few ways to do this of course, a few examples are a shiv or a pickaxe, etc.

- 1. Finally return to Madanach and he will ask you to help him and the other imprisioned forsworn to escape from the prison
- 2. Follow him to the exit, just before you part, he will give you all of your stuff you had before you got arrested and also a unique armour set called Armor of the Old Gods

Note: If you want, you can kill Madanach after receiving armor set, before he leaves the door. His allies will come back, and may bring along some Markath guards who will attack you so be careful. You can run back deep in the ruins until they give chase. However, once you have reached the city, the forsworn will still attack you but this time, the city guards will attack them as well. You can flee or fight them - just make sure you don't damage the guards or use shouts as they'll be hostile to you as well.

Note: If one does choose to side with the forsworn, please note in that trying to escape the city the ork woman who works the forges will be killed. Thus resulting in the failiure of a miscallanious task she gives you to bring her a book for (what she views) her incompetent assistant.

Option 2:

Another option is to prevent Madanach and the Forsworn from escaping. To do this, you must instead kill Madanach. (note: This is the more difficult option, note their is currently a glitch when you choose to side with the forsworn, the guards will automatically attack you and not let you bribe them or pay your bounty niether will it let you serve your sentence so i would recommend killing madanach.)

- 1. Killing Madanach is easier said then done. You have to kill him quitely so that the other prisioners won't rush to his aid. After he is dead, take the loot from his body, which will include a key to the gate just outside of his chamber. Also, check Madanach's chambers for potions. They will come in handy in the escape. (Note: You can not just pickpocket Madanach, the key will not appear until he is dead.)
- 2. The Dwemer ruins are much more dangerous without the help of the Foresworn. There will two

sets of enemies which you can kill or sneak past. Since you won't have armour, I suggest killing the first, which is spiders, and sneaking by the second, usually Dwemer Spheres.

Upon leaving the mines, the Silverblood brother from the previous mission will give you back all of you possesions and thank you for, among other things, avenging his wife. He will also give you a reward (not as much as the Foresworn, but any gift is appreciated) the Silver-Blood Family Ring. This is a magical ring that will improve armour or weapons you forge by 12%.

reward

- Armor of the Old Gods light armour set
- -or- Silver-Blood Family Ring

Bugs and/or Glitches

There is a glitch associated with this quest and the preceding one, **The Foresworn Conspiracy**, where the Markarth guards will be stuck in the dialoge options that were present right after you were framed for murder. Therefore, they will try to arrest you on sight, and since they're not updated to know that you've already completed **No One Escapes from Cidhna Mine** they will not allow you to bribe them, pay your bounty or use the theives guild bribe to get out of it. Furthermore, they will not send you to jail and loop through the options again. Therefore, the only way out of the dialoge loop is to resist arrest and fight the guards, making it very hard if not impossible to continue doing quests in Markarth.

Currently, the only "fix" available is to do the Stormcloak Civil War quest, Compelling Tribute, and take over the city of Markarth, replacing the city guards with Stormcloak soldiers.

It is unclear at this time whether the glitch is present when doing **The Foresworn Conspiracy** and **No One Escapes from Cidhna Mine** in succession, or if it's just related to the former quest, independent of the later.

No Stone Unturned

Once you've picked up one of the "unusual gems", you can speak to Maul in Riften to begin the quest. Ask him about the unusual gem, and he'll direct you to speak to Vex in the Thieves' Guild.

Stone of Barenziah Locations (24 Total)

- 1. Whiterun: Search Jarrvaskr, the stone is in Kodlak's room
- 2. Whiterun: Search the Hall of the Dead, there will be a stone in one of the wall crypts
- 3. Whiterun: At Dragonsreach, the stone is in the Jarls bedroom
- 4. Solitude: A boat docked near the Solitude Lighthouse called the "Dainty Sload", check the table in the captains quarters
- 5. Solitude Blue Palace: In the Jarls quarters, on one of the shelves
- 6. Solitude: In Proudspire Manor you must own the home to get this stone, and it costs 25K! The stone will be in the master bedroom
- 7. The College of Winterhold: The stone can be found in the Archmages Quarters
- 8. Markarth: In the Treasury House, a stone is in the master bedroom
- Markarth: In Understone Keep, there is a locked door into a side room of the Dwemer Museum the stone is in there on a table
- 10. Riften: Search the Jarls Quarters
- 11. Riften: The master bedroom in the BlackBriar Lodge
- 12. Riverwood: In the Thalmors Embassy, while completing "Diplomatic Immunity" while inside the embassy, look in Elenwen's Solar. (As of Patch 1.4, the Unusual Gem has been moved from Elenwen's Solar to Reeking Cave, next to the Conjurer's corpse.)
- 13. Windhelm: In the first upstairs bedroom on the left, in the House of Clan of Shattershield
- 14. Windhelm: Inside the Palace of the Kings on the table in Wuunferth the Unliving's Quarters
- 15. Yngvild: Found east of Dawnstar, North of Winterhold the stone can be found in a chamber behind the throne
- 16. Hob's Fall: Between Dawnstar and Winterhold The stone is inside the Necromancer's sleeping area
- 17. Dead Crone Rock: SW of Markarth the stone can be found on an altar near the Word Wall on it
- 18. Dark Brotherhood Sanctuary: The stone can be found in Astrid's room
- 19. Rannveig's Fast: NE of Rorikstead and SE of Morthal the stone is on one of the tables located near the prison looking area
- 20. Fellglow Keep: NE of Whiterun the stone is on the counters in the workroom
- 21. Stony Creek: SE of Windhelm, N of Ansilvund the stone is in the same area where you encounter the "Bandit Wizard"
- 22. Ansilvund: There's a stone in the burial chambers near where you battle Fjori
- 23. Sunderstone Gorge, South of Gjukar's Monument, and North of Moss Mother Cavern in Falkreath. Near the wall containing dragonspeak, there is a stone
- 24. Pinewatch Farm: NE of Falkreath there's a secret entrance inside the farmhouse, this takes you into an underground cave. Once in the bandit sanctuary, there'll be a locked door. Pick the lock, and the stone will be in there on a shelf

Walkthrough on collecting all 24 Stones of Barenziah.

http://www.youtube.com/watch?v=mEmABfxtleY

http://www.youtube.com/watch?v=ONBjVW48VjI

No Stone Unturned-Easier Method

Easier way to complete No Stone Unturned.

- 1. Find any Stone of Barenziah (List- http://www.g4tv.com/thefeed/blog/post/718925/skyrim-stones-of-barenziah-locations-how-to-find-all-24-stones-in-the-elder-scrolls-5/).
- 2. Use the shout Slow Time.
- 3. Press the interact button (Default E for PC).
- 4. You will, depending on how fast you press, gain at least two Stones of Barenziah. Each one you collect will go towards the quest, but only one will be added to the inventory.
- 5. If you use this method to obtain all 24 Stones of Barenziah, the remaining ones you did not need to collect can be dropped, or sold, each fetching 200 gold.

Onmund's Request

Overview

Onmund, a mage at the College of Winterhold will lament to you of a trade he made for his family's amulet. Speaking to Onmund will create a basic fetch quest through the radiant quest system.

Objectives

- Speak with Enthir
- Get the staff back for Enthir
- Return the staff to Enthir
- Return the amulet to Onmund

Walkthrough

After you speak to Onmund to start the quest you'll need to speak to Enthir. This will trigger a choice. You can try to persuade Enthir, but you'll need a fairly high speech skill to just persuade him to give the amulet back. Using the second option you can accept his request that you find **The Grand Staff of Charming** for him and he'll trade it back for the amulet.

The staff will be in the Boss chest (at the end of the dungeon or location) in one of the following locations (depending on where Enthir says):

- Bloodlet Throne
- Boulderfall Cave
- Falkreath Watchtower
- Movarth's Lair
- Shriekwind Bastion
- Ansilvund
- Southfringe Santum
- North Brittleshin Pass

After getting the staff return to Enthir and then the amulet back to Onmund. You'll gain a follower in Onmund if you so choose, but the only reward will be the loot you got from the staff's location.

Promises to Keep

Promises to Keep is a quest in The Elder Scrolls V: Skyrim.

Objectives

- Speak to Sibbi Black-Briar
- (optional) Steal the Lodge Stash
- (optional) Tell Maven Black-Briar about the plan
- Steal Frost's Lineage Papers
- Steal Frost
- Return to Louis Letrush

Walkthrough

To start the mission go to Riften to The Bee and Barb and talk to Louis Letrush. He will ask you to relay a message to Maven Black-Briar's son, Sibbi Black-Briar, who is held up in Riften Jail.

Persuade or Bribe the guard to let you into the jail. Sibbi Black-Briar will then tell you that he doesn't own the horse, but it is the property of the family. He will direct you to Black-Briar Lodge where you can find the lineage papers you can take. If you persuade Sibbi further you can also obtain the key to the strongbox in the lodge.



You have the option then to inform Maven Black-Briar of the plot. She will direct you to steal Frost and you can continue the same as if you didn't talk to her.

When you arrive at the lodge the guards will attack you if you ignore their warnings to stay away. Ignore them anyway then loot the lodge's key from one of them. There may also be a dragon flying

overhead that you can deal with first. The guards outside will fight the dragon as well allowing you to let the dragon thin the ranks while you battle it.

Near the front door you can take the ladder down to the right and find the lineage papers and the strong box. If you successfully persuaded Sibbi to increase your reward earlier, then you should be able to open the strong box with the key the provided. The box holds 250 gold.



Take the papers and then steal the horse Frost outside and ride north to find Louis Letrush.



From here you have a few options.

- Receive payment (1000 gold) and give Frost to Letrush
- Kill Letrush and keep Frost.
- Persuade Letrush to give you Frost and the payment threatening to tell Maven Black-Briar.

Rise In The East

Rise In The East is a side quest involving the East Empire Company. The reward at the end of the quest is a good amount of leveled gold.

It can be initiated by either talking to a guard right outside the East Empire Company Warehouse entrance or by going straight to their office on the Windhelm docks and talking to Orthus Endario.

If you ask him why the building is so run down he will explain that he has had trouble with both a band of pirates known as the Blood Horkers and the Shatter-Shield Office. Orthus will want you to break into the Office of Clan Shatter-Shield and confirm his suspicions that they and the pirates are working together.

To do this, simply walk into the Shatter-Shield office, which is next to the East Empire Company office and unlocked during daytime hours. The item you need to steal, Suvaris Atheron's logbook, will be marked with a quest marker in the back of the building. Return to Orthus when you're done with that.

Orthus will send you to Dawnstar to talk to a Blood Horker pirate captain named Stig Salt-Plank. He and his crew can be found in the Windpeak Inn. To get the information, you bribe him to tell you or brawl him out of it (the latter being my favorite way). He reveals that their main base and leader, the powerful mage Haldyn, are located at Japhet's Folly, a fortress way in northeastern Skyrim, unreachable by regular means. Report back to Orthus afterwards.

He and a soldier/mercenary named Adelaisa Vendicci are planning an assault on Japhet's Folly, and after you tell them what you learned, they'll want you there fighting as well. You can tell Adelaisa whenever you want to board the ship to leave.

Once at the fortress, Adelaisa sends you into a cave that connects to the Folly, so you can ambush them from the inside. If you use sneak attacks on the pirates, they shouldn't be too hard to fight. While making your way through the fort, you'll come across a wide, spiralling staircase going up and down the fortress. Going down the staircase will lead to a few chests that will probably require some lockpicking, as well as Japhet's rather unique sword, his journal, and the draugr-like carcass of Japhet himself. Going up the staircase leads to more Blood Horkers and Haldyn. If you get the drop on them, it should be pretty straightforward. The exit isn't far after that.

While navigating outside you'll come across the last Blood Horkers, one of them a nasty mage. When you want to leave, return to Adelaisa and tell her you want to leave. Report back to Orthus and receive your payment of leveled gold.

When completed, the guards in Windhelm uncharacteristically express gratitude for your service to Skyrim. Adelaisa can become a follower.

Rising at Dawn

Rising at Dawn is an optional Side Quest relating to curing Vampirism.

Click this link to see the video http://www.ign.com/videos/2011/11/18/skyrim-how-to-cure-vampirism

Rising at Dawn Walkthrough

Make your way to any bar, such as Dead Man's Drink. Talk to the bartender and ask about any rumors he/she heard about.

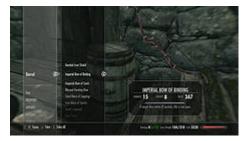


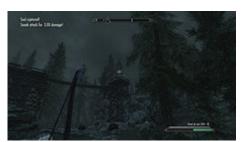


The bartender will eventually tell you that Falion in Morthal studies vampires. Morthal is located near the north end of the map, southwest of Ustengrav. Falion is commonly located outside of town, and at night time you'll find him to the northwest. Talk to him and he will tell you that, in order to perform the ritual, a black Soul Gem must be filled. To get the black soul gem you need to speak to Falion again and he will offer to sell it to you for roughly 150 gold.

Filling the Black Soul Gem

Once you have the black Soul Gem in hand you'll need to fill it with a soul. You can use a Soul Trap spell on a human target and kill said target in order to capture its soul. Alternatively, you can use a weapon enchanted with binding to kill a target. If you don't want to kill any important characters, you can always wander the open world and wait for a bandit encounter.





Talk to Falion again once you have a filled soul gem and he will ask you to meet him at his mound at dawn. However, if you are blood-starved he won't help you. If you are blood-starved, you will need to feed on a human at night. See: Vampirism.





Simply talk to Falion at the mound at dawn (around 5:00 am works), say "Let's get this over with" and he will perform a ritual to cure you of your vampirism. It's over with.

Shalidor's Insights

Shalidor's Insights is a side quest that is launched by speaking to Urag gro-Shub at the College of Winterhold. Ask him if there any special books he is looking for.

The location Urag gro-Shub sends you to varies from player to player based on the radiant system.

You may get sent to Wolfskull Cave to retrieve the book, and the map marker may seem to point to an unreachable location in the cave. This may be due to completing The Man Who Cried Wolf quest before initiating Shalidor's quest.

Silenced Tongues

You begin this quest once you've read **Heddic's Volunruud Journal** on the floor just inside Volunruud. It can be easy to miss, but it's on the floor beside the skeleton.

Objectives

- Locate the ceremonial weapons.
- Open the Elder's Cairn
- Defeat Kvenel

Rewards

- Eduj a 1 handed sword looted from the boss.
- Word of Power Seek Shout Aura Whisper

Walkthrough

You will find Volunruud North of Whiterun, on the Mountain where the snow starts. Once inside read Heddic's Volunruud Journal to begin the quest.





Getting the two Ceremonial weapons (an axe and sword) is fairly straightforward. You'll need to fight off an assortment of Draugr, but there are a few traps. Once you've retrieved both weapons return to the central chamber and enter the Elder's Cairn.





Inside you will have to defeat Kvell the Tongue. He is a ghost dual-wielding the weapons you just found and is accompanied by both a Draugr Scourge and Frost Atronach. Focus on Kvell and let your follower tank the Atronach. Ignore the Atronach because the Draugr will be able to summon it

infinitely. Deal with the Draugr after bombing Kvell.



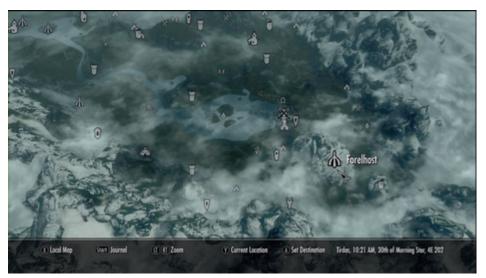
Upon defeating Kvell, the quest completes, so loot away. There's a Word Wall here, which gives you a Word for Aura Whisper.

Siege on the Dragon Cult

Siege on the Dragon Cult is a quest that you receive from Captain Valmir when you discover Forelhost. He will ask you to retrieve a mask for him out of the caves and give you an optional objective to retrieve Skorm Snow-Strider's Journal. This quest results in finding the Rahgot Dragon Priest Mask and a word for the Storm Call shout. This quest is very rewarding, as it not only rewards you with some powerful equipment, it also reveals a very interesting part of Skyrim's history.

Overview of Forelhost

Forelhost is a tomb found southeast of Riften. The easiest way to travel there is to head east from the north entrance to Riften, and roundabout Black-Briar Lodge to turn due south. Follow the stone path up the mountain, and near the top you will find Forelhost.



In the courtyard of the ruins you will meet Captain Valmir, who will unlock the door to Forelhost and send you on the quest.

Navigating the Dungeon

Forelhost is a typical tomb: mostly you'll be fighting Draugr of one form or another. Several of these Draugr (Draugr Scourge) have a shout comparable to Unrelenting Force, which can be quite annoying. Some of the more powerful of the scourge variety will also conjure Frost Atronachs. They'll also disarm you if you let them get behind you. The hardest Draugr you will encounter are the Draugr Deathlords. They're quite a formidable foe, so be sure to have your potions at the ready.

Besides the Draugr, you'll face a few Frostvenom Spiders and Skeevers. Depending on your level, you will also face a few Dragon Cultists, ethereal mage-type enemies that pack quite a punch.

Be on the lookout for traps, as there are several and most of them are quite deadly. If you have a follower with you, you'll have to be constantly watching out for them—whether they're setting off the

traps on you or on themselves. Especially watch out for your followers in the swinging axe corridors, because sometimes they'll get smashed beyond the wall. Supposedly, followers aren't supposed to die unless you kill them, but traps seems to do an equally good job of it if their health is low.

Several pedestals have items on them that hide a pressure plate. One such pedestal is the one with the Glass Claw on it. At least stand out of the way if you are going to take something off a pedestal. This is probably a good idea for opening chests too, since many of them are booby-trapped.

There will also be some soul gem traps, which will fry you in an instant if they have line of sight. They seem to get more powerful the closer you are to them also. Either sprint or use Whirlwind Sprint to get close and snatch the soul gem. This will disable the trap.

Once you get the key for the well, you'll be going underwater. You want at least one waterbreathing potion for the one in the well, as the exit is not the easiest to find. That is, of course, unless you're Argonian.

Crafting

You'll find plenty of resources in the tomb, and lucky for you, there are smithing, alchemy, and enchanting stations in various places in the dungeon. I highly recommend you take the time to disenchant any magical items you find that you won't be using and create health and fire/magic resist potions (you won't need any poisons, since there are ton in the dungeon anyway; plus, the Draugr are resistant to poisons). You'll need the space as at the end of the tomb you'll be given several powerful and valuable items you'll want to save/make room for.

The Nordic Puzzle Door

You'll find the Glass Claw in the room with the soul gem trap and all the bookshelves. You will find the Nordic Puzzle Door down a long corridor off of this room. As with all Puzzle Door Claws, you can find the code for the door by looking at the claw in your inventory. But, in case you're just too lazy, the code is Fox, Owl, and Snake, top to bottom.

Fighting Rahgot

When you open the Nordic puzzle door, you will enter a very large room with steps leading up to a Nord Coffin. Inside the coffin is Rahgot, one of the Dragon Priests.

Before You enter the room

Rahgot has a very powerful Firewall Staff that will drain your health in a flash if you don't have your fire resistance up, so stock up on fire resist potions or don your enchanted armor if you have some. Even with your fire resistance up, you will need *several* heath potions to make it through this encounter alive.

It would also be a good idea to have a fortify armor potion available if you are a melee fighter, because Rahgot will spawn several Draugr at the beginning of the fight.

Strategy

Once you have an ample supply of potions and you think you're ready, enter cautiously. Crouch and sneak up the steps, going very slowly over the top three. You want to trigger the lid of Rahgot's coffin without actually waking him up. If you successfully do this, retreat back down to the entrance and take out all the Draugr that have woken up. Draw them back into the corridor so that your fighting doesn't wake up Rahgot. Once the Dragur are dead, you can safely take on the big guy.

If you are an archer or distance fighter, you will want to draw Rahgot into the corridor, where you can fire on him from a distance. If he gets too close Whirlwind Sprint to get past him and draw him the other way. You want to keep him chasing you but never close enough to fire on you. This is probably the safest way to fight Rahgot, as his firewall staff has a limited range. It will take *forever* however, if you don't have a strong archery skill.

If you are a melee fighter, load yourself up on fire resist potions and coat your weapon with magicka draining poisons, then sprint in for the kill. Keep a close eye on your health, as the firewall spell will kill you before you know it. Keep your stamina up and take as many power swings as you can. He should go down before long.

http://www.youtube.com/watch?v=3qW4sVOqzss

Mopping up

You'll get some very impressive gear off of Rahgot, not the least of which is the Rahgot Mask, which counts as heavy armor and adds 70 stamina. It can be upgraded if you have the Arcane Blacksmith perk (orichalcum ingot required). You will also be rewarded with his Dragon Priest Staff, which does a whopping 50 points of fire damage.

There will be a chest across from Rahgot's crypt that has some valuable gear in it, and a table before the door with some stuff too. Once you've cleaned up, head to the door, which opens with the key you get off of Rahgot. Rather than jumping off the cliff, head to the right, where you will find the Word Wall that teaches you the Storm Call shout.

After you get the shout, jump off the cliff into the courtyard, where you will find Captain Valmir talking to a soldier (Stormcloak or Imperial depending on game events). He will not expect to see you, realize he's been caught and begin to attack you. After he has fallen, the soldier will attack you as well. These guys are nowhere near as tough as Rahgot was. Loot them, and you'll find that Captain Valmir was an imposter, and he seems to have been really working for the Dragon Cult or something. His instructions will direct you to Labyrinthian with the Dragon Priest Mask.

The Blessings of Nature

The Blessings of Nature can be started by visiting Danica Pure-Spring in Whiterun.

This quest should preferably be done before the Battle for Whiterun quest begins, as this NPC may be killed during the fighting, and this quest alongside with her.

Objectives

- Retrieve Nettlebane
- Bring Nettlebane to Danica Pure-Spring
- Retrieve Eldergleam sap (or sapling via Maurice Jondrelle)
- Return to Danica Pure-Spring

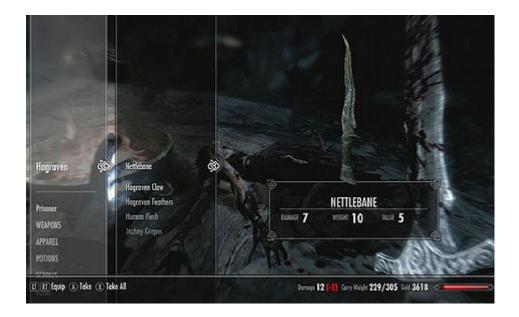
Walkthrough

The priestess of the Temple of Kyrnareth, Danica Pure-Spring, is a gentle soul who wishes only to help the ill and less fortunate as well as restore vitality to the whithering Gildergreen, the special tree in Whiterun. If you press her to tell you more about this temple, the dialogue steers itself toward this very topic, allowing you to offer your assistance. She requires a weapon strong enough to extract the sap from the mother tree, and that weapon is in the possession of a rather rowdy monster that resides in Orphan Rock.





For this quest, bring along a Follower - it couldn't hurt for extra damage and to divert attention away from the Magicka-users in that area. The best way to get there is by first fast-traveling to Helgen, which is located closer to Orphan Rock. Follow the paved path for a ways and, checking the map or using Clairvoyance, cut left through the beaten path. You eventually stumble upon Orphan Rock, but you don't need to venture in much to find the Hagraven on the rock above. There are, however, witches with an affinity to fire or ice magic in the vicinity.



Once the lone Hagraven has fallen, rifle through the body for the Nettlebane and other items, then return to Danica, who sends you to Eldergleam to get the sap. Nearby, Maurice Jondrelle overhears of your visit to the Eldergleams and asks to tag along. If you accept he can add another way to complete the quest. Make the long journey east to the Eldergleam Sanctuary with a companion.

The sanctuary serves as a tranquil place for people to come and marvel at the Eldergleam's glory. You'll find The Mystery of Princess Talara Part II along the ground here; reading it increases your Restoration skill. Equip the Nettlebane as a weapon and travel along the path until you're obstructed by the Eldergleam's giant roots. Slash at the roots to force them to let you pass.

Once the path is open, if Maurice Jondrelle is nearby he may ask you to stop attacking the tree. If you follow the conversation and allow him to try another method, he will pray at the tree and get a sapling for you (no Spriggans will appear). If you decide against this, or he's no longer around, approach the trunk of the Eldergream Tree and "activate" it to collect the sap. After extracting the sap from the tree, some Spriggans suddenly appear and slaughter all the peaceful visitors to the sanctuary. Defend yourself against their attacks. Spriggans are particularly vulnerable to ice-based magic and can regenerate a bit of their health.

There is also a hidden treasure chest just in front of the tree - behind more roots - close to the wall of the sanctuary that contains valuable loot. Be sure to check it out.





Leave the Eldergleam with the sap or sapling and return to Danica Pure-Spring to complete the quest.

The Forsworn Conspiracy

The Forsworn Conspiracy quest is activated in Markarth after talking to a guy named Eltrys, right after witnessing a murder right after coming through the front gate. This quest is followed by the quest No One Escapes Cidhna Mine, if the player chooses to. (see the spoiler at the end of this page)

Objectives

- Go to the Shrine of Talos
- Find evidence about Margret
- (Optional) Obtain the key to Margret's Room
- Find evidence about Weylin
- Find evidence about Thonar
- Find out who "N" is
- Find evidence about Nepos
- Return to Eltrys

Walkthrough

Upon approaching the gates of Markarth, the guards will warn you that if you see something suspicious (like say...I don't know...a man attempting to assassinate a woman...hint hint wink wink) to not get involved.

Sure enough, as soon as you enter Markarth your first "Welcome to Markarth!" gift is witnessing an assassination attempt. A man named Weylin will suddenly pull out a dagger and begin crouch-walking up to a woman named Margret who is browsing a nearby store. At this point you have two options:

If you choose to heed the guards' warning and not get involved, you get a front row seat to Margret's assassination. The crowd will scream and the guards will engage. After a brief fight, Weylin will be killed and the quest will resume it's normal flow.

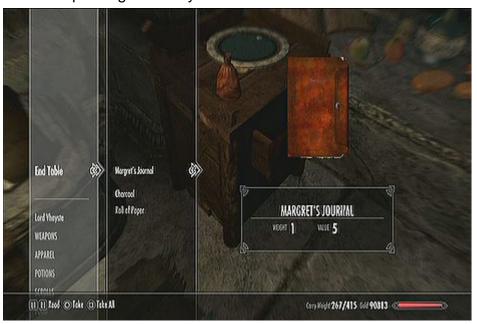
...or if you decide to be the hero of the day and ignore the guards' warnings (you little rebel) you can counter-assassinate Weylin before he reaches Margret. The guards actualy WON'T arrest you for assault and murder since you saved some woman's life. Margret will speak to you afterwards and thank you by giving you the necklace she had bought and intended to give to someone back in Cyrodiil. This will also alter one later part of the quest for the better.

Either way, after the episode you will be approached by a guy named Eltrys, who after a brief conversation will hand you a note that you supposedly "dropped". After you read...eh..."your" note, the quest will begin.

Go to Shrine of Talos: pretty simple, just follow compass which will lead you to a series of stairs. Once you get there you will talk to someone named Etrys who explains what's going on and sends you out on a detective quest.

Finding evidence about Margret.

Margret is supposed to be staying in the Silver-Blood Inn. You can ask the people inside and talk to the innkeeper to get the key to her room. Search the end table to find her journal



Read the Journal

NOTE: If you managed to save Margret before she was assassinated, instead of stealing her room key and rummaging through her things to get her journal like some kind of stalker, you can simply talk to her and (after persuading/bribing/intimidating her) she will tell you the information you need for her half of the quest.

Finding evidence about Weylin

Next, head to The Warrens. The entrance is found along the canal by the waterfall. You can talk to the guy named Garvey and ask about Weylin. Further conversation will open up the choice to ask for a key to Weylin's room. He won't give it immediately so you'll have to persuade, bribe or intimidate him. Otherwise, you'll just have to pick the novice lock in Weylin's door. Search the chest inside his room and read the note there. This will also update your objective.





If you've kept asking people around, a thug named Dryston will confront you and have a brawl with you as soon as you leave The Warrens. Take this guy out, then interrogate him to know who sent him. He will cough out that he was sent by a guy named Nepos, who is incidentally the "N" you're looking for.

Find evidence about Thonar: He is located inside The Treasury House. Speak to his attendant and seek an audience by persuading, bribing or intimidating her. Speak to Thonar in his room and interrogate him. After he drives you away, assassins will kill his wife downstairs. He will then come clean and tell you everything he knows.





Find out who "N" is / Find evidence about Nepos. Follow the compass as it leads you to Nepos's House. His maid will confront you. Ignore her as she turns you down then talk to Nepos himself. After talking to him, the whole household will attack you as you leave the house. Take them out then finally, take all the information to Eltrys to complete the mission.





• Spoiler - Click to see/hide

The Golden Claw

The Golden Claw quest can be activated by overhearing Bandits in Bleak Falls Barrow or obtained from Lucan Valerius in Riverwood.

Objectives

- Retrieve the Golden Claw
- Cut Arvel down
- Find the secret of Bleak Falls Barrow
- Bring the claw to Lucan

Reward: 400 Gold

Walkthrough

This quest can be done before heading to Whiterun, which is actually recommended. However, if you skipped over this quest and received Bleak Falls Barrow from Farengar, you should do this quest at the same time. Since the steps for both of these quests converge, you can find the full walkthrough for Bleak Falls Temple in Bleak Falls Barrow.

Note: If you've already obtained the Golden Claw from pure exploration, Lucan will thank you for your foresight and give you the same reward as if you'd gone on his quest formally.

To get The Golden Claw quest, speak to Lucan in the Riverwood Trader to discover that Lucan has had a bout of bad luck regarding bandits robbing his shop. Although they didn't make away with much, they did take one of his prized possessions: an ornament in the shape of a dragon's claw. Agree to help him recover the stolen item to begin this quest.





Recruiting either Faendal or Sven can be helpful, even if it's no more than just having an extra body for your enemies to target. To recruit either follower, simply talk to Sven to begin a miscellaneous task. Depending on how it pans out, you'll earn the consummate loyalty of either Sven or Faendal.

Camilla shows you to the edge of town, pointing in the general direction of where you need to go before she departs some time after. Basically, take the trail back out of town and head up towards the mountains. You know you're going the right way as your lush green environments cede to snowy, blizzard-like conditions.





In order to get the Claw, you must venture forth deep into Bleak Falls Barrow and find Arvel. You should be able to find him tangled in a spider's web.





Cut him loose of the spider's web, but first you must get rid of the creature that created it in the first place. Yup, you guessed it--it's a Spider! Specifically, it's a frost spider. Upon killing the spider and freeing Arvel, he will try to flee, not wanting to share his precious treasure. He will pay for his treachery.





Later on in the cave, you will find a locked door with pictures of three animals on it. The answer to the puzzle is etched on the Claw itself. Once you get it down, the door will unlock, opening up into a long hall, The Hall of Heroes. At this point, you want to defeat the draugr overlord and come across the first Word Wall.

Here is a video demonstrating how to do the puzzle:

Once you leave the temple, return to Lucan in Riverwood with the Golden Claw afterward. It's a little bit of a trek, but Lucan will make it worth your while.

Noteworthy Items Collected

- Skill Book (Pickpocket)
- Blessed Iron Sword

- Ancient Nord Sword of Cold
- Amulet of Talos

Crafting Ingredients Collected

- 15 Skeever Tail
- 2 Spider Egg
- 8 Bone Meal
- 17 Glowing Mushrooms
- 2 Iron Ore Vein
- 2 Red Mountain Flower
- 2 Purple Mountain Flower
- 2 Blue Mountain Flower

The Heart of Dibella

This quest is started by accepting the errand given by Hamal, deep inside the Temple of Dibella's sanctum in Markath. You can also talk to the beggar named Degaine and he'll give you a miscellaneous task to steal the statue inside the temple.

Objectives

- Find the future Sybil of Dibella
- Rescue Fjotra from the Forsworn
- Bring Fjotra to the Temple
- Pray at Dibella's Altar

Walkthrough

Travel to Karthwasten then look for Enmon who is working in the mines. Talk to him to learn that his daughter has been taken by the Forsworns to Broken Tower Redoubt. You have the chance to let Enmon join you in rescuing his daughter or leave him behind and take care of business yourself.



The location will be marked in your map. Once you're inside the fort, make your way upstairs and continue following the marker until you find a door on the topmost floor leading outside. Kill the guard and enter the next room to find the girl and a Forsworn Briarheart guarding her.





Kill it, loot the prison key from its body then talk to Fjotra. Fast travel to Markath and escort the kid to the temple.



Once in the temple, talk to [[Hamal] to update your mission objective. Next, pray at the altar to complete the quest and earn the active effect, Agent of Dibella.

The Legend of Red Eagle

This quest is initiated once you read one of the Books of the same name. The book can be found in a few different places; one location is in Solitude.

Objectives

- Find the Red Eagle's Sword
- Unlock the secret of Red Eagle's Tomb

Walkthrough

This quest begins as soon as you read a book entitled *The Legend of Red Eagle*. This book can be found in several places, but you can get it early in the game when your presence isrequested at Dragonsreach in Whiterun. After being introduced to Farenger, head to the room to the left of his laboratory. On one of the book shelves a book titled **The Legend of Red Eagle** will open up this quest.

Travel West to the location marked on your map Red Eagle Redoubt, fight through the Red Eagle ascent. Look out for traps along the path; crafty adventurers should be able to turn traps against enemies. Eventually, you'll emerge near the Sunder Towers. A Forsword Briarheart has the sword in his possession, remove it with extreme prejudice. Acquire the Red Eagle's Fury and **Red Eagle Tower key** and head out towards the towers.

Click this link to see the video http://www.ign.com/videos/2011/11/17/ign-strategize-skyrim-how-to-set-the-undead-on-fire

The Bad-assery Of Fire Weapons

Enter the first tower and head towards the top, use the chain to lower a bridge connecting two towers. You now have a clear path to your next destination - Rebel's Cairn. Head inside and place the Red Eagle's Fury on the switch to open up a secret tomb. The Red Eagle himself will reanimate alongside some common skeletal warriors. Dispatch the weaker enemies first and beware the Red Eagle's ability to disarm you. Defeat the undead warrior to claim a very powerful weapon - Honed Ancient Nord Greatsword of Burning. Don't forget to grab the sword sitting on the switch on the way out, you'll notice its now changed into the Red Eagle's Bane.

The Lost Expedition

This quest is initiated by finding Alethius' notes on his body while exploring Nchuand-Zel Excavation Site in Markarth (Understone Keep).

Objectives

- Find someone who knows about the expedition (added after Re-activating Nchuand-Zel's automated defenses)
- Re-activate Nchuand-Zel's automated defenses (added after finding Staubs' journal)
- Recover Staubs' journal (added after finding Stromm's journal)
- Recover Krag's journal (added after finding Stromm's journal)
- Recover Eri's journal (added after finding Stromm's journal)
- Recover Stromm's journal

Walkthrough

Special Note: There is a ton of Dwemer metal in this area which weighs a lot, if looting the metal it's recommended that you clear out your inventory as much as possible. It also helps to have the blessing of The Steed Stone, which will add an extra +100 to your max carry weight.

Destroy the large web just to the south of Alethius' body to get access to Nchuand-Zel. Avoid the pressure plate at the bottom of the stairs which triggers a blade trap from the wall.

Dispatch the two Falmer on the walkway and platform in the next room easily with a bow. From the round platform ahead dispatch the Falmer furthest to the south. Go out on the edge of the platform to the left to take out another Falmer down below on the left, and another below to the far south on a lower platform. Continue on the the platform to the far south. The doorway to the left leads to the Nchuand-Zel Quarters.

Nchuand-Zel Quarters

Enter the Quarters and the first dead end hallway to the left contains a Large Dwemer Decorative Strut and a Bent Dwemer Scrap Metal. Around the corner are two patrolling Falmer that are easily dispatched stealthily with a bow. There is also a piece of Large Dwemer Plate Metal and a Small Dwemer Plate Metal next to a bench above the stairs. Another Falmer will come at you from below the stairs. At the bottom of these stairs to the right is a Bent Dwemer Scrap Metal and Solid Dwemer Metal. Continuing around to the left to find more Solid Dwemer Metal, another Bent Dwemer Scrap Metal and a Large Dwemer Strut. Continue on up the next set of stairs to the right and beyond the tree on the right lies Stromm. Search him to recover his journal. Just to the left of the table near Stromm lies a Large Dwemer Strut, and a Large Dwemer Plate Metal. Across the hallway to the left is another Solid Dwemer Metal.

Continuing down the hall to the south is large room full of Dwemer Metal to loot. On through the next two rooms lie a couple Falmer bodies to loot as well as an Imperial soldiers. at the end of this hallway

are a Poison, and Potent Frenzy Poison potions. Activating the lever in this room activates a torture device for the table in the corner.

Head back to the area with the tree and Stromm's body and down the hallway to the east to find several more Dwemer Metal objects on a shelf. Around the corner near some Dwemer machinery you'll find another Large Decorative Dwemer Strut. Further down this hall you'll run into another Falmer and a Frostbite Spider to dispatch. In the sleeping quarters to the east are several more pieces of Dwemer metal as well as a Dwarven Shield on the headboard of the bed. Continue down the hallway to the dead end room for several more pieces of Dwemer metal. The chest in this room should contain a Ruby and a couple of Stamina potions.

From here backtrack to the tree then down the stairs and back up the next set and continue down the hallway to the west. Just before the next set of stairs to the west is a locked door (Adept) which holds several Dwemer pieces, a steel horned helmet, and a chest that contains a Plentiful Stamin Potion and a Hallowed Dwarven Bow (Undead up to level 21 flee for 30 seconds). Down this next set of stairs are 5 Falmer one of which is a Falmer Gloomlurker who uses Ice Spike. After dispatching this group of Falmer there are several more Dwemer pieces just beyond the stairs. Around the next corner is another Falmer Gloomlurker, a Falmer Skulker, a Falmer, and a Skeever. Left of the stairs lie more Dwemer metal pieces. Just to the left at the top of this set of stairs lie a couple more Dwemer pieces. Follow the stairs to the east and around the corner into a large slanted hallway. At the intersection turn west to find a room full of Dwemer metal and off to south of here is another room with more Dwemer metal and a chest full of Elven and Dwarven armor, weapons, a flawless Ruby as well as a magical Dwarven Mace.

Continuing to the north through the doors leads back to the main chamber of Nchuand-Zel on a small lower platform with a chest. It contains a potion of Plentiful Stamina, a Gold Ruby Necklace and a magical Dwarven Battleaxe of Freezing, as well as a few other minor armor pieces and weaponry.

From here backtrack through Nchuand-Zel Quarters to the main chamber. Once back in the main chamber move west to the platform and just south is a winding ramp leading down to the lower platform. Go down two levels to the bottom where there is a locked gate (Adept) with a single chest that contains a minor healing potion, a scroll of Conjure Storm Atronach, a Gold Sapphire Ring, Dwarven Gauntlets, and Steel Armor of Major Alteration. From here jump into the water and swim across to the doorway on the next platform which takes you to the Nchuand-Zel Armory.

Nchuand-Zel Armory

Immediately after entering two Falmer will make their way down the stairs toward you. Head up the stairs for some Dwemer pieces at the top, then turn to the north up the next set of stairs. There will be one Falmer patrolling the hallway at the top of the stairs. Head to the west to the next set of stairs. Be wary of the flame trap on the stairs. The pressure plate is right in front of the stairs. At the bottom of the stairs to the left is another pressure plate that triggers spears through the next doorway. After going down the stairs into the next room you will be attacked by a Dwarven Sphere. Once in the large room there are 5 unactivated Dwarven machines. the first room to the right contains a small chest with some loot and several Dwemer pieces. The second room on the right is locked (expert) and contains several Dwarven armor pieces. In the middle of the room lies a Falmer Skulker and Erj. Grab his journal and any other loot of his body then open the chest on the pedestal, which contains several

items. Immediately after closing the chest, a Dwarven Sphere will attack. There is another locked gate to the south (expert), that contains a chest (Contents need to be added). At this point you can pick the lock on the large gate at the bottom of these stairs (Adept) or work your way back through the trapped passages to the first stairway. At the bottom of these stairs are a few Dwemer pieces and the gate leading to the main chamber.

Head back to the passageway just above the fire trapped stairs (where the patrolling Falmer was) and head east to another door back to the main Nchuand-Zel chamber.

Here you will find the corpse of Krag and his guards. Grab his journal and head north up the ramp to Nchuand-Zel Control. Just to the right of this doorway is a Moonstone vein in the rocks.

Nchuand-Zel Control

Head down the hallway picking up a few Dwemer pieces as you go, into the next chamber. Around the corner and up a ramp are two Falmer. Beware of a poison dart trap just around the corner heading up the ramp. The pressure plate lies just on the northwest side of the pillar and the darts fire up the ramp and into your back if you don't spot it in time.

Once at the top of the ramp to the west are two more Falmer who are easily killed with a bow. Head down the hallway, beware of the spike trap just at the beginning of the gates, right after the two pillars with the Dwarven faces.

Right after the trapped hallway is a table on the left with loot, a Dwemer piece, a satchel and next to the table is a small chest containing a Stamina potion, Dwarven armor of Major Destruction, and an Iron War Axe of Cowardice.

In the next hallway lies Staub, search him for his journal and the next objective will appear, Re-Activate Nchuand-Zel's automated defenses.

Upon reaching the stairs in the next room you will be ambushed by 4 Dwarven Spider Workers, and 2 Dwarven Spheres. Head up the stairs to find a Falmer corpse and some Dwemer pieces. Head through the gate, up the stairs and into the room with the light in the center for the switch that activates the defenses. There is also a large chest with some loot and an Elven Sword of Dispair.

Once the lever has been activated, head through the door to the east. This pathway leads around the corner to a large chest with a Flawless Amethyst, a Dwemer piece and several potions and a lockpick.

From here you need to head back to the main chamber.

Escaping Nchuand-Zel

As you make your way out of Nchuand-Zel you will encounter the awakened defenses of the city fighting Falmer. The Falmer will turn to attack you when you are seen but if you can stay hidden many of the enemies can be weakened or killed by letting them fight each other. The toughest enemies will be the two Dwarven Centurions.

Once you exit the Armory you will need to swim in the water under the center walkway to the far east side where there is a ramp that leads up to the second floor and out.

NOTE:

It's possible to avoid most of the remaining combat after leaving Nchuand-Zel Control by taking the path on the left along the wall and jumping across to the main platform bypassing most of the enemies.

Head out through the excavation site into Understone Keep and talk to Calcelmo to finish the quest and receive your reward of 1000 gold.

The Man Who Cried Wolf

To receive this quest, speak with Falk Firebeard in the Blue Palace in Solitude.

He will ask you to clear out Wolfskull Cave, which is located in the center of the mountains northwest of Solitude.

Once you enter the cave you will have to battle some necromancers and draugrs. Follow the path down, clear out the large room, then proceed through the door. Right before you head down into that room, there is a path to the right that will take you up and put you on a ledge overlooking the room - this may give you a better advantage over your enemies, particularly if you're skilled in archery.

The door takes you into a snowy area with a large pit in the middle, and nowhere else to go. Drop down into the pit and proceed into Wolfskull Ruins.

Once inside Wolfskull Ruins you'll see and hear a woman performing some sort of ritual up on a high ledge. Work your way up to her, killing all the enemies you encounter.

After you've killed her and the rest of the enemies, you can stop and read a light armor skill book that you'll find on the altar. Look for a raised bridge and a nearby lever. Cross the bridge, loot the chest, then follow the shortcut back into Wolfskull Cave and out into Skyrim.

Return to Falk Firebeard at the Blue Palace to report your success, and collect your reward of 800 gold. This will complete the quest.

Some time after completing this quest, a courier will deliver you a letter from Falk Firebeard, asking you to come speak to him further regarding the ritual you interrupted. Returning to the Blue Palace and speaking to him will initiate The Wolf Queen Awakened quest.

The White Phial

The White Phial quest is activated by talking to Nurelion in his store The White Phial located in Windhelm. Your reward is 505 gold.

Objectives

- Retrieve the White Phial
- Return to Nurelion
- Talk to Quintas

Walkthrough

This quest is pretty straightforward quest. Go to Forsaken Cave and retrieve the White Phial for Nurelion, an old alchemy store owner in Windhelm who is no longer capable of such an expedition. Easiest way to get there is to exit the main gates of Windhelm, and follow the river to your right. You will have to find a safe way down to the river as if you just jump off the bridge you will die or be severely injured. Follow the river on the side closest to Windhelm, go past a waterfall and you will pass through a small settlement called Anga's Mill. From there, there will be a path that leads directly to Forsaken Cave. Once inside, fight your way through the Draugrs and Ice Wraiths that inhabit cave until you get to a room with a named Draugr, Curalmil, in it. After that, go into the room underneath the dragon word and put Nurelion's Mixture in the bowl and a door will open to a room containing the cracked White Phial. After you exit the cave, travel back to Windhelm and go talk to Nurelion. He will reward you with 5 gold because the phial is broken and he cannot use it. Talk to his assistant Quintas and he will reward you with 500 gold for a grand total of 505 gold.

Repairing the Phial

After completing The White Phial, you can start the next quest: Repairing the Phial

The Wolf Queen Awakened

Shortly after completing the quest The Man Who Cried Wolf, a courier will find you and give you a note from Falk Firebeard asking you to come speak to him further about the ritual you interrupted in Wolfskull Cave. Head to the Blue Palace in Solitude and speak with him to begin this quest.

Falk Firebeard requests that you speak with Styrr, who lives in the Hall of the Dead in Solitude. He informs you that you must enter Potema's Catacombs and bring her bones back to him... He then gives you the key to the Catacombs and sends you on your way.

Make your way to the Temple of the Divines there in Solitude, and head downstairs to enter the catacombs. The enemies down here are generally Draugr's and Skeleton's, but there Vampires too - You can usually kill them without getting terribly close if you have decent sneak, but otherwise you might want to have a couple of disease potions handy to be able to cure vampirism.

The direction is very linear, and you should come to "Potema's Refuge" before too long. There is a point where you must shift levers to line up 3 doors so that they are open and you can move through. There is a door beyond the moving doors, with a window through which you can see a pile of loot. Go into the room right next to these three levers. Kill the Vampire inside and on the far side of her coffin is a lever which raises a trap door giving you access to the treasure room. A few gold in the urns and a minor healing potion in the chest.

Next will be a room full of dead draugr's - after the half-arsed battle, search all of them for booty...There was quite a bit of decent stuff to be had. Next stop: The Wolf Queen...

You can't damage her outright, and her bones are sealed off. Kill all the draugr's she's got surrounding her - there was only one that was really tough, the rest were basic draugr idiots that couldn't see you if you were right in front of them.

Once that's done, you go through the door at the end of the room, fight her ghost, which can now take any type of damage, and then collect her skull. After you leave that room, there's one last draugr overlord you have to fight.

Once you're out, head back to Solitude talk to Firebeard for your prize, and take the skull to Styrr in the Hall of the Dead, and the mission is complete!

Rewards

- Shield of Solitude
- 1250 Gold

Unfathomable Depths

Unfathomable Depths is a side quest given to you by an Argonian named From-Deepest-Fathoms. She can be found on the docks near the Riften Fishery outside the gates of Riften.

Objective

Take the Lexicon to Avanchnzel

Walkthrough

The Argonian gives you the Lexicon and asks you to take it to Avanchnzel.

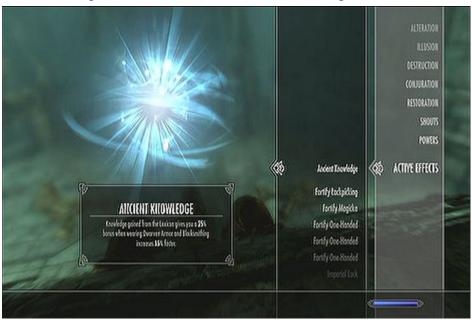
Enter Avanchnzel. (Tip: Before entering you may want to stock up on lockpicks - there are many, many, locked areas and chests in this dungeon, and some really great loot to be had). Follow the straight path and you'll also encounter some specters, probably showing what happened in the past. Make your way to the bottom level where you'll find the door leading to the Avanchnzel Animoncultory. Continue pushing forward as the area is straightforward. There's a Racial Phylogeny (+Restoration) skill book inside one of the rooms along the way; just be careful of the spinning blades that will spring up from the floor and mortally damage you.



Continue pushing forward until you find the next door leading to the Avanchnzel Boilery. Continue along the path until you reach the last chamber with the Lexicon receptacle. The standing Dwarven Centurion Master will come to life and attack you. Defeat it and finally place the Lexicon on the receptacle to complete this quest. You can also avoid the Centurion Master, place the Lexicon on the receptacle, then head for the door and close it behind you.



Upon completion you recieve an active effect called Ancient Knowledge. This gives you a 25% bonus when wearing Dwarven Armor and Blacksmithing increases 15% faster.



Miscellaneous Tasks

Sometimes you receive minor requests and errands (based on the game's Radiant Storytelling system) that go into the Miscellaneous section in your journal. While these could consist of simple fetch or kill quests, they can oftentimes expand into full-blown Side Quests. Miscellaneous tasks often help you discover new locations that were previously absent on your map as well.

NPC Task Givers

Carolotta Valentia

Carlotta runs the fruit stand in Whiterun. Speak to her and she will tell you about her man troubles. Apparently, Mikael, the bard found in the Bannered Mare is determined to make Carolotta his own. Agree to help Carolotta with her troubles and then go and speak to Mikael. If your Speech skill is high enough you can persuade him to leave her alone. Otherwise, you will either need to pay off the bard, or let your fists do the talking. Whichever path you choose, once the task is completed go back to the market to speak to Carolotta to tell her that her troubles are over and she will reward you with 250 gold pieces. WARNING: If you kill Mikael, the quest will fail, even after getting him to leave Carlotta alone.

Additionally, a Companions Quest involves rescuing Carlotta Valentia from Shimmermist Cave in Whiterun Hold. Inside the cave, there will be a large frostbite spider and a Falmer wielding a bow and arrow.

Fight! Fight!

Overview

Some NPCs around Skyrim will challenge you to a brawl. Most will be boasting of their prowess in combat so that should clue you in. The fights are with bare hands, no weapons and no magic.

Quest Givers

Chief Mauhulakh

Mauhulakh's Longhouse in Eastmarch

Benor

The Guardhouse in Morthal or around town

Cosnach

The Warrens of Markarth

Chief Burguk

Burguk's Longhouse in The Reach

Chief Larak

Larak's Longhouse in The Reach

Rolff Stone-Fist

Candlehearth Hall in Windhelm

Uthgerd the Unbroken

Uthgerd's House or in The Bannered Mare in Whiterun

Visit the College of Winterhold

This task is initiated by asking someone to buy spells and they will say to go to the college of winterhold to learn some real magic. This will initiate the College of Winterhold questline

Riverwood Blacksmith Training

Go to Riverwood and ask Alvor (The Blacksmith) if you can use his forge. He will ask you to craft him an iron dagger and to make it "Fine" on the grindstone. He will then ask you to make a hide helmet and to improve it on the workbench. From then on you are able to use his forge, and you've gotten some free Smithing Training and a few free, though fairly worthless, items.

Gorm's Letter

This quest counts toward the Thane of Hjaalmarch goal as one way to help the people of this realm.

Gorm is the bodyguard for Jarl Idgrod Ravencrone, of Morthal. If you talk to him while he's on duty, he will loudly warn you that any rumors you may have heard about the Jarl's sanity are not to be discussed "under this roof."

If you find him off-duty at the inn, however, he confesses that he's very worried about the Jarl and gives you a letter to take to one Captain Aldis. Oddly, this does not create an entry in your journal and you have to figure out where to find Aldis on your own. Hint: He's training soldiers in the courtyard of Solitude (behind the blacksmith's shop, up the ramp on the left when you enter the city).

You get no reward, but get credit toward the 3 quests required for the "Assist the People of Hjaalmarch" goal as soon as you give the letter to Aldis.

Dawnguard

The first major The Elder Scrolls V: Skyrim expansion pack comes in the form of Dawnguard, and is all about Vampires. This new expansion brings all-new content to Skyrim.

New Stuff

- Changes the way Vampires and Werewolves work
- A new Vampire Lord form
- Locations: Fort Dawnguard, Castle Volkihar, Dimhollow Crypt, Sol
- Perks: Werewolf Perks and Vampire Lord Perks
- Weapons: Crossbows
- Smithing recipes: Dragon Bone and craftable arrows
- Factions: The Dawnguard, Vampire Lords
- Dawnguard Shouts: Drain Vitality, Soul Tear
- Dawnguard Enemies: Higher level Dragons called Legendary Dragons
- Dawnguard NPCs
- Dawnguard Ingredients

..and more!

Our interactive Skyrim map will be updated frequently with the new poi

Getting Started

From the press release:

Once Dawnquard is installed, if you're level 10 or higher you'll hear rumors about the Dawnquard from guards in major cities. You may also be approached by a courier who will give you a note about the Dawnguard. Otherwise, if your character is below level 10 or you wish to find the Dawnguard on your own, you can seek out the Dawnguard headquarters roughly east/southeast of Riften. It can be reached by a small cave through the mountains.

The small cave-like entrance is called Dayspring Canyon and is located here:





Alter Your Appearance



Release Date	(360)
Platform(s) agons.	Xbox 360, PC, PS3 (tentative)
Price	1600 MSP
Developer	Bethesda SoftWorks
Publisher	Bethesda
ints from Dawng Rating	M (ESRB) 16+ (PEGI) RP (CERO)
File Size	512 MB

A new NPC in the Ragged Flaggon of Riften will allow your character's facial features to be modified. Other aspects like race and gender cannot be changed. You cannot change your appearance while you are a Vampire Lord.

When Do I Choose Sides?

Every to-be Dawnguard acolyte or Vampire Lord begins by visiting The Dawnguard in their home at Fort Dawnguard. It isn't until Bloodline that you can align yourself with any one side.

Quests

In this Dawnguard expansion, the player has the option to join The Dawnguard, an elite sect of vampire hunters, or Lord Harkon's prestigious lineage of Vampire Lords. To begin, you will need to be at least level 10 to catch word of The Dawnguard. You can speak to a guard in town, preferably Riften to initiate the first Dawnguard Quest.

If you're below level 10 and want to dig right into the heart of this new expansion immediately, you can still reach The Dawnguard but without the aid of map markers. Refer to the Dawnguard Quest for screenshots on where they are located.

Main Dawnguard Storyline

Note that some quests are exclusive to either members of The Dawnguard or to Vampire Lords.

- Dawnguard Quest
- Awakening
- Bloodline
- A New Order
- The Bloodstone Chalice
- Prophet
- Chasing Echoes
- Beyond Death
- Scroll Scouting
- Seeking Disclosure
- Unseen Visions
- Touching The Sky
- Kindred Judgment

Dawnguard Miscellaneous Quests

Dawnguard Radiant Quests

- Ancient Technology
- Bolstering The Ranks
- Hide and Seek

- Hunting The Monster
- Rescue
- Lost Relic
- Preemptive Strike
- Cleansing Light

Vampire Lord Radiant Quests

- New Allegiances
- Ancient Power
- Protecting The Bloodline
- Rings of Blood Magic
- Deceiving The Herd

Location Dependant Quests

- Impatience Of A Saint
- Find Arvak's Head
- Bring Ancient Falmer Tome to Urag-gro Shub
- Lost to the Ages

Vampire Lord Perks

The Dawnguard DLC brings a new perk tree to the fore, this one focusing on developing a Vampire Lord's abilities.

Unlike other traditional Perks, where points are allotted to attain a Perk, this and the Werewolf Perks trees are scaled by feeding on enemies. Vampires must feed directly on the flesh of their enemies or use a Drain Life spell to rank up.

Note that using the Drain Life spell ranks up abilities faster than traditional bites.

Perk	Prerequisite	Description
Power of the Grave		50 point bonus to Health, Magicka and Stamina as a Vampire Lord.
Detect All Creatures	Power of the Grave	Night Power: Detect all creatures, even dwarven automatons.
Mist Form	Detect All Creatures	Turninto an invulnerable cloud of mist while regenerating Health, Magicka and Stamina.
Supernatural Reflexes	Mist Form	Move quicker while enemies move slower
Blood Healing	Power of the Grave	Killing a person with a power attack bite restores all your health.
Unearthly Will	Power of the Grave	Night powers and Blood Magic cost 33% less
Poison Talons	Unearthly Will, Blood Healing	Melee attacks deal 20 points of poison damage
Night Cloak	Poison Talons	A shroud of bats feed on enemies within melee range
Vampiric Grip	Power of the Grave	Blood Magic: can pull a creature to you from a distance, and do choking damage once it's close
Summon Gargoyle	Vampiric Grip	Blood Magic: Can conjure a gargoyle to fight for you.

Corpse Curse Summon Gargoyle Paralyze your foes with this magical blast

Werewolf Perks

The Dawnguard DLC brings a new perk tree to the fore, this one focusing on developing a Werewolf's abilities.

Unlike other traditional Perks, where points are allotted to attain a Perk, this and the Vampire Lord Perks trees are scaled by feeding on enemies. Werewolves must feast on the hearts of their enemies to rank up.

Perk	Prerequisite	Description
Bestial Strength (four levels)		First level: Do 25% more damage as a werewolf
Totem of Ice Brothers	Bestial Strength	Summon an ally ice wolf with a howl
Totem of the Predator	Bestial Strength	Werewolf Totem of the hunt has extended range, and shows whether the targets are not in combat, searching, or actively in combat.
Totem of Terror	Bestial Strength	Werewolf Howl of Terror affects even higher level creatures
Totem of the Moon	Totem of Ice Brothers	Summon an ally werewolf with a howl
Animal Vigor	Bestial Strength	100 point bonus to Health and Stamina in beast form.
Gorging	Animal Vigor	Feeding heals twice as much Health
Savage Feeding	Gorging	Can now feed on creatures, only adds half the time to bloodlust that human feeding would

The Dawnguard Quests

After completing Awakening and meeting Lord Harkon at Castle Volkhiar, you have a choice to make: Accept or reject Harkon's generous (but bloody) gift. If you reject it, you forsake Vampirism and must link arms with The Dawnguard instead.

If you chose to graciously accept Harkon's offering, you will begin Vampire Lord Quests instead.

The Dawnguard Quests

- Dawnguard Quest
- Awakening
- Bloodline
- A New Order
- Prophet
- Seeking Disclosure
- Scroll Scouting
- Chasing Echoes
- Beyond Death
- Unseen Visions
- Touching The Sky
- Kindred Judgment
- Lost Relic

Dawnguard Quest

Dawnguard is the first quest for the Dawnguard. You require the expansion to partake on this questline.

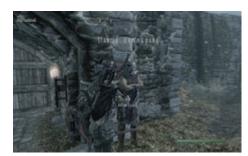
If you are past level 10, you will begin hearing rumors of the Dawnguard. Travel to Riften and speak to the guard by the front gate. He will place a marker on your map, guiding you to Fort Dawnguard, located in southeast Riften. Note: If you join the Dawnguard there is still an option for you to become a vampire lord later on.

Objectives

Speak with the leader of the Dawnguard

Video Walkthrough

Walkthrough





Once you have this quest, it's simply a matter of heading into a small cave flanked by two torches. It leads to Dayspring Canyon. Inside you'll run into another hopeful recruit named Agmaer. Follow the road into the towering fortress ahead to find Fort Dawnguard.





The Dawnguard are waging a war against the Vampires, and they're always looking for fresh blood -- in the other, non-vampiric sense. Isran is the leader of the Dawnguard and will determine whether you have the guts to join. He puts you through the first test: Awakening.

He gives you a new weapon, a Crossbow, and you'll be on your way.

Awakening

Awakening is part of the Dawnguard questline and follows after completing the first quest Dawnguard Quest. Completing this quest will give you the Achievement of the same name.

Objectives

- Find out what the vampires are seeking.
- Speak to mysterious woman

Video Walkthrough

Click this link to see the video http://www.ign.com/videos/2012/07/05/skyrim-walkthrough-dawnguard-dlc-part-2-awakening

Walkthrough





Some vampires are hiding out in an area called Dimhollow Crypt -- they may be the ones responsible for attacking the Hall of Vigilants. Not surprisingly, you'll run into the full gamut of undead in the Crypt -- from the typical Draugrs to Death Hounds and Vampires that can drain your life force. These vampires have the ability to go invisible when their health drops dangerously low, but their magic-casting hands will give away their location.





Vampires are susceptible to fire and are more resistant to frost magic. After dispatching the first batch of vampires in the starting chamber, head into the nearby pavilion and activate the chain to open the pathway.

The Vampire Nightstalkers command other schools of magic and are tougher nuts to crack, but

should fall more easily to brute force.

Deeper in you'll find an Alchemy table if you need, as well as growths of Glowing Mushrooms and Fly Amanita. As you delve deeper, you'll run into a Nightmaster Vampire and a Wounded Frostbite Spider. Both present an interesting challenge together, but separately they are more manageable.





Continue past these guys to another area decorated with gargoyle statues. Some scrolls can be found on the altar in front of you. Moving forward a little bit, you overhear a conversation between Lokil and his lackeys.





In the circular platform ahead, press the button in the center. This activates a purple glowing forcefield of sorts. Afterward, push each brazier until each one is individually lit. This brings up a Stone Monolith that houses a female vampire named Serana.

Pick her brain about the events surrounding her imprisonment. This starts Bloodline.

Bloodline

Bloodline is part of the Dawnguard DLC questline and is available after Awakening.

Objectives

- Lead Serana to her home.
- Speak to Harkon
- Note: You can join the Dawnguard, but still have a chance to become a vampire lord later in the game.

Video Walkthrough

Click this link to see the video

http://www.ign.com/videos/2012/07/05/skyrim-walkthrough-dawnguard-dlc-part-3-bloodline

Walkthrough

After agreeing to take Serana back to her home near Solitude, new enemies in the form of Gargoyles appear shortly. Serana will follow and play a minor role in combat, although it has been an undisclosed amount of time since she last stretched her legs.





Eventually, you reach a vast open amphitheater area of some sort with many Draugr enemies. There is a Word Wall here that will teach you a new Shout called Drain Vitality. -- the first word being Stamina.

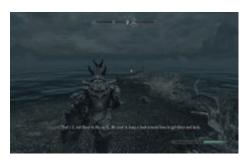




The point of destination lies just a little northwest of Northwatch Keep, which itself is located in the most northwest area of the map. Follow the marker to an abandoned boat by the Icewater Jetty,

which ferries you and Serana to Castle Volkihar, home of the Vampires.

At the gate, Serana and you part ways but not before she implores you to keep a level head and not slaughter all her ilk. At this point, you still have not pledged your allegiance to either The Dawnguard or the Vampire Lords.





Serana and Harkon have a very...interesting reunion before turning their attention to the strange guest in her abode. As thanks for returning his daughter to him, Harkon offers you his blood. If you accept, you turn into a vampire. If you decline, you will be exiled and condemned to joining their enemies: The Dawnguard (which isn't a bad thing).

Note...You have another opportunity to become a Vampire still during the quest Chasing Echoes.





If you so choose to become a Vampire, follow Harkon's instructions to assume the mantle of a Vampire Lord. You can access the new ability in the Powers menu. Turn into a Vampire Lord to acquaint yourself with its powers under the tutelage of Harkon. You also now have access to a new perk tree: Vampire Lord Perks.

Continuing with the Vampire Lord questline, you receive the next quest: The Bloodstone Chalice.

A New Order

Dawnguard DLC features two waring factions, as such some quests may have minor differences. These differences will be noted with Italic, bulleted if large, and for Vampire Lord and for Dawnguard.

A New Order is available only if you have the Dawnguard DLC expansion pack. It is part of The Dawnguard Quests and is available after Bloodline if you reject Harkon's gift of immortality meaning it is Dawnguard Faction.

Objective

- Kill vampires that attack
- Speak with Isran
- Recruit Sorine Jurard
- Recruit Gunmar
- Help Gunmar defeat the bear
- Speak to Gunmar
- Return to Isran

Video Walkthrough

Click this link to see the video http://www.ign.com/videos/2012/07/05/skyrim-walkthrough-dawnguard-dlc-part-4-a-new-order

Walkthrough

Defend Fort Dawnguard from the vampire attack, and Isran will ask you to recruit a Nord named Gunmar and a Breton named Sorine Jurard to boost the Dawnguard's ranks.

Gunmar can be found at a various locations -- it might not be the same every time. Help him hunt down a bear he's been tracking first and he will agree to at least speak with Isran.

Sorine can be found south of Darkfall Cave. She can be persuaded to immediately go to Fort Dawnguard. If you fail the Speech check, you'll need to fetch her satchel containing Dwemer Gyros by the riverbank first.

Return to Fort Dawnguard, and Prophet soon begins thereafter.

Prophet

Prophet is part of the Vampire Lord Quests that is available only in the Dawnguard DLC. Prophet begins after The Bloodstone Chalice or A New Order. This is a shared quest between the two warring factions and will thus have minor differences between them, those differences will be in Italic for both factions and bulleted for large sections.

Objectives

- Speak to Harkon or Follow Isran
- Listen to Harkon's speech
- Speak to Serana
- Locate a Moth Priest
- (Optional) Ask carriage drivers about the Moth Priest
- (Optional) Ask innkeepers in cities about the Moth Priest
- (Optional) Visit the College of Winterhold to ask about the Moth Priest
- Ask people in Dragon Bridge if they saw the Moth Priest
- Search along the road that leads south from Dragon Bridge
- Investigate the scene of the attack
- Read the Vampire's Note
- Capture or rescue the Moth Priest
- Deactivate the magic barrier
- Defeat the enthralled Moth Priest
- (Vampire) Use your Vampire's Seduction power on the Moth Priest
- (Vampire) Feed on the Moth Priest to make him your thrall
- (Vampire) Command the Moth Priest to go to Volkihar Castle
- Speak to the Moth Priest
- Report your success to Isran or Harkon
- (Vampire) Command the Moth Priest to read the Elder Scroll
- Speak to the Moth Priest or Harkon

Walkthrough

Serana will join you as a traveling follower. She is a capable magic-user, but is usually overly paranoid and you may attract *members of The Dawnguard if playing as a vampire, or Vampires if playing as a dawnguard* during your travels.

From here you'll have to follow the trail of the elusive Moth Priest; ask around for word of this man.

In the College of Winterhold, head to the Arcaneum and speak to Urag gro-Shub. Urag will point you toward Dragon Bridge located in northwestern Skyrim. Upon arriving, shake down a kid named Clinton for info on the Moth Priest. He tells of a robed figure being escorted through town in a wagon -- find the wreckage just beyond the titular stone bridge south of town.





Rifle through the vampire's corpse to find the **Vampire's Note** to find out that the Moth Priest has been taken to Forebears' Holdout a little further east following the trail of blood on the ground. The entrance is a little slit in the rocks.





The area was once a bandit stronghold and is *full of Dawnguard, Armored Dogs, and Armored Trolls* or of Vampires, Death Hounds, and Vampire Thrall Bandits depending on your faction. In the ruins ahead, you'll notice a bright blue plume of light emanating from a central source.





You'll have the Dawnguard Vanik as a Vampire and the Vampire Malkus as a Dawnguard, and their underlings to deal with when you reach the central area. Once all nearby threats have been eliminated, loot the Weystone Focus from the named corpse and dunk it in the Weystone source in the altar above the magical barrier. A hostile Dexion Evicus emerges from the deactivated barrier; Serana can use her magic to whittle down this wizen man easily.





• As a Vampire Lord, you will need to cast Vampire's Seduction. Be careful that you do not miss, as the Seduction power can be activated only once a day. Once seduced, interact with him to

access the option to feed on him. Then Command him to travel to Castle Volkihar.

As a Dawnguard you need mearly talk to him and send him to Fort Dawnguard.





- As a Vampire Lord rendezvous with him and Harkon at Castle Volkihar. After speaking with Harkon, command Dexion to decipher the Elder Scroll.
- As a Dawnguard rendezvous with him and Isran at Fort Dawnguard. Dexion will decipher the Elder Scroll.

Dexion will tell you that you need two other Elder Scrolls to be able to complete the reading. Speak once more with Lord Harkon as a Vampire Lord or Serana as a Dawnguard to begin a series of new quests (they may appear before speaking): Chasing Echoes, Seeking Disclosure, and Scroll Scouting.

Seeking Disclosure

Only available in Dawnguard DLC, **Seeking Disclosure** is one of the quests started after Prophet. In order to locate Auriel's Bow, Dexion told you during Prophet that you will need to retrieve two other Elder Scrolls.

Objectives

- Find The Elder Scroll (Blood)
- Find The Elder Scroll (Dragon)
- Bring both Elder Scrolls to Dexion

Video Walkthrough

Click this link to see the video

http://www.ign.com/videos/2012/07/05/skyrim-walkthrough-dawnguard-dlc-part-8-seeking-disclosure

Walkthrough

This quest is put on hold until you've acquired the two remaining Elder Scrolls:

- To retrieve the Elder Scroll (Blood) you will need to complete Chasing Echoes and Beyond Death
- To retrieve the Elder Scroll (Dragon) you will need to complete Scroll Scouting and/or have completed the Main Quests storyline up to Discerning the Transmundane, where you retrieve the Elder Scroll.

When you return to Dexion, he is physically unable to help you any further. He suggests an alternative to reading the Elder Scroll. This requires going to an Ancestor Glade, one located in Pine Forest, and performing the Ritual of the Ancestor Moth. Upon completion Dexion also gives you the original Dawnguard Elder Scroll (Sun). Each elder scroll weighs 20 so make sure you are not over encumbered as you cannot store them or remove them from your inventory.

This begins the next quest Unseen Visions.

Scroll Scouting

Scroll Scouting is a quest that is available only if you to have the Dawnguard DLC. Scroll Scouting follows after Prophet, and will auto complete if you have already retrieved the Elder Scroll from the Main Skyrim storyline.

Objectives

- Discover the location of the Elder Scroll (Dragon)
- Travel to the Mage College at Winterhold
- Speak with Urag gro-Shub
- Complete the quest Discerning the Transmundane until retrieving the Elder Scroll

Walkthrough

Dexion needs the other two Elder Scrolls. The Elder Scroll (Dragon) can be found during the main questline in a quest called Discerning The Transmundane. If this was done already, it should already be in your possession. If it was sold to Urag gro-Shub, you must return to him and buy it back.

Urag gro-Shub is a shrewd businessman and will ask for a hefty sum of 4,000 gold for the Elder Scroll. If you're the Arch-Mage (a title earned from completing College of Winterhold Quests), then he will slash the asking price by half. For those with a snake tongue, Urag may be convinced to part with it for 3,000 instead.

Whatever the asking price, it's not guite chump change.

The quest completes once you have the Elder Scrolls (Dragon) back in your inventory.

Chasing Echoes

Chasing Echoes is available only if you have the Dawnguard DLC expansion pack. This quest begins after Prophet and intersects between the two factions.

Objectives

- Speak to Serana
- Explore Castle Volkihar's Courtyard
- Investigate the moondial
- Find pieces of the moodial located around the courtyard
- Explore Castle Volkihar's Ruined Tower
- Locate Valerica's Journal
- Speak to Serana
- Gather Soul Gem Shards
- Gather Finely Ground Bone Meal
- Gather Purified Void Salts
- Place the ingredients in the vessel
- Speak to Serana
- (Dawnguard)Become a Vampire Lord or Become partially soul trapped
- Enter the Soul Cairn

Video Walkthrough

This video walkthrough was captured from the perspective of a Dawnguard member.

Click this link to see the video

http://www.ign.com/videos/2012/07/05/skyrim-walkthrough-dawnguard-dlc-part-6-chasing-echoes

Walkthrough

Serana has kept her knowledge about the possible whereabouts of the Elder Scroll from her father. Help her figure out where her mother Valerica might've hidden it. With your ingenious input, Serana will suggest beginning the search in the castle's courtyard.





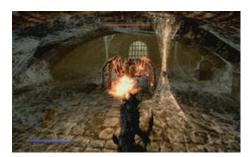
Head outside the castle and around its perimeter to find a hidden back entrance protected by some

Skeleton creatures.

Inside you'll find Death Hounds and other otherworldly nasties. The idea here is to activate a lever to lower the first wooden barrier. Being the judicious fellow he is, Harkon installed a second wooden barrier, too. Follow the path to the left as Serana suggests.

Watch out for the various traps, like bear traps and spiky chains!

It leads into a room filled with heaps of bones. You can access the treasure chest on the elevated ledge by hopping atop the bookcase and using the Vampire Lord's bat power to cross the gap.





Work your way through the thick growth of spider webs and defeat a Giant Frostbite Spider to find the lever for the second barrier. Once this barrier is lowered, the courtyard is only a skip away.







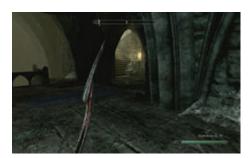


Locate some of the missing crests from the moondial -- they are scattered all around the courtyard. Once the Full Moon, Half Moon, and Crescent Moon crests are found, insert them in the grooves of the moondial. Once the missing crests are replaced, the moondial shifts to reveal a hidden staircase leading into the ruins.





The ruins house the usual suspects, although you might get a scare from time to time from a Gargoyle Brute who bursts to life and attacks. The path is fairly straight forward. One of the chain levers is situated behind a Gargoyle statue that is animated by the action of pulling the chain. Once defeated, though, you can proceed through the gate it opens.





Continuing on, you'll eventually reach a room with several gargoyle statues. Not surprisingly, you'll need to put down four of them. Afterwards, search for a secret entrance by the hearth that can be opened by turning the adjacent candlestick.





This reveals Valerica's secret laboratory. First speak to Serana and then pick up *Valerica's Journal* from the bookcase. Now gather the necessary reagents (named exactly as required in the Objectives) to recreate the portal into Soul Cairn. They are located within the laboratory. Assemble all the reagents in the portal vessel and head into Soul Cairn.





If you sided with The Dawnguard, you are again presented with the option to turn into a Vampire Lord. If you go forward with the transformation and return to Fort Dawnguard, you will simply begin the

Rising At Dawn to cure the Vampirism. For as long as you are a vampire The Dawnguard will not deal
with you.

Beyond Death

Beyond Death is available only if you have the Dawnguard DLC expansion pack and is part of The Dawnguard Quests. Completing this quest will give you the Achievement of the same name.

Beyond Death begins after Chasing Echoes.

Objectives

- Locate Valerica
- Speak to Valerica
- Kill the Boneyard Keepers (3/3)
- Speak to Valerica
- Follow Valerica
- Slay Durnehviir
- Speak to Valerica
- Follow Valerica
- Retrieve the Elder Scroll
- Speak to Valerica
- Return to Tamriel

Video Walkthrough

This video walkthrough is captured from the perspective of a Dawnguard member.

Click this link to see the video

http://www.ign.com/videos/2012/07/05/skyrim-walkthrough-dawnguard-dlc-part-7-beyond-death

Walkthrough

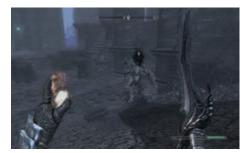
Valerica is hidden somewhere in the desolate land of Soul Cairn. On the way to Valerica, you may happen across one or more wandering souls who give you some of the Dawnguard Miscellaneous Quests.





Make sure Serana is with you when you approach Valerica. After everything has been said and done, you'll need to seek out and kill three Keepers to disable the barrier around Valerica. One of them can

be reached via a iridescent portal.





Return to Valerica for the Elder Scroll and follow her into the boneyard.

Durnehviir, the undead dragon, appears. The almighty Durnehviir will fall quite easily, strangely enough. Speak to Valerica and follow her once more to the Elder Scroll (Blood). Once it is in your possession, it's time to leave this dark place, but feel free to pick Valerica's brain about the realm and its mystical lords.





Upon leaving the boneyard, you are stopped by Durnehviir. No battle for vengeance ensues, but he will instead ask for a favor: Take him back to Tamriel and he will become your ally. As a result, you obtain a new Dragon Shout called Summon Durnehviir.

Unseen Visions

Unseen Visions can only be accessed with the Dawnguard DLC. This quest automatically begins when you complete Seeking Disclosure.

Objectives

- Find A Moth Priest's knife
- Gather bark from a Canticle Tree
- Attract Ancestor Moth Swarms (7/7)
- Enter the column of light and read the Elder Scroll (Blood)
- Speak with Serana

Video Walkthrough

Click this link to see the video

http://www.ign.com/videos/2012/07/05/skyrim-walkthrough-dawnguard-dlc-part-9-unseen-visions

Walkthrough

The Ancestor Glade is just southeast, a short distance from Falkreath. You may find it more easily accessible coming in from the north due to the terrain surrounding this cave.





There are no enemies in the Ancestor Glade (yet). Inside the Ancestor Glade you see swarms of moths and beautiful foliage. The point of interest, however, is the large standing stone with a circular stone at the center, where the Moth Priest knife can be found.





Harvest the bark from the nearby tree. Doing so allows you to go around "collecting" swarms of

moths; they will flutter around you, creating a globe of light around you and a column of light to appear near the center of the stone circle. Once seven of these swarms are gathered, head to the column of light.





Enter the column and read the Elder Scroll (Blood) by accessing it under Books in your inventory. It takes some time for a lucid image of a new map destination to appear in your mind's eye.

Speak with Serana about what you saw and where to go next. Upon completion of this quest, you begin Touching the Sky, and are set upon by a large horde of enemies.

Touching The Sky

Touching The Sky is part of the series of Dawnguard quests available only through the Dawnguard DLC. It begins after completing Unseen Visions.

Objectives

- Locate Auriel's Bow
- Speak to Gelebor
- Survive Darkfall Passage
- Fill the Initiate's Ewer (5/5)
- Gain entry to the Inner Sanctum
- Locate Arch-Curate Vyrthur
- Confront Arch-Curate Vyrthur
- Slay Arch-Curate Vyrthur
- Speak to Gelebor
- Retrieve Auriel's Bow

Video Walkthrough

This video walkthrough was captured from the perspective of a Dawnguard member.

Click this link to see the video

http://www.ign.com/videos/2012/07/05/skyrim-walkthrough-dawnguard-dlc-part-12-touching-the-sky-pt-3

Walkthrough

Reading the Elder Scroll (Blood) has placed a new map point called Darkfall Cave. This cave is directly north of Druadach Redoubt and a little ways south from Castle Volkihar.





Darkfall Cave is an extremely dark cave that's sparsely populated by some spiders and Trolls. When you reach the wooden bridge, you'll find that there's nowhere to go but down into the rapid currents below. After being dumped into the water, ride the current deeper into the cave.





Continuing through the cave, you will come across a camp with branching paths going up and down. The path up leads back to the entrance of the cave while the path down has a tripwire that releases large boulders down upon you. If you dodge the initial drop of boulders, be careful on the way down as some may have caught on the edges of the small path and will again start rolling and smack into you as you pass/jump over them.

The path will then split but quickly rejoin just before you begin to see Glowing Mushrooms appear.





You can sneak by or kill the couple of trolls you come across, but ultimately you want to head toward the shrine devoted to Auriel in the distance. It is presided by Knight-Paladin named Gelebor, a snow elf who wants a rather wicked favor.

Gelebor will help you retrieve Auriel's Bow, but only if you help him kill his brother Arch-Curate Vyrthur who has been corrupted by the Betrayed, who are also known as the Falmer. He then raises the wayshrine and bids you well as you see a glowing doorway open inside the first wayshrine.

Entering the doorway sends you to another dank cave illuminated by strange glowing organisms that retract when you grow near. As you travel through, Chaurus Hunter Fledglings will explode out of their cocoons to attack you. As well, you'll encounter regular Chaurus and Falmer enemies.





Be mindful of traps that involve metallic dragon talons. When triggered, these spring open and clamp you between either a wall and a talon or two talons together.

Travel through a Falmer village and past a large glowing rock up to the upper portion of the village. If

the Falmer Gloomlurkers are giving you trouble just pick and eat some of the Gleamblossom, which gives some Magic Resistance.





Just past where you walk through a waterfall the path will split again. To the left is a small trap filled area with an Alchemy Lab, chest, and two flying Chaurus in it. To the right is a single trap just before two hanging ropes. The left rope opens the stone door and welcomes you to a Vale Sabre Cat. The right rope sets off three different sets of traps to block, impale, and poison dart the Sabre Cat.





The second wayshrine lays ahead, where you will need to fill the ewer with the first of five parts. Behind the bowl opens another glowing doorway to the Forgotten Vale. The remaining three wayshrines can be found within the Forgotten Vale, so don't return to Darkfall Passage until all wayshrines have been visited.

The third wayshrine is a bit north and west of the entrance to the vale. Move west further over a mountain pass with spiders in it to head towards the other wayshrines. The fourth wayshrine is south along a cliff path west of the mountain pass.





The fifth wayshrine is north over a stream, up a cliff path, and across a frozen lake. The lake has 2 named dragons that explode out of the ice to attack you at the same time. They are guarding a Word Wall in the center of the frozen lake; it's part of Drain Vitality. A little to the east and down a small cliff there is a frost giant with the Sapphire Paragon, as well as an activator for a Paragon.





The sixth wayshrine begins pointing you back towards the lake, but go north towards two Falmer huts over an ice bridge. You can take the upper Ice Bridge path fighting Falmer, or the stream path, hopping over rocks and fighting the flying chaurus. Either way you go you will eventually get to the Glacial Crevice, pass through the twisting and turning passages to emerge back into the Forgotten Vale high up on a cliff that was unreachable until this point.

The path will continue to meander through a dense population of Falmer and their huts. Continue following the waypoint to the back until you see the last glowing Prelate. Scoop up your last drop of water from the wayshrine and head towards the towering chapel in the distance.

There is a basin that will hold all the water you've collected from the wayshrines within the ancient temple of Auriel. Be patient as the door to the Inner Sanctum opens up.

Inside there are some altars where you can place the Ewer and open a door to travel further on. You will need to pick up the Ewer again to set it on an altar later, but kill the frost giant first and retrieve the Ruby Paragon. Proceed on and eventually you will reach Auriel's Chapel.





As you enter the building you find that this is an ancient temple to Auriel with a statue to match how old the place is. Pour the water from the Ewer into the basin and enter the temple. Inside there are some alters where you can place the Ewer and open a door to travel further on, you will need to pick back up the Ewer to set it on a later alter but kill the frost giant first and retrieve the Ruby Paragon. Proceed on the other way from the Ewer use and eventually you will reach Auriel's Chapel.





Inside the Chapel you fight against three waves of increasingly difficult groups only to have Vyrthur

pull down the chapel around you and run off. Head to the balcony behind the submerged wayshrine to confront Vyrthur and then kill him. When he is dead, the wayshrine rises up and you can speak with Gelebor who steps out of the wayshrine. As you pick up Auriel's Bow you complete the quest and begin Kindred Judgment.





Kindred Judgment

Kindred Judgment begins when you complete Touching The Sky. You must have the Dawnguard DLC to obtain this quest. Completing this quest will also gain you the achievement of the same name.

Objectives

- Speak to Serana
- Confront Harkon with Auriel's Bow
- Slay Harkon

Video Walkthrough

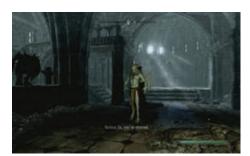
This video walkthrough was captured from the perspective of Dawnguard member.

Click this link to see the video

http://www.ign.com/videos/2012/07/05/skyrim-walkthrough-dawnguard-dlc-part-13-kindred-judgement

Walkthrough

As soon as you pick up Auriel's Bow you begin this quest and Serana runs up to you wishing to speak with you. Speak with her and then travel to Castle Volkihar. Upon entering no one will speak with you, just tell you to go talk with Harkon in the cathedral.



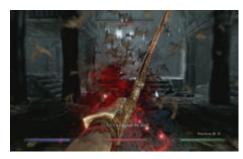


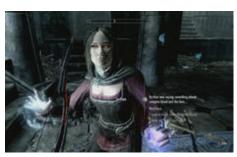
The battle that ensues is difficult with Harkon's Vampire Lord form regenerating very quickly. If you hurt him enough he flies up to Molag Bal's altar of blood and puts up an invulnerable blood barrier. All other attacks except arrows from Auriel's Bow will be rendered useless while it is up.





In addition, Harkon will regain health and call his army of undead to his aid. Thankfully, Serana can hold her own and distract most of them. Focus your efforts on Harkon especially when he attempts to turn invisible and float around the room. Shake him out of this phase by damaging him and prevent him from restoring his health.





When you finish him off, you complete this quest and the main questline of the Dawnguard DLC.

From here, you can talk to Serana, who will join you as a permanent follower now, about coating her blood on some Elven Arrows to create Bloodcursed Elven Arrows. When fired into the sun, it turns the sun blood red and dark, thereby dispelling the negative effects of sunlight until the next day.

Although you're done with these quests for now, there are still some Dawnguard Miscellaneous Quests and many Legendary Dragons to slay!

Other Pages to Read

- Dawnguard NPCs
- Dawnguard Enemies
- Dawnguard Shouts
- Side Quests

Vampire Lord Quests

After the quest Awakening and discovering Castle Volkihar, the current lord of vampires, Harkon, offers you the gift of immortality: his blood. Accept this offer to be embraced by vampiric thirst and start the questline of the Vampire Lords.

Vampire Lord Quests

- Dawnguard Quest
- Awakening
- Bloodline
- The Bloodstone Chalice
- Prophet
- Seeking Disclosure
- Scroll Scouting
- Chasing Echoes
- Beyond Death
- Unseen Visions
- Touching The Sky
- Kindred Judgment

Dawnguard Quest

Dawnguard is the first quest for the Dawnguard. You require the expansion to partake on this questline.

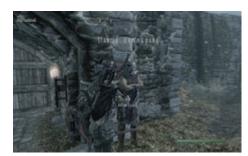
If you are past level 10, you will begin hearing rumors of the Dawnguard. Travel to Riften and speak to the guard by the front gate. He will place a marker on your map, guiding you to Fort Dawnguard, located in southeast Riften. Note: If you join the Dawnguard there is still an option for you to become a vampire lord later on.

Objectives

Speak with the leader of the Dawnguard

Video Walkthrough

Walkthrough





Once you have this quest, it's simply a matter of heading into a small cave flanked by two torches. It leads to Dayspring Canyon. Inside you'll run into another hopeful recruit named Agmaer. Follow the road into the towering fortress ahead to find Fort Dawnguard.





The Dawnguard are waging a war against the Vampires, and they're always looking for fresh blood -- in the other, non-vampiric sense. Isran is the leader of the Dawnguard and will determine whether you have the guts to join. He puts you through the first test: Awakening.

He gives you a new weapon, a Crossbow, and you'll be on your way.

Awakening

Awakening is part of the Dawnguard questline and follows after completing the first quest Dawnguard Quest. Completing this quest will give you the Achievement of the same name.

Objectives

- Find out what the vampires are seeking.
- Speak to mysterious woman

Video Walkthrough

Click this link to see the video http://www.ign.com/videos/2012/07/05/skyrim-walkthrough-dawnguard-dlc-part-2-awakening

Walkthrough





Some vampires are hiding out in an area called Dimhollow Crypt -- they may be the ones responsible for attacking the Hall of Vigilants. Not surprisingly, you'll run into the full gamut of undead in the Crypt -- from the typical Draugrs to Death Hounds and Vampires that can drain your life force. These vampires have the ability to go invisible when their health drops dangerously low, but their magic-casting hands will give away their location.





Vampires are susceptible to fire and are more resistant to frost magic. After dispatching the first batch of vampires in the starting chamber, head into the nearby pavilion and activate the chain to open the pathway.

The Vampire Nightstalkers command other schools of magic and are tougher nuts to crack, but

should fall more easily to brute force.

Deeper in you'll find an Alchemy table if you need, as well as growths of Glowing Mushrooms and Fly Amanita. As you delve deeper, you'll run into a Nightmaster Vampire and a Wounded Frostbite Spider. Both present an interesting challenge together, but separately they are more manageable.





Continue past these guys to another area decorated with gargoyle statues. Some scrolls can be found on the altar in front of you. Moving forward a little bit, you overhear a conversation between Lokil and his lackeys.





In the circular platform ahead, press the button in the center. This activates a purple glowing forcefield of sorts. Afterward, push each brazier until each one is individually lit. This brings up a Stone Monolith that houses a female vampire named Serana.

Pick her brain about the events surrounding her imprisonment. This starts Bloodline.

Bloodline

Bloodline is part of the Dawnguard DLC questline and is available after Awakening.

Objectives

- Lead Serana to her home.
- Speak to Harkon
- Note: You can join the Dawnguard, but still have a chance to become a vampire lord later in the game.

Video Walkthrough

Click this link to see the video

http://www.ign.com/videos/2012/07/05/skyrim-walkthrough-dawnguard-dlc-part-3-bloodline

Walkthrough

After agreeing to take Serana back to her home near Solitude, new enemies in the form of Gargoyles appear shortly. Serana will follow and play a minor role in combat, although it has been an undisclosed amount of time since she last stretched her legs.





Eventually, you reach a vast open amphitheater area of some sort with many Draugr enemies. There is a Word Wall here that will teach you a new Shout called Drain Vitality. -- the first word being Stamina.

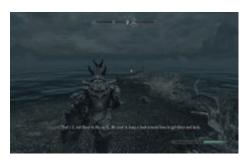




The point of destination lies just a little northwest of Northwatch Keep, which itself is located in the most northwest area of the map. Follow the marker to an abandoned boat by the Icewater Jetty,

which ferries you and Serana to Castle Volkihar, home of the Vampires.

At the gate, Serana and you part ways but not before she implores you to keep a level head and not slaughter all her ilk. At this point, you still have not pledged your allegiance to either The Dawnguard or the Vampire Lords.





Serana and Harkon have a very...interesting reunion before turning their attention to the strange guest in her abode. As thanks for returning his daughter to him, Harkon offers you his blood. If you accept, you turn into a vampire. If you decline, you will be exiled and condemned to joining their enemies: The Dawnguard (which isn't a bad thing).

Note...You have another opportunity to become a Vampire still during the quest Chasing Echoes.





If you so choose to become a Vampire, follow Harkon's instructions to assume the mantle of a Vampire Lord. You can access the new ability in the Powers menu. Turn into a Vampire Lord to acquaint yourself with its powers under the tutelage of Harkon. You also now have access to a new perk tree: Vampire Lord Perks.

Continuing with the Vampire Lord questline, you receive the next quest: The Bloodstone Chalice.

The Bloodstone Chalice

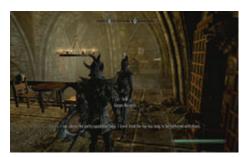
The Bloodstone Chalice is available only in the Dawnguard DLC and is part of the Vampire Lords questline. This quest is not available unless you accepted Harkon's gift of immortality and became a Vampire Lord.

Objectives

- Speak with Garan Marethi
- Follow Garan
- Take the Bloodstone Chalice to Redwater Spring
- Fill the Chalice from the spring
- Defeat Stalk and Salonia
- Fill the Chalice with vampire blood
- Return to Garan Marethi
- Speak to Harkon

Walkthrough

Find Garan Marethi in the castle and speak to him. Follow him until he hands you the Bloodstone Chalice, which you must fill with the waters at Redwater Spring. Redwater Spring is located in the southeastern portion of the map. You'll first be guided to Redwater Den, which is occupied by some shirtless brigands and Skooma junkies.

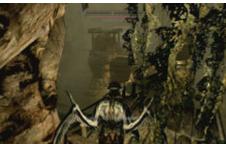




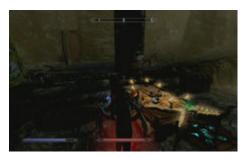
Head down the trapdoor into the den. The doorman imparts some words of warning before letting you in. In order to proceed any further (unless the desire is to take a quick hit of their special brew Skooma), pick the lock on the Adept-level lock to access a new area of the drug den.

People will not react to kindly to trespassing; you'll soon find yourself fighting against other Vampires and other bloodsucking minions. Make your way to the upper floor of the main cavern and activate the level to lower the bridges to cross.





Search for a chain lever that permits access to the deeper parts of the den to finally reach Redwater Spring. Once you're through the first iron door, watch out for pressure-sensitive tiles on the floor that spring spikey wall traps. Avoid these and continue through the next iron door to enter a large chamber.





You encounter many more enemies, including one named Venarus Vulpin. This named Vampire will turn invisible at low health, but remember that you can still spot his glowing hands. He drops the Redwater Spring Key that unlocks the master-level iron door lock.





Fill the chalice with the glowing red liquid. As you turn to leave, a pair of named Vampires ambush you in attempt to intercept your giving the Chalice to Harkon. Defeat Stalk and Salonia Caelia. Separate them and deal with one at a time.

After defeating the pair, scoop some of their blood into the Chalice and return to Castle Volkihar to speak with Garan. Then follow up with Harkon.

Prophet

Prophet is part of the Vampire Lord Quests that is available only in the Dawnguard DLC. Prophet begins after The Bloodstone Chalice or A New Order. This is a shared quest between the two warring factions and will thus have minor differences between them, those differences will be in Italic for both factions and bulleted for large sections.

Objectives

- Speak to Harkon or Follow Isran
- Listen to Harkon's speech
- Speak to Serana
- Locate a Moth Priest
- (Optional) Ask carriage drivers about the Moth Priest
- (Optional) Ask innkeepers in cities about the Moth Priest
- (Optional) Visit the College of Winterhold to ask about the Moth Priest
- Ask people in Dragon Bridge if they saw the Moth Priest
- Search along the road that leads south from Dragon Bridge
- Investigate the scene of the attack
- Read the Vampire's Note
- Capture or rescue the Moth Priest
- Deactivate the magic barrier
- Defeat the enthralled Moth Priest
- (Vampire) Use your Vampire's Seduction power on the Moth Priest
- (Vampire) Feed on the Moth Priest to make him your thrall
- (Vampire) Command the Moth Priest to go to Volkihar Castle
- Speak to the Moth Priest
- Report your success to Isran or Harkon
- (Vampire) Command the Moth Priest to read the Elder Scroll
- Speak to the Moth Priest or Harkon

Walkthrough

Serana will join you as a traveling follower. She is a capable magic-user, but is usually overly paranoid and you may attract *members of The Dawnguard if playing as a vampire, or Vampires if playing as a dawnguard* during your travels.

From here you'll have to follow the trail of the elusive Moth Priest; ask around for word of this man.

In the College of Winterhold, head to the Arcaneum and speak to Urag gro-Shub. Urag will point you toward Dragon Bridge located in northwestern Skyrim. Upon arriving, shake down a kid named Clinton for info on the Moth Priest. He tells of a robed figure being escorted through town in a wagon -- find the wreckage just beyond the titular stone bridge south of town.





Rifle through the vampire's corpse to find the **Vampire's Note** to find out that the Moth Priest has been taken to Forebears' Holdout a little further east following the trail of blood on the ground. The entrance is a little slit in the rocks.





The area was once a bandit stronghold and is *full of Dawnguard, Armored Dogs, and Armored Trolls* or of Vampires, Death Hounds, and Vampire Thrall Bandits depending on your faction. In the ruins ahead, you'll notice a bright blue plume of light emanating from a central source.





You'll have the Dawnguard Vanik as a Vampire and the Vampire Malkus as a Dawnguard, and their underlings to deal with when you reach the central area. Once all nearby threats have been eliminated, loot the Weystone Focus from the named corpse and dunk it in the Weystone source in the altar above the magical barrier. A hostile Dexion Evicus emerges from the deactivated barrier; Serana can use her magic to whittle down this wizen man easily.





• As a Vampire Lord, you will need to cast Vampire's Seduction. Be careful that you do not miss, as the Seduction power can be activated only once a day. Once seduced, interact with him to

access the option to feed on him. Then Command him to travel to Castle Volkihar.

As a Dawnguard you need mearly talk to him and send him to Fort Dawnguard.





- As a Vampire Lord rendezvous with him and Harkon at Castle Volkihar. After speaking with Harkon, command Dexion to decipher the Elder Scroll.
- As a Dawnguard rendezvous with him and Isran at Fort Dawnguard. Dexion will decipher the Elder Scroll.

Dexion will tell you that you need two other Elder Scrolls to be able to complete the reading. Speak once more with Lord Harkon as a Vampire Lord or Serana as a Dawnguard to begin a series of new quests (they may appear before speaking): Chasing Echoes, Seeking Disclosure, and Scroll Scouting.

Seeking Disclosure

Only available in Dawnguard DLC, **Seeking Disclosure** is one of the quests started after Prophet. In order to locate Auriel's Bow, Dexion told you during Prophet that you will need to retrieve two other Elder Scrolls.

Objectives

- Find The Elder Scroll (Blood)
- Find The Elder Scroll (Dragon)
- Bring both Elder Scrolls to Dexion

Video Walkthrough

Click this link to see the video

http://www.ign.com/videos/2012/07/05/skyrim-walkthrough-dawnguard-dlc-part-8-seeking-disclosure

Walkthrough

This quest is put on hold until you've acquired the two remaining Elder Scrolls:

- To retrieve the Elder Scroll (Blood) you will need to complete Chasing Echoes and Beyond Death
- To retrieve the Elder Scroll (Dragon) you will need to complete Scroll Scouting and/or have completed the Main Quests storyline up to Discerning the Transmundane, where you retrieve the Elder Scroll.

When you return to Dexion, he is physically unable to help you any further. He suggests an alternative to reading the Elder Scroll. This requires going to an Ancestor Glade, one located in Pine Forest, and performing the Ritual of the Ancestor Moth. Upon completion Dexion also gives you the original Dawnguard Elder Scroll (Sun). Each elder scroll weighs 20 so make sure you are not over encumbered as you cannot store them or remove them from your inventory.

This begins the next quest Unseen Visions.

Scroll Scouting

Scroll Scouting is a quest that is available only if you to have the Dawnguard DLC. Scroll Scouting follows after Prophet, and will auto complete if you have already retrieved the Elder Scroll from the Main Skyrim storyline.

Objectives

- Discover the location of the Elder Scroll (Dragon)
- Travel to the Mage College at Winterhold
- Speak with Urag gro-Shub
- Complete the quest Discerning the Transmundane until retrieving the Elder Scroll

Walkthrough

Dexion needs the other two Elder Scrolls. The Elder Scroll (Dragon) can be found during the main questline in a quest called Discerning The Transmundane. If this was done already, it should already be in your possession. If it was sold to Urag gro-Shub, you must return to him and buy it back.

Urag gro-Shub is a shrewd businessman and will ask for a hefty sum of 4,000 gold for the Elder Scroll. If you're the Arch-Mage (a title earned from completing College of Winterhold Quests), then he will slash the asking price by half. For those with a snake tongue, Urag may be convinced to part with it for 3,000 instead.

Whatever the asking price, it's not guite chump change.

The quest completes once you have the Elder Scrolls (Dragon) back in your inventory.

Chasing Echoes

Chasing Echoes is available only if you have the Dawnguard DLC expansion pack. This quest begins after Prophet and intersects between the two factions.

Objectives

- Speak to Serana
- Explore Castle Volkihar's Courtyard
- Investigate the moondial
- Find pieces of the moodial located around the courtyard
- Explore Castle Volkihar's Ruined Tower
- Locate Valerica's Journal
- Speak to Serana
- Gather Soul Gem Shards
- Gather Finely Ground Bone Meal
- Gather Purified Void Salts
- Place the ingredients in the vessel
- Speak to Serana
- (Dawnguard)Become a Vampire Lord or Become partially soul trapped
- Enter the Soul Cairn

Video Walkthrough

This video walkthrough was captured from the perspective of a Dawnguard member.

Click this link to see the video

http://www.ign.com/videos/2012/07/05/skyrim-walkthrough-dawnguard-dlc-part-6-chasing-echoes

Walkthrough

Serana has kept her knowledge about the possible whereabouts of the Elder Scroll from her father. Help her figure out where her mother Valerica might've hidden it. With your ingenious input, Serana will suggest beginning the search in the castle's courtyard.





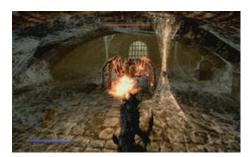
Head outside the castle and around its perimeter to find a hidden back entrance protected by some

Skeleton creatures.

Inside you'll find Death Hounds and other otherworldly nasties. The idea here is to activate a lever to lower the first wooden barrier. Being the judicious fellow he is, Harkon installed a second wooden barrier, too. Follow the path to the left as Serana suggests.

Watch out for the various traps, like bear traps and spiky chains!

It leads into a room filled with heaps of bones. You can access the treasure chest on the elevated ledge by hopping atop the bookcase and using the Vampire Lord's bat power to cross the gap.





Work your way through the thick growth of spider webs and defeat a Giant Frostbite Spider to find the lever for the second barrier. Once this barrier is lowered, the courtyard is only a skip away.









Locate some of the missing crests from the moondial -- they are scattered all around the courtyard. Once the Full Moon, Half Moon, and Crescent Moon crests are found, insert them in the grooves of the moondial. Once the missing crests are replaced, the moondial shifts to reveal a hidden staircase leading into the ruins.





The ruins house the usual suspects, although you might get a scare from time to time from a Gargoyle Brute who bursts to life and attacks. The path is fairly straight forward. One of the chain levers is situated behind a Gargoyle statue that is animated by the action of pulling the chain. Once defeated, though, you can proceed through the gate it opens.





Continuing on, you'll eventually reach a room with several gargoyle statues. Not surprisingly, you'll need to put down four of them. Afterwards, search for a secret entrance by the hearth that can be opened by turning the adjacent candlestick.





This reveals Valerica's secret laboratory. First speak to Serana and then pick up *Valerica's Journal* from the bookcase. Now gather the necessary reagents (named exactly as required in the Objectives) to recreate the portal into Soul Cairn. They are located within the laboratory. Assemble all the reagents in the portal vessel and head into Soul Cairn.





If you sided with The Dawnguard, you are again presented with the option to turn into a Vampire Lord. If you go forward with the transformation and return to Fort Dawnguard, you will simply begin the

Rising At Dawn to cure the Vampirism. For as long as you are a vampire The Dawnguard will not deal
with you.

Beyond Death

Beyond Death is available only if you have the Dawnguard DLC expansion pack and is part of The Dawnguard Quests. Completing this quest will give you the Achievement of the same name.

Beyond Death begins after Chasing Echoes.

Objectives

- Locate Valerica
- Speak to Valerica
- Kill the Boneyard Keepers (3/3)
- Speak to Valerica
- Follow Valerica
- Slay Durnehviir
- Speak to Valerica
- Follow Valerica
- Retrieve the Elder Scroll
- Speak to Valerica
- Return to Tamriel

Video Walkthrough

This video walkthrough is captured from the perspective of a Dawnguard member.

Click this link to see the video

http://www.ign.com/videos/2012/07/05/skyrim-walkthrough-dawnguard-dlc-part-7-beyond-death

Walkthrough

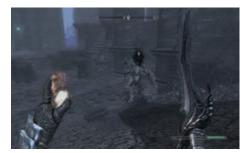
Valerica is hidden somewhere in the desolate land of Soul Cairn. On the way to Valerica, you may happen across one or more wandering souls who give you some of the Dawnguard Miscellaneous Quests.





Make sure Serana is with you when you approach Valerica. After everything has been said and done, you'll need to seek out and kill three Keepers to disable the barrier around Valerica. One of them can

be reached via a iridescent portal.





Return to Valerica for the Elder Scroll and follow her into the boneyard.

Durnehviir, the undead dragon, appears. The almighty Durnehviir will fall quite easily, strangely enough. Speak to Valerica and follow her once more to the Elder Scroll (Blood). Once it is in your possession, it's time to leave this dark place, but feel free to pick Valerica's brain about the realm and its mystical lords.





Upon leaving the boneyard, you are stopped by Durnehviir. No battle for vengeance ensues, but he will instead ask for a favor: Take him back to Tamriel and he will become your ally. As a result, you obtain a new Dragon Shout called Summon Durnehviir.

Unseen Visions

Unseen Visions can only be accessed with the Dawnguard DLC. This quest automatically begins when you complete Seeking Disclosure.

Objectives

- Find A Moth Priest's knife
- Gather bark from a Canticle Tree
- Attract Ancestor Moth Swarms (7/7)
- Enter the column of light and read the Elder Scroll (Blood)
- Speak with Serana

Video Walkthrough

Click this link to see the video

http://www.ign.com/videos/2012/07/05/skyrim-walkthrough-dawnguard-dlc-part-9-unseen-visions

Walkthrough

The Ancestor Glade is just southeast, a short distance from Falkreath. You may find it more easily accessible coming in from the north due to the terrain surrounding this cave.





There are no enemies in the Ancestor Glade (yet). Inside the Ancestor Glade you see swarms of moths and beautiful foliage. The point of interest, however, is the large standing stone with a circular stone at the center, where the Moth Priest knife can be found.





Harvest the bark from the nearby tree. Doing so allows you to go around "collecting" swarms of

moths; they will flutter around you, creating a globe of light around you and a column of light to appear near the center of the stone circle. Once seven of these swarms are gathered, head to the column of light.





Enter the column and read the Elder Scroll (Blood) by accessing it under Books in your inventory. It takes some time for a lucid image of a new map destination to appear in your mind's eye.

Speak with Serana about what you saw and where to go next. Upon completion of this quest, you begin Touching the Sky, and are set upon by a large horde of enemies.

Touching The Sky

Touching The Sky is part of the series of Dawnguard quests available only through the Dawnguard DLC. It begins after completing Unseen Visions.

Objectives

- Locate Auriel's Bow
- Speak to Gelebor
- Survive Darkfall Passage
- Fill the Initiate's Ewer (5/5)
- Gain entry to the Inner Sanctum
- Locate Arch-Curate Vyrthur
- Confront Arch-Curate Vyrthur
- Slay Arch-Curate Vyrthur
- Speak to Gelebor
- Retrieve Auriel's Bow

Video Walkthrough

This video walkthrough was captured from the perspective of a Dawnguard member.

Click this link to see the video

http://www.ign.com/videos/2012/07/05/skyrim-walkthrough-dawnguard-dlc-part-12-touching-the-sky-pt-3

Walkthrough

Reading the Elder Scroll (Blood) has placed a new map point called Darkfall Cave. This cave is directly north of Druadach Redoubt and a little ways south from Castle Volkihar.





Darkfall Cave is an extremely dark cave that's sparsely populated by some spiders and Trolls. When you reach the wooden bridge, you'll find that there's nowhere to go but down into the rapid currents below. After being dumped into the water, ride the current deeper into the cave.





Continuing through the cave, you will come across a camp with branching paths going up and down. The path up leads back to the entrance of the cave while the path down has a tripwire that releases large boulders down upon you. If you dodge the initial drop of boulders, be careful on the way down as some may have caught on the edges of the small path and will again start rolling and smack into you as you pass/jump over them.

The path will then split but quickly rejoin just before you begin to see Glowing Mushrooms appear.





You can sneak by or kill the couple of trolls you come across, but ultimately you want to head toward the shrine devoted to Auriel in the distance. It is presided by Knight-Paladin named Gelebor, a snow elf who wants a rather wicked favor.

Gelebor will help you retrieve Auriel's Bow, but only if you help him kill his brother Arch-Curate Vyrthur who has been corrupted by the Betrayed, who are also known as the Falmer. He then raises the wayshrine and bids you well as you see a glowing doorway open inside the first wayshrine.

Entering the doorway sends you to another dank cave illuminated by strange glowing organisms that retract when you grow near. As you travel through, Chaurus Hunter Fledglings will explode out of their cocoons to attack you. As well, you'll encounter regular Chaurus and Falmer enemies.





Be mindful of traps that involve metallic dragon talons. When triggered, these spring open and clamp you between either a wall and a talon or two talons together.

Travel through a Falmer village and past a large glowing rock up to the upper portion of the village. If

the Falmer Gloomlurkers are giving you trouble just pick and eat some of the Gleamblossom, which gives some Magic Resistance.





Just past where you walk through a waterfall the path will split again. To the left is a small trap filled area with an Alchemy Lab, chest, and two flying Chaurus in it. To the right is a single trap just before two hanging ropes. The left rope opens the stone door and welcomes you to a Vale Sabre Cat. The right rope sets off three different sets of traps to block, impale, and poison dart the Sabre Cat.





The second wayshrine lays ahead, where you will need to fill the ewer with the first of five parts. Behind the bowl opens another glowing doorway to the Forgotten Vale. The remaining three wayshrines can be found within the Forgotten Vale, so don't return to Darkfall Passage until all wayshrines have been visited.

The third wayshrine is a bit north and west of the entrance to the vale. Move west further over a mountain pass with spiders in it to head towards the other wayshrines. The fourth wayshrine is south along a cliff path west of the mountain pass.





The fifth wayshrine is north over a stream, up a cliff path, and across a frozen lake. The lake has 2 named dragons that explode out of the ice to attack you at the same time. They are guarding a Word Wall in the center of the frozen lake; it's part of Drain Vitality. A little to the east and down a small cliff there is a frost giant with the Sapphire Paragon, as well as an activator for a Paragon.





The sixth wayshrine begins pointing you back towards the lake, but go north towards two Falmer huts over an ice bridge. You can take the upper Ice Bridge path fighting Falmer, or the stream path, hopping over rocks and fighting the flying chaurus. Either way you go you will eventually get to the Glacial Crevice, pass through the twisting and turning passages to emerge back into the Forgotten Vale high up on a cliff that was unreachable until this point.

The path will continue to meander through a dense population of Falmer and their huts. Continue following the waypoint to the back until you see the last glowing Prelate. Scoop up your last drop of water from the wayshrine and head towards the towering chapel in the distance.

There is a basin that will hold all the water you've collected from the wayshrines within the ancient temple of Auriel. Be patient as the door to the Inner Sanctum opens up.

Inside there are some altars where you can place the Ewer and open a door to travel further on. You will need to pick up the Ewer again to set it on an altar later, but kill the frost giant first and retrieve the Ruby Paragon. Proceed on and eventually you will reach Auriel's Chapel.





As you enter the building you find that this is an ancient temple to Auriel with a statue to match how old the place is. Pour the water from the Ewer into the basin and enter the temple. Inside there are some alters where you can place the Ewer and open a door to travel further on, you will need to pick back up the Ewer to set it on a later alter but kill the frost giant first and retrieve the Ruby Paragon. Proceed on the other way from the Ewer use and eventually you will reach Auriel's Chapel.





Inside the Chapel you fight against three waves of increasingly difficult groups only to have Vyrthur

pull down the chapel around you and run off. Head to the balcony behind the submerged wayshrine to confront Vyrthur and then kill him. When he is dead, the wayshrine rises up and you can speak with Gelebor who steps out of the wayshrine. As you pick up Auriel's Bow you complete the quest and begin Kindred Judgment.





Kindred Judgment

Kindred Judgment begins when you complete Touching The Sky. You must have the Dawnguard DLC to obtain this quest. Completing this quest will also gain you the achievement of the same name.

Objectives

- Speak to Serana
- Confront Harkon with Auriel's Bow
- Slay Harkon

Video Walkthrough

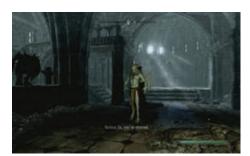
This video walkthrough was captured from the perspective of Dawnguard member.

Click this link to see the video

http://www.ign.com/videos/2012/07/05/skyrim-walkthrough-dawnguard-dlc-part-13-kindred-judgement

Walkthrough

As soon as you pick up Auriel's Bow you begin this quest and Serana runs up to you wishing to speak with you. Speak with her and then travel to Castle Volkihar. Upon entering no one will speak with you, just tell you to go talk with Harkon in the cathedral.



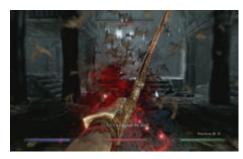


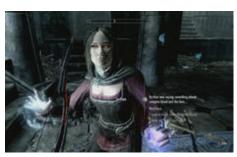
The battle that ensues is difficult with Harkon's Vampire Lord form regenerating very quickly. If you hurt him enough he flies up to Molag Bal's altar of blood and puts up an invulnerable blood barrier. All other attacks except arrows from Auriel's Bow will be rendered useless while it is up.





In addition, Harkon will regain health and call his army of undead to his aid. Thankfully, Serana can hold her own and distract most of them. Focus your efforts on Harkon especially when he attempts to turn invisible and float around the room. Shake him out of this phase by damaging him and prevent him from restoring his health.





When you finish him off, you complete this quest and the main questline of the Dawnguard DLC.

From here, you can talk to Serana, who will join you as a permanent follower now, about coating her blood on some Elven Arrows to create Bloodcursed Elven Arrows. When fired into the sun, it turns the sun blood red and dark, thereby dispelling the negative effects of sunlight until the next day.

Although you're done with these quests for now, there are still some Dawnguard Miscellaneous Quests and many Legendary Dragons to slay!

Other Pages to Read

- Dawnguard NPCs
- Dawnguard Enemies
- Dawnguard Shouts
- Side Quests

Dawnguard Miscellaneous Quests



This page collects all the available Miscellaneous Quests from the

Dawnguard DLC.

For information on the main questline of Dawnguard, see The Dawnguard Quests or Vampire Lord Quests.

Dawnguard Radiant Quests

- Ancient Technology
- Bolstering The Ranks
- Hide and Seek
- Hunting The Monster
- Rescue
- Lost Relic
- Preemptive Strike
- Cleansing Light

Vampire Lord Radiant Quests

- New Allegiances
- Ancient Power
- Protecting The Bloodline
- Rings of Blood Magic
- Deceiving The Herd
- The Hunt

Location Dependant Quests

- Impatience Of A Saint
- Find Arvak's Head
- Bring Ancient Falmer Tome to Urag-gro Shub
- Lost to the Ages

Ancient Technology

This quest can only be accessed when you have the Dawnguard DLC and are playing as a Dawnguard member and have recruited Sorine Jurard and Gunmar. This quest can be repeated giving a different reward each time that you can create with good enough smithing, or just buy from Sorine Jurard.

- 1. 1st time
- 2. 2nd time
- 3. 3rd time
- 4. 4th time
- 5. 5th time
- 6. **6th time**

Objectives

- Retrieve the Enhanced Crossbow Schematic from (random)
- Retrieve the Dwemer Exploding Fire Bolt Schematic from (random)
- Retrieve the Dwemer Exploding Ice Bolt Schematic from (random)
- Retrieve the Dwemer Exploding Shock Bolt Schematic from (random)
- Retrieve the Dwarven Crossbow Schematic from (random)
- **Retrieve the Enhanced Dwarven Crossbow Schematic from (random)**
- Return to Sorine Jurard

Walkthrough

Inside Fort Dawnguard when you speak with the members inside they will say that you should see Sorine Jurard. When you see her she tell you she needs you to pick up an Enhanced Crossbow Schematic. She is going to master it to provide better crossbows and bolts.

Bolstering The Ranks

This quest can only be accessed when you have the Dawnguard DLC and are playing as a Dawnguard member and have recruited Sorine Jurard and Gunmar.

Objectives

- Speak with Isran
- Find Florentius

Walkthrough

When you speak with the members inside Fort Dawnguard, they will comment that Isran must be very worried to bring Sorine and Gunmar into the Dawnguard, and that if he is acting the way he is he must be beyond worried about what they will all face. The person who you are talking to then suggests that the Dawnguard could use Florentius, a former Priest of Arkay. Florentius' location isn't known, but Isran might know.

Florentius is a bit strange when you meet him. Talk to him about going to Fort Dawnguard and the quest will complete.

Hide and Seek

This quest can only be accessed when you have the Dawnguard DLC and are playing as a Dawnguard member and have recruited Sorine Jurard and Gunmar

Objectives

- Discreetly kill Traveling Bard
- Return to Gunmar

Walkthrough

Inside Fort Dawnguard when you speak with the members inside they will say that you should see Gunmar. When you see him he tell you he needs you to find and kill the vampire masquerading as a Traveling Bard. Doing so may cause the law to come down on you so he tells you that you must find a way to kill him without damaging the reputation of the Dawnguard. Its pretty simple, just use the same tactics killing him as you would any target in the Dark Brotherhood.

Hunting The Monster

This quest can only be accessed when you have the Dawnguard DLC and are playing as a Dawnguard member and have recruited Sorine Jurard and Gunmar

Objectives

- Find evidence of the vampire's whereabouts
- Kill the Master Vampire at (random)
- Return to Gunmar

Walkthrough

Inside Fort Dawnguard when you speak with the members inside they will say that you should see Gunmar. When you see him he tell you he needs you to find and kill the monster though he doesnt know the current whereabouts of the Master Vampire. You are to seek out the last known contact and once found destroy the beast in its lair. After the vampire is dead, return to Gunmar.

Rescue

This quest can only be accessed when you have the Dawnguard DLC and are playing as a Dawnguard member and have recruited Sorine Jurard, Gunmar, and Florentius.

Objectives

- Rescue (random follower) from (random location)
- Kill the Master Vampire
- Return to Florentius Baenius

Walkthrough

Inside Fort Dawnguard when you speak with the members inside they will comment that Florentius has a job for you. When you speak with him he says that Arkay has told him that one of your friends has been captured and you must be very worried for them. He then gives you the location of where they may be found. After killing the Master Vampire and rescuing your follower return to Florentius.

Lost Relic

This quest can only be accessed when you have the Dawnguard DLC and are playing as a Dawnguard member and have recruited Sorine Jurardm, Gunmar, and Florentius.

Objective

- Retrieve the Dawnguard Rune Hammer from (random)
- Return to Florentius Baenius

Walkthrough

Inside Fort Dawnguard when you speak with the members inside they will comment that Florentius has something for you. When you speak with him he tells you that he has been looking over some of the old tomes that the old Dawnguard left in the fort and has come across an artifact that will greatly help.

Preemptive Strike

This quest can only be accessed when you have the Dawnguard DLC and are playing as a Dawnguard member and have recruited Sorine Jurard and Gunmar

Objectives

- Kill the Master Vampire at (random)
- Return to Gunmar

Walkthrough

Inside Fort Dawnguard when you speak with the members inside they will say that you should see Gunmar. When you see him he tell you he has heard about a Master Vampire that has holed up with some bandits. You are to go and kill the Vampire before it turns its allies into a brood of vampires. After the vampire is dead, return to Gunmar.

Cleansing Light

This quest can only be accessed when you have the Dawnguard DLC and are playing as a Dawnguard member and have recruited Sorine Jurard and Gunmar

Objectives

Kill the Master Vampire at (random) Return to Gunmar

Walkthrough

Inside Fort Dawnguard when you speak with the members inside they will say that you should see Gunmar. When you see him he tell you he has heard about a Master Vampire. You are to go and kill the Vampire. After the vampire is dead, return to Gunmar.

The Gift and New Allegiances

This quest can only be accessed when you are on the Dawnguard DLC and are playing as a Vampire Lord.

Objectives

• Turn [random target] into a vampire

Walkthrough

Inside Volkihar Keep when you speak with the members they will tell you to see Vingalmo. When you do he asks you to go to a random location where you are to find the target and use Vampire's Seduction. Then, embrace and bite the target to turn him/her into a vampire. Afterwards, return to Vingalmo to complete the quest.

Ancient Power

This quest can only be accessed when you are on the Dawnguard DLC and are playing as a Vampire Lord.

Objectives

- Retrieve the Ancient Vampire Hands from Druadach Redoubt (possibly random)
- Return to Feran Sadri

Walkthrough

Inside the vampire keep when you speak with members inside you will have them tell you to see Feran Sadri. When you do he tells you he has been researching the Bloodstone Chalice and has found that if you infuse the essence of an elder vampire into it the effects will last longer. He then tells you he has found where the remains of one can be found.

Upon retrieval return to Feran Sadri.

Protecting The Bloodline

This quest can only be accessed when you are on the Dawnguard DLC and are playing as a Vampire Lord.

Objectives

- Kill the Master Vampire at Broken Oar Grotto (random)
- Return to Fura Bloodmouth (random)

Walkthrough

Inside the vampire keep when you speak with members inside you will have them tell you to see Fura Bloodmouth (random). When you do she will tell you of a feral vampire that has holed up with some unplesant bandits and is beginning to turn them into broodlings. She wants you to kill them before people get wind of it and cause trouble.

Upon killing the target, return to Fura Bloodmouth (random).

Rings of Blood Magic

This quest can only be accessed when you are on the Dawnguard DLC and are playing as a Vampire Lord.

Objectives

Retrieve the Ring of the Erudite from Geirmund's Hall (possibly random) Retrieve the Ring of The Beast from Cradlecrush Rock (possibly random)

Deceiving The Herd

This quest can only be accessed when you are on the Dawnguard DLC and are playing as a Vampire Lord.

Objectives

- Kill someone out in the streets of Windhelm (possibly random)
- (Optional) Make it a public kill while wearing Dawnguard armor
- (Optional) Choose a high profile victim

Walkthrough

Inside the vampire keep when you speak with members inside you will have them tell you to see Feran Sadri. When you do he tells you that the Dawnguard is causing trouble with the vampires and that we should impersonate a member of the dawnguard and sow confusion and anger amongst the people.

Impatience Of A Saint

During your time in the Soul Cairn you will come across a soul moaning that he cannot complete his Great Opus. The pages can be found in the Soul Cairn scattered around the place.

• Find Pages from Saint Jiub's Opus (10/10)

Page Locations South of the Great Wall

- Page 1 can be found by walking up some steps east of the Gateway at the great wall seperating
 the north and south of the Soul Cairn when on the south side. On the south side is a soul to talk
 to and the page, if you look through the window right there you will see a chest on the north
 side.
- Page 3 can be found through the building west of the Gateway at the great wall seperating the
 north and south of the Soul Cairn. After going through the first building into a small area with a
 single building surrounded by the glowing wall. At the top of this building is what looks to be a
 large soul stone hanging in midair, underneath it is page 3 and a chest.
- Page 6 is located inside a building on the floor next to a chest just south east of the path/road and south from the gateway where page 3 is.
- Page 8 is behind a locked gate just slightly north east from the entrance, you can see it on the floor beside a chest. To open the gate, shoot the two glowing balls outside the gate.

Page Locations North of the Great Wall

- Page 4 is inside a large building on top of a hill near the north western most point of the north section. Its on the ground next to a chest inside near the top of a couple sets of steps.
- Page 5 is laying on the ground at a glowing well a little north west of the Repears Lair
- Page 7 is where you can find the Summon Mistman Book. Its south east of where the keeper at the top of a tower is... Cant give more info as I was lost at the time.
- Page 9 can be found in a large building west of where Valerica is, with a single entrance and
 many bars blocking ways out or in. It is sitting next to a chest atop the building with a large
 sould gem floating above it. Inside the building is a teleporter to the top of the building and just
 to make it more difficult, the inside is a labyrinth.
- Page 10 can be found just north of the chest that you saw at page 1, it is on top of a barrel by the soul husk buyer just west of the first building you come to north east of passing through the great wall.

Find Arvak's Head

This miscellaneous task is available only if you have the Dawnguard expansion pack.

During your time in the Soul Cairn you will come across a soul talking about how his horse was so faithful. This quest will appear as a single line on your Miscellaneous quests.

Walkthrough



This nameless soul tells you to find Arvak's head, which does *not* require leaving Soul Cairn. Once you find it, return to him, and he'll teach you a spell to summon Arvak

Bring Ancient Falmer Tome to Urag-gro Shub

During your explorations of the Forgotten Vale you may find some books titled Unknown Book. When you pick it up you begin this Miscellaneous Quest. Bring the books to Urag-gro Shub for 1000 coins each and he will also give you the translated version as a bonus.

Book Locations

- Unknown Book I can be found on the ground next to a chest just after you go over the pass in the forgotten vale.
- Unknown Book IV can be found at the furthest east point while traveling through the falmer village area after the glacial crevase. It is in a hut on a table on the upper level right where you switch back to going west on the ground.

Lost to the Ages

You must have the Dawnguard DLC to obtain this quest.

To start this quest you can do a few things one get a book called THE AETHERIUM WARS or you could just go straight to Arkngthamz which is located south of Dushnik Yal and thats southeast of Markarth. Upon completion of the quest you recieve the achievement of the same name.

Objectives

- Reach the summit of Arkngthamz
- Solve the Tonal Lock
- Claim the treasure of Arkngthamz
- Speak with Katria
- Search for the Aetherium Shards (4/4)
- Locate the Aetherium Forge
- Speak with Katria
- Place the Aetherium Shards
- Retrieve the Aetherium Crest
- Stand Clear
- Find the Aetherium Forge
- Shut off the Steam
- Defeat the Guardians of the Forge
- (optional) Shut off the Steam
- Speak with Katria
- (optional) Search for Crafting Materials
- Use the Aetherium Forge

Walkthrough

Upon entering Arkngthamz you will begin hearing a voice saying to turn back. Rumbling and groaning from minor earth shifts will happen spilling minor dirt up from time to time as well as large chunks of rock falling from the ceiling to the water in the chasm below. When you enter the first main cavern the spirit of Katria will greet you and say how foolhardy you are to enter this place. Accept her assistance to journey deeper and you will begin Lost to the Ages as a quest proper.

Fight your way upwards through falmer and charus until you reach another large cavern where 3 locked doors and 5 tonal locks await you. If you have picked up katria's journal from her dead body in the first large chamber it gives you the first two in order that you need to hit, a scrap of paper on an adventurer in the tonal lock room gives you the 3rd. The Correct pattern is fairly easy to deduce from these clues. Bottom left, Bottom right, Top left, Top right, Center. The two side doors open and you continue on past the centurian into the vault with the first Aetherium Shard to the key to the forge.

At this point you leave Arkngthamz and venture out into the world again, the next dungeon you enter

to continue this is Raldbthar. Before you leave dont forget to pick up Zephyr the unique bow from off the end of the tree where Katria fell to her death. If you have found and explored Raldbthar and have unlocked its great lift already, just skip the next paragraph and continue on.

Raldbthar is full of bandits and dwarven automatons if you havent cleared it before now, feel free to now. Further in there is a lever that leads to the Raldbthar Deep Market which is filled with falmer. Work your way past them and the traps until you reach a large room with some falmer, charus and gears on the walls that have bones stuck inside them. Free the 4 bones and dwarven scrap metal from the gears to unlock the bridge button and fight with the centurian.

In the next room you see an entrance into Blackreach, bypass it and head down the other corridor into a small side path where Katria's ghost awaits you in front of the 2nd Aetherium Shard.

Exit through the great lift up to the surface and head north of Markarth to Deep Folk Crossing. Head up to the top of the site to see what looks to be an altar of some kind, the 3rd shard is on the backside of it.

Travel to Mzulft but dont go inside, the 4th shard is inside a Dwarven Storeroom south of the entrance to Mzulft, it is behind either one locked gate or two locked doors and depending on your lockpicking the doors may be easier. Pick up the Shard and head back outside.

The Forge is located at the Ruins of Bthalft, when you reach them Katria will ask to speak with you. After you speak with her you need to activate the Dwemer Mechanism which looks like two circular wheels with an arrow shot through them. As you finish placing them the wheels spin the arrow around and then stops. Katria speaks up that you should try taking it out. When you do the earth starts to rumble and you need to step aside quickly as a large tower shoots from the ground revealing a great lift.

Proceed down a path that lights itself for you until you reach a locked gate with two tonal locks above it, hit them both to open the gate and enter a near pristine Dwemer facility. After a lengthy set of stairs you open a door and get your first glipse of the forge itself shrouded in steam. As you shut off the steam you face your first enemies in here, wave after wave of spiders, spheres, and a large centurian named the forgemaster attack, and to top it off the steam comes back to scald you if you stay in the center of the room.

When everything lies broken on the floor Katria speaks up to you that this is the chance to use the aetherium forge and that you should have the honors. She then curses that there is no aetherium here but remembers the shards that allowed you entrance. At the forge itself you have a few options to choose from and create, when you do you complete the quest and open back up the entrance.

- Aetherial Crown
- Aetherial Shield
- Aetherial Staff

Dawnguard Shouts

These are the new Sh

These are the new Shouts introduced in the expansion pack Dawnguard. They can also be found within the full list of Shouts, but they have been separated here for your convenience.

Drain Vitality	Word Walls (Map)]
Soul Tear	Word Walls (Map)]
Summon Durnehviir	Word Walls (Map)]

Drain Vitality

Coax both magical and mortal energies from your hapless opponent. Note that this Shout is available only in the Dawnguard DLC expansion pack.

Words

- Gaan "Stamina"
- Lah "Magicka"
- Haas "Health"

Word Wall Locations

- Inside Dimhollow Crypt, an area you'll explore anyway while undertaking the Awakening quest.
- In The Forgotten Vale when fighting the twin dragons over the frozen lake. The Word Wall is located in the middle of the frozen lake.
- Found in [[Arcwind Point]], west of Riften. The Word Wall is located near an altar.

Uses

Soul Tear

Your Thu'um cuts through flesh and shatters soul, commanding the will of the fallen.

Soul Tear is a Shout that is available only through the Dawnguard DLC. It is obtained from Durnehviir, an undead Dragon you meet in Soul Cairn.

Words

- Rii "Essence"
- Vaaz "Tear"
- Zol "Zombie"

Word Locations

Call Durnehviir three times in Tamriel using Summon Durnehviir, and each time he will teach you one word for the shout.

Uses

Turn opponents into allies.

Summon Durnehviir

This Dragon Shout is available only through the Dawnguard DLC.

Summon Durnehviir is a Shout granted to you by Durnehviir during Beyond Death.

Words

- Dur "Curse"
- Neh "Never"
- Viir "Dying"

Word Locations

Durnehviir teaches all three Words to you upon learning this Shout in the questline.

Uses

- Summon Durnehviir into Tamriel. The first three times you summon Durnehviir, he will teach you a word of the Soul Tear shout.
- In order to summon Durnehviir, you will need to aim towards the ground a good distance in front of you as he appears out a portal from the ground.

Dawnguard Locations

The Dawnguard DLC features new quests that introduce Dovahkiin to new locations.

Our interactive map will feature these new locations as well. Please notify us if we are missing any!

New Locations

- Ancestor Glade
- Castle Volkihar
- Darkfall Cave
- Dayspring Canyon
- Dimhollow Crypt
- Forebears' Holdout
- Forgotten Vale
- Fort Dawnguard
- Icewater Jetty
- Redwater Den
- Soul Cairn

Dawnguard Enemies

The following are the new enemies and hostile creatures introduced by the Dawnguard DLC. List is not complete.

- Armored Troll
- Boneman
- Death Hound
- Frost Giant
- Gargoyle
- Keeper
- Legendary Dragon
- Mistman
- Wrathman
- Chaurus Hunter Fledgling

Dawnguard Ingredients

Alongside a bunch of other new content, such as new locations, enemies, and even Shouts, Dawnguard introduces a few new alchemical ingredients.

- Ancestor Moth Wing
- Chaurus Hunter Antennae
- Gleamblossom
- Poison Bloom
- Yellow Mountain Flower
- Soul Husk
- Shellbug Chitin

Dawnguard NPCs

New quests in the Dawnguard DLC mean new NPCs to give them and meet during your adventures. The following are characters featured in Dawnguard.

This list is not complete.

- Durnehviir
- Serana
- Harkon
- Isran
- Agmaer
- Durak
- Valerica
- Dexion Evicus

Hearthfire

The Hearthfire DLC is an expansion that lets you ... purchase a piece of land in Skyrim and build your own house. Within the custom living space you'll be able build kitchens, greenhouses, libraries, alchemy labs and trophy rooms to show off your accomplishments.

The price of Hearthfire is 400 Microsoft Points and will be released 2012 September 4 on Xbox Live. A PlayStation 3 release of this DLC is still undetermined.

Trailer

Click this link to see the video http://www.ign.com/videos/2012/09/04/the-elder-scrolls-v-skyrim-hearthfire-dlc-introduction

To initiate the Hearthfire content, simply travel to the cities of Dawnstar, Falkreath or Morthal and speak to the steward there. Ask about purchasing a house and they will prompt you with the 5000 gold fee, handing over a deed to your plot of land. Note that certain quests must be completed before the Jarl will like you enough to sell you the land. Dawnstar: A Waking Nightmare, Kill the Giant (Radiant). Hjallmarch: Laid to Rest. Falkreath: Fetch Black Briar Mead, Kill the Bandit Leader (Radiant).

Follow your map marker to your new plot of land where a set of working fixtures and a book with the basics is waiting for you. Inside the chest are some materials, as well as a pile of logs behind you, enough to get you started on your house, creating a small shack with the raw materials. Additionally you can purchase lumber, stone, and clay from your Housecarl if you make him/her your steward once you have become the Thane for Dawnstar, Falkreath, or Morthal.

Hearthfire also adds the option to adopt children, adding several orphaned child NPC's to the game, as well as sending the children of any slain NPC's to Honorhall Orphanage in Riften. You can build space in your Hearthfire house, or alternatively, talk to the Steward in any hold where you own a house, and they should have an option for making space for a child. Once in your stead, they can be ordered to do chores, go to bed, or go play outside, and be given gifts of clothing, toys, or even a dagger for protection. They will sometimes ask for allowance, if they can keep the baby Mudcrab that followed them home, or if they can stay up five more minutes. You can also make a pet out of Follower animals, including Vigilance and Meeko.

Hearthfire Content

- Building Materials
- Building Your House

Other Pages You May Like

Houses

- DawnguardMarriage

Building Your House - Basics

Small House Layout

After buying your plot of land, it's time to build your house! There will be Materials shipped there for you to get started building your home. There is already enough for you to make the smallest version of what could be a great manor.

Drafting Table

This is where you draw out what you plan to build before actually building it. You'll want to start here by selecting the Small House, at which point a few stakes and a string marking where your house will appear in the land behind you.

Carpenter's Workbench

This is where you actually build your home. Gather the materials you need from the chest nearby; all the Quarried Stone, Iron and Corundum, and four (4) Clay. If you want to save time you should now enter the Anvil and divide the ingots as so:

3 Iron - 10 Nails each

1 Iron - 2 Hinges

1 Iron - 1 Fittings

1 Iron and 1 Corundum - 1 Lock

Now you will be able to make your first home! Enter the Carpenter's Workbench and lay the foundations. After the final component, the roof, is built, you will be able to make this your humble abode or convert it into an entryway after you add the Main Hall. If you do choose to furnish it now, be warned, converting the space into an entryway will remove any furnishings. So plan ahead. But if you prefer to live in a more modest home, heres what you'll need to furnish it:

- 11 Sawn Logs
- 1 Quarried Stone
- 9 Iron Ingots
- 4 Leather Strips
- 2 Goat Horns
- 2 Straw
- 1 Glass

Before beginning, you should smith most of those Ingots into these:

20 Nails

4 Iron Fittings

EXTERIOR ADDITIONS

Now that you have a house, several new exterior options become available for you via the Carpenter's Workbench.

Addition:	Materials:
Addition.	materials.

Garden 1 Sawn Log

Stable 3 Sawn Log, 5 Nails

Animal Pen 1 Sawn Log

Grindstone 1 Quarried Stone, 1 Sawn Log, 1 Iron

Fittings

Smelter 2 Iron Fittings, 5 Iron Ingots, 6 Clay, 4

Quarried Stone

Armorer Workbench 1 Sawn Log, 1 Iron Ingot, 2 Quarried

Stone

Apiary (Falkreath) 2 Sawn Logs, 1 Nails, 2 Straw

Fish Hatchery (Hjaalmarch) 3 Quarried Stone, 3 Sawn Logs, 4 Nails Mill (The Pale) 2 Quarried Stone, 1 Iron Ingot, 1 Sawn

Log

STEWARD

Once your home is built, you will have the option of making any follower into a Steward, who can then buy unique additions for you, as well as buy raw materials and help defend your domain. These are the additions they offer:

Carriage (500 Gold)

Bard (1500 Gold)

Horse (1000 Gold)

Cow (200 Gold)

Chicken (25 Gold)

Building Materials

These are the materials for building a House in the Hearthfire DLC.

Lumber

A map marker should prompt you to the nearest mill, where you can purchase more lumber in cords of 20 for 200 gold.

Falkreath	Half Moon Mill
Hjaalmarch	Solitude Sawmill
The Pale	Anga's Mill

Quarried Stone

Look around for a patch in the stone that looks different, and a pick axe leaning against. This is where you can mine an unlimited amount of stone for free.

Note: because the quarried stone is unlimited, you can potentially set your character to work, then go off and make some coffee. Your character just keeps on mining. It is therefore possible to go over your carrying limit.

Clay

Look around again for a tan colored patch of ground, where Skyrim supplies you with all you need.

Iron

Iron Ingots are required to create fittings, hinges, nails, and other items for your household.

Corundum

Corundum is required to make locks, which are part of every door in your home.

Leather and Animal Pelts

Leather strips and animal pelts are required to make mounted animal heads. Goat horns are required to make many light fixtures.

Glass, Straw, and Goat Horns

Required to make display cases, alchemy labs, arcane enchanters, general lighting, stuffed trophies and beds in your home. You can buy these at any general store.

With these materials, you can start Building Your House!		

Building Your House - Main Hall

Main Hall

The Main Hall is the gallant and glorious heart of your stead, and once you have this built to completion, a wide variety of options then become available as you add wings to each side, but more on that later.

You will need:

55 Sawn Logs

12 Iron Ingots

1 Corundum Ingot

86 Quarried Stone

16 Clay

When you have gathered all the materials, you'll want to go ahead and convert the Ingots into this:

90 Nails

2 Hinges

1 Fittings

1 Lock

You are now ready to build your Main Hall! It consists of a large main floor, about six times the area of the Small House layout, fit for a grand dining room and a moderate food prep area in the back. It also has an upper floor mainly comprised of bedrooms and a balcony over the dining room.

To furnish the Main Hall you will need:

76 Sawn Logs

5 Quarried Stone

59 Iron Ingot

- 3 Corundum Ingot
- 1 Quicksilver Ingot
- 1 Refined Moonstone
- 1 Grand Soul Gem
- 1 Gold Ingot
- 3 Steel Ingot
- 9 Glass
- 4 Straw
- 19 Leather Strips
- 6 Goat Horns
- 3 Large Antlers
- 1 Goat Hide
- 2 Deer Hides

- 2 Horker Tusks
- 2 Mudcrab Chitin
- 2 Saber Cat Teeth
- 1 Snowy Saber Cat Pelt
- 2 Wolf Pelt

You'll now want to convert most of the ingots into these:

125 Nails 21 Iron Fittings 17 Hinges 3 Locks

Note that there are three (3) seperate Carpenters Workbenches you will need to work at to furnish the entire Main Hall. When you're done construction of the Main Hall, there are several new options made available to you via the Drafting Table.

REMODEL SMALL HOUSE INTO ENTRYWAY

This may be the first thing you want to do. This changes the interior layout of the Small House from a complete house set to an entrance of chests, tables of game and produce fresh for dinner, weapon racks and shelves. This doesn't cost you anything, but any furnishings you place in the Small House Layout will be lost when you remodel it into an Entryway. To furnish the Entryway you will need:

- 15 Sawn Logs
- 13 Iron Ingots
- 6 Leather Strips
- 4 Saber Cat Teeth
- 2 Deer Hides
- 2 Large Antlers
- 1 Bear Pelt
- 1 Saber Cat Pelt
- 1 Snowy Saber Cat Pelt
- 2 Glass
- 3 Goat Horns

Before you begin, you will want to convert most of the Ingots into these:

22 Nails

8 Iron Fittings

2 Hinges

CELLAR

The Cellar is a spacious basement to your Main Hall, and furnishings include Smithing amenities, display cases and weapon plaques, plentiful shelves, numerous safes, an archery target and stone settings for a shrine to your favorite Aedra. To build the Cellar you will need:

8 Sawn Logs50 Quarried Stone

To furnish the Cellar you will need:

- 36 Sawn Logs
- 30 Steel Ingot
- 17 Quarried Stone
- 55 Iron Ingot
- 13 Corundum Ingot
- 8 Clay
- 8 Leather Strips
- 1 Small Antlers
- 2 Bear Pelts
- 1 Deer Hide
- 1 Large Antlers
- 2 Saber Cat Teeth
- 1 Saber Cat Snow Pelt
- 1 Glass
- 4 Straw
- 5 Goat Horns

You will now want to convert some of the ingots into these:

- 33 Nails
- 17 Hinges
- 15 Iron Fittings
- 13 Locks

Building Your House - Wings

North, East, and West Wings

Three additions may be made on the sides of your Main Hall, one of each wing and only one of each, so choose wisely. Three different exterior shapes exist, tower, slanted roof, and balcony roof, if you wish to factor in strategic or aesthetic purposes. All balcony roofs have second-floor access, all towers have interior ladders to the top of your house.

NORTH WING - ALCHEMY LAB

The Alchemy Lab is a tower on the back end of your abode, containing an Alchemy Lab, a few display cases, safes, cupboards and shelves. To build it you will need:

24 Sawn Log16 Quarried Stone9 Clay13 Iron Ingots3 Corundum Ingot

?You will want to divide the Ingots as so:

40 Nails 6 Hinges 3 Iron Fittings 3 Locks

To furnish the Alchemy Lab you will need:

34 Nails 20 Sawn Log

7 Goat Horns

27 Iron Ingots

4 Corundum Ingots

6 Steel Ingots

3 Glass

2 Mudcrab Chitin

1 Leather Strips

1 Quicksilver Ingot

?You should craft a few of the Ingots into these:

8 Hinges

12 Iron Fittings

4 Locks

NORTH WING - TROPHY ROOM

The Trophy Room is a first-floor addition to the back which houses a number of stone stands for trophies of all kinds, as well as shelves, cupboards and display cases. Once your stone Trophy Bases are built, you can use hides among other things and straw to make a trophy display.

To build it you will need:

18 Sawn Log

14 Quarried Stone

3 Clay

8 Iron Ingot

2 Corundum Ingot

Youll want to divide the ingots into these:

2 Iron Fittings

2 Lock

20 Nails

4 Hinge

To furnish the Trophy Room you will need:

24 Sawn Log

10 Clay

7 Quarried Stone

4 Goat Horns

2 Horker Tusk

15 Iron Ingot

1 Corundum Ingot

2 Leather Strips

1 Glass

1 Goat Hide

You'll want to make these with some of the ingots:

1 Lock

30 Nails

7 Iron Fittings

3 Hinge

NORTH WING - STORAGE

The Storage Room is an addition to the back of the house with a flat roof that serves as a nice balcony, with stairs and second-floor access. Once furnished, youll find barrels, chests, tables and chairs, and shelves galore. To build it you'll need:

- 18 Quarried Stone
- 14 Sawn Log
- 3 Clay
- 11 Iron Ingots
- 3 Corundum Ingots

Youll now want to divide the ingots as so:

- 14 Nails
- 6 Hinges
- 3 Iron Fittings
- 3 Locks

To furnish the Storage Room you'll need.

- 35 Sawn Log
- 4 Glass
- 27 Iron Ingots
- 3 Leather Strips
- 2 Goat Horns
- 2 Mudcrab Chitin
- 3 Corundum Ingot
- 1 Goat Hide
- 1 Wolf Pelt

You'll want to make most of the ingots into these:

- 59 Nails
- 3 Lock
- 10 Hinge
- 9 Iron Fittings

EAST WING - LIBRARY

The Library is a tower-like structure built into the right side of your home, mostly furnished with bookshelves for you to amass a glorious collection. There is also a small table and comfy chair for your reading pleasure. Total book capacity: 308, which nearly doubles the previous record holder, Vlindrel Hall, in this addition alone. To build it you will need:

- 24 Sawn Logs
- 16 Quarried Stone
- 9 Clay
- 13 Iron Ingots
- 3 Corundum Ingot

Before beginning you'll want to convert the Ingots into these:

- 34 Nails
- 6 Hinges
- 3 Iron Fittings
- 3 Locks

To furnish the Library you will need:

- 23 Sawn Logs
- 15 Iron Ingots
- 2 Corundum Ingots
- 7 Goat Horns

You'll want to now convert most of the ingots into these:

- 44 Nails
- 4 Hinges
- 4 Iron Fittings
- 2 Locks

EAST WING - KITCHEN

The Kitchen is a slanted-roofed addition to the right side of your home. It contains barrels and cupboards, tables and chairs, shelves and hanging racks, a fireplace with a cooking pot, and a unique peice of equipment, the oven, which allows you to cook new food items. To build the Kitchen you will need:

- 18 Sawn Logs
- 14 Quarried Stone
- 3 Clay
- 8 Iron Ingots
- 2 Corundum Ingots

You'll want to now convert the Ingots into these:

- 20 Nails
- 4 Hinges
- 2 Iron Fittings
- 2 Locks

To furnish the Kitchen you will need:

- 20 Sawn Logs
- 7 Quarried Stone
- 2 Clay
- 23 Iron Ingots
- 7 Goat Horns
- 2 Horker Tusks

- 1 Large Antlers
- 2 Leather Strips

EAST WING - ARMORY

The Armory is a spacious flat-roofed addition to the right side of your home with space for a patio on the top. It is furnished with display cases, weapon racks, weapon plaques, a full set of smithing equipment, five (5) armor mannequins, and two (2) archery targets. To build it you will need:

- 14 Sawn Logs
- 18 Quarried Stone
- 3 Clay
- 11 Iron Ingots
- 3 Corundum Ingots

Once you have those gathered, you'll want to convert the Ingots into these:

- 14 Nails
- 6 Hinges
- 3 Iron Fittings
- 3 Locks

To furnish the Armory you will need:

- 48 Sawn Logs
- 8 Quarried Stone
- 41 Iron Ingots
- 1 Corundum Ingot
- 9 Goat Horns
- 8 Leather Strips
- 2 Horker Tusks
- 2 Saber Cat Teeth
- 1 Bear Pelt
- 1 Saber Cat Pelt
- 1 Wolf Pelt
- 6 Glass
- 4 Straw

And once again, you'll now want to smith the Ingots into these:

- 63 Nails
- 25 Iron Fittings
- 8 Hinges
- 1 Lock

WEST WING - ENCHANTER'S TOWER

The Enchanter's Tower is a tower built into the left side of your home, and is furnished with an Arcane Enchanter, an armor mannequin, numerous weapon racks and plaques, several lockboxes and a mounted goat head. To build the Enchanter's Tower you will need:

24 Sawn Logs

16 Quarried Stone

9 Clay

13 Iron Ingots

3 Corundum Ingots

Before beginning you will want to convert the Ingots as so:

34 Nails

6 Hinges

3 Iron Fittings

3 Locks

To furnish the Enchanter's Tower you will need:

16 Sawn Logs

17 Iron Ingot

1 Quarried Stone

1 Corundum Ingot

1 Refined Moonstone

1 Gold Ingot

1 Grand Soul Gem

3 Glass

1 Goat Hide

1 Goat Horns

1 Leather Strips

You'll now want to convert most of the Iron and Corundum into these:

21 Nails

4 Hinges

6 Iron Fittings

1 Lock

WEST WING - GREENHOUSE

The Greenhouse has a slanted roof to gather the most sunlight, and is built onto the left side of your home. It is furnished with a few shelves and cupboards, but it is mostly planters which you can use alchemical ingredients to plant new flowers, vegetables, or fungi in. To build the Greenhouse you will need:

18 Sawn Logs

14 Quarried Stone

- 3 Clay
- 8 Iron Ingot
- 2 Corundum Ingot

Once you have those, take a moment and smith the Ingots into these:

- 20 Nails
- 4 Hinges
- 2 Iron Fittings
- 2 Locks

To furnish the Greenhouse you will need:

- 32 Sawn Logs
- 18 Clay
- 6 Quarried Stone
- 25 Iron Ingots
- 6 Glass
- 6 Goat Horns
- 4 Leather Strips
- 4 Mudcrab Chitin
- 2 Goat Hides

Before beginning you will want to convert most of the Ingots into these:

- 56 Nails
- 12 Iron Fittings
- 6 Hinges

WEST WING - BEDROOMS

The Bedrooms are a flat-roofed addition to the left side of your home, with space for a patio on top. The Bedrooms are furnished with shelves, benches, tables and chairs, a double bed, two child beds, and a couple of display cases. To build the Bedrooms you will need:

- 14 Sawn Logs
- 18 Quarried Stone
- 3 Clay
- 11 Iron Ingot
- 3 Corundum Ingot

You'll now want to convert the Ingots into these:

- 14 Nails
- 6 Hinges
- 3 Iron Fittings
- 3 Locks

To furnish the Bedrooms you will need:

- 38 Sawn Logs
- 27 Iron Ingots
- 4 Corundum Ingots
- 2 Glass
- 4 Straw
- 2 Goat Horns
- 3 Steel Ingots
- 10 Leather Strips
- 2 Mudcrab Chitin
- 1 Bear Pelt

Before beginning, you'll want to convert most of the Ingots as so:

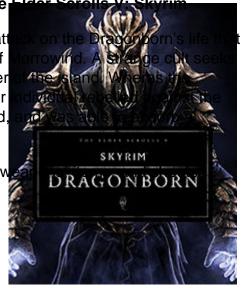
- 60 Nails
- 10 Iron Fittings
- 10 Hinges
- 4 Locks

Dragonborn (DLC)

The Elder Scrolls V: Dragonborn is the third DLC available for The

The plot of Dragonborn involves unraveling the mystery behind an attleads to the mysterious island of Solstheim, an island in the realm of to bring about the return of a former Dragon Priest and previous ruler Dragon Priests of Skyrim served their dragon masters, this particular dragons and is revealed to be the first to possess the dragon's blood, dragon's soul, making him the first of the Dragonborn.

In addition, this DLC features many new quests, characters, armor, wincluding the ability to tame and ride a dragon.



Release Date	2012 December 4 (360) 2013 TBA (PS3, PC)
Platform(s)	Xbox 360, PC, PS3
Price	
Developer	Bethesda SoftWorks
Publisher	Bethesda
Rating	M (ESRB) 16+ (PEGI) RP (CERO)
File Size	

Weapons

See also Weapons Database

Weapons in Skyrim fall into three classes, organized around the three weapon skills:

One-Handed WeaponsOne-Handed Weapons

- daggers, maces, short/long swords, and war axes.
- These weapons can be used in the regular fashion, with both hands on the grip; dual-wielded, losing the ability to block; with a shield, providing an increased defense; or with a spell, giving you a choice between an added offensive option or a defensive fallback.

Two-Handed WeaponsTwo-Handed Weapons

- battle axes, greatswords, and war hammers
- Though slower and heavier than their one-handed counterparts, these weapons do much more damage than using a one-handed weapon or even dual-wielding

Archery

Bows

- Ancient Nord
- Daedric
- Dwarven
- Ebony
- Elven
- Falmer
- Forsworn
- Glass
- Hunting
- Imperial
- Iron
- Steel
- Bows (and arrows) are much better suited to open area combat and stealth/thief character builds. Always remember to have a melee weapon or strong spell/shout handy for when foes come rushing close.
- Sneak attacks (while hidden) do more damage

Arrows

- Ancient Nord
- Daedric
- Dwarven
- Ebony
- Elven
- Falmer
- Forsworn
- Glass
- Iron
- Nord Hero
- Steel
- Keep a close eye on your arrow count when fighting outdoors, you might run out of your better arrows! To keep this from happening keep a good stock of the weaker iron or steel arrows. Remember that if an arrow misses its target you can almost always find it wherever it landed

One-Handed Weapons

One-Handed Weapons

MACE

Iron Mace
Lunar Iron Mace
Lunar Steel Mace
Steel Mace
Elven Mace
Dwarven Mace
Glass Mace
Orcish Mace
Ebony Mace
Daedric Mace
Dragonbone Mace

SWORD

Iron Sword
Steel Sword
Imperial Sword
Ancient Nord Sword
Nord Hero Sword
Elven Sword
Dwarven Sword
Glass Sword
Falmer Sword
Ebony Sword
Daedric Sword
Orcish Sword
Dragonbone Sword
Silver Sword

AXES

Iron War Axe Steel War Axe Ancient Nord War Axe Nord Hero War Axe Orcish War Axe Dwarven War Axe Forsworn Axe
Elven War Axe
Glass War Axe
Ebony War Axe
Daedric War Axe
Dragonbone War Axe

SPECIAL

Elven Dagger of Flames
Glass Mace of Depleting
Glass Sword of Fire
Iron Sword of Cowardice
Scimitar
Vilka's Sword
Valdr's Lucky Dagger
Mehrunes Razor
Blade of Woe
Dawnbreaker

Two-Handed Weapons

Two-Handed Weapons

SPECIAL

Aegisbane
Dwarven Battleaxe of Depleting
Headman's Axe
Pickaxe
SoulWeaver
Steel Battleaxe of Torpor
The Rueful Axe

GREATSWORDS

Ancient Nord Greatsword
Skyforge Greatsword
Dwarven Greatsword
Daedric Greatsword
Steel Greatsword
Iron Greatsword
Orcish Greatsword

WARHAMMERS

Iron Warhammer
Dwarven Warhammer

?BATTLEAXE

Elven Battleaxe

Bows

SPECIAL

Gauldur Blackbow Orcish Bow of Thunderbolts Orcich Bow of Frost Holy Ebony Bow (Buy in Riften from Smithy)

BOWS

Imperial Bow
Hunting Bow
Long Bow
Dwarven Bow
Daedric Bow
Nord Hero Bow
Ancient Nord Bow
Orcish Bow
Ebony Bow

Staves/Wands

Sanguine Rose
Staff of Flames
Staff of Frost
Staff of Fury
Staff of Jyrik Gauldurson
Staff of Lightning Bolts
Staff of Magelight
Staff of Zombies
Staff of Forsworn
Wabbajack

Bows

Not a fan of the up-and-personal melee combat? You can gain the upperhand by keeping your distance, free from immediate reprisal, and use bows and arrows.

BOWS

Imperial Bow
Hunting Bow
Long Bow
Dwarven Bow
Daedric Bow
Nord Hero Bow
Ancient Nord Bow
Orcish Bow
Ebony Bow

For example, the Daedric Bow is the most powerful in the game.

Arrows

Ancient Nord Arrow
Daedric Arrow
Dwarven Arrow
Ebony Arrow
Elven Arrow
Falmer Arrow
Forsworn Arrow
Glass Arrow
Iron Arrow
Orcish Arrow
Steel Arrow

Weapons Database

Here is a developing list of all looted weapons in Skyrim. This list does not include user enchanted weapons.

Arrows

- Ancient Nord Arrow
- Daedric Arrow
- Dwarven Arrow
- Ebony Arrow
- Elven Arrow
- Falmer Arrow
- Forsworn Arrow
- Glass Arrow
- Iron Arrow
- Orcish Arrow
- Steel Arrow

One-Handed Weapons

Mace

- Elven Mace
- Steel Mace
- Ebony Mace

Sword

- Glass Sword
- Ancient Nord Sword
- Elven Sword
- Imperial Sword
- Orcish Sword
- Iron Sword
- Blade Sword
- Silver Sword

Axes

- Forsworn Axe
- Elven War Axe
- Glass War Axe

Special

- Elven Dagger of Flames
- Glass Mace of Depleting
- Glass Sword of Fire
- Iron Sword of Cowardice
- Scimitar
- Vilka's Sword
- Valdr's Lucky Dagger
- Mehrunes Razor
- Blade of Woe
- Dawnbreaker

Two-Handed Weapons

Special

- Aegisbane
- Dwarven Battleaxe of Depleting
- Headman's Axe
- Pickaxe
- SoulWeaver
- Steel Battleaxe of Torpor
- The Rueful Axe

Greatswords

- Ancient Nord Greatsword
- Skyforge Greatsword
- Dwarven Greatsword
- Daedric Greatsword
- Steel Greatsword
- Iron Greatsword
- Orcish Greatsword

Warhammers

- Iron Warhammer
- Dwarven Warhammer

?Battleaxe

Elven Battleaxe

Bows

Special

- Gauldur Blackbow
- Orcish Bow of Thunderbolts
- Orcich Bow of Frost
- Holy Ebony Bow (Buy in Riften from Smithy)

Bows

- Imperial Bow
- Hunting Bow
- Long Bow
- Dwarven Bow
- Daedric Bow
- Nord Hero Bow
- Ancient Nord Bow
- Orcish Bow
- Ebony Bow

Staves/Wands

- Sanguine Rose
- Staff of Flames
- Staff of Frost
- Staff of Fury
- Staff of Jyrik Gauldurson
- Staff of Lightning Bolts
- Staff of Magelight
- Staff of Zombies
- Staff of Forsworn
- Wabbajack

Daedric Weapons

DAEDRIC WEAPONS							
Ingredients	Name	DMG/AMR	Weight	Value	ID		
2 Ebony Ingots	Daedric Dagger	11	6	500	000139B6		
1 Leather Strips 1 Daedra Heart	Daedric Sword	14	16	1250	000139B9		

1 Ebony Ingots 1 Leather Strips 1 Daedra Heart	Daedric Battleaxe	25	27	2750	000139B4
5 Ebony Ingots 2 Leather Strips 1 Daedra Heart	Daedric Bow	19	18	2500	000139B5
3 Ebony Ingots 1 Leather Strips 1 Daedra Heart	Daedric Greatsword	24	23	2500	000139B7
5 Ebony Ingots 3 Leather Strips 1 Daedra Heart	Daedric Mace	16	20	1750	000139B8
3 Ebony Ingots 1 Leather Strips 1 Daedra Heart	Daedric War Axe	15	18	1500	000139B3
5 Ebony Ingots 3 Leather Strips 1 Daedra Heart	Daedric Warhammer	27	31	4000	000139B

Daedric Weapons

Making Daedric armor requires a Smithing skill of 90 with Daedric Smithing. It also requires Daedra Hearts. It takes a lot of work, but the resulting armor makes you look incredibly badass.

Click this link to see the video http://www.ign.com/videos/2011/11/23/skyrim-daedric-domination

Armor

...

Light Armor

Light Armor Sets

Dragonscale Light Armor Elven Armor Glass Armor Studded Armor Hide Armor Leather Armor

Dragonscale Light Armor

Dragonscale type of armor requires maxed out skill in Smithing, as well as the scales of slain dragons.

Dragonscale Light Armor - requires Dragon Scales

DRAGON ARMOR / ITEMS

Ingredients	Name	DMG/AMR	Weight	Value
1 Leather, 3 Leather Strips, 4 Dragon Scales, 2 Iron Ingots	Dragonscale Armor (Light)	48	10	1500
1 Leather, 2 Leather Strips, 2 Dragon Scales, 1 Iron Ingot	Dragonscale Boots (Light)	14	3	300
1 Leather, 2 Leather Strips, 2 Dragon Scales, 1 Iron Ingot	Dragonscale Gauntlets (Light)	14	3	300
1 Leather, 1 Leather Strip, 2 Dragon Scales, 1 Iron Ingot	Dragonscale Helmet (Light)	19	4	750
2 Leather Strips,4Dragon Scales,2Iron Ingots	Dragonscale Shield (Light)	32	6	750

Elven Armor

Elven armor can be made once you reach level 30 in Smithing.

ELVEN ARMOR / ITEMS							
Ingredients	Name	DMG/AMR	Weight	Value			
1 Leather, 3 Leather Strips, 1 Iron Ingot, 4 Refined Moonstones	Elven Armor (Light)	32	4	225			
3 Leather Strips, 1 Quicksilver Ingot, 4 Refined Moonstones, 1 Iron Ingot	Elven Gilded Armor (Light)	38	4	550			
1 Leather, 2 Leather Strips, 1 Iron Ingot, 2 Refined Moonstones	Elven Boots (Light)	9	1	45			
1 Leather, 2 Leather Strips, 1 Iron Ingot, 1 Refined Moonstone	Elven Gauntlets (Light)	9	1	45			
1 Leather, 1 Leather Strip, 1 Iron Ingot, 2 Refined Moonstones	Elven Helmet (Light)	14	1	110			
2 Leather Strips, 1 Iron Ingot, 4 Refined Moonstones	Elven Shield (Light)	23	4	115			

Glass Armor

Glass armor can be made once you reach a skill level of 70 in Smithing.

GLASS ARMOR / ITEMS						
Ingredients	Name	DMG/AMR	Weight	Value		
1 Leather, 3 Leather Strips, 4 Refined Malachites, 4 Refined Moonstones	Glass Armor (Light)	42	7	900		
1 Leather, 2 Leather Strips, 2 Refined Malachites, 1 Refined Moonstone	Glass Boots (Light)	12	2	190		
1 Leather, 2 Leather Strips, 1 Refined Malachite, 1 Refined Moonstone	Glass Gauntlets (Light)	12	2	190		
1 Leather, 1 Leather Strip, 2 Refined Malachites, 1 Refined Moonstone	Glass Helmet (Light)	18	2	450		
2 Leather Strips, 4 Refined Malachites, 1 Refined Moonstone	Glass Shield (Light)	30	6	450		

Studded Armor

STUDDED ARMOR / ITEMS							
Ingredients Name DMG/AMR Weight Value							
4 Leather, 3	Studded						
Leather Strips, 1	Armor	25	6	75			
Iron Ingot	(Light)						

Hide Armor

HIDE ARMOR / ITEMS							
Ingredients	Name	DMG/AMR	Weight	Value			
3 Leather Strips, 4 Leather	Hide Armor (Light)	23	5	50			
2 Leather Strips, 2 Leather	Hide Boots (Light)	6	1	10			
2 Leather Strips, 1 Leather	Hide Braces (Light)	6	1	10			
1 Leather Strip, 2 Leather	Hide Helmet (Light)	12	2	25			
2 Leather Strips, 4 Leather	Hide Shield (Light)	17	4	25			

Leather Armor

LEATHER ARMOR / ITEMS							
Ingredients	Name	DMG/AMR	Weight	Value			
3 Leather Strips, 4 Leather	Leather Armor (Light)	29	6	125			
2 Leather Strips, 2 Leather	Leather Boots (Light)	8	2	25			
2 Leather Strips, 1 Leather	Leather Bracers (Light)	8	2	25			
1 Leather Strip, 2 Leather	Leather Helmet (Light)	14	2	60			

Heavy Armor

Heavy Armor Sets

Daedric Armor
Dragonplate Heavy Armor
Dwarven Armor
Ebony Armor
Ancient Nord Armor
Imperial Armor
Orcish Armor
Steel Armor
Iron Armor

Daedric Armor

Making Daedric armor requires a Smithing skill of 90 with Daedric Smithing. It also requires Daedra Hearts. It takes a lot of work, but the resulting armor makes you look incredibly badass.

Click this link to see the video http://www.ign.com/videos/2011/11/23/skyrim-daedric-domination

Dragonplate Heavy Armor

Dragonplate type of armor requires maxed out skill in Smithing, as well as the bones and scales of slain dragons.

• Dragonplate Armor - requires Dragon Bone and Dragon Scales

	DRAGON ARMOR / ITEMS						
Ingredients	Name	DMG/AMR	Weight	Value			
3 Leather Strips, 3 Dragon Scales, 2 Dragon Bone	Dragonplate Armor (Heavy)	81	40	2125			
2 Leather Strips, 3 Dragon Scales, 1 Dragon Bone	Dragonplate Boots (Heavy)	31	8	425			
2 Leather Strips, 2 Dragon Scales, 1 Dragon Bone	Dragonplate Gauntlets (Heavy)	31	8	425			
2 Leather Strips, 2 Dragon Scales, 1 Dragon Bone	Dragonplate Helmet (Heavy)	39	8	1050			
1 Leather Strip, 3 Dragon Scales, 1 Dragon Bone	Dragonplate Shield (Heavy)	43	15	1050			

Dwarven Armor

DWARVEN ARMOR / ITEMS						
Ingredients	Name	DMG/AMR	Weight	Value		
1 Iron Ingot, 3 Leather Strips, 1 Steel Ingot, 3 Dwarven Metal Ingots	Dwarven Armor (Heavy)	37	45	400		
1 Iron Ingot, 2 Leather Strips, 1 Steel Ingot, 2 Dwarven Metal Ingots	Dwarven Boots (Heavy)	14	10	85		
1 Iron Ingot, 2 Leather Strips, 1 Steel Ingot, 1 Dwarven Metal Ingot	Dwarven Gauntlets (Heavy)	14	8	85		
1 Iron Ingot, 2 Leather Strips, 1 Steel Ingot, 2 Dwarven Metal Ingots	Dwarven Helmet (Heavy)	20	12	200		
1 Iron Ingot, 1 Leather Strip, 1 Steel Ingot, 2 Dwarven Metal Ingots	Dwarven Shield (Heavy)	28	12	225		

Ebony Armor

Ebony armor can be made once you reach a skill of 80 in Smithing.

	EBONY ARMOR / ITEMS							
Ingredients	Name	DMG/AMR	Weight	Value				
3 Leather Strips, 5 Ebony Ingots	Ebony Armor (Heavy)	46	38	1500				
2 Leather Strips, 3 Ebony Ingots	Ebony Boots (Heavy)	17	7	275				
2 Leather Strips, 2 Ebony Ingots	Ebony Gauntlets (Heavy)	17	7	275				
2 Leather Strips, 3 Ebony Ingots	Ebony Helmet (Heavy)	23	10	750				
1 Leather Strip, 4 Ebony Ingots	Ebony Shield (Heavy)	46	38	1500				

Imperial Armor

IMPERIAL ARMOR / ITEMS							
Ingredients	Name	DMG/AMR	Weight	Value			
2 Leather, 3 Leather Strips, 4 Steel Ingots	Imperial Armor (Heavy)	29	35	100			
1 Leather, 2 Leather Strips, 2 Steel Ingots	Imperial Boots (Heavy)	12	8	20			
1 Leather, 2 Leather Strips, 2 Steel Ingots	Imperial Bracers (Heavy)	12	4	15			
1 Leather, 1 Leather Strip, 2 Steel Ingots	Imperial Helmet (Heavy)	18	5	50			
2 Leather Strips, 4 Steel Ingots	Imperial Shield (Heavy)	24	12	50			

Orcish Armor

Orcish armor can be crafted once you reach a skill of 50 in Smithing.

ORCISH ARMOR / ITEMS				
Ingredients	Name	DMG/AMR	Weight	Value
1 Iron Ingot, 3 Leather Strips, 4 Orichalcum Ingots	Orcish Armor (Heavy)	43	35	1000
1 Iron Ingot, 2 Leather Strips, 3 Orichalcum Ingots	Orcish Boots (Heavy)	16	7	200
1 Iron Ingot, 2 Leather Strips, 2 Orichalcum Ingots	Orcish Gauntlets (Heavy)	16	7	200
1 Iron Ingot, 2 Leather Strips, 2 Orichalcum Ingots	Orcish Helmet (Heavy)	22	8	500
1 Iron Ingot, 3 Leather Strips, 4 Orichalcum Ingots	Orcish Shield (Heavy)	32	14	500

Steel Armor

Steel Armor is a type of armor that you can make through Smithing. It is a valuable choice for players who are just beginning to start the game.

STEEL ARMOR / ITEMS				
Ingredients	Name	DMG/AMR	Weight	Value
1 Iron Ingot, 3 Leather Strips, 4 Steel Ingots	Steel Armor (Heavy)	36	35	275
1 Iron Ingot, 2 Leather Strips, 3 Steel Ingots	Steel Cuffed Boots(Heavy)	14	8	55
1 Iron Ingot, 2 Leather Strips, 2 Steel Ingots	Steel Helmet (Heavy)	20	5	125
1 Iron Ingot, 2 Leather Strips, 2 Steel Ingots	Steel Horned Helmet (Heavy)	20	5	125
1 Iron Ingot, 2 Leather Strips, 2 Steel Ingots	Steel Imperial Gauntlets (Heavy)	14	4	55
1 Iron Ingot, 2 Leather Strips, 2 Steel Ingots	Steel Nordic Gauntlets (Heavy)	14	4	55
1 Iron Ingot, 1 Leather Strip, 3 Steel Ingots	Steel Shield (Heavy)	28	12	150
1 Iron Ingot, 2 Leather Strips, 3 Steel Ingots	Steel Shin Boots(Heavy)	14	8	55

Iron Armor

IRON ARMOR / ITEMS				
Ingredients	Name	DMG/AMR	Weight	Value
5 Iron Ingots, 3 Leather Strips	Iron Armor (Heavy)	27	30	125
3 Iron Ingots, 2 Leather Strips	Iron Boots (Heavy)	11	6	25
2 Iron Ingots, 2 Leather Strips	Iron Gauntlets (Heavy)	11	5	25
4 Iron Ingots, 1 Leather Strip	Iron Shield (Heavy)	24	12	60
5 Iron Ingots, 3 Leather Strips, 1 Corundum Ingot	Banded Iron Armor (Heavy)	30	35	200
4 Iron Ingots, 1 Leather Strip, 1 Corundum Ingot	Banded Iron Shield (Heavy)	24	12	100

Dragon Priest Masks



Dragon Priest Masks are some of the most powerful items in Skyrim. There are a total of eight to be found in the world, and one that you gain for collecting the eight. Gathering the masks could be considered a quest, but there is no formal quest given in the game. Be forewarned as the owners of the masks, the powerful Dragon Priests, are not willing to part with them, even if they are technically dead.

Dragon Priests are some of Skyrim's most formidable foes. Those who have names are even more to be feared, and these are the ones you have to fight to win the Dragon Priest Masks. When donned, these masks imbue you with their innate magical effects. There are eight masks to be found in the world, making eight Dragon Priests to be slain. If you manage to collect all eight, you will have the opportunity to get the ninth mask (Konahrik), which has its own quest tied to it.

Read more on Dragon Priests for strategies on defeating these enemies.

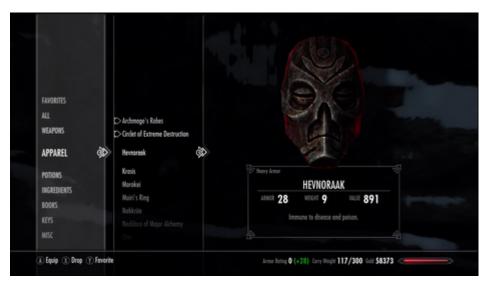
Masks

Priest/Mask Name	Location	Effects
IIHAVnoraak I	Valthume in The Reach during Evil in Waiting	Immune to disease and poison
Krosis		Lockpicking+20%,Alchemy+20%, Archery+20%

Morokei	Labyrinthian in Hjaalmarch during The Staff of Magnus	Magicka Regen+100%
Nahkriin	Skuldafn in Other Realm during The World-Eater's Eyrie	Magicka+50, Destruction+20%, Restoration+20%
Otar	Ragnvald in The Reach.	Resist Fire, Frost, and Shock all +30%
Rahgot	Forelhost in The Rift.	+70 Stamina
Vokun	High Gate Ruins in The Pale. Found in quest A Scroll for Anska	Conjuration+20%, Illusion+20%, Alteration+20%
Volsung	Volskygge in Haafingar.	Adds 20 to carry maximum, waterbreathing and improves prices by 20%.

After getting all eight masks, go to Labyrinthian to acquire the Wooden Mask, which will transport you to Bromjunaar Sanctuary, where you will receive Konahrik.

Hevnoraak

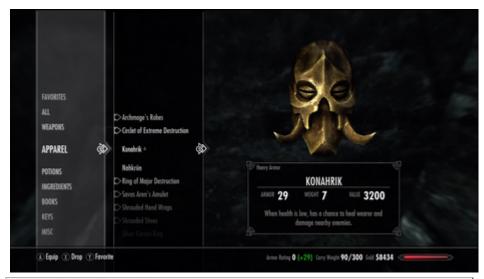


Hevnoraak "Brutal" is one of eight Dragon Priests of Skyrim. He is found in Valthume and is the final boss for the quest Evil in Waiting.

Type:	heavy armor
Armor:	40
Weight:	9
Effects:	Immune to disease and poison.

Here's how to deal with the Dragon Priest:

Konahrik



Type:	Heavy Armor
Armor:	29
Weight:	7
HELLOCIC.	Chance to heal wearer and damage enemies when health is low

Overview

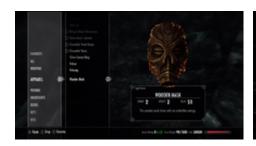
Konahrik (Warlord) is a special golden Dragon Priest Mask that you receive only after you've obtained the other eight Dragon Priest Masks.

When worn, the mask has a chance of healing the wearer and damaging the enemy when your health is low.

How to Obtain

As mentioned before, you must have all other eight Dragon Priest Masks first before obtaining **Konahrik**. After having them all, you need to place them on a Shrine inside Labyrinthian.

You do not need to enter the giant maze-like ruin! Look for a small dome structure on the outside, in the snow. Inside the dome is a skeleton, a note, and a wooden mask. Put the mask on to travel back in time to when the Dragon Priest Mask was still in good shape. Place all your masks, except for the wooden mask, on the shrine to receive the ninth mask. Take off the wooden mask to go back to present day.





WARNING: It's been said your Dragon Priest Masks will revert to the original status when you pick them back up, instead of being upgraded if you did upgrade it via Smithing.

Video Guide

Here's a short video guide on how to obtain Konahrik.

Krosis



Stats

Type:	Light Armor
Armor:	26
Weight:	5
Effects:	+20% to Lockpicking, Archery, and Alchemy.

Overview

Krosis is a Dragon Priest and mask that can be found at Shearpoint which is between Saarthal and Fellglow Keep (closer to Fellglow Keep on top of the nearby mountain). Here's how to fight the Dragon Priest:

The easiest way to fight Krosis is right before he arises get the 3 Shouts behind him. By the time you do this he'll be attacking you so it's a good idea to have a potion of resist magic used. Fight him and stagger him or wait until he floats out of view. Then use the Whirlwind Sprint Shout and sprint until he doesn't attack you. You may need to use an invisible potion to do this. Also, be careful not to knock him off the mountain by accident. If you do so and leave, he may no longer reappear on the mountain or in the surrounding areas, meaning you can no longer defeat him and collect his mask.

Morokei



Morokei is a mask that can be looted after killing the Dragon Priest, Morokei, in the College of Winterhold questline, towards the end of the questline. He is found in the Labyrinthian in Hjaalmarch.

Type:	Light Armor
Armor:	7
Weight:	4
Effects:	Regenerate Magicka 100% faster.

Glitch: Can cause face to disappear, making you look like the invisible man if worn with Archmage's Robes.

Here's how to deal with the Dragon Priest:

Hot Tip

With a moderate Archery skill and steel arrows (or better), Morokei dies in five to eight hits.

Or , you can run back out to the door , close it , wait for magika to be full , blast away at Morokei from a distance until you have no magika , and repeat .Long , but effective .

Nahkriin



The mask of **Nahkriin** may be obtained during the main quest The World-Eater's Eyrie (before the player enters Sovngarde portal). The mask is held by the Dragon Priest, Nahkriin, on top of Skulfdahn Temple.

Туре:	Heavy Armor
Armor:	27
Weight:	9
"HITACIC"	Increases Magicka and Destruction, and Restoration spells cost less

Here's how to deal with the Dragon Priest:

Otar



Otar is a Dragon Priest and named mask that can be found in Ragnvald just north of Markarth.

Type:	Heavy Armor	
Armor:	28	
Weight:	9	
Effects:	Resist Fire, Frost, and Shock all +30%.	

Here's how to deal with the Dragon Priest:

Rahgot



The Dragon Priest Mask Rahgot is found in Forelhost. Located in the far southeast corner of Skyrim.

Type:	Heavy Armor	
Armor:	39	
Weight:	9	
Effects:	Increases your Stamina by 70 points.	

Here's how to fight the Dragon Priest:

Vokun



Vokun is a Dragon Priest and mask you find during the quest A Scroll for Anska in The Pale's High Gate Ruins.

Type:	Heavy Armor
Armor:	28
Weight:	9
Effects:	Conjuration+20%, Illusion+20%, Alteration+20%

Here's how you deal with the Dragon Priest:

He uses mainly Fire Damage Magic spells and staves so it is advisable to have Resist Fire potions or spells, armor, or Perks to mitigate the damage.

Volsung



Volsung is a Dragon Priest Mask and also the name of a Dragon Priest located in Volskygge in Haafingar.

Туре:	Light Armor
Armor:	24
Weight:	5
HETTOCTC'	Adds 20 to carry maximum, waterbreathing and improves prices by 20%.

Here's how to deal with the Dragon Priest:

Accessories

Accessories can be found in the Apparel section of your inventory. You can equip a necklace and a ring.

Necklaces

- Amulet of Akatosh
- Amulet of Arkay
- Amulet of Dibella
- Amulet of Julianos
- Amulet of Kynareth
- Amulet of Mara
- Amulet of Stendarr
- Amulet of Talos
- Amulet of Zenithar

Rings

Nightweaver's Band

Items

Items in Skyrim consist of everything from weapons and armor to potions, ingredients and keys.

- Treasure Maps
- Dragon Priest Masks
- Daedric Artifacts
- Weapons
- Unique Items
- Weapons
- Apparel and Armor
- Potions
- Gems
- Books
- Scrolls
- Food
- Keys
- Stones of Barenzah

Potions

Overview

Alchemy is a little different from how it worked in Oblivion. In order to discover an ingredient's effect, you must first consume it by selecting it from your inventory menu. Doing so will reveal the first property of that ingredient. Once you have a stockpile of known uses for ingredients, head over to an Alchemy table to start mixing up your own potions.

When you interact with an alchemy table, there will be a list of possible **Potions** that you can create, based on the ingredients in your inventory. Selecting one of these will open the list of ingredients that you know will create the effect. In order to make a potion, you must choose 2 ingredients and then you can opt to add in a third. Adding a third ingredient is the easiest way to start discovering the 2nd, 3rd, and 4th properties of ingredients. As you create potions, a window will pop up if you discover new properties for an ingredient, which will increase the types of potions you can create.

By experimenting and learning the different effects of ingredients, you can start to layer properties into more complex potions and poisons, which will increase both their monetary value, and their usefulness in the field.

Cure Recipes

EFFECT	INGREDIENT 1	INGREDIENT 2
Cure Disease	Vampire Dust	Charred Skeever Hide

Health Potion Recipes

EFFECT	INGREDIENT 1	INGREDIENT 2
Restore Health	Blue Mountain Flower	Butterfly Wing
	Blue Mountain Flower	Charred Skeever Hide
	Butterfly Wing	Charred Skeever Hide
	Blue Mountain Flower	Swamp Fungal Pod
Fortify Health	Giant's Toe	Hanging Moss
	Blue Mountain Flower	Hanging Moss

Regenerate Health	Juniper Berries Vampire Dust	Nordic Barnacle Garlic

Magicka Potion Recipes

EFFECT	INGREDIENT 1	INGREDIENT 2	
Restore Magicka	Creep Cluster	Red Mountain Flower	
	Vampire Dust	Briar Heart	
	Grass Pod	Mora Topinella	
	Grass Pod	Red Mountain Flower	
	Mora Topinella	Red Mountain Flower	
Fortify Magicka	Red Mountain Flower	Tundra Cotton	
Regenerate Magicka	Garlic	Salt Pile	

Stamina Potion Recipes

EFFECT	INGREDIENT 1	INGREDIENT 2	
Restore Stamina	Pine Thrush Egg	Purple Mountain Flower	
	Large Antlers	Mudcrab Chitin	
	Orange Dartwing	Purple Mountain Flower	
Fortify Stamina	Garlic	Lavender	
	Slaughterfish Egg	Lavender	
Regenerate Stamina	Bee	Mora Tapinella	

Resistance Potion Recipes

EFFECT	INGREDIENT 1	INGREDIENT 2	
Resist Fire	Fly Amanita	Snowberries	
	Dragon's Tongue	Mudcrab Chitin	
Resist Frost	Snowberries	Thistle Branch	

	Purple Mountain Flower	Silverside Perch
	Purple Mountain Flower	Thistle Branch
Resist Shock	Glowdust	Snowberries
Resist Poison	Grass Pod	Mudcrab Chitin
	Grass Pod	Slaughterfish Egg
	Grass Pod	Thistle Branch
	Mudcrab Chitin	Slaughterfish Egg
	Mudcrab Chitin	Thistle Branch
	Thistle Branch	Slaughterfish Egg

Fortify Recipes

EFFECT	INGREDIENT 1 INGREDIENT 2	
Fortify Conjuration	Blue Mountain Flower	Lavender
Fortify Enchanting	Blue Butterfly Wing	Hagraven Claw
	Blue Butterfly Wing	Snowberries
Fortify Heavy Armor	Thisle Branch	WhiteCap
Fortify Illusion	Dragon's Tongue	Mora Topinella
Fortify Sneak	Abecean Longfin	Purple Mountian Flower

Utility Potion Recipes

EFFECT	INGREDIENT 1	INGREDIENT 2	
Invisibility	Chaurus Eggs	Nirnroot	
	Vampire Dust	Nirnroot	
Waterbreathing	Chicken's Egg	Nordic Barnacle	

Two-Effect Potions

EFFECT	INGREDIENT 1	INGREDIENT 2	INGREDIENT 3
Health and	II-IOWAr	Wheat	None

Invisibility and Regen Health	Luna Moth Wing	Vampire Dust	None
Paralysis and Damage Health	Canis Root	Ilmn Staal	River Betty

Three-Effect Potions

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

EFFECT	INGREDIENT	INGREDIENT	INGREDIENT
	1	2	3
Cure Disease, Resist Poison, Restor Heath, Restor Stamina	Blisterwert	Charred Skeever Hide	Mudcrab Chitin

Regen Magicka, Resist Frost, Resist Fire, Restore Magicka	III— III — III— III	Moon Sugar	Snowberries
Haalth Eartify Light	Hawk Feathers	Luna Moth Wing	Vampire Dust

Skooma Makes a Return

Skooma, a famous illegal drug of Tamriel, was a part of The Elder Scrolls III: Morrowind. In Morrowind, this "drug" would eventually get you addicted with side effects. In Oblivion, you would find drug dens containing Skooma addicts. So far in Skyrim there have been random encounters of people who sell Skooma. Drinking Skooma gives you 25% Stamina boost for limited time.

Recipes

There are many recipe makers online which can show you all potion combinations.

Alchemy Ingredients Effects

This is a detailed list on the ingredients used in Alchemy. For more information, consult the Alchemy page.

If you wish to find other ingredients with the same effects without searching through this page, just click the effect to find a list of those particular ingredients. You can also click each ingredient to find more information about it. Effects include:

- Cure Disease
- Damage Health
- Damage Magicka
- Damage Magicka Regen
- Damage Stamina
- Damage Stamina Regen
- Fear
- Fortify Alchemy
- Fortify Alteration
- Fortify Barter
- Fortify Block
- Fortify Carry Weight
- Fortify Conjuration
- Fortify Destruction
- Fortify Enchanting
- Fortify Health
- Fortify Heavy Armor
- Fortify Illusion
- Fortify Light Armor
- Fortify Lockpicking
- Fortify Magicka
- Fortify Marksman
- Fortify One-Handed
- Fortify Pickpocket
- Fortify Restoration
- Fortify Smithing
- Fortify Stamina
- Fortify Sneak
- Fortify Two-Handed
- Frenzy
- Invisibility
- Lingering Damage Health
- Lingering Damage Magicka
- Lingering Damage Stamina
- Paralysis
- Ravage Health

- Ravage Magicka
- Ravage Stamina
- Regenerate Health
- Regenerate Magicka
- Regenerate Stamina
- Resist Fire
- Resist Frost
- Resist Magic
- Resist Poison
- Resist Shock
- Restore Health
- Restore Magicka
- Restore Stamina
- Slow
- Waterbreathing
- Weakness to Fire
- Weakness to Frost
- Weakness to Magic
- Weakness to Poison
- Weakness to Shock

Ingredient Effects

Abecean Longfin	Weakness to Frost	SFortify Sneak	Weakness to Poison	Fortify Restoration
Bear Claws	Restore Stamina	Fortify Health	Fortify One- Handed	Damage Magicka Regen
Bee	Restore Stamina	Ravage Stamina	Regenerate Stamina	Weakness to Shock
Beehive	Resist	Fortify Light	Fortify	Fortify
Husk	Poison	Armor	Sneak	Destruction
Bleeding Crown	Weakness to Fire	Fortify Block	Weakness to Poison	Resist Magic
Blisterwort	Damage Stamina	Restore Health	Frenzy	Fortify Smithing
Blue Butterfly Wing	Damage Stamina	Damage Magicka Regen	Fortify Conjuration	Fortify Enchanting
Blue Dartwing	Resist Shock	Restore Health	Fortify Pickpocket	Fear
Blue Mountain Flower	Restore Health	Fortify Conjuration	Fortify Health	Damage Magicka Regen
Bone Meal	Damage Stamina	Fortify Conjuration	Resist Fire	Ravage Stamina
Briar Heart	Restore Magicka	Fortify Block	Paralysis	Fortify Magicka

Butterfly Wing	Restore Health	Lingering Damage Stamina	Fortify Barte	Damage Magicka
Canis Root	Damage Stamina	Fortify Marksman	Fortify One- Handed	Paralysis
Charred Skeever Hide	Restore Stamina	Resist Poison	Cure Disease	Restore Health
Chaurus Eggs	Weakness to Poison	•	Damage Magicka	Invisibility
Chicken's Egg	Resist Magic	Waterbreathing	Regen	Lingering Damage Stamina
Creep Cluster	Restore Magicka	Fortify Carry Weight	Damage Stamina Regen	Weakness to Magic
Crimson Nirnroot	Damage Health	Invisibility	Damage Stamina	Resist Magic
Cyrodilic Spadetail	Damage Stamina	Fear	Fortify Restoration	Ravage Health
Daedra Heart	Damage Stamina Regen	Damage Magicka	Restore Health	Fear
Deathbell	Damage Health	Ravage Stamina	Slow	Weakness to Poison
Dragon's Tongue	Resist Fire	Fortify Barter	Fortify Illusion	Fortify Two-handed
Dwarven Oil	Weakness to Magic	Regenerate Magicka	Fortify Illusion	Restore Magicka
Ectoplasm	Restore Magicka	Fortify Destruction	Fortify Magicka	Damage Health
Elves Ear	Restore Magicka	Weakness to Frost	Fortify Marksman	Resist Fire
Eye of Sabre Cat	Restore Stamina	Damage Magicka	Ravage Health	Restore Health
Falmer Ear	Damage Health	Frenzy	Resist Poison	Fortify Lockpicking
Fire Salts	Weakness to Frost	Restore Magicka	Resist Fire	Regenerate Magicka
Fly Amanita	Resist Fire	Frenzy	Fortify Two- handed	Regenerate Stamina
Frost Mirriam	Resist Frost	Fortify Sneak	Ravage Magicka	Damage Stamina Regen
Frost Salts	Weakness to Fire	Resist Frost	Restore Magicka	Fortify Conjuration

Garlic	Resist Poison	Fortify Stamina	Regenerate Magicka	Regenerate Health
Giant Lichen	Ravage Health	Weakness to Poison	Weakness to Shock	Restore Magicka
Giant's Toe	Damage Stamina	Fortify Carry Weight	Fortify Health	Damage Stamina Regen
Glow Dust	Damage Magicka	Fortify Destruction	Damage Magicka Regen	Resist Shock
Glowing Mushroom	Resist Shock	Fortify Destruction	Fortify Smithing	Fortify Health
Grass Pod	Resist Poison	Ravage Magicka	Fortify Alteration	Restore Magicka
Hagraven Claw	Resist Magic	Lingering Damage Magicka	Fortify Enchanting	Fortify Barter
Hagraven Feathers	Damage Magicka	Frenzy	Fortify Conjuration	Weakness to Shock
Hanging Moss	Damage Magicka	Damage Magicka Regen	Fortify Health	Fortify One- handed
Hawk Beak	Restore Stamina	Resist Frost	Fortify Carry Weight	Resist Shock
Hawk Feathers	Cure Disease	Fortify Light Armor	Fortify One- handed	Fortify Sneak
Histcarp	Restore Stamina	Fortify Magicka	Damage Stamina Regen	Waterbreathing
Honeycomb	Restore Stamina	Fortify Block	Fortify Light Armor	Ravage Stamina
Human Flesh	Damage Health	Paralysis	Restore Magicka	Fortify Sneak
Human Heart	Damage Health	Damage Magicka Regen	Damage Magicka	Frenzy
Ice Wraith Teeth	Weakness to Frost	Fortify Heavy Armor	Invisibility	Weakness to Fire
Imp Stool	Damage Health	Paralysis	Lingering Damage Health	Restore Health
Jarrin Root	Damage Health	Damage Stamina	Damage Magicka	Damage Magicka Regen
Jazbay Grapes	Weakness to Magic	s Fortify Magicka	Regenerate Magicka	Ravage Health

Juniper Berries	Weakness to Fire	Rengerate Health	Fortify Marksman	Damage Stamina Regen
Large Antlers	Restore Stamina	Fortify Stamina	Slow	Damage Stamina Regen
Lavender	Resist Magic	Fortify Stamina	Ravage Magicka	Fortify Conjuration
Luna Moth Wing	Damage Magicka	Fortify Light Armor	Rengenerate Health	Invisibility
Moon Sugar	Weakness to Fire	Resist Frost	Restore Magicka	Regenerate Magicka
Mora Tapinella	Restore Magicka	Lingering Damage Health	Regenerate Stamina	Fortify Illusion
Mudcrab Chitin	Restore Stamina	Cure Disease	Resist Poison	Resist Fire
Niamira's Rot	Damage Magicka	Fear	Fortify Lockpicking	Rengenerate Health
Nightshade	Damage Health	Damage Magicka Regen	Lingering Damage Stamina	Fortify Destruction
Nirnroot	Damage Health	Damage Stamina	Invisibility	Resist Magic
Nordic Barnacle	Damage Magicka	Waterbreathing	Regenerate Health	Fortify Pickpocket
Orange Dartwing	Restore Stamina	Ravage Magicka	Fortify Pickpocket	Lingering Damage Health
Pearl	Restore Stamina	Restore Magicka	Fortify Block	Resist Shock
Pine Thrush Egg	Restore Stamina	Fortify Lockpicking	Weakness to Poison	Resist Shock
Powdered Mammoth Tusk	Restore Stamina	Weakness to Fire	Fortify Sneak	Fear
Purple Mountain Flower	Restore Stamina	Fortify Sneak	Lingering Damage Magicka	Resist Frost
Red Mountain Flower	Restore Magicka	Ravage Magicka	Fortify Magicka	Damage Health
River Betty	Damage Health	Fortify Alteration	Slow	Fortify Carry Weight
Rock Warbler Egg	Restore Health	Fortify One- handed	Damage Stamina	Weakness to Magic

Sabre Cat Tooth	Restore Stamina	Fortify Heavy Armor	Fortify Smithing	Weakness to Poison
Salt Pile	Weakness to Magic	Fortify Restoration	Slow	Regenerate Magicka
Scaly Pholiata	Weakness to Magic	Fortify Illusion	Regenerate Stamina	Fortify Carry Weight
Silverside Perch	Restore Stamina	Damage Stamina Regen	Ravage Health	Resist Frost
Skeever Tail	Damage Stamina Regen	Ravage Health	Damage Health	Fortify Light Armor
Slaughterfish Egg	Resist Poison	Fortify Pickpocket	Lingering Damage Health	Fortify Stamina
Slaughterfish Scales	Resist Frost	Lingering Damage Health	Fortify Heavy Armor	Fortify Block
Small Antlers	Weakness to Poison	Fortify Restoration	Lingering Damage Stamina	Damage Health
Small Pearl	Restore Stamina	Fortify One- handed	Fortify Restoration	Resist Frost
Snowberries	Resist Fire	Fortify Enchanting	Resist Frost	Resist Shock
Spider Egg	Damage Stamina	Damage Magicka Regen	Fortify Lockpicking	Fortify Marksman
Spriggan Sap	Damage Magicka Regen	Fortify Enchanting	Fortify Smithing	Fortify Alteration
Swamp Fungal Pod	Resist Shock	Lingering Damage Magicka	Paralysis	Restore Health
Taproot	Weakness to Magic	Fortify Illusion	Regenerate Magicka	Restore Magicka
Thistle Branch	Resist Frost	Ravage Stamina	Resist Poison	Fortify Heavy Armor
Torchbug Thorax	Restore Stamina	Lingering Damage Magicka	Weakness to Magic	Fortify Stamina
Troll Fat	Resist Poison	Fortify Two- handed	Frenzy	Damage Health

Tundra	Resist Magic	Fortify	Fortify	Fortify
Cotton		Magicka	Block	Barter
Vampire	Invisibility	Regenerate	Restore	Cure
Dust		Health	Magicka	Disease
Void Salts	Weakness to Shock	Resist Magic	Damage Health	Fortify Magicka
Wheat	Restore Health	Fortify Health	Damage Stamina Regen	Lingering Damage Magicka
White Cap	Weakness	Fortify Heavy	Restore	Ravage
	to Frost	Armor	Magicka	Magicka
Wisp Wrappings	Restore Stamina	Fortify Destruction	Fortify Carry Weight	Resist Magic

Books

If you could make all the text available for reading in Skyrim materialize, you could hypothetically fill the entire Grand Canyon with the number of words filling the books in this game. Some books, however, serve a purpose other than enriching your Elder Scrolls lore and background. There are Skill Books that increase your knowledge of specific Skills upon reading them. Spell Books increase your knowledge of the arcane arts; you can't learn new spells without hitting the books. Other books can even jumpstart quests.

It's worth at least leafing through the books, if only to see whether or not your Skills improve. If they do, you may want to save your game.

Tip: If you're searching for skill books they typically aren't valued under 50 gold.

The Kinds Of Books

- Skill Books
- Spell Books
- Quest Books
- Lore Books
- Misc Books

Skill Books

While there are tons of books scattered throughout Skyrim that you can read, certain books grant an instant level increase to a specific skill when you read them. You can read from the same title only once to get the skill increase. Here these **Skill Books** are and the approximate location of where they are:

Alchemy Skill Books

Book Title	Location	Skill Increased
A Game At Dinner	New Gnisis Cornerclub in Windhelm	Alchemy
A Game At Dinner	Honningbrew Meadery, upstairs in Sabjorn's bedroom	Alchemy
A Game At Dinner	Forsaken Cave	Alchemy
Herbalist's guide to Skyrim	Arcadia's Cauldron in Whiterun	Alchemy
De Rerum Dirennis	Winterhold Alchemy Lab	Alchemy
De Rerum Dirennis	in the store Grave Concoctions, in Falkreath	Alchemy
Herbalit's Guide to Skyrim	Hag's Cure in Markarth	Alchemy
Mannimarco King of Worms	Corpse in Evergreen Grove	Alchemy
Mannimarco King of Worms	Alchemy Lab in Nightcaller Temple	Alchemy
Mannimarco King of Worms	Ritual site southwest of Solitude, east of Dragon Bridge	Alchemy
Song of the Alchemists	Bards College in Solitude	Alchemy
Song of the Alchemists	Anise's Cabin	Alchemy

Alteration Skill Books

Book Title	Location	Skill Increased
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Breathing Water	Kraldar's House in Winterhold	Alteration
Breathing Water	Within Ilinalta's Deep	Alteration
Daughter of the Niben	Brandy-Mug Farm	Alteration
Daughter of the Niben	Room adjacent to the Jarl of Understone in Markarth.	Alteration
Reality and Other Flasehoods	Throne room of Yngvild	Alteration
Reality & Other Falsehoods	Red Eagle Ascent	Alteration
Reality & Other Falsehoods	Orchendor's corpse in Bthardamz	Alteration
Sithis	Krag's corpse in Nchuand- Zel	Alteration
Sithis	Dark Brotherhood Sanctuary	Alteration
The Lunar Lorkhan	Mazaka's quarters at the Solitude Lighthouse	Alteration
The Lunar Lorkhan	Central chamber of the Arcane Enchanter of Cragwallow Slope	Alteration

Archery Skill Books

Book Title	Location	Skill Increased
Father of the Niben	Wreck Of The Brinehammer hold	Archery
Father of the Niben	Autumnshade Clearing, NW of Riften, on dead hunter	Archery
The Black Arrow, v2	Behind the counter of the Drunken Huntsman tavern in Whiterun	Archery
The Black Arrow, v2	Valtheim Towers	Archery
The Gold Ribbon of Merit	Fletcher's Shop in Solitude	Archery
The Gold Ribbon of Merit	Angi's Camp	Archery
The Marksmanship Lesson	Map room in Dawnstar Sanctuary	Archery

The Marksmanship Lesson	Gilfre's House at Mixwater Mill	Archery
The Marksmanship Lesson	Jorrvaskr's private quarters (Room with showcase Elven bow+book)	
The Marksmanship Lesson	Cliffside Retreat	Archery
Vernaccus and Bourlor	Smithshop at Knifepoint Ridge	Archery
Vernaccus and Bourlor	Froki's Shack	Archery
Vernaccus and Bourlor	Greywinter Watch	Archery

Blocking Skill Books

Book Title	Location	Skill Increased
A Dance in Fire, Volume II	Library in Fort Snowhawk	Block
A Dance in Fire, Volume II	Ruined hostel at Traitor's Post	Block
Battle of Red Mountain	Watch pass at Skybound	Block
Battle of Red Mountain	Destroyed caravan at Tolvald's Crossing	Block
Death Blow of Abernit	In the Hall of the Dead at Whiterun	Block
Death Blow of Abernit	The war room in Jarl's Longhouse, Falkreath	Block
Death Blow of Abernit	Northwind Mine on a table.	Block
Death Blow of Aberni	On top of chest in Dawnstar	Block
The Mirror	On a sleeping mat on a redoubt of the Broken Tower Redoubt	Block
The Mirror	In Jarl Ulfric's bedroom in Palace of the Kings	Block
Warrior	Boss arena in the Driftshade Refuge	Block
Warrior	Captain's quarters in Fort Kastav	Block

Conjuration Skill Books

Book Title	Location	Skill Increased
2920 Frostfall, Volume 10	Last room of the Word Wall in Sunderstone Gorge	Conjuration
2920 Frostfall, Volume 10	Looted or stolen from Beem-Ja, an NPC outside Ironbind Barrow	Conjuration
2920 Frostfall, Volume 10	Belyn Hlaalu's house in Windhelm	Conjuration
2920 Frostfall, Volume 10	On an altar not marked on the map near Dark Brotherhood Sanctuary	Conjuration
Hearth Fire, Volume 9	Last room in Rimerock Burrow	Conjuration
Hearth Fire, Volume 9	The Mortar and Pestle Shop in Dawnstar	Conjuration
Liminal Bridges	North entrance of Shalidar's Maze	Conjuration
Liminal Bridges	Atop the Falkreath Watchtower	Conjuration
The Doors of Oblivion	Reachcliff Cave	Conjuration
The Doors of Oblivion	Fellglow Keep	Conjuration
The Warrior's Charge	Sacrificial chamber of the Arcane Enchanter at North Brittleshin Pass	Conjuration
The Warrior's Charge	The Jarl's bed chamber in Understone Keep	Conjuration

Destruction Skill Books

Book Title	Location	Skill Increased
A Hypothetical Treachery	Ruins between Sleeping Tree Camp and North Brittleshine Pass. In the chest under the gate.	Destruction
71	Central chamber of High Gate Ruins	Destruction

A Hypothetical Treachery	The Aretino house in Windhelm	Destruction
Art of War Magic	Ravenscar Hollow	Destruction
Art of War Magic	In White Hall at Dawnstar, upstairs on a table	Destruction
Horrors of Castle Xyr	Alchemy lab in Rannveig's Fast	Destruction
Horrors of Castle Xyr	Glenmoril Coven, inside the tent	Destruction
Response to Bero's Speech	Haemar's Shame - The cavern is just southwest of Ivarstead. Expect many Vampires inside. In a large area of the cavern, on a lower level is a table with a bunch of books, including this one.	Destruction
Response to Bero's Speech	Iron Breaker Mine in Dawnstar	Destruction
Response to Bero's Speech	Moira's shack in Witchmist Grove	Destruction
The Mystery of Princess Talara, Volume 3	Winterhold	Destruction
The Mystery of Princess Talara, Volume 3	Upper zone of Steepfall Burrow	Destruction

Enchanting Skill Books

Book Title	Location	Skill Increased
A Tragedy In Black	Glenmoril Coven, beside the Enchanter equipment	Enchanting
A Tragedy in Black	Ilinalta's Deep	Enchanting
Catalogue of Armor Enchantments	Wreck of the Brinehammer northwest of Dawnstar	Enchanting
Catalogue of Armor Enchantments	Falion's house in Morthal	Enchanting

Catalogue of Armor Enchantments	Steamscorch mine in Kynsegrove	Enchanting
Catalogue of Weapon Enchantments	White Hall at Dawnstar	Enchanting
Catalogue of Weapon Enchantments	Roadside Ruins, northwest of Falkreath	Enchanting
Catalogue of Weapon Enchantments	Darkwater Pass - The cave system is found just northeast of Ivarstead. The book is fairly deep into the system, on a table behind a Falmer Nightprowler.	Enchanting
Complete Catalogue of Enchantments	Fort Amol	Enchanting
Enchanter's Primer	Valentina's house in Whiterun	Enchanting
Enchanter's Primer	Hob's Fall Cave	Enchanting
Twin Secrets	Atop the Arcane Enchanter in Hagraven, at Serpent's Bluff Redoubt	Enchanting
Twin Secrets	Treva's Watch	Enchanting

Heavy Armor Skill Books

Book Title	Location	Skill Increased
Hallgerd's Tale	Rift Watchtower, E of Ivarstead, NW of Riften, top of tower on a table, guarded by Orc hunters	Heavy Armor
Hallgerd's Tale	In Jorrvaskr hall at Whiterun	Heavy Armor
How Orsinium Passed the Orcs	Fellhammer Mine	Heavy Armor
,	Outside the alchemy lab in Fort Dunstead prison	Heavy Armor
MidYear, Volume 6	A guardhouse in Morthal	Heavy Armor

MidYear, Volume 6	Beside a skeleton in Bonechill Passage	Heavy Armor
Chimarvamidium	Desk in Calcelmo's Tower in Markarth	Heavy Armor
Chimarvamidium	Darkwater Crossing inside Goldenrock Mine	Heavy Armor
Orsinium and the Orcs	Stonehills	Heavy Armor
Orsinium and the Orcs	Dushnikh Yal	Heavy Armor
The Knights of the Nine	Dining area in Windhelm	Heavy Armor
The Knights of the Nine	Guldun Rock Cave	Heavy Armor
The Knights of the Nine	In the Hall of the Vigilant	Heavy Armor

Illusion Skill Books

Book Title	Location	Skill Increased
Before the Ages of Man	Dragonsreach Jarl's quarters in Whiterun	Illusion
Before the Ages of Man	Four lever room in Shroud Hearth Barrow	Illusion
Incident at Necrom	Pinemoon Cave	Illusion
Incident at Necrom	Locked room by the alchemy lab at Bloodlet Throne	Illusion
Mystery of Talara, Volume 4	Near the Arcane Enchanter at Broken Fang Cave	Illusion
Mystery of Talara, Volume 4	Nepo's House in Markarth	Illusion
Mystery of Talara, Volume 4	Near Alchemy lab in Stony Creek Cave	Illusion
Mystery of Talara, Volume 4	Hag's End, second floor throne room. (Clear Deepwood Redoubt and Deepwood Vale to find the entrance to Hag's End)	Illusion

Sun's Dawn,	Temple of Dibella in Markarth,	
Volume 2 Sun's Dawn,	Inner sanctum By Hargraven's tent in Darklight	Illusion
The Black Arts on Trial	Tower Falkreath Jail	Illusion Illusion
The Black Arts	Within the White Phial store in Windhelm	Illusion
on Trial	vvinaneim	illusion

Light Armor Skill Books

Book Title	Location	Skill Increased
IIICA SNA ('NITIN	A guard tower in Markarth	Light Armor
	Room under the southern bridge of Windhelm	Light Armor

Ice and Chitin	Hunter's camp (not marked in the map) NW of Narzulbar and SW of Sacellum of Boetiah.	Light Armor
Jornibret's Last Dance	Fort Neugard library	Light Armor
Jornibret's Last Dance	In an Autumnwatch Tower	Light Armor
Rislav the Rigtheous	Training room in Fort Greymoor	Light Armor
Rislav the Rigtheous	Cracked Tusk Keep	Light Armor
Rislav the Rigtheous	Riverside Shack	Light Armor
The Rear Guard	Castle Dour in Solitude	Light Armor
The Rear Guard	At the Druadach Redoubt	Light Armor
The Rear Guard	Driftshade Cellar	Light Armor
The Refugees	In a small, nameless camp west of Helgen. Follow the path and you'll see it off to the left.	Light Armor
The Refugees	In the smithy of Solitude	Light Armor
The Refugees	In Wolfskull Ruins, on the necromancers' altar	Light Armor

Lockpicking Skill Books

Book Title	Location	Skill Increased
Advances in Lockpicking	Inside the Ragged Flagon's cistern at Riften	Lockpicking
Advances in Lockpicking	During the escape from Riften's Jails	Lockpicking
Advances in Lockpicking	In the upper part of the tower in Bannermist Tower	Lockpicking
Advances in Lockpicking	Chillwind Depths	Lockpicking
Proper Lock Design	In Cidhna Mine in Markarth	Lockpicking

Proper Lock Design	Shack above the ramparts atop Faldar's Tooth	Lockpicking
Proper Lock Design	On a Stormcloak corpse at an unmarked ruin just above Steepfall Barrow	Lockpicking
Surfeit of Thieves	In the Wreck of the Winter War	Lockpicking
Surfeit of Thieves	Mistveil Keep, Riften, end table next to Jarl Laila Law-Giver's end table	Lockpicking
Surfeit of Thieves	The cellar of the Pelagius Wing of the Blue Palace in Solitude. The Pelagius Wing can only be entered as part of The Mind of Madness Quest.	Lockpicking
The Locked Room	Highmoon Hall in Morthal	Lockpicking
The Locked Room	Honeystrand Cave, loot the bandit corpse beside the chest	Lockpicking
The Locked Room	Within Animonculary's vault in Alftand	Lockpicking
The Wolf Queen, Volume 1	Dawnstar jail	Lockpicking
The Wolf Queen, Volume 1	Underneath the bar in Cragslane Cavern	Lockpicking
The Wolf Queen, Volume 1	Duskglow Crevice, right next to the chest at the end of the dungeon.	Lockpicking
The Wolf Queen, Volume 1	Broken Fang Cave	Lockpicking

One-Handed Skill Books

Book Title	Location	Skill Increased
Pire and Darkness	Folgunthur, on the ground near a dead adventurer.	One-Handed

Fire and Darkness	While in Riften, check out Esben's room in the Ratway Warrens	One- Handed
Fire and Darkness	Dawnstar Sanctuary. (Accessed during the Dark Brotherhood quest "The Cure for Madness") On the table, in the map room alongside with another skill book (The Marksmanship Lesson)	One- Handed
Mace Etiquette	Orotheim	One- Handed
Mace Etiquette	Fort Greenwall	One- Handed
Morning Star, Volume 1	Driftshade Refuge	One- Handed
Morning Star, Volume 1	Northwatch Keep, bar area	One- Handed
Morning Star, Volume 1	Lost Echo Cave	One- Handed
Night Falls on Sentinel	Bandit camp northwest of Helgen	One- Handed
Night Falls on Sentinel	Swindler's Den during a sidequest	One- Handed
Night Falls on Sentinel	Volunruud in large chest	One- Handed
The Importance of Where	In a Markarth guard tower	One- Handed
The Importance of Where	Gallows Rock interior, in the mess hall before the boss.	One- Handed
The Importance of Where	Chillfurrow Farm	One- Handed
Warrior	Driftshade Refuge	One- Handed

Pickpocket Skill Books

Book Title	Location	Skill Increased
	Thornnir's house in Morthal	Pickpocket

Aevar Stone Singer	Last jail cell in Lost Valkygg	Pickpocket
Beggar	Ratway, table in room with Khajiit lowlife	Pickpocket
Beggar	Ironback Hideout	Pickpocket
Beggar	In Haelga's bunkhouse in Riften	Pickpocket
Guide to Better Thieving	Goldenglow Estate sewer, behind adept locked gate	Pickpocket
Purloined Shadows	Duskglow Crevice	Pickpocket
Purloined Shadows	Honorhall Orphanage in Riften	Pickpocket
Thief	Bleak Falls Temple, Swindler's Den	Pickpocket
Thief	At the Argonian Assemblage in Windhelm	Pickpocket
Wulfmare's Guide to Better Thieving	At the bottom of Fort Sunguard's oubliette	Pickpocket
Wulfmare's Guide to Better Thieving	Mara's Eye Pond	Pickpocket

Restoration Skill Books

Book Title	Location	Skill Increased
2920, Rain's Hand, Volume 4	Beside a chest and some blood splatter near where the guardian sabre cat is located during the Kyne's Sacred Trials quest, SW of Ice Wraith for Joining the Stormcloaks quest	Restoration
Mystery of Talara, Volume 2	Eldergleam Sanctuary	Restoration
Mystery of Talara, Volume 2	Frostflow Lighthouse	Restoration
Mystery of Talara, Volume 2	Ustengrav, in one of the burial chambers to the northeast.	Restoration
Racial Phylogeny	Moorside Inn in Morthal	Restoration
Racial Phylogeny	Corpselight Farm in Falkreath	Restoration

Racial Phylogeny	Inside the room with a spinning blade trap.Avanchnzel Animoncultural,Avanchnzel	Restoration
Rain's Hand, Volume 4	Falion's house in Morthal	Restoration
Rain's Hand, Volume 4	Hall of the Dead in Markarth	Restoration
The Exodus	Frozen Hearth in Winterhold	Restoration
The Exodus	At Stendarr's Beacon	Restoration
Withershins	End of Actwind Point	Restoration
Withershins	Temple of Kynareth at Whiterun	Restoration

Smithing Skill Books

Book Title	Location	Skill Increased
Cherim's Heart	Quicksilver mine in Dawnstar	Smithing
Cherim's Heart	In the forge room of Morvunskar	Smithing
Cherim's Heart	Near the smelter in Broken Oar Grotto	Smithing
Heavy Armor Forging	Silent Moons Camp	Smithing
Heavy Armor Forging	Gloombound Mine	Smithing
The Last Scabbard of Akrash	Silver Hand camp in Gallows Rock	Smithing
The Last Scabbard of Akrash	Armory of Fort Sunguard	Smithing
Light Armor Forging	Lod's house in Falkreath	Smithing
Light Armor Forging	Embershard Mine, lower level of the larger, open area to the west	Smithing
The Armorer's Challenge	Near the Smith's forge at Mor Khazgur	Smithing
The Armorer's Challenge	Skyforge platform in Whiterun	Smithing

Sneaking Skill Books

Book Title	Location	Skill Increased
Last Seed, Volume 8	Redoran's Retreat	Sneak
Last Seed, Volume 8	In the room with Alain at Raldbthar	Sneak
Legend of Krately House	In the Black-Briar Lodge	Sneak
Legend of Krately House	Cellar of the Nightgate Inn	Sneak
Sacred Witness	An alchemy lab in Deepwood Vale	Sneak
Sacred Witness	Babette's room in the Dark Brotherhood Sanctuary	Sneak
The Red Kitchen Reader	Frostmere Crypt	Sneak
The Red Kitchen Reader	New Gnisis Cornerclub in Windhelm	Sneak
Three Thieves	Room of rattles in Snow Veil Sanctum	Sneak
Three Thieves	Honningbrew Meadery's Basement on a table near Skeever nest. Guarded by Hamelyn, an insane and powerful frost mage	Sneak

Speech Skill Books

Book Title	Location	Skill Increased
A Dance in Fire, Volume 6	Meeko's Shack	Speech
A Dance in Fire, Volume 6	Dainty Sload, first mate's room.	Speech
A Dance in Fire, Volume 6	In the Dead Man's Drink Tavern at Falkreath	Speech
A Dance in Fire, Volume 7	Arnleif and Sons Trading Company in Markarth	Speech

A Dance in Fire, Volume 7	Beggar's Row in Riften	Speech
Biography of the Wolf Queen	In the Blue Palace in Solitude	Speech
Biography of the Wolf Queen	Belethor's General Goods at Whiterun	Speech
Biography of the Wolf Queen	Anga's Mill in Anga's Mill Common House	Speech
Second Seed, Volume 5	Sorli's house in Stonehills	Speech
Second Seed, Volume 5	Sadri's Used Wares in Windhelm	Speech
Second Seed, Volume 5	Shriekwind Bastion	Speech
Second Seed, Volume 5	On a shrine of Zenithar, just northwest of Broken Fang Cave. The shrine is not marked on the map.	Speech
The Buying Game	Bards College	Speech
The Buying Game	Dead Men's Respite	Speech
The Buying Game	Shrine to Peyrite	Speech

Two-Handed Skill Books

Book Title	Location	Skill Increased
Battle of Sancre Tor	Dustman's Cairn	Two-Handed
Battle of Sancre Tor	Old Hroldan	Two-Handed
Battle of Sancre Tor	House of Clan Battle- born in Windhelm	Two-Handed
King	Bleakwind Bluff	Two-Handed
King	Penitus Oculatist Outpost at Dragon Bridge	Two-Handed

King	The Katariah deck, beside the throne. (Available during the Dark Brotherhood quest Hail Sithis!)	Two- Handed
Songs of Hrormir	Jorrvaskr Living Quarters	Two- Handed
Songs of Hrormir	Jala's house in Solitude	Two- Handed
The Legendary City of Sancre Tor	Ysgramor's Tomb	Two- Handed
The Legendary City of Sancre Tor	mocked door will be oben aller mi wo-	
The Legendary City of Sancre Tor	Falkreath's barracks	Two- Handed
Words and Philosophy	In the flooded cave of the Lost Two- Knife Hideout Hande	
Words and Philosophy	Riften barracks	Two- Handed

Misc. (Non-Skill) Skill Books

Book Title	Location	Skill Increased
An Explorer's Guide to Skyrim	Driftshade Refuge	Updates major landmarks on map.

Spell Tomes

The various **Spell Tomes** in Skyrim.

Alteration

Spell	Description
Candlelight	Creates a hover light that lasts for 60 seconds
Magelight	Ball of light that lasts 60 seconds and sticks where it strikes.
Oakflesh	Improves the caster's armor rating by 40 points for 60 seconds.
Stoneflesh	Improves the caster's armor rating by 60 points for 60 seconds.
Transmute	Transmutes one piece of unrefined Iron ore to Silver, or Silver ore to Gold if the caster is carying any

Conjuration

Spell	Description
Bound Battleaxe	Creates a magic battle axe for 120 seconds. Sheathe it to dispel.
Bound Sword	Creates a magic sword for 120 seconds. Sheathe it to dispel.
Bound Bow	Creates a magic bow (with 100 arrows) for 120 seconds. Sheate it to dispel.
Conjure Familiar	Summons a Familiar for 60 seconds wherever the caster is pointing.
Conjure Flame Atronach	Summons a Flame Atronarch for 60 seconds wherever the caster is pointing.
Raise Zombie	Reanimate a weak dead body to fight for you for 60 seconds.
Reanimate Corpse	Reanimate a more powerful dead body to fight for you for 60 seconds.
Soul Trap	If target dies within 60 seconds, fills a soul gem.

Destruction

Spell	Description
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Chain Lightning	Lightning bolt that does 40 points of shock damage to Health and half to Magicka, then leaps to a new target.	
Fireball	A ball of fire that does 50 points of splash damage. Targets on fire take extra damage.	
Firebolt	A blast of fire that does 31 points of damage. Targets on fire take extra damage.	
Fire Rune	Casts on a nearby surface, it explodes for 50 points of fire damage when enemies come near.	
Flame Cloak	For 60 seconds, opponents in melee range take 8 points fire damage per second. Targets on fire take extra damage.	
Flames	A gout of fire that does 8 points per second. Targets on fire take extra damage.	
Frost Cloak	For 60 seconds, opponents in melee range take 8 points frost damage and Stamina damage per second.	
Frost Rune	Cast on a nearby surface, it explodes for 50 points of frost damage when enemies come near.	
Frostbite	A blast of cold that does 8 points of damage per second to Health and Stamina.	
Ice Spike	A spike of ice that does 25 points of frost damage to Health and Stamina.	
Ice Storm	A freezing whirlwind that does 40 points of frost damage per second to Health and Stamina.	
Lightning Bolt	A bolt of lightning that does 31 points of shock damage to Health and half that to Magicka.	
Lightning Rune	Cast on a nearby surface, it explodes for 50 points of shock damage when enemies come near.	
Lightning Cloak	For 60 seconds, nearby opponents take 8 points of shock damage and half magicka damage.	
Sparks	Lightning that does 10 points of shock damage to Health and Magicka per second.	

Illusion

Spell	Description	
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Calm	Creatures and people up to level 9 won't fight for 30 seconds.	
Clairvoyance	Shows the path to the current goal.	
Courage	Target won't flee for 60 seconds and gets some extra health and stamina.	
Fear	Creatures and people up to level 9 flee from combat for 30 seconds.	
Fury	Creatures and people up to level 6 will attack anything nearby for 30 seconds.	
Muffle	You move more quietly for 180 seconds.	

Restoration

Spell	Description
Healing	Heals the caster 15 points per second.
Healing Hands	Heals the target 10 points per second, but not undead, atronachs or machines.
Fast Healing	Heals the caster 75 points.
Lesser Ward	Increases armor rating by 40 points and negates up to 60 points of spell damage or effects.
Steadfast Ward	Increases armor rating by 60 points and negates up to 60 points of spell damage or effects.
Turn Lesser Undead	Undead up to level 6 flee for 30 seconds.

Quest Books

Book: Lost Legends

Quest: Forbidden Legend

Found in Dawnstar in the Jarl's bedroom at White Hall

Book: Lymdrenn Tenvanni's Journal

quest: Unknown

Found in a waterlogged chest at Wreck of the Pride of Tel Vos. Take the book to Riften Jail, in the lower floor, talk to a dark elf inside one of the jails, and you will finish a quest.

Book: Legend of the Red Eagle

Quest: Legend of the Red Eagle

Found in the Dark Brotherhood Sanctuary across from Astrid's favorite wall she leans on. Its a bookshelf in the first room.

Lore Books

Book Names

- Myths of SheogorathThe Oblivion Crisis
- The Real Barenziah (V1,V2,V3,V4,V5)
- The Mirror

Misc Books

An Explorer's Guide to Skyrim Shows location of stones on map. Found in Arcadia's Cauldron in Whiterun

Scrolls

Scrolls tend to have magical effects that differ from your standard arsenal of Magic spells. Usually these scrolls effect a wider radius and are more powerful. Scrolls can be found lying around in dungeons or purchased from vendors.

Name	Description
Scroll of Bane of the Undead	Sets undead up to level 37 on fire and makes them flee for 30 seconds.
Scroll of Blizzard	Targets take 20 points of frost damage for 10 seconds, plus Stamina damage.
Scroll of Call to Arms	Targets have improved combat skills, health and stamina for 10 minutes.
Scroll of Cure Wounds	Heals the caster 100 points.
Scroll of Dread Zombie	Reanimate a weak dead body to fight for you for 60 seconds.
Scroll of Fireball	A fiery explosion for 50 poinst of damage in a 15 foot radius. Targets on fire take extra damage.
Scroll of Fire Storm	A 75 point fiery explosion centered on the caster. Does more damage to closer targets.
Scroll of Hysteria	Creatures and people up to level 12 flee from combat for 60 seconds.
Scroll of Mayhem	Creatures and people up to level 12 will attack anyone nearby for 60 seconds.
Scroll of Mass Paralysis	All targets in the area that fail to resist are paralyzed for 10 seconds.

Treasure Maps

There are 11 Treasure Maps located throughout Skyrim. These generally lead to small bounties that appear once you've the map in your possession.

Treasure map I



Found at: A bandit camp in Ilinalta Foothills near Falkreath.

Directions: The map is an illustration of Riverwood and a fallen tree. Search west of Riverwood along the north bank of the river to find this tree.

treasure map II

Found at: Journeyman's Nook, South East of Winterhold.

Directions: Treasue located east of Valthiem Towers, near the waterfall on the south side of river.

Treasure Map III



Found at: Riverside Shack (located WSW of Kynesgrove)

Directions: Treasure located Northeast of Solitude Lighthouse, along the beach.

TREASURE MAP IV



Found at: Redoran's Retreat (during a bounty quest in Whiterun)

Directions: The map depicts the city of a tower in Whiterun and heads off into the mountains above Pelagia Farm.

treasure map V

Found at: On the table inside Angi's Cabin in Angi's Camp.

treasure map VI

(need information)

TREASURE MAP VII

Found at: Traitor's Rest (located due north of Sacellum of Boethiah and west of the Palace of the Kings)

Treasure map VIII

(Need information)

Treasure Map IX

South of Windhelm and just east of Hillgrund's Tomb, along the bank of the White River, lies a little shack with a huge tree fallen through the roof. The tree seems to have fallen right on a character named "Lucky Lorenz" who never saw his demise coming due to a copy of "The Lusty Argonian Maid" nearby... my mother always told me something like this would happen. Treasure Map IX is on the floor or in his inventory, it can be somewhat difficult to get to due to the tree on top of the fellow, other loot is in the shack as well.

Treasure Map X



Found at: on the alchemist in Stony Creek Cave

Directions: The map depicts The Lady Stone and Ilinalta's Deep on the lake west of The Guardian Stones. Also, as depicted, the chest is underwater, it is slightly east of the midway point between The Lady Stone and Ilinatiea's Deep.

TREASURE MAP XI

This map is a result of the Velehk Sain unmarked quest.

Daedric Artifacts

Daedric Artifacts are very rare, unique and powerful items granted to the player from Daedric Lords. Players must complete quests to earn these Artifacts in Skyrim.

List of Deadric Artifacts

- Azura's Star/Black Star
- Dawnbreaker
- Ebony Blade
- Ebony Mail
- Mace of Molag Bal
- Masque of Clavicus Vile
- Mehrune's Razor
- Oghma Infinium
- · Ring of Hircine
- Ring of Namira
- Sanguine Rose
- Savior's Hide
- Skeleton Key*
- Skull of Corruption
- Spellbreaker
- Volendrung
- Wabbajack

(*this item does not count towards the Oblivion Walker achievement/trophy)

Azura's Star





Description

Azura's Star is a Daedric Artifact from the Daedric God Azura. It's basically a Soul Gem that will never break or be destroyed. You can fill it and use it as many times as you like! However, you still cannot fill it with the souls of humans.

How to Obtain

You must complete the quest The Black Star to obtain this item. Start the quest by visiting the Shrine of Azura and speaking with Aranea Lenith.

Black Star

The Black Star is the form of Azura's Star you get from Nelacar when you bring him Azura's broken star to fix. It can only trap black souls, which are the souls of humans. Start the quest by speaking with Aranea lenith at Azura's Shrine

NOTE: You will need a special weapon with the Soul Trap ability, or just use the Soul Trap spell to be able to use The Black Star.

Dawnbreaker





Туре	One-Handed Sword		
Weight	10		
Damage	25		
Effects	Burns for 12 points, and when killing undead, a chance to cause a fiery explosion that turns or destroys nearby undead. Addtionally, when power swung, it increases the damage of itself and other weapons for a short period of time, bows, two handers, etc.		

Description

The Dawnbreaker is gained from The Break Of Dawn quest.

This sword is excellent for dungeon crawling, especially dungeons containing Draugrs, as the fiery explosion often damages undead enemies and even temporarily turns them to your side.

Can be upgraded through Smithing with an Ebony Ingot.

Ebony Blade





Туре	Two-Handed Sword
Weight	10
Damage	14
Effects	Steal life

Description

Obtained through The Whispering Door quest, the Ebony Blade has a life-leach property that starts at a base of 10 and can be leveled up by killing friends you've made and people you've helped in the game world, not through Smithing. For every two characters slain, the perk increases by 2 points up to a maximum damage rating of 30.

This enchanted weapon is one of the few with infinite charges.

Ebony Mail





Type Heavy Armor			
Weight	ght 28		
Effects	Muffle and Poison Cloak in combat		

Description

The **Ebony Mail** is a Daedric artifact gained at the end of Boethiah's Calling. When the character wearing the armor is crouching, a sound effect plays and they are enveloped in shadow with dark green poisonous smoke emanating from them. The poison does 5 points of damage per second to nearby opponents only once they have detected the character wearing the armor.

Masque of Clavicus Vile





Туре	Heavy Armor		
Weight	7		
Effects	Prices -20%, Speechcraft +10, Magicka Regen +5%		

Description

The Masque of Clavicus Vile is a mask (masque) that gives you 20% better Prices, +10 to Speechcraft, and regenerates magicka 5% faster.

Location

Reward after Clavicus' Daedric Quest: A Daedra's Best Friend if you choose not to kill Barbas and keep the Rueful Axe.

Mehrunes Razor

Mehrunes' Razor (also known as The Dagger of the Final Wounds, Bane of the Righteous and Kingslayer is a Daedric artifact found in *The Elder Scrolls V: Skyrim*.

The unique enchantment grants the bearer a 3% chance to instantly kill any opponent. The Razor can be upgraded with an Ebony Ingot and the Arcane Blacksmith perk, however it does not benefit from any smithing perks. This means that the weapon cannot be improved past flawless quality without Smithing skill over 100 (with potions and enchantments Fortify Smithing) that boosts Smithing).

Mehrunes' Razor is obtained upon completion of Pieces of the Past. It will only be awarded if the Dragonborn chooses to kill Silus Vesuius. Otherwise, Silus will head back to his museum and place the Razor's fragments into a sealed display case.

Oghma Infinium



The Oghma Infinium is a book that you receive as a reward for completing Discerning the Transmundane. Normally, it can be used only once, granting a +5 skill points to all Skills under Combat, Magic, or Stealth.

However, there is a simple exploit to use this infinitely and level your skills. The video below demonstrates how to take advantage of this glitch.

This glitch works previous to patch 1.2 Click this link to see the video http://www.ign.com/videos/2011/11/22/skyrim-infinite-xp-exploit

For Patch 1.2 - Simply empty out the cupboard in your house, open it, read the Oghma Infinium, insert it into the cupboard, pull it out, and repeat the process.

Ring of Hircine

Weight	
Effects	Transform into a Werewolf.

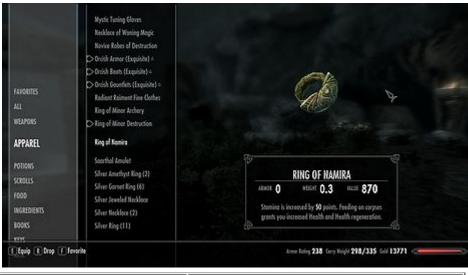
Description

The Ring of Hircine is the reward for Daedric Quest: Ill Met By Moonlight. You will be awarded this ring if

Spoiler - Click to see/hide

The ring is the non-cursed version of the Cursed Ring of Hircine
The ring only works if you are already a Werewolf, granting you one additional transformation per day.
Normally, you would only be able to transform once per day.

Ring of Namira



Weight	
Effects	+50 Stamina.

Description

Ring of Namira is a reward item and Daedric artifact for completing The Taste Of Death. The ring increases Stamina by 50 points and feeding on corpses raises Health Regen by 50% as well.

Sanguine Rose





Description

Sanguine Rose is a magical staff that allows you to conjure a Dremora Kynmarcher that will fight for you for 60 seconds.

How to Obtain

Sanguine Rose is a Daedric Artifact given to a player for completing the quest: A Night to Remember.

Note: The player must be at least level 14 to begin this quest.

Savior's Hide





Туре	
Weight	
Damage	
Effects Resist Magic 15% and Resist Poison 5	

Description

The Savior's Hide is a quest reward for III Met By Moonlight quest in Falkreath, near the barracks. You will find a man downstairs in the Falkreath jail. He will hand you over his cursed ring and the quest will start.

Finish the task to get the reward. Remember that if you decide not to kill him, you will not earn the reward.

Skeleton Key

The Skeleton Key is a quest reward for completing the Blindsighted quest for the Thieves' Guild. This is actually considered a miscellaneous item, not an apparel. The key is an enchanted lockpick that will never break. However, if you complete the Thieves' Guild's main quest, you will lose this item. Simply refuse to complete the quest and enjoy never having to worry about your lockpicking skills again. This is equivalent to the perk Unbreakable, which means your lockpicks never break.

Skull of Corruption





Туре	Staff
Weight	10
Damage	2
	20 points damage, 50 if powered by the dreams collected from sleeping people.

Description

This is a staff which you receive as a reward after the completion of the Daedric quest Waking Nightmare.

Spellbreaker





Туре	Shield
Weight	12
Armor	79
	While blocking, creates a ward protecting you from spells up to 50 points.

Description

This is a shield which you receive as a reward after the completion of the Daedric quest The Only Cure. This weapon goes towards an Achievement called Oblivion Walker.

You can improve the stats considerably with a maxed Smithing and enchanted items, enchanted clothing/armor and potions.

SpellBreaker is a very effective shield to use against dragons when they are exhaling fire or ice.

Volendrung





Туре	Two-Handed
Weight	16
Damage	25
Effects	Absorb Stamina for 1 sec.

Description

Volendrung is a Two-Handed warhammer and a Daedric artifact you receive as a reward from the quest The Cursed Tribe.

Wabbajack





Туре	Staff
Weight	10
Value	1565
Damage	27
Effects	Unpredictable

Description

Wabbajack is a Daedric Artifact granted to a player that completes the quest Mind of Madness. A target struck by Wabbajack may recieve fire, ice, or shock damage, transfer some of their health to the user, be healed, become invisble, instantly die, or transfrom into a rabbit, chicken, mudcrab, hostile dremora, or occasionally a sweetroll or shower of gold coins with a spectre of the target next to them. Not all effects are positive, the Wabbajack may occasionally heal the target enemy. Dragons will only receive destructive effects.

Location

The quest The Mind Of Madness can be started by talking to the beggar Dervenin in Solitude.

Unique Items

Unique Items include unique weapons and unique armors. There are many unique items in Skyrim, meaning there will be only one of them in the entire game!

Please click on each page to view a detailed description of each item. If you wish to add your own Unique Item, add it under their own page.

All of the following items are Daedric, Aedric, or Dragonish in origin.

Weapons

- Aegisbane
- Auriel's Bow
- Bolar's Oathblade
- Chillrend
- Ghostblade
- Grimsever
- Kahvozein's Fang
- Mehrunes' Razor
- Nightingale Blade
- Nightingale Bow
- The Pale Blade
- Trollsbane
- Wabbajack
- Sanguine Rose
- Wuuthrad
- Volendrung
- Staff of Magnus
- Skull of Corruption
- Blade of Woe
- Dawnbreaker
- Ebony Blade
- Mace of Molag Bal
- The Rueful Axe
- Dragonbane
- Zephyr

Apparel & Items

- Aetherial Crown
- Aetherial Shield
- Aetherial Staff
- Ancient Helmet of the Unburned

- Ancient Shrouded Armor Set
- Archmage's Robes
- Asgeir's Wedding Band
- Auriel's Shield
- Azura's Star
- Black Star
- Cicero's Armor Set
- Dovahcore
- Falmer Armor
- Execution Hood
- Ebony Mail
- Helm of Yngol
- Jester's Armor Set
- Locket of Saint Jiub
- Madesi's Silver Ring
- Masque of Clavicus Vile
- Movarth's Boots
- Oghma Infinium
- Predator's Grace
- Ring of Hircine
- · Ring of Namira
- Saint Jiub's Opus
- Savior's Hide
- Savos Aren's Amulet
- Shield of Solitude
- Shield of Ysgramor
- Skeleton Key
- Spellbreaker
- The Gauldur Amulet
- Tumblerbane Gloves
- Worn Shrouded Armor Set
- Vittoria's Wedding Band

Gems



Many gems can be found throughout the game.

Gems are raw materials for crafting jewelry and can be sold for a considerable amount of gold. Gems can't be created but may be found by mining ores. They are mainly lootable (Chests, urns, strongboxes, corpses & sometimes on surfaces like tables, dressers. etc).

Some gems are rare to find (Ruby, Sapphire, Emerald & Diamond). Flawless gems are very rare to find (except Flawless Garnet). Only Garnet, Amethyst and Flawless Garnet can be found easily.

Tips for finding rare gems:

- The most dependable way for finding gems is the "Prowler's Profit" active effect. By acquiring
 this effect looting a few chests will give a lot of rare and flawless gems. To get the effect the
 quest of Stones of Barenziah must be completed.
- Normally clearing out Tombs, Nordic and Dwemer Ruins will give some rare gems.
- Quests like Thieves Guild Quests: Blindsighted (Inside a bowl), Silver Ilning (On an alter) offer some rare gems.
- Dragons, Draugr Deathlords, Dwarvan Spiders & Centurion Masters, Giants occasionally hold rare gems.
- Another rare way to find them is to pickpocketing every single NPC and searching every urns.

Jewelry

Crafting Rings, Necklaces and other shiny things.

Gold, silver, Moonstone, and the various gems you find during your travels can easily be crafted into jewelry at any standard forge. Craftable jewelry includes rings, necklaces/amulets and circlets (head jewelery).

The most obvious advantage to creating jewelry is that they provide an almost instantaneous turnover and can be crafted using any combination of precious metals and gemstones to create pieces of varying value. Creating these pieces also provides the player with small amounts of Smithing experience.

But their greatest advantage is their potential for enchantment and near-weightlessness, allowing the player to have a range of enchantments at hand to either boost a certain skill (eg. Smithing) or resist a certain type of enemy (eg. elemental Atronach or poisonous Spider) depending on the context. Enchanted jewelry is even more valuable when sold.

However, the power of an enchantment is not influenced by the quality of the metal or gems used, thus gold should be reserved for pieces the player intends to sell.

It should be noted that unlike Oblivion, Skyrim only allows one ring to be worn at a time, much to the detriment of players with multiple fingers.

Stones of Barenziah



There are twenty-four Stones of Barenziah. When you find one, it starts the quest, No Stone Unturned. This quest can be started by finding a stone also titled "Unusual Gem" and bringing it to an appraiser.

These stones are worth 200 gold when valued individually, but together they form a "set" that is worth far more.

After you have acquired one Barenziah Stone, you can get it appraised by Vex at the Ragged Flagon in Riften. You may have to be a full member of the Thieves Guild before she will speak to you.

Stones of Barenziah Locations

1. Solitude (Proudspire Manor): Purchase the Proudspire Manor in Solitude and it will be in the master bedroom.

(Must first complete the quest "The Man Who Cried Wolf" by talking to Falk Firebeard who can be found within the Blue Palace. Once completed, talk to Jarl Elisif and she will allow you to buy property in Solitude. The house costs 25,000)

- 2. Solitude(Blue Palace): The stone is on the shelf in Jarl Elisif the Fair's quarters.
- 3. Thalmor Embassy: In Elenwen's Solar in the Thalmor Embassy, in one of the bedrooms. You have to find this during or after the main quest: Diplomatic Immunity. You can also find this by going back to Thalmor Embassy by fast travel. Once there, you can pick the gate open, there are about 3 Thalmor in the front yard and about 3 in back. Go around to the back yard to the door where you left the main building and enter the building from there. The scene is still set how you left it. You can go all the way up to the room where the Stone is. (You can also hit Tilde, type in tcl, hit Tilde again, and go through the locked doors into the kitchen and also into the main hall where the party was held. You can loot all the food lying around, and you can get your sneak skill up by attacking the only person left there, Razelan. He cannot die and you get no bounty for attacking him).
- **4.** Dainty Sload: On a small table in the Captain's Quarters of the Dainty Sload, moored near Solitude.
- **5.** College of Winterhold: On a shelf in the Arch-Mage's quarters.
- **6.** Yngvild: In the Throne Room area of Yngvild, in the chamber behind the throne.
- 7. Hob's Fall Cave: In the Necromancer's Sleeping Area.
- **8.** Markarth (Treasury House): On a nightstand next to the bed in the master bedroom.
- **9.** Markarth (Understone Keep): On a table in a locked side room of the Dwemer Museum.
- 10. Dead Crone Rock: On a makeshift altar at Dead Crone Rock.
- **11.** Whiterun (Jorrvaskr): In Kodlak Whitemane's bedroom.
- **12.** Whiterun (Hall of Dead): In one of the wall crypts at the foot of a skeleton.
- 13. Whiterun (Dragonsreach): In the Jarl's bedroom area of the Jarl's Quarters.
- **14.** Rannveig's Fast: On a table near the watery prison within Rannveig's Fast.
- **15.** Fellglow Keep: On a counter in the workroom at the top of the front foyer.
- **16.** Windhelm (House of Clan Shatter-Shield: in a bedroom of the Shatter-Shield home.
- 17. Windhelm (Palace of the Kings): On a table in Wuunferth the Unliving's quarters.
- **18.** Stony Creek Cave: In the Bandit Wizard's cavern.
- **19.** Ansilvund: Near Fjori's ghost in the burial chambers of Ansilvund.
- **20.** Sunderstone Gorge: On the alter in front of the Word Wall.
- **21.** Dark Brotherhood Sanctuary: During or after Dark Brotherhood Quest: With Friends Like These... OR Dark Brotherhood Quest: Destroy the Dark Brotherhood! On the dresser in Astrid's room.
- **22.** Pinewatch: In a locked treasure room in the Pinewatch Bandit Sanctuary.

- 23. Riften (Mistveil Keep): In the Jarl's Chambers in Mistveil Keep, on the bedside table.
- 24. Riften (Black-Briar Lodge): In the upstairs master bedroom.

After you recover all of these stones, go back and talk to Vex and she will tell you where to find the crown. Once you have that return to her and she will give you the perk Prowler's Profit which vastly increases the chances of finding gems while scavenging dungeons. The completed crown with the gems is in the guild behind Mercer's desk once you complete the quest.

Keys

While you can pretty much use lockpicking to open most locked doors, there are certain doors that are impassable unless you have its matching key. These keys often include dungeon keys or even house keys. They live in your inventory and don't add any weight to your overall carry load.

Quest Related Keys:

Unique Keys:

Skeleton Key

This key is obtained during the Theives' Guild quest: Blindsighted. Its also a Daedric Artifcact which belongs to the Goddess Nocturnal.

Its uses include:

· lockpick without breaking

Skills

Skills determine your proficiency at everything you can do in Skyrim. Unlike previous Elder Scrolls games, where classes determined what skills needed improvement in order to gain levels, the addition of Perks deepens the specialization in these skills.

Remember that this game is very flexible should you consider changing play styles mid-game. You won't need to start a new character, all you have to do is continue to use whatever is necessary to improve the skill in order to get better!

Skyrim Skill Builder

Check out the interactive skill builder, in which you can put points in Perks and see what level you need to achieve your desired build! Click, build, and share with the world.

See: Skyrim Character Builder

Other Ways To Train Skills

While the age-old saying of "Practice makes perfect" certainly holds true in Skyrim, there are other ways to develop your **Skills** without having to go through repetitive motions (sans exploits and cheats). You can read Skill Books or find Trainers that specialize in certain **skills**. Either of these options can precipitate your desired skill to 100. Also, take note that trainers can only train you five times per level. To train from them again, you must increase your level. This limit applies to other trainers as well; so if you trained twice for your current level, other trainers can only train you three more times until you level up.

Some followers can also train you. (Faeldan, Aela, Farkas, Vilkas, etc. are good examples). The good thing about them is that you can get your invested money back by going through their inventory, which practically enabled you to get free training.

An alternative to these is to beat up your horse. If you have the horse Shadowmere, which is obtained by progressing through the Dark Brotherhood questline, you can constantly attack him for basically unlimited XP. Shadowmere is virtually invincible to melee, magic, and ranged damage. The only thing you have to worry about is jumping off of mountains

Video demonstration -

Skill Breakdown

Magic Skills

 Alteration - This type of magic deals with altering the world around you. Spells include: Candlelight, Oakflesh, and Transmute

- Conjuration This type of magic deals with summoning creatures and creating weapons of pure magic. Spells include: Conjure Familiar, Conjure Flame Atronarch, Bound Sword
- Destruction This type of magic deals with channeling the elements of fire, ice, and lightning into increasingly destructive properties. Spells include: Flames, Sparks, and Frostbite.
- Enchanting The art of enchanting weapons/armors/items in order to provide both offensive and defensive magic without the need for a magic proficiency.
- Illusion This type of magic deals with creating illusions and manipulating the mind. Spells include: Clairvoyance
- Restoration This type of magic deals with healing you and your companions. Spells include: Healing, Cure Disease, and Cure Poison.

Combat Skills

- Archery This skill determines your proficiency with the bow and arrow. If used with the right
 poisons, this weapon can help give you the upper hand when it comes to facing off against
 multiple opponents.
- Block This skill determines how well you can use the shield to fend off against oncoming attacks.
- Heavy Armor This skill determines how well you can function in combat while wearing Heavy Armor. You can eventually unlock a perk that negates the armor's weight when you wear it
- One-Handed This skill determines how well you can use a One-Handed weapon, such as a sword or battle axe.
- Smithing The art of creating armors and jewelry with various materials. Masters of this craft can forge different types of armors to sell and wear.
- Two-Handed This skill determines how well you can use a Two-Handed weapon, like a greatsword.

Stealth

- Alchemy The art of creating potions and poisons from ingredients that can be found throughout the world. The better your skill, the more effective the potions/poisons.
- Light Armor This skill determines how well you can function in combat in Light Armors.
- Lockpicking The ability to open locks without the need for a key. Masters of this skill need not
 worry about breaking a lockpick while trying to open a locked item.
- Pickpocket The ability to look through another characters inventory without getting caught.
- Sneak The ability to move around a room filled with enemies without being seen or heard.
 Useful for setting up traps and ambushes before going into battle.
- Speech The art of the silver tongue, used for gaining better prices on both ends of a bargain and for persuading the different citizens of Skyrim.

Want to build your own skills and share it with the world? Check out IGN's Skill Builder!

Trainers

Trainers can help you increase your Skills quickly, but they don't come cheap. There are **Trainers** available for each skill located throughout Skyrim.

Skyrim's many trainers scattered throughout the province don't service you for free! The expertise of a trainer simply tells you the maximum level he can train you to. For example, a Common-level trainer can only train your skill up to level 50. For more details, see "All Trainer Locations" below.

The higher your skill level, however, the more they will charge to train you in that particular skill. This even applies when you have a piece of equipment or a buff that temporarily increases your skill level! To save a lot of money, take off all of those pieces of armor or jewelry and remove all of those buffs before training!

Note that you may only have a trainer (no matter what level he or she is) train you a total of 5 times before you have to level up again!

All Trainer Locations

The chart below shows the locations of all **Trainers** in Skyrim. Common-level trainers can train your Skill up until level 50. Expert-level trainers can train you to level 75, and Master-level trainers can train your skill up to 90.

Mastery	Name	Location	Follower*
ALCHEMY T	RAINERS		
Common	Lami	Morthal, Jorgen and Lami's House	
Expert	Arcadia	Whiterun, in Arcadia's Cauldron	
Master	Babette	Dark Brotherhood Sanctuary	
ALTERATIO	ALTERATION TRAINERS		
Common	Melaran	Solitude	
Expert	Dravynea the Stoneweaver	Kynesgrove	
Master	Tolfdir	The College of Winterhold	
ARCHERY TRAINERS			

		Riverwood, in his	 ,,	
Common	Faendal	house, hunting, or	Yes	
		gathering firewood		
Expert	Aela the Huntress	Whiterun, Jorrvaskr	Yes	
Master	Niruin	Riften, Thieves Guild, Ragged Flagon Cistern		
BLOCK TR	AINERS			
Expert	Njada Stonearm	Jorrvaskr in Whiterun	Yes	
	rijada Otorioaiiii	oon raom in viinteran		
Master	Larak	Mor Khazgur in The Reach		
CONJURA	TION TRAINERS			
Common	Runil	Dead Man's Drink in Falkreath		
Expert	Phinis Gestor	The College of Winterhold		
Master	Falion	Morthal		
DESTRUC [*]	TION TRAINERS			
	Wuunferth the	Palace of the Kings in		
Common	Unliving	Windhelm		
Expert	Sybille Stentor	Solitude		
Master	The College of Winterhold Gatekeeper, Faralda	The College of Winterhold		
ENCHANT	ING TRAINERS			
Expert	Sergius Turrianus	The College of Winterhold		
Master	Hamal	Markarth		
HEAVY ARMOR TRAINERS				
Common	Hermir Strongheart	Windhelm		
Expert	Gharol	Dushnikh Yal in The Reach		
Master	Farkas	Jorrvaskr in Whiterun	Yes	

ILLUSION TRAINERS			
Expert	Atub	Largashbur in The Rift	
Master	Drevis Neloren	The College of Winterhold	
LOCKPICK	LOCKPICK TRAINERS		
Expert	Majhad	Part of the Khajiit Caravans	
Master	Vex	Ragged Flagon in Riften	
LIGHT ARM	LIGHT ARMOR TRAINERS		
Common	Scouts-Many- Marshes	Windhelm	
Expert	Grelka	Riften, marketplace stall	
Master	Nazir	The Dark Brotherhood Sanctuary	
ONE-HAND	ED TRAINERS		
Common	Amren	Wandering around Whiterun	
Expert	Athis	Jorrvaskr in Whiterun	Yes
Master	Burguk	Dushnikh Yal in The Reach	
PICKPOCKET TRAINERS			
Common	Ahkari	Part of the Khajiit Caravans	
Expert	Silda the Unseen	Beggar in Windhelm	
Master	Vipir the Fleet	Ragged Flagon Cistern in Riften	
RESTORATION TRAINERS			
Common	Keeper Carcette	Hall of the Vigilant	
Expert	Colette Marence	The College of Winterhold	
Master	Danica Pure- Spring	Temple of Kyrnareth in Whiterun	
SMITHING TRAINERS			

Common	Ghorza gra-Bagol	Markarth	
Expert	Balimund	Riften, forge near market	
Master	Eorlund Gray- Mane	Skyforge in Whiterun	
SNEAK TRA	SNEAK TRAINERS		
Common	Khayla	Part of the Khajiit Caravans	
Expert	Garvey	Markarth	
Master	Delven Mallory	Thieves' Guild in Riften (The Ragged Flagon)	
SPEECH TR	RAINERS		
Common	Dro'marash	Part of the Khajiit Caravans	
Common	Revyn Sadri	Windhelm	
Expert	Ogmund the Skald	Markarth	
Master	Giraud Gemaine	The Bards College in Solitude	
TWO-HAND	TWO-HANDED TRAINERS		
Expert	Tobjorn Shatter- Shield	Windhelm	
Master	Vilkas	Jorrvaskr in Whiterun	Yes
* You can effectively receive free training from a follower (see below)			

Train for free!

1st tip - pick your trainer's pocket: One way to receive free training is to use the skill of Pickpocketing. Additionally, using certain potions, or magical items that increase the pickpocketing skill.

Many mage, thief and fighter skills can be trained for free by simply stealing the fee back after each training. Simply pick an area with easy access to trainers who are sleeping in their beds. The Companions building in Whiterun works for fighter skills, the College of Winterhold works for mage skills, and Riften would probably work for thief skills.

Talk to the trainer at night while they are sleeping and train your skill, then wait till they go back to bed and steal the money spent back. Be sure to steal the money back after each single skill up because

the success rate will decrease as the trainer gains more gold. Using this trick you will not only gain free levels in your chosen skill, but your pickpocket skill will increase very quickly.

If you're particularly interested in leveling up Archery, Sneak, Pickpocketing or Lockpicking, the Thieves Guild is an ideal training ground. Follow the same procedure as above -- level with the appropriate trainer than pickpocket the money back. However, what makes the Thieves Guild so great for training is the fact that you *won't* rack up a bounty if you are caught trying to retrieve your hard earned cash. If you are caught with your hand down a trainer's pocket, they will reply with something like "I suppose I can let it slip this time." You won't be able to pickpocket the trainer once you have been caught, however this problem can be rectified by leaving the room, then returning. Do this as much as you want -- it is definitely the safest way to train for free. Don't feel bad though, they're all thieves after all -- wouldn't it be a little hypocritical of them to blow a gasket when they're the ones getting their pockets picked? As they say, what goes around comes around.

2nd tip - get free training from a follower: Some trainers can become followers, allowing you to receive free training from them this way: Ask a trainer to follower you, train as much as you can, then browse the trainer's inventory and get your gold back! Hiring followers like Aela, Athis, Farkas, Faendal, Njada and Vilkas will surely help you boost your skill and character levels without paying for the training.

You can gain multiple levels if you continue to train the maximum (5/5) skill ups even after you level. Once you level up you are free to retrain the maximum 5/5.

Video Demonstration-

Light Armor Skill



Light armor is mostly used by rogues/thieves, because it provides decent protection while being much quieter than heavy armor, making it great for sneaking and getting the drop on an enemy. It can be enchanted with any number of enchantments, which are all permanent and is great for travelling light. There are a number of pre-defined "sets" of light armor, but you are obviously free to mix and match.

Perks

These are the Perks available in the Light Armor perks tree.

Perk	Level	Description
Agile Defender		Increase armor rating for Light armor by 20%.
Custom Fit	30	25% Armor bonus if wearing all Light Armor: head, chest, hands, feet.
Unhindered	50	Light Armor weighs nothing and doesn't slow you down when worn.
Wind Walker	60	Stamina regenerates 50% faster in all Light Armor: head, chest, hands, feet.
Deft Movement	100	10% chance of avoiding all damage from a melee attack while wearing all Light Armor: head, chest, hands, feet.

Matching Set	70	Additional 25% Armor bonus if wearing a matched set of Light Armor.
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See Light Armor for items affected by this skill.

View the video above for Dragonscale armor tips.

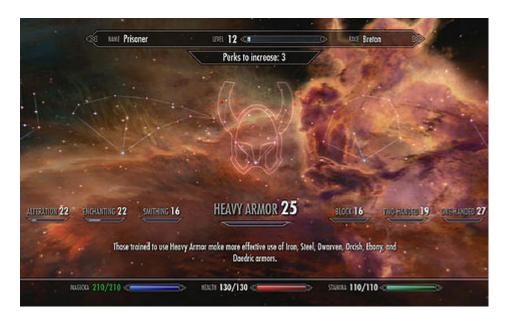
View the video below for a rare light armor.

Read More Related Topics

- Heavy Armor
- Smithing
- Mining

Heavy Armor Skill

The ability to wear and move in Heavy Armor.



Perks

These are the Perks available in the Heavy Armor perks tree.

Perk	Level	Description
Juggernaut (Rank 1-5)		Increases armor rating for Heavy Armor by 20%. (+20% per additional rank)
Fists of Steel	30	Unarmed attacks with Heavy Armor gauntlets do their armor rating in extra damage.
Cushioned	50	Half damage from falling if wearing all Heavy Armor: head, chest, hands, feet.
Conditioning	70	Heavy Armor weighs nothing and doesn't slow you down when worn.
Well Fitted	30	25% Armor bonus if wearing all Heavy Armor: head, chest, hands, feet.
Tower of Strength	50	50% less stagger when wearing only Heavy Armor.

Matching Set		Additional 25% Armor bonus if wearing a matched set of Heavy Armor.
Reflect Blows	100	10% chance to reflect melee damage back to the enemy while wearing all Heavy Armor: head, chest, hands, feet.

See Heavy Armor for items affected by this skill.

Notes on Perks and Heavy Armor in General

- The Conditioning perk is very attractive but requires two prerequisites that are very nearly useless. Consider carefully whether it is worth a three perk investment. However, given the vertical nature of many of the more difficult to reach areas, and that a full set of Heavy Armor reduces falling damage by 50% with the Cushioned perk, Heavy Armor perks can make exploring difficult, rocky terrain slightly less tedious.
- The right side of the Heavy Armor tree is excellent. Matching Set is most powerful in tandem with Smithing and Enchanting skills for creation of custom armor.
- There does not seem to be any explicit penalty for spellcasting in heavy armor. However, armored mages do miss out on the magicka regen and spell cost reduction provided by robes. At higher levels, the Enchanting skill can be used to place these effects on armor. In addition, a three-perk commitment to the Restoration tree increases Magicka Regen by 50%. This perk requires a higher level and perk commitment, but also negates the inferior defense of most robes.
- There is an explicit penalty for sneaking in heavy armor, as the weight of worn armor contributes to noise while sneaking. The Conditioning perk may therefore be most effective for stealth builds.
- The armor cap in Skyrim occurs at an Armor Rating of 567 (80% damage reduction). With sufficiently high Smithing, most heavy armors and many light armor types can reach this cap. At high levels, the choice of armor thus becomes about aesthetics and the preference between Tower of Strength (50% less stagger) and Reflect Blows (10% damage reflected) versus Wind Walker (50% faster stamina regen) and Deft Movement (10% chance to avoid damage).
- The firt perk of the heavy armor havew five rank example you can have 100 armor rating whyout perk in heavy armor, is you use the very firt perk of heavy armor it will incressed 20 of you armor rating in heavy armor so was 100 before now is 120 whyout changin of armor just with the same. Is You reach the last level of the perk it will double(100% plus armor rating in heavy armor.)

Read More Related Topics

- Light Armor
- Smithing
- Mining

Smithing



Perks

These are the Perks available in the **Smithing** perks tree.

Perk	Level	Description
Steel Smithing		Can create Steel armor and weapons at forges, and improve them twice as much.
Elven Smithing	30	Can create Elven armor and weapons at forges, and improve them twice as much.
Advanced Armors	50	Can create Scaled and Plate armor at forges, and improve them twice as much.
Glass Smithing	70	Can create Glass armor and weapons at forges, and improve them twice as much.
Dragon Armor	100	Can create Dragon armor at forges, and improve them twice as much.
Arcane Blacksmith	60	Can improve magical weapons and armor.
Dwarven Smithing	30	Can create armor and weapons at forges, and improve them twice as much.

Orcish Smithing	50	Can create Orcish armor and weapons at forges, and improve them twice as much.
Ebony Smithing	80	Can create Ebony armor and weapons at forges, and improve them twice as much.
Daedric Smithing	90	Can create Daedric armor and weapons at forges, and improve them twice as much.

How To Get Started

- Forge: Armor, weapons and jewelry can be crafted at any forge.
- Workbench: Armor can be improved at a Workbench
- Grindstone: Weapons can be improved at a Grindstone.
- Smelter: Ores can be refined into Ingots at the Smelter.
- Tanning Rack: Hides can be turned into Leather, which can be turned into Leather Strips.

Most weapons and armour will require Leather Strips, which can be obtained by processing Leather into Leather strips on a tanning rack. Leather is easily and cheaply obtained by hunting any furry animals and also can be purchased for a fairly low price at most blacksmiths.

Jewelry can be enchanted. You must have specific raw ingredients in order to make these improvements (gold, silver and jewels). Armor and weaponry often require ingots of various metals as well as leather and/or leather strips.

Merchants (particularly blacksmiths) sell many or all of these items, but they can also be found, mined, hunted or looted. Mines will often have *gasp!* ore veins to mine. These also produce gems occasionally.

Animal skins to make into leather are usually still in use by the animal inside them, and therefore must be killed. Bear in mind that when searching some animal corpses (particularly sabre cats, goats and deer) you won't always find a pelt. Also, different animal skins produce different amounts of leather, and you can quickly find yourself overburdened by creating too much leather.

Click this link to see the video http://www.ign.com/videos/2011/11/14/skyrim-level-100-smithing-in-5-minutes

How to maximize your weapon and armor enhancement

- In short: you must improve your smithing, enchanting, and possibly alchemy to maximize your weapon and armor enhancement.
- First, you need to cap and have the improvement perks for both your enchanting and smithing skills. Then you will need to enchant a necklace, ring, hand, and chest armor with the "weapons and armor can be improved by 20%". Wear all the items to have an 80 percent weapon and armor ehancement. Before enhancing your weapon and armor on a grindstone or workbench, drink a blacksmith's elixir to increase your weapons and armor enhance for another 50%. Doing so will increase your weapon and armor enhancement to 130%.
- It could be possible to create a blacksmith's elixir with alchemist x 5 and benefactor perks with a

- capped alchemly level to create and even stronger potion.
- Note that the armor cap in Skyrim occurs at 567 displayed Armor Rating (80% damage reduction). Armor ratings in excess of this value will not further reduce damage. Particularly with Heavy Armor and Smithing perks, it is possible to reach this value without maxing Enchanting and Alchemy.
- Smiting perks are not required to create some of the best armor or weapons. You can purchase or loot all armor except for Dragon, and then use a grind stone or work bench to improve them. The hard cap for Smithing is 168, so once at 100 Smithing you only need to have a necklace, ring, chest piece, and bracer with Smithing enchants that equal to 68 points (the Smithing perks at the hard cap have no affect). You can go beyond the hard cap if you use a Smithing potion that can be bought, made, or looted (you can craft better Smithing potions than what are for sale or looted).
- There is no confirmed cap on weapon damage, so in theory one would need to max four skills (Smithing, Enchanting, Alchemy, and the appropriate weapon) to max out damage. However, note that with fully maxed smithing, enchanting items purchased from vendors, and appropriate potions and buffs the player can one shot most enemies anyway.

Cashing In On Your Smithing Skill

Make and sell Dwarven bows.

Even if you don't plan to follow the 'heavy' smithing line of perks, grabbing the Dwarven Smithing can be a cash cow.

Here's how it works:

- Buy a house. You're going to be storing a lot of dwarven metal ingots. Preferably the one in Whiterun (Breezehome) since it's next door to Warmaiden's, which has everything you need.
- Clear a dwarven ruin. You do this naturally during the course of the Mage's College questline (and that one is bursting with dwemer metal), but any ruin will do.
- Find a companion and outfit them with the bare essentials, then go to the ruin and bring back every piece of dwemer metal you can carry (that stuff is *heavy*). Take as many trips as necessary. (Check the smelter for which items you want to smelt. Not all dwemer items are useful.)
- Hint: If you have a horse you can clearout the ruins in one trip, since you can ride or Fast Travel overloaded.
- Turn the metal into ingots at the smelter.
- Forge bows.
- Sell bows.

For the amount of materials, bows are the most cost-effective. Also, dwarven bows are worth noticeably more than Elven, which are the only other class of weapon you probably have access to in the early game. Finally, you can lay hands on a *ton* of dwemer metal for free, which can't be said for any other raw smithing material in the game.

This process allows you to increase your smithing (if you haven't maxed it already) and your speechcraft, while raking in the gold. Now, if you want to *really* bring home that bacon, you need to

enchant those bows. To do that, you need soul gems (which you find plenty of in dwemer ruins since that is what the little guardian beasties all run on) and the most lucrative weapon enchantment; Banish.

So load up your follower with bows, hike over to Dragonreach (since you're already in Whiterun) and start enchanting. This will significantly increase your enchantment skill while giving you a supply of magical weapons to sell off at your convenience.

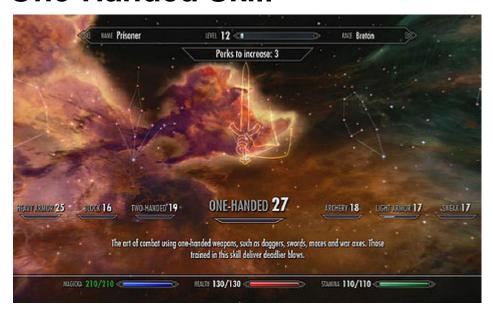
Hell, if you're feeling generous, you can even put some fire magic on one and let your follower use it.

Complete Smithing Guide

Read More Related Topics

- Mining
- Enchanting
- Heavy Armor
- Light Armor

One-Handed Skill



Perks

These are the Perks available in the One-Handed perks tree.

Perk	Level	Description
Armsman (1-5)		One-Handed weapons do 20% more damage.(+20% each time)
Hack and Slash	30	Attacks with war axes cause extra bleeding damage.
Fighting Stance	20	Power attacks with one- handed weapons cost 25% less stamina.
Savage Strike	50	Standing power attacks do 25% bonus damage with a chance to decapitate your enemies.
Paralyzing Strike	100	Backwards power attack has a 25% chance to paralyze the target.
Critical Charge	50	Can do a one-handed power attack while sprinting that does double critical damage.
Bone Breaker	30	Attacks with maces ignore 25% of armor.

Bladesman	30	Attacks with swords have a 10% chance of doing critical damage.
Dual Flurry	30	Dual wielding attacks are 20% faster.
Dual Savagery		Dual wielding power attacks do 50% bonus damage.

Tips For One-Handed

need more stamina

Whether you're playing a battlemage wielding an axe in one hand and a spell in the other, or you're playing with a sword and shield, one of the first Perks you should be driving towards is improvements to your power attack. Not only does the power attack do more damage than flailing your arms around, but it will often stagger unprotected enemies, which buys you valuable time for a follow up attack or spell. But, you can only power attack if you have enough stamina, which means that investing in a 50% reduction in power attack cost will help immensely.

Also keep in mind that the weight of your weapon affects your sneak ability, but only when actively equipped. There are perks that negate the sound and weight of equipped armor when sneaking, but none for equipped weapons. For those trying to sneak with two Daedric Maces equipped, you'll have a much more difficult time. The only exception is the dagger which, regardless of class or weight, is always silent when equipped. If you plan to use sneak attacks with larger weapons (or dual weapons) use the favorites menu to unequip those items - you'll know you've succeed if the weapon is not hanging at your character's side in third-person view. Once you've approached your target and have stopped moving, it is possible to once again use the favorites menu to equip the weapon of choice and deal a devastating blow. Keep in mind that you must then return to the favorites menu and unequip your weapon(s) of choice before sneaking away to avoid be detected by nearby enemies.

See One-Handed Weapons for items this skill affects.

Block



Blocking is the art of defending yourself against an enemy attack, players can block with a weapon or shield, but shields are much more effective. Players dual wielding weapons will not be able to block.

Perks

These are the Perks available in the **Block** perks tree.

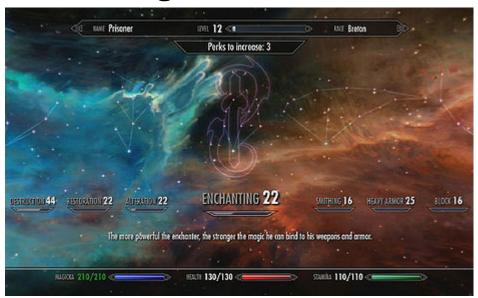
Perk	Level	Description
Shield Wall (Rank 1-5)		Blocking is 20% more effective. (+5% per additional rank)
Deflect Arrows	30	Arrows that hit the shield do no damage.
Elemental Protection	50	Blocking with a shield reduces incoming fire, frost, and shock damage by 50%.
Block Runner	70	Able to move faster with a shield raised.
Shield Charge	100	Sprinting with a shield raised knocks down most targets.
Quick Reflexes	30	Time slows down if you are blocking during an enemy's power attack.
Power Bash	30	Able to do a power bash.
Deadly Bash	50	Bashing does five times more damage.

Disarming Bash	1 /()	Chance to disarm when power bashing.
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Tips and help about block perk.

The fisrt perk of block will increase the defense while blocking and adding extra armor rating better than helmet and gauntlet.

Enchanting



Enchanting is the magical augmentation of existing devices and weapons to imbue them with magical properties. If you replace the term "shrubber" with "enchanter", you have a halved Monty Python skit.

For recipes or how to enchant items, see the Enchantments page.

Perks

These are the Perks available in the **Enchanting** perks tree.

Perk	Level	Description
Enchanter		New enchantments are 20% stronger.
Fire Enchanter	30	Fire enchantments on weapons and armor are 25% stronger.
Frost Enchanter	40	Frost enchantments on weapons and armor are 25% stronger.
Storm Enchanter	50	Shock enchantments on weapons and armor are 25% stronger.
Extra Effect	100	Can put two enchantments on the same item.
Insightful Enchanter	50	Skill enchantments on armor are 25% stronger.

Corpus Enchanter	70	Health, magicka and stamina enchantments on armor are 25% stronger.
Soul Squeezer	20	Soul gems provide extra magicka for recharging.
Soul Siphon	40	Death blows to creatures, but not people, trap 5% of the victim's soul, recharging the weapon.

Tips For Leveling Enchanting

This works best at College of Winterhold. Buy any weapons or armor and any Soul Gems at the Destruction trainer at the College, enchant the weapons or armor and sell them again; repeat process. If done correctly you will imporove enchanting and make some profit, when you level up visit the enchanter trainer and train 5 levels. Afterwards, you only have to enchant a couple of weapons before leveling up again. Repeat.

Enchanting is key to building your gold stash, and makes adventuring much easier, adding sometimes massive damage to normally mediocre weapons, allowing you to explore watery depths at length, withstand the fury of a Dragon's Thu'um, increase the base damage of melee and ranged weapons, or increase the rate at which health or Magika regenerate. At higher levels, entire cave systems will be fun to clear out, rather than a chore.

You can use enchanting to give yourself infinite Magicka -

Tips for leveling your Enchanting skill can also be found on the Enchantments page.

Archery



Archery is the skill and training needed to draw back a bowstring and let fly missiles to pierce the enemies' eyes and throat.

Perks

These are the Perks available in the Archery perks tree.

Perk	Level	Description
Overdraw (Rank 1-5)		Bows do 20% more damage.(+20% per additional rank)
Eagle Eye	30	Pressing Block while aiming will zoom in your view.
Power Shot	50	Arrows stagger all but the largest opponents 50% of the time.
Quick Shot	70	Can draw a bow 30% faster.
Bullseye	100	15% chance of paralyzing the target for a few seconds.
Steady Hand (Rank 1-2)	40	Zooming in with a bow slows time by 25%. (50% at Rank 2)
Critical Shot (Rank 1-3)	30	10% chance of a critical hit that does extra damage.

Hunter's Discipline	וארו	Recover twice as many arrows from dead bodies.
Ranger	ו טט ו	Able to move faster with a drawn bow.

Tip For Being A Savvy Archer

Save Arrows

Changed your mind about firing off that nocked arrow? Simply put away your bow to cancel it. Arrows can be precious in dire situations! Arrows can also be recovered off of your slain adversaries to further keep your character in healthy supply.

sniping

Do you want to take out monsters with one shot safely from a distance? This requires a stealthy type of character. The first objective of this build is to achieve 40 points in Sneak to get the Deadly Aim perk (Sneak attacks with bows do 3x damage). To easily get Sneak points you can get the Thief Stone blessing (all stealth skills increase 20% faster) in The Guardian Stones you can find it on your way to Riverwood after fleeing Helgen.

You can spend your additional Stealth perks to make your character more un-detectable, but more damage is the idea. The rest of your points should be spent on Archery, mainly the Overdraw Perk (adds more damage to bows) and the Critical Shot Perk (adds critical hit damage). Optional Perks are Eagle Eye (zoom aim for easier aiming) and Power Shot (to stagger opponents).

The only way to increase Archery skills quickly is through trainers. Faendal from Riverwood can start you off with basic training and Aela of The Companions from Whiterun can teach you advanced Archery skills.

If you happen to pick up a magical item which increases your Archery skills as loot in one of your adventures. Immediately disenchant it in an Arcane Enchanter (Farengar has one in Dragonsreach). Enchant your other apparel (amulet/ring) with that enchantment. Even without any Perks to the Enchanting skill, enchanting an item using a Grand souls assures 13% additional Bow damage to the item being enchanted.

Alchemy can also add Bow Damage in the form of poisons use the Alchemy Lab to create one (Farengar also has one in Dragonsreach and Arcadia in Whiterun). The easiest Health Damage poison you can make is a combination of Skeever Tail/Void Salts, another one is Ectoplasm/Troll Fat.

And finally add Smithing and Echanting to make a high damaging (plus effects like Burning) Bow to the already ridiculous equation of damage you can dish out.

The combination of the above and maxing out the mentioned skills makes you a long distance killer!

One tactic you can employ with this build is to grab a follower, it could be a Tank or a Mage. Fire off one shot against the enemy if you get to kill the target you still remain undetected. However if the

target survives your initial shot and alerts companions your follower immediately rushes to the enemies, hold your ground and remain in Stealth mode. While they are engaging your follower in combat, pick them off one by one from afar with Sneak Attacks.

Easy Level

South of Falkreath is a house that belongs to woman named Angi. She will train you for free as long the player does not act hostile in the conversation and asks her for practice. This is not the normal pay gold training. Angi will actually have the player shoot targets. The player must ask Angi for practice after each session and there are a total of 4 sessions. The first entails shooting three targets at close range (hitting each target will grant a point in this first session only). The next requires the player to shoot all three targets in under 8 seconds, the third session requires the player to shoot all four targets in under 8 seconds.

Note that the last 3 sessions only grant one point per session. Also, aim a little bit under the target for a guaranteed hit.

Alchemy

WHAT YOU NEED

Almost everything in Skyrim can be harvested for use in alchemy, cooking, and other Crafting skills. All alchemical ingredients have four effects -- normally, you find the first by eating a bit of the ingredient. You find the other three effects through experimentation and combining ingredients.

View Ingredients to see individual properties or check out the dedicated Potions and Poisons pages.

HOW TO BE AN ALCHEMIST

The trick to alchemizing potions is to find two ingredients with a common trait. You can make any number of variant potions with the same name and basic properties with a wide array of materials; the important thing is that the materials are compatible.

The materials' common traits will determine the nature of the resulting potion. You can also add a third reagent to the mix to modify the potion, and its impact will be determined by whether or not it shares any traits with the base materials. It's important to consider how your third element will interact with the first two, because you can easily create a potion whose secondary effect completely negates the first. For instance, you can create a potion that restores your health for 23 points but also poisons you for 3 points of damage per second for 10 seconds.

One very excellent, yet incidental, aspect of creating potions is that their monetary value has no correlation to their functional value. Hence, some incredibly lucrative potions/poisons are often completely useless in any practical sense. This makes them almost as easy to part with as they are to create.

You can experiment on your own, but a good rule of thumb is that the more effects a potion has, the higher the value. One excellent and easy money-maker is to combine Blue Mountain Flower and Blue Butterfly Wing for a poison that prevents magicka regeneration and fortifies conjuration. A nearly useless concoction, it sells for a tidy sum while the ingredients are plentiful in the wild and cheap in the stores.

If you plan to make alchemy a major part of your experience, keeping a number of these potions on hand is an excellent way to introduce your own 'barter' system. Since merchants have a limited supply of funds, it is often easier to buy a few needed items, then sell some potions to replenish your gold. This is a fast and easy way to clean out a store's entire selection of ingredients, which you can then use to make more potions!

Perks



These are the Perks available in the **Alchemy** perks tree.

Perk	Level	Description
Alchemist		Potions and poisons you make are 20% stronger.
Physician	20	Potions you mix that restore Health, Magicka or Stamina are 25% more powerful.
Poisoner	30	Poisons you mix are 25% more effective.
Concentrated Poison	60	Poisons applied to weapons last for twice as many hits.
Green Thumb	70	Two ingredients are gathered from plants.
Benefactor	30	Potions you mix with beneficial effects have an additional 25% greater magnitude.

Experimenter	50	Eating an ingredient reveals first two effects.
Snakeblood	80	50% resistance to all poisons.
Purity		All negative effects are removed from created potions, and all positive effects are removed from created poisons.

Recipes



Easy recipes

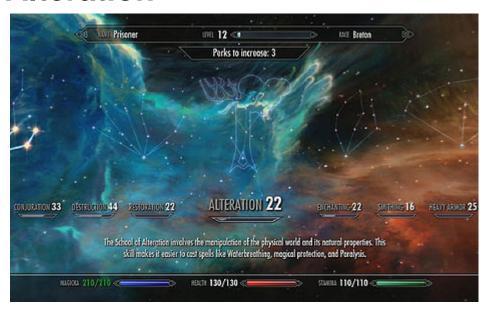
If you have one or more ingredient in your inventory and all its effects are unknown then simply consume it. One or more of its properties will be revealed. If you have two different ingredients that have the same effect then a recipe will automatically unlock next time you visit an alchemy lab.

Also, if you have a good sneak then you can steal ingredients from someone. (e.g Arcadia in Whiterun) If you have a low speech skill then you can't sell stolen ingredients but if you use an alchemy lab and make them into a potion, you can then sell them. There are many recipe makers online which can show you all potion combinations.

Recipes can be purchased from many vendors. Additionally, the Atronach Forge shows all recipes unique to it.

an easy potion to make that can be worth quite a bit of gold is giants toe and wheat. giants toe can be bought or taken from the many giants. wheat is readily bought at most alchemists.

Alteration



Alteration magic deals with Thaumaturgy -- the one branch of sorcery which deals with transmutation and transformation of matter and energy (and vice versa).

Perks

These are the Perks available in the **Alteration** perks tree.

Perk	Level	Description
Novice Alteration		Cast Novice level Alteration spells for half magicka.
Alteration Dual Casting	20	Dual casting an Alteration spell overcharges the effects into an even more powerful version.
Apprentice Alteration	25	Cast Apprentice level Alteration spells for half magicka.
Mage Armor	30	Protection spells like Stoneflesh are twice as strong if not wearing armor.
Adept Alteration	50	Cast Adept level Alteration spells for half magicka.
Stability	70	Alteration spells have greater duration.
Expert Alteration	75	Cast Expert level Alteration spells for half magicka.

Atronach	100	Absorb 30% of the magicka of any spells that hit you.	
Master Alteration	100	Cast Master level Alteration spells for half magicka.	
Magic Resistance	30	Blocks 10% of a spell's effects.	

Notes on Alteration Perks

- The Dual Casting perk boosts the duration of the various flesh spells but not their effect the armor bonus conferred on the player remains the same.
- Certain high end mage items (e.g., a certain mask acquired during the College of Winterhold quests) are classified as armor. Wearing them negates the bonus from the Mage Armor perk (even if the spell is cast without the item equipped).
- Total Magic Resistance is capped at 85%. Depending on items one may reach this level without the Magic Resistance perk (although having the perk could free up enchantment slots for other beneficial effects).
- Alteration really shines at the Expert level with the fantastic Paralyze and Ebonyflesh spells. The
 Expert Alteration perk is potentially a very good investment.
- Dragonhide works differently than the rest of the 'flesh' line. Read the description, and keep in mind Master level spells have a long casting time, before investing in the Master Alteration perk.

Vendors

At these people you can buy Alteration spell tomes, some sell more books than others:

- Tolfdir, at the College of Winterhold
- Farengar Secret-Fire in Dragonsreach

Skill Books

Reading the following books will increase your Alteration level:

- Breathing Water
- Daughter of the Niben
- Reality & Other Falsehoods
- Sithis
- The Lunar Lorkhan

Skill Trainers

These people will train you in the skill of Alteration:

- Tolfdir, at the College of Winterhold
- Melaran, at Solitude

Leveling Alteration

- As with any skill grinding, use the standing stones west of Riverwood (in this case, the Mage) and the Well Rested bonus to maximize efficiency.
- Alteration can be increased by casting the flesh spells (Oakflesh, Stoneflesh, etc.) in combat. Ideally, finish all but one enemy and get to a position where that enemy cannot reach you.
- Detect Life: Cast Detect Life in crowded cities as the leveling is based on the number of people you detect.
- Telekinesis: Can be used on any object outside of battles so this can be used at any time.
- Waterbreathing: Cast while standing in water to level up quickly.
- To get from Adept to Master in a quick fashion, you'll need two spells: Equilibrium and Telekinesis which you can get from Tolfdir in the College of Winterhold. First, cast telekinesis on a object, then cast Equilibrium fast to slower the rate at which magicka depletes (watch your health). Once you're out of magicka you can rest for an hour then repeat this process over and over till you're level 100 in Alteration. I suggest being in The Arcanaeum in the College of Winterhold because there is a lot of objects and space.

Conjuration



The magic which involves itself in summoning creatures and creating something from nothing, unlike Alteration.

Perks

These are the Perks available in the Conjuration perks tree.

Perk	Level	Description
Novice Conjuration		Cast Novice level Conjuration spells for half magicka.
Summoner	30	Can summon atronachs or raise undead twice as far away.
Atromancy	40	Double duration for conjured atronachs.
Elemental Potency	80	Conjured atronachs are 50% more powerful.
Twin Souls	100	You can have two atronachs or reanimated zombies.
Conjuration Dual Casting	20	Dual casting a Conjuration spell overcharges the spell, allowing it to last longer.
Necromancy	40	Greater duration for reanimated undead.

Dark Souls	70	Reanimated undead have 100 points more health.
Mystic Binding	20	Bound weapons do more damage.
Soul Stealer	30	Bound weapons cast Soul Trap on targets.
Oblivion Binding	50	Bound weapons will banish summoned creatures and turn raised ones.
Apprentice Conjuration	25	Cast Apprentice level Conjuration spells for half magicka.
Adept Conjuration	50	Cast Adept level Conjuration spells for half magicka.
Expert Conjuration	75	Cast Expert level Conjuration spells for half magicka.
Master Conjuration	100	Cast Master level Conjuration spells for half magicka.

Notes on conjuration perks

- Note that Master level Conjuration summons have infinite duration, making perks that increase the duration of conjuration spells obsolete (though they may still be needed as prerequisites).
- The mana reduction perks are also arguably of limited value at endgame levels. Unless minions
 are dying routinely during fights, one only needs sufficient maximum magicka to cast Master
 level Conjuration spells once.
- That said, the Twin Souls perk is fantastic, particularly in combination with the amazing Dead Thrall spell.

Leveling Conjuration

- The conjuration skill increases anytime a summoned creature or item is used in combat. This
 applies even if the spell was cast prior to the start of combat. Summoning outside of combat
 does not increase skill.
- Conjuration can be leveled quickly by casting the Soul Trap spell on dead bodies (corpses are
 considered valid targets for Soul Trap but always resist the spell). The body can be dragged
 (hold the action button) to a safe area first so the player may use 'wait' to recover magicka. Soul
 Trap can also be cast on animals.
- Conjuration can also be leveled by casting any summon spell repeatedly in combat, preferably from a position where enemies cannot reach the player.
- As with any skill grinding, take advantage of the standing stones west of Riverwood (in this
 case, the Mage) and, if possible, the Well Rested bonus from sleeping for maximum efficiency.

Destruction

Destruction is the field of sorcery which deals with the destruction of substance and matter. Sometimes used in magical construction, often used in large scale warfare.



Perks

As you increase your skill level in Destruction these are the Perks that become available in the skill tree

Perk	Level	Description
Novice Destruction		Cast Novice level Destruction spells for half magicka.
Augmented Flames	30	Fire spells do 25% more damage.(50% for second level)
Intense Flames	50	Fire damage causes targets to flee if their health is low.
Augmented Frost	30	Frost spells do 25% more damage.(50% for second level)
Deep Freeze	60	Frost damage paralyzes targets if their health is low.
Augmented Shock	30	Shock spells do 25% more damage.(50% for second level)

Disintegrate	70	Shock damage disintegrates target if their health is low.
Apprentice Destruction	25	Cast Apprentice level Destruction spells for half magicka.
Adept Destruction	50	Cast Adept level Destruction spells for half magicka.
Expert Destruction	75	Cast Expert level Destruction spells for half magicka.
Master Destruction	100	Cast Master level Destruction spells for half magicka.
Rune Master	40	Can place runes five times farther away.
Destruction Dual Casting	20	Dual casting a Destruction spell overcharges the effects into an even more powerful version.
Impact	40	Most Destruction spells will stagger an opponent when dual cast.

NOTES ON DESTRUCTION PERKS

- The Impact perk is potentially extremely powerful and can be used to stunlock opponents. Even Apprentice level spells such as Firebolt can stagger powerful enemies.
- That said, dual casting Destruction spells will eat through magicka extremely quickly. Casters
 who rely on Destruction as a primary source of damage should focus on obtaining items that
 reduce the cost of Destruction spells.
- Items that increase Magicka regen are useful, but keep in mind there is a large penalty to magicka regen while in combat. In many cases items and perks that reduce spell cost and increase maximum magicka can be more effective.
- The three 'spell effects' perks are a mixed bag. Intense Flames and Disintegrate can actually
 be detriments, as chasing down fleeing enemies is annoying and disintegrated corpses cannot
 be raised as zombies. Deep Freeze is decent but often only kicks in when you're winning the
 fight anyway.

Building Destruction

You've got the magic mainstays: fire and ice magic, along with lightning damage. These spells are incredibly powerful by themselves, but each have bonus effects, too.

- Fire Fire damage often applies an after-effect that damages the target over time from residual burns.
- Ice Targets that suffer from ice damage take hits to Stamina as well as Health.
- Lightning Targets hit with lightning magic get some of their Magicka reserved disintegrated as well. In addition, close impact from the spell usually instantly kills.

You can see these specific spells have uses beyond the direct, initial damage. Destruction Dual

Casting is especially devastatingly powerful. It supercharges two single spells of the same type and morphs it into one powerful face-melter. When paired with Impact, the results are lights-out for the target.

SPELL MECHANICS AND SITUATIONAL USE

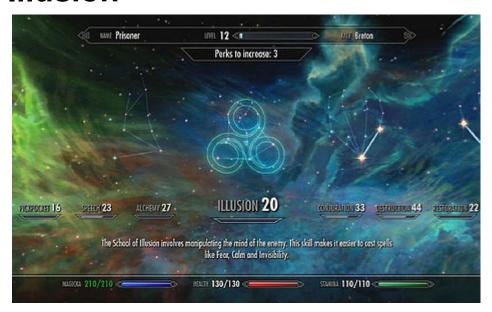
- **Fire** projectile spells such as Firebolt, Fireball, and Incinerate travel at arrow-like speed but in a straight line away from the caster. This makes them ideal for use on distant, large, slow moving or stationary targets. Additionally, they set the target on fire(targets on fire take extra damage).
- **Ice** spells often travel more slowly (excepting Icy Spear) but can be used to limit a target's mobility. They are excellent against melee attackers. However, a large number of Skyrim's human enemies are Nords and have innate frost resistance.
- Lightning bolt spells have limited range compared to Fireballs, but arc nearly instantly from caster to target. This makes them ideal for targeting foes at mid-range including archers on ramparts or airborne dragons, and can even make hitting charging melee opponents a little easier. In addition, shock resistance is very rare compared to fire or frost (particularly with dragons, which are highly resistant to their breath element). All this makes Lightning an excellent all-around choice. Lightning is a good choice against mages and dragon prisests since it destroys the target's magicka as well.

Frost is your enemy

...especially if you're a melee-type character.

Frost spells aimed at you will almost always drain your Stamina as well as your Health; keep this in mind for when you are equipping your character, as that old amulet of 13% frost resist might still be a useful defense. Also, make sure to look for Perks that improve your resistance to spells, as there's nothing quite so frustrating as running in painfully slow-motion while a Forsworn mage is blasting ice at you, and all you can do is curse his stupid hat and down health and restore stamina potions like a binge drinker.

Illusion



Illusion is the field of magic which prides itself on tom-foolery and faking people out.

Perks

These are the Perks available in the **Illusion** perks tree.

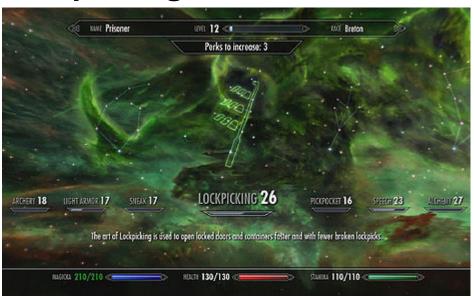
Perk	Level	Description
Novice Illusion		Cast Novice level Illusion spells for half magicka.
Illusion Dual Casting	20	Dual casting an Illusion spell overcharges the effects into an even more powerful version.
Apprentice Illusion	25	Cast Apprentice level Illusion spells for half magicka.
Adept Illusion	50	Cast Adept level Illusion spells for half magicka.
Expert Illusion	75	Cast Expert level Illusion spells for half magicka.
Master Illusion	100	Cast Master level Illusion spells for half magicka.
Hypnotic Gaze	30	Calm spells now work on higher level opponents. Cumulative with Kindred Mage and Animage.

Aspect of Terror		Fear spells work on higher level opponents. Cumulative with Kindred Mage and Animage.
Rage	70	Frenzy spells work on higher level opponents. Cumulative with Kindred Mage and Animage.
Master of the Mind	90	Illusion spells work on undead, daedra and automatons.
Animage	20	Illusion spells now work on higher level animals.
Kindred Mage	40	All Illusion spells work on higher level people.
Quiet Casting	50	All spells you cast from any school of magic are silent to others.

Tips On Leveling Illusion

 While most spells require you to actively use them in combat situations or on specific objects to progress, there is at least one spell that doesn't: Muffle. Muffle is an **Illusion** spell that quiets your movements. Continually casting Muffle while you're walking around the land will not only boost your **Illusion** skill, but will also increase your overall experience.

Lockpicking



Perks

These are the Perks available in the Lockpicking perks tree.

Perk	Level	Description
Novice Locks		Novice locks are much easier to pick.
Apprentice Locks	25	Apprentice locks are much easier to pick.
Quick Hands	40	Able to pick locks without being noticed.
Wax Key	50	Automatically gives you a copy of a picked lock's key if it has one.
Adept Locks	50	Adept locks are much easier to pick.
Expert Locks	75	Expert locks are much easier to pick.
Locksmith	80	Pick starts close to the lock opening position.
Unbreakable	100	Lockpicks never break.
Master Locks	100	Master locks are much easier to pick.

The Art Of Picking Locks

Skyrim, being the game that it is, places major emphasis on pillaging and looting. A lot of the time, though, your indiscriminate looting-whoring can be thwarted by locks (on chests or on doors) that require a certain degree of lockpicking mastery to pry open. At first, you are thrown novice and apprentice level locks for you to practice on. As you progress in your adventure, you soon encounter more fortified locks that require a greater precision and understanding of this crafty art to get past.



In order to pick locks, you need to have one-time use (preferably large quantity of) lockpicks. Once you've committed to picking a lock, you enter a zoomed in view of what you're trying to do. That is, move the pick around and then using attempting to move the lock. Apply too much force too fast on the lock and the feeble pick will snap.



It's wise to wiggle the lock a bit to find the sweet spot and adjust the pick from that baseline. If the lock gives, be sure to turn the lock slowly because you might hit another pin that won't budge, at which point you need to adjust the pick just slightly to open the lock. It takes some practice, and obviously putting points in lockpicking will facilitate your efforts and even keep the picks from breaking.

Here is a demonstration on how to successfully pick a lock:

Want to level your lockpicking fast?

Once you have the key to the Dwemer Museum in Markarth, the main show room is basically a buffet of high level locks just begging to be cracked open -- more than a dozen Adept- and Expert-level display cases, enough to take your lockpicking skills up nearly ten levels (which is nearly a level-up in itself!). You'll want to bring lots of lockpicks, of course. It also helps to have the Quick Handsperk, since the room is patrolled by several guards at all times, though as long as you initiate your crack while your stealth indicator is at "hidden" you'll be fine.

Can a novice lockpicker crack Master-level locks?

Yes! Sort of...The level of your lockpicking most noticeably affects how quickly a lockpick will break if it's outside of the sweet-spot; this means that you'll get 1 or maybe 2 taps to see if you're in the right spot if your skill level is low. So, save before you try, and be methodical!

Start at one end of the lock and work your way towards the other direction. Just barely tap the lock when you test; if you do find the sweet-spot and manage to break the lock, you'll probably get 3-5 levels in lockpicking automatically for your trouble. If you hate sitting through load screens, breaking a pick isn't a total waste because you get minor skill experience for the attempt. It can take some practice to know when you've hit the right angle just by those quick taps, but if you keep trying and pay attention to the animations and sounds you'll get it eventually. Just don't be mad when the door reveals a chest containing a whopping 60 gold and a useless potion: it's the skill levels that count!

Pickpocket

You must be in Stealth mode to take an item from an NPC. While you can examine an NPC's inventory without incurring a Bounty, stealing something from them is criminal. Each item when selected will show a percent rate for a sucessful steal. So the higher the percent the more chance you will have of taking the item or gold without being caught. Naturally the more valuable the item the lower the percentage for a successful steal is.



If your pickpocketing skill is well developed, your theft will not be detected. However, if you are detected by the NPC or other witnesses, you will not only be unable to take the item, but you will also be branded a criminal, and a bounty will be placed on you.

Perks

These are the Perks available in the **Pickpocket** perks tree.

Perk	Level	Description
Light Fingers		Pickpocketing bonus of 20%. Item weight and value reduce pickpocketing odds.
Night Thief	30	Plus 25% chance to pickpocket if the target is asleep.
Poisoned	40	Silently harm enemies by placing poisons in their pockets.
Cutpurse	40	Pickpocketing gold is 50% easier.

Keymaster	60	Pickpocketing keys almost always works.
Misdirection	70	Can pickpocket equipped weapons.
Perfect Touch	100	Can pickpocket equipped items.
Extra Pockets	50	Carrying capacity is increased by 100.

Training pickpocketing

To level Pickpocketing faster, find someone with an item that either has very high value or low chance of stealing it. Then make a save and attempt to steal that item. If caught, reload save. Items with enchantments are **very** good. Garnets and other gems are also good targets. The thieves guild should provide you with boots that enhance your pickpocketing(15%). On one of the citizens of whiterun, you should find a neckalace of minor sneaking. This is important because you must be undetected to steal most items without getting caught.

The NPC who can train you in pickpocketing is Silda the Unseen. Silda can be found walking around in Windhelm.

Combat pickpocketing

To the master thief, no armour nor weapon can protect their victims. Hehe, yup! if you have the last two perks for pickpocketing, you can sneak up on a target and rob them of their weapons and armour, then kill them and leave their bodies disgraced and nude on the ground. This comes as a great perk for those who dont want to invest in the assassins blade perk or for those who want that extra damage without the Dark Brotherhood gloves. Also, what is more hilarious then a pack of nude Forsworn attacking you with nothing but their fists?

Tips

The "extra pockets" perk is why most people delve into pickpocketing. 100 capacity is invaluable in every way. From picking up more loot, to carrying that extra 3 sets of heavy armour you want to sell, this perk is highly recommended.

Restoration

Physiomancy, the sports medicine of the world of sorcery.



Perks

These are the Perks available in the **Restoration** perks tree.

Perk	Level	Description
Novice Restoration		Cast Novice level Restoration spells for half magicka.
Respite	40	Healing spells also restore Stamina.
Regeneration	20	Healing spells cure 50% more.
Necromage	70	All spells are more effective against undead.
Ward Absorb	60	Wards recharge your magicka when hit with spells.
Apprentice Restoration	25	Cast Apprentice level Restoration spells for half magicka.
Adept Restoration	50	Cast Adept level Restoration spells for half magicka.

Expert Restoration	75	Cast Expert level Restoration spells for half magicka.
Master Restoration	100	Cast Master level Restoration spells for half magicka.
Recovery	30	Magicka regenerates 25% faster.
Avoid Death	90	Once a day, heals 250 points automatically if you fall below 10% health.
Restoration Dual Casting	20	Dual casting a Restoration spell overcharges the effects into an even more powerful version.

Comments on perks and restoration in general

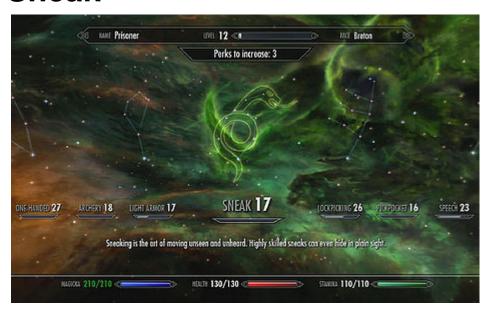
Only the most dedicated mages will achieve master level skill in Restoration. Health potions in Skyrim are readily available and instantaneous in their effect. Pure casters probably won't have enough health to need spells beyond Close Wounds. Other than healing, Restoration spells are situational, useful against casters or undead. The Ward line tops out at the Adept level with Greater Ward, whose 80 point damage reduction is powerful midgame but is shattered almost instantly by high level casters or Elder and Ancient Dragons.

In short, Restoration arguably reaches its peak at Adept level and seems to increase extremely slowly relative to other skills. The high level anti-undead spells are quite powerful, but it is questionable whether they are worth the cost.

Tips On Leveling Restoration

- Find a forge and stand in the center of it. Now jump 5 or more times, then heal yourself. This is
 a safe and easy way to do this because the forge only hurts you when you first touch it. So if
 you walk up and stand on it, it will hit you once only. By jumping you get hit once for every time
 you land.
- Find an area where you can sustain fall damage without completely killing your character. Fall, take damage, heal yourself, repeat.
- Go to the Greybeards training court. The path up the mountain is blocked by a magic wall that
 causes damage to health and stamina. Stand where your health is being drained and heal,
 stepping out only to recharge you Magicka.
- Get the spell Equilibrium. You can obtain this spell by doing The Staff of Magnus
 quest. Equilibrium takes away health and gives you magicka. Put Equilibrium in one hand and
 Healing in the other and you will get a level 100 in no time.

Sneak



A character's Stealth aspect, and how good he is at sneaking in general. Sneaking is helpful in all circumstances and an extra amount of damage is granted. This suggestion might help you win the battle by using the element of surprise, even if your character was not meant to be a sneak type character. Also, it constantly grants points toward leveling.

Perks

These are the Perks available in the **Sneak** perks tree.

Perk	Level	Description
Stealth		You are 20% harder to detect when sneaking.
Muffled Movement	30	Noise from armor is reduced 50%.
Light Foot	40	You won't trigger pressure plates.
Silent Roll	50	Sprinting while sneaking executes a silent forward roll.
Silence	70	Walking and running does not affect detection.
Shadow Warrior	100	Crouching stops combat for a moment and forces distant opponents to search for a target.

Backstab	30	Sneak attacks with one-handed weapons now do six times damage.
Deadly Aim		Sneak attacks with bows now do three times damage.
Assassin's Blade	50	Sneak attacks with daggers now do a total of fifteen times normal damage.

Notes on sneak perks

- Since noise generated by armor appears to depend on weight, Muffled Movement may be obviated by Light and Heavy Armor perks that reduce the weight of equipped armor to zero.
- Sneak attack damage multipliers apply to a weapon's base damage as displayed in the Weapons submenu. Since many perks, items, and the Orc's Beserker Rage ability provide a percentage bonus to base damage, many of them stack *multiplicatively* with sneak attack, making the Backstab, Deadly Aim, and Assassin's Blade perks potentially very powerful.
- The Shadow Warrior perk can be used to perform sneak attacks while in combat (this is not 100% reliable) and to escape from most combat situations by repeatedly toggling sneak mode on and off.
- A good way to level Sneak, at any time, is to engage people in combat, or let the sneak meter
 go up a little, then run and hide behind a rock a little bit away, and then your sneak will gradually
 go up enough to start puttings perks into it, so it becomes much better.
- The last perk of the skill tree allows you to perform rolls, however you can actually do this without having the perk or level to do so. if you go into sneak mode, hold sprint and sheath your weapon your character will preform the roll which should require the perk to do.

Speech

Speech is a character's ability to carry a conversation and how charismatic or persuasive he or she can be to others. Obviously, the higher the Speech skill, the more likely that things can be settled through diplomacy and non-violent means.

Speech dictates the Value of an item or weapon. The higher your speechcraft, the more an item is potentially worth. That value is then filtered once more through the Haggling perk, which determines the buy/sell value with vendors.



Each NPC has a Speech skill check when it comes to persuasion or intimidation. If you don't meet the hidden requirement, the NPC will dismiss either avenue of dialogue. With a skilled tongue, you could potentially open up new methods of completing tasks and things of that nature.

Perks

These are the Perks available in the **Speech** perks tree.

Perk	Level	Description	
Haggling		Buying and selling prices are 10% better.	
Allure	30	10% better prices with the opposite sex.	
Merchant	50	Can sell any type of item to any kind of merchant.	
Investor	70	Can invest 500 gold with a shopkeeper to increase his available gold permanently.	

Fence	90	Can barter stolen goods with any merchant you have invested in.
Master Trader	100	Every merchant in the world gains 1000 gold for bartering.
Bribery	30	Can bribe guards to ignore crimes.
Persuasion	50	Persuasion attempts are 30% easier.
Intimidation	70	Intimidation is twice as successful.

Leveling Tips

Free Speech points

At the summit of the Lost Valley Redoubt ruins, southeast of Markarth, is a giant waterfall and wooden plank overhang. If you carefully walk the plank you will discover the Bard's Leap. It's best to save here since you will be jumping -- possibly to your death. There is a pool at the bottom that will break your fall if you manage to hit it correctly.

Use Whirlwind Sprint Shout to propel your character far away from the rocks below and into the pool. Become Ethereal works, too. Once you emerge from the pool you should see a Phantom Bard with a lute. Talk to him (this may take several tries since you may get the notice that "This person is busy."). He will tell you how he tried and failed and then resume his playing. Nothing may seem to happen for a few seconds, but if you wait around you will recieve a free level of Speech training.

Minor Skills

Two types of minor skills that you are not able to unlock abilities are:

- Mining
- Cooking

Cooking

Food ingredients can be found everywhere in Skyrim - you just have to look and then take. At the hands of a skilled chef, these individual ingredients can be wonderfully combined to create culinary delights that have varying positive effects on your character when eaten. To start cooking, you must be over a fire and have a pot. Often times, others won't mind you borrowing their existing setup.

The culinary landscape in Skyrim is as wide and vast as its lands. Check to see what sort of strange and delicious creations are possible with our available cooking recipes.

Cooking Ingredients

- Cabbage
- Carrots
- Chicken Breast
- Garlic
- Horker Meat
- Horse Meat
- Leek
- Leg of Goat
- Mammoth Snout
- Moon Sugar
- Potato
- Raw Beef
- Raw Rabbit Leg
- Apples (green, red, etc.)
- Salmon Meat
- Salt Pile
- Tomato
- Venison

Check Recipes for, well, recipes!

Food

You can benefit from eating food raw and as is, or you can mix them with other complementing ingredients for better, more stomach-satisfying bonuses. Check recipes for the stuff you can make.

Cooking Ingredients

- Cabbage
- Carrots
- Chicken Breast
- Clam Meat
- Garlic
- Horker Meat
- Horse Meat
- Leek
- Leg of Goat
- Mammoth Cheese
- Mammoth Snout
- Moon Sugar
- Potato
- Raw Beef
- Raw Rabbit Leg
- Apples(green, red,etc.)
- Salmon Meat
- Salt Pile
- Tomato
- Venison

Recipes

Food Type	Effects	Ingredients
Apple Cabbage Stew	Restores 10 Health Restores 15 Stamina	Cabbage Red Apple Salt Pile
Beef Stew	Fortify Stamina, 25 for 720 seconds Restores 2/s for 720 seconds	Carrot Garlic Raw Beef Salt Pile
Cabbage Potato Soup	Restores 10 Health Restores 10 Stamina	Cabbage Leek Potato Salt Pile
Cooked Beef	Restores 10 Health	Raw Beef Salt Pile
Elsweyr Fondue	Regenerate Magicka 25/s for 720 seconds Fortify Magicka 100 for 720 seconds	Ale Eidar Cheese Wheel Moon Sugar
Horse Haunch	Restores 10 Health	Horse Meat Salt Pile
Mammoth Steak	Restores 10 Health	Mammoth Snout Salt Pile
Rabbit Haunch	Restores 5 Health	Raw Rabbit Leg Salt Pile
Salmon Steak	Restores 5 Health	Salt Pile Salmon Meat
Vegetable Soup	Restores 1 Health Restores 1 Stamina/s for 720 seconds	Cabbage Leek Potato Tomato
Venison Chop	Restores 5 Health	Venison Salt Pile
Venison Stew Restores 15 Stamina Restores an additional 1 Health and 1 Stamina per second for 720 seconds		Leek Potato Venison Salt Pile

Mining

Overview

Mining is the process of acquiring the raw materials needed for smithing armor, weapons, and jewelry. All that is required to mine is a Pickaxe in your inventory. The pickaxe is a common object around mines. There is no level or skill requirement to mine even high-value ores, so compiling a large list of mining locations is essential for building your smithing stat.

You can approach an ore vein and activate the button shown in the prompt to mine slowly, or equip the pickaxe and strike the vein to mine quickly. You can even dual wield the pickaxe.

Mining is done at ore veins scattered throughout the Skyrim overworld. Each ore vein will yield 1-3 samples of the ore it supplies, and will sometimes also drop gems. Ore veins will resupply after you deplete them, after a month has elasped in the game.

The highest concentration of ore veins will be in -- you guessed it -- mines, which are labeled with a crossed pickaxe and hammer icon on your compass. While there are occasional mines that only have a single ore vein being guarded by a bunch of bandits, it is ALWAYS worth checking out if you want to build your smithing skill.

Types Of Ore

- Corundum
- Dwemer
- Ebony
- Gold
- Iron
- Malichite
- Moonstone
- Orichalum
- Quicksilver
- Silver
- Geode

Corundum



Overview

Corundum is used more as an alloy to make advanced versions of other armors, such as banded-iron armor and plate armor. Corundum ore is smelted with iron ore to make 1 steel ingot, so don't go crazy smelting all your corundum ore into corundum ingots unless you know you don't need steel (doubtful as some advanced armors and weapons require a steel ingot as well).

To mine ores, you must have a pickaxe in your inventory. You don't need to equip it; just have it with you. Mines usually have pickaxes lying around and also you can purchase them from shopkeepers if you don't want to search for them.

Mining Locations

- Darkwater Crossing
- Ustengrav One Ore on a platform above the Shout wall.
- There are around 20 individual veins located in Blackreach. Blackreach is a huge underground

Dwemer ruin accessed by clearing both levels of Alftand (SSW of Winterhold, just passed Saarthal)

- Goldenrock Mine
- Knifepoint Mine in Knifepoint Ridge
 inside and outside Liar's Retreat
- At the end of the cave in Ravenscar Hollow

Dwarven Materials

Overview

Dwarven Ingots are one of the easiest material types to mass as they come from smelting Dwemer artifacts from their ruins, the only issue is that the highest-yield artifacts are quite heavy, so multiple trips will be essential to clear out a Dwemer ruin. Having a follower will also help, as he/she maintains a separate inventory where you can dump some extra stuff you can't carry.

Artifacts to collect

- Solid Dwemer Metal (5 ingots)
- Small Dwemer Plate Metal (3 ingots)
- Large Dwemer Plate Metal (3 ingots)
- Bent Dwemer Scrap Metal (3 ingots)
- Large Dwemer Scrap Metal (3 ingots)
- Large Dwemer Strut (3 ingots)
- Large Decorative Dwemer Strut (2 ingots)

Dwemer Ruins Locations

- Alftand
- Avanchnzel
- Bthardamz
- Irkngthand
- Mzinchaleft
- Mzulft
- Raldbthar
- Ruins of Rkund
- Ruins of Bthalft

Tip for Farming Dwemer Materials Quickly

You'll never lack for Dwemer materials again if you find the Dwarven Storehouse in eastern Skyrim. Difficulty level: It doesn't actually have a map marker. It's due east of Witch Mist Swamp, about three-quarters of the way to the mountains that form the eastern edge of the map and more or less directly north of Riften. You'll know you're on the right track when you see a series of crumbled stone arches along faded stairways. The storehouse doesn't contain active threats like dwarven automata, only dozens of Dwemer Metal Ingots. You'll also find a nice enchanted axe and some Expert-level locks that need to be picked to get at it all. Travel light so you'll have lots of room to tote your finds home!

Also, many of the Dwarven scrap metal you find, such as cogs, struts, levers, etc. can be melted down into ingots at a furnace. Since most of these only weigh 2 or 10 generic weight units, carrying

off 20 Dwarven Decorative Struts to be melted down later is a feasible plan.

Read More Related Topics

- Smithing
- Mining
- Daedric

Ebony

Overview

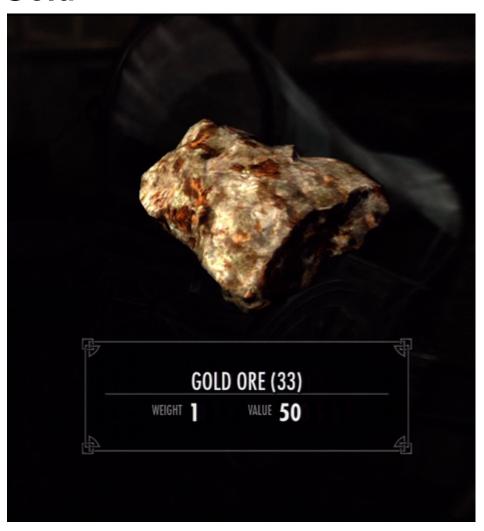
Ebony armor is fairly late game (80 Smithing to get the perk for it), however if you've been spamming out those iron knives, you should be able to deck yourself out in some long before your enemies do.

Mining locations

Gloombound Mine

- Located directly south-east of Windhelm. This mine is guarded by the Orc stronghold of Narzulbur. You can gain entry to the fortress by completing a fetch-quest given to you by the gatekeeper, or you can just stroll around the walls and enter the mine without going in the fortress at all. The orcs therein will make sure to verbally let you know you aren't welcome, but they will not attack you. This is surprising as there is a ton of ore to be gotten in this mine, and I personally wouldn't want some wanderer shlepping out with all my precious Ebony. This mine also contains some iron ore veins, useful for when you can actually start crafting Ebony sets.
- Redbelly Mine in Shor's Stone.
- A room in the Alfland Glaciul Ruins

Gold



Overview

Gold, while not particularly useful for crafting your standard armor fare, is essential when crafting jewelry and other bits of pretty to sell at the market.

To mine ores, you must have a pickaxe in your inventory. You don't need to equip it; just have it with you. Mines usually have pickaxes lying around and also you can purchase them from major merchants and stores.

Mining Locations

Kolskeggr Mine

o If you were looking for the motherload of gold in Skyrim, look no further; this mine is absolutely packed with gold ore veins. But, it is also packed with druidic Forsworn, who can be a little tenacious if they've got a spellcaster. So, put your adventuring gloves on, and clear them out for a 1000 gold-coin reward from the mine's owner in Markarth. Not too shabby.

Darkshade

- ^o One ore vein is located outside the entrance of Darkshade.
- ° About one minute into the cave there will be another gold vein.
- ° Another is next to the waterfall on the right.

Lost Prospect Mine

 East of Riften, and just a little Norh. Almost to the edge of Skyrim. Contains 3 hidden Ores, Behind the water fall. Can be jumped to from a ledge.





Iron



Overview

Iron is the bread-and-butter of Skyrim's smithing system. Even high level armors will still require an iron ingot or two to make them, so a steady supply of iron is always useful. More importantly, iron is about the only type of armor or weapon you can create to start building up your smithing skill (except for leather/hide, of course), so until you unlock Dwarven crafting abilities, iron is your best bet to improve your smithing (steel can be harder to get than Dwarven, see page for details).

Because of this, iron veins pop up from time to time in the overworld, and mines dedicated to more precious ores will usually have a couple iron veins with them as well.

To mine ores, you must have a pickaxe in your inventory. You don't need to equip it; just have it with you. Mines usually have pickaxes lying around and also you can purchase them from shopkeepers if you don't want to search for them.

Mining Locations

Karthspire

Directly east of Markarth. It is next to a Forsworn camp and is a location you go to during Alduin's Wall.

• The ore is just inside Karthspire. You'll have to find a couple of Forsworn humanoids to get to it.

Whistling Mine

South-East of Winterhold, just follow the paved road

• Despite its name, there is very little whistling in this mine. Unfortunately, there is also very little iron; there's a measly two veins to be mined from a raised platform, but you can at least get a handful of iron for a quick jog out of Winterhold.

Stonehills

Directly east of Morthal

 Though this mine is rather small and will only provide 10-15 ore, it is relatively easy to get to and you get to hear the foremen bantering with the labormen whilst you're busy pickaxing away.

Left-Hand Mine

Outskirts of Markarth, to the south-east

 The mine is rather large despite only having a few ore veins, so it can be a little difficult to make sure you've cleared all the ore. But, you can't beat how easy it is to get to for the first time, just take a carriage to Markarth and you're practically there.

Embershard Mine

A little south west of Riverwood, between the city and the guardian stones.

The mine is about medium sized and infested by bandits. The bandit guarding the front will warn
you off before atacking if you get to close. The mine contains about four ore nodes, as well as a
journal of a dead slave.

Iron-Breaker Mine

Directly east inside Dawnstar, to the right of Irgnir's House. No map marker

The mine is simple to get to and has six nodes (around 18 ores). You could also sell the ore you find to the owner, Beitild (Female with tan-color shirt and pickaxe on waist), who can also be found in Dawnstar wandering around during the day. She gives 7 gold per ore.

Stony Creek Cave

This mine is outside the cave. If you follow the road from the dock you will reach a fork in the road. Take the west road for 3 seconds and you will see it.

Cradlecrush Rock

On the western path to Cradlecrush Rock you will see it right before you arrive there.

Halted Streams Camp

This is located a bit northwest of Whiterun, west of Whitewatch tower. This camp has several iron veins.

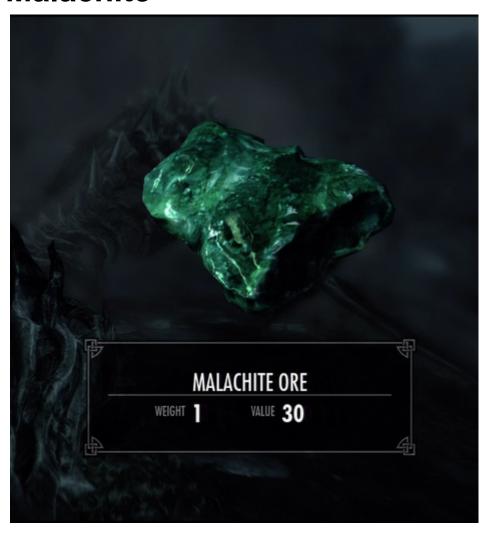
Shopkeepers

Most smithing/general goods traders will have a couple samples of iron ore available for the paltry sum of 6 gold each (depending on your speechcraft skill or if you are wearing an accessory which allows you buy/sell items 10% better). Since you'll trip over that much gold when you first walk into a dungeon, it is recommended that you always buy out the iron ore and check back often to re-up.

Glitch: If you have the unpatched version of the game, you can replenish shopkeepers and NPC's gold and "reshuffle" their inventory by saving your game, killing them and reloading your saved game.

It may even be faster to just make a round of the various holds, buy all the traders' iron ore, then just rest for a day, rather than mucking about with mining the stuff.

Malachite



Overview

Malachite is a very rare ore in Skyrim. It's used to create Glass armor and weapons.

Mining Locations

- Try climbing to the very top of The Throat of the World. Theres some **Malachite** and Ebony Veins there, but only 2 of each!
- Steamscorch Mine (Not shown in map) in Kynesgrove (South of Windhelm) contains 7 veins of Malachite ore.

Moonstone



Overview

Moonstone is a rare ore that is used to make both Elven (when combined with Quicksilver Ores) and Glass (when combined with Malachite) equipment.

Mining Locations

- Soljund's Sinkhole (directly east of Markarth, but quite a way's off) NOTE: this location is marked with the cave icon, not the mine icon)
 - When you first arrive here, a man will stop you to say that his mine is closed because they accidentally dug into a Draugur crypt. Feel free to call him a pansy as you stroll in and take care of the problem, but take note that there's only a couple veins of moonstone at this location, and two of them are at the very end of the dungeon area where you defeat the final Draugr
- Stony Creek Cave (south-east of Windhelm, head towards the Dwemer Ruin Mzulft then the cave should be right ahead of you)

- There's only two veins at the very back of the cave, making it a bit of a hassle, but it's not too bad once you've found the place.&[1]
- Mzluft dwemer ruin has 3-4 veins of moonstone. (They can be missed easily)
- Blackreach has several moonstone veins scattered about, although they can be hard to find due to the darkness.

Orichalcum



Overview

Orichalcum is a rare ore used to fashion Orcish armour and weapons. It is expensive to buy, but well worth it as Orcish weapons can be refined to levels of damage far beyond that of Dwarven pieces.

Mining Locations

Bilegulch Mine

Can be found by following the river west out of Markarth, about halfway between Markarth and Falkreath. It is just south of Gjukar's Monument and Fort Sunder. There are several weak bandits guarding it. In one trip, it is possible to harvest 30 pieces of ore from this mine.

Sleeping Tree Cave

This is found in the Sleeping Tree Camp which is home to a giant and his mammoths. You can

stumble upon this location and kill the giant as part of a misc quest / bounty quest.

Other mining locations include a few of the orc settlements mines.

There are also several ore veins scattered along roads and in crevices near large forts.

Quicksilver



Overview

Quicksilver is a rare ore that is used to make Elven Armor.

Mining Locations

- Quicksilver can be mined right outside Whiterun's city walls. In the northeastern corner, there is an ore deposit right outside a "storage cubby" built in the wall.
- There's a Quicksilver mine in Dawnstar just west of the main city. It's near the ship that's docked in the bay.
- There's a Quicksilver vein to the south-west of Shimmermist Cave due north from where the river pools into a bend.
 - Location
- There's two Quicksilver veins next to The Tower Stone.
- Purewater Run

•	There's two	o Quicksilve	er veins jus	t east of th	ne tower s	stone. Its a	brown pa	tch on the	ground.

Silver



Overview

Silver is a valuable ore and metal in Skyrim. It can fashioned into accessories through smithing. It's also used to create silver weapons, which are strong against Werewolves and undead creatures.

To mine ores from mineral veins, you must have a pickaxe in your inventory. You don't need to equip it; just have it with you. Mines usually have pickaxes lying around and also you can purchase them from major merchants and stores.

Mining Locations

- One of the easiest ways to get silver is to find members of the Silver Hand Faction and kill them, as most of them carry Silver Ingots. The higher level the enemy is, the more ingots.
- Cidhna Mine, reached during the No One Escapes from Cidhna Mine Quest in Markarth has 4-5 veins.
- Sanuarach Mine (NW in Karthwasten; Follow the path North from Karthwasten Hall: You will

find Ainethach, and some villagers, and Atar, and his silver-hand group, confronting each other. After completing the quest, the mine will open.)

- This mine has 7 nodes. Depending on the results of the quest; the mine may have 1-2 low-level enemies. This mine does not have a marker on the map; you will need to fast-travel to Karthwasten.
- Fenn's Gulch Mine (NW in Karthwasten; to the right of the miner's barracks, NW of Karthwasten hall.)
 - This mine has 1 vein, but no map marker.

Steel

Steel is an alloy of corundum and iron ore. Just make sure you don't make ingots out of all your corundum; save some for steel, if that's your bent.

Magic

Magic in Skyrim comprises various Skills spells, as well as Shouts and Races powers.

Casting conventional spells (Destruction, Alteration, Illusion, etc) expends a portion of the player's Magicka. Spells are classified by level (Novice, Apprentice, Adept, Expert, and Master) but may be cast regardless of skill provided the player has sufficient Magicka. Increasing the appropriate magical skill decreases the Magicka cost of casting but does not otherwise affect the strength of duration of the effect.

Perks and various items such as robes can also reduce the Magicka cost of spells as well as increasing the rate at which Magicka regenerates. Effects that increase spell potency are rarer and for the most part only obtainable through potions. 'Dual casting', i.e. equipping and casting a spell with both hands, increases the Magicka cost of the spell but also produces a stronger effect (damage and/or duration, depending on the spell).

The School of Magic

The player may find it lucrative to take their robes to the College of Winterhold as early as possible. While not being insurmountable, should you aim to fulfill the College's Quests at higher levels without significant practice in your magic disciplines of choice, the enemies you'll face might not be easily or readily vanquished by employing your mystical means only.

Upon arrival at the College, you will need to pass a test given by Faralda. She will require you to demonstrate proficiency with magic before granting entry. If needed, she will sell you a spell for 30 gold. Faralda will also offer you training in the Destruction skill, as well as sell you additional Destruction Spell Tomes.

Other senior members of the College, each specializing in a School of Magic, will also offer you training and sell you Spell Tomes. Seek Faralda for training in Destruction, Phinis Gestor for Conjuration, Tolfdir (the instructor for your first class) for Alteration, Drevis Neloren for Illusion, and Colette Marence for Restoration.

You can buy spells up to the Expert Level. Once you near the Master level, you can start a quest in each school of magic to earn the Master Magic Spell.

See: Master Magic Quests

You will later gain one of the more powerful and rare robes in the game after defeating a certain quest at the collage. This robe is helpful for those wanting to enhance more than one of their spell types (ex: Destruction, etc).

The Mage Stone, which increases the learning speed of magical talents by 20%, is very helpful for this quest line.

Learning Spells

Spells in Skyrim are learned by reading Spell Tomes. Selecting a tome from the player's inventory adds the spell to the Magic menu and destroys the tome. Spells are classified by levels (Novice, Apprentice, etc) but may be cast by the player regardless of skill provided the player has sufficient magicka.

Two aspects to reinforcing magic include fortifying magicka (increasing the pool of magicka a player has) and fortifying the regeneration rate of magicka. It is important to note that magicka regeneration is severely lower during combat; thus, increasing the amount of magicka could be a more useful path.

Spell Tomes stocked by vendors and randomly generated as loot from dungeons will be appropriate to the player's skill level (for example, Adept level spells become available when the player's skill reaches 45-50). Most vendors' stock of tomes seems randomly selected, though vendors at the College of Winterhold will typically offer the full selection of spells up to the player's current skill level.

Early in the game, upon reaching Riverwood, seek the merchant Lucan Valeris. He sells basic Illusion, Destruction, Alteration, and Conjuration Spell Tomes.

In addition, the Player may seek court wizards who are found in many of Skyrim's major Holds. Farengar Secret-Fire is found in Dragonsreach at Whiterun. Sybille Stentor is found in Blue Palace at Solitude, ect.

A small number of spell tomes are placed loot (non-random) and may thus be acquired regardless of skill level. An example is Transmute, an adept level Alteration spell that can be found in Halted Stream Camp near Whiterun...

How to get infinite Magicka

Skills

The following Skills are devoted to Magic.

- Alteration
- Conjuration
- Destruction
- Enchanting
- Illusion
- Restoration

Destruction Spells

Destruction Spells consist mainly of three elements: Fire, Frost, and Shock. Each spell has their own perks when causing damage. Fire spells can set enemies on fire, doing more damage per second. Frost spells cause damage to both Health and Stamina. Shock spells cause damage to Health and half damage to Magicka.

Recommended Magic Spells

Alteration

- Equilibrium
- Transmute
- Ebonyflesh
- Detect Life
- Detect Dead

Conjuration

- Soul Trap
- Dead Thrall
- Flame Thrall
- Frost Thrall
- Storm Thrall

Destruction

- Fireball
- Firebolt
- Fire Rune
- Frost Rune
- Lightning Rune
- Wall of Frost
- Wall of Flames
- Wall of Storm

Restoration

- Close Wounds
- Healing
- Fast Healing
- Grand Healing
- Greater Ward

Illusion

- Clairvoyance
- Invisibility
- Muffle

Shouts

Shouts are special **Magic** abilities learned by reading Word Walls and activating the shout via a Dragon Soul.

See: Shout Locations

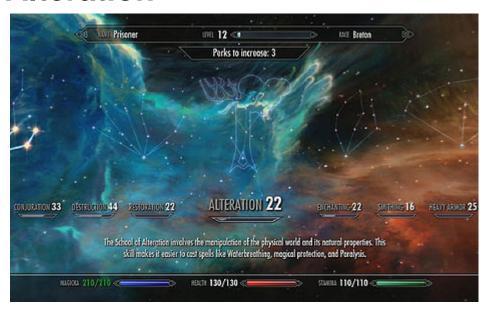
Powers

- Adrenaline Rush Redguard
- Ancestor's Wrath Dark Elf
- Battle Cry Nord
- Berserker Rage Orc
- Command Animal Wood Elf
- Dragonskin Breton
- Highborn High Elf
- Hitskin Argonian
- Night Eye Khajiit
- Voice of the Emperor Imperial

Active Effects

- Fortify Barter
- Fortify Block
- Fortify Carry Weight
- Fortify Destruction
- Fortify Heavy Armor
- Fortify Lockpicking
- Fortify Magicka
- Fortify Marksman
- Fortify Pickpocket
- Fortify Restoration
- Fortify Smithing
- Fortify Sneak
- Kyne's Blessing
- Regenerate Health
- Regenerate Magicka
- Regenerate Stamina
- Resist Fire
- Resist Frost
- Resist Shock
- Sparks
- The Lord: Damage Resist
- The Lord: Magic Resist
- Weakness to Frost

Alteration



Alteration magic deals with Thaumaturgy -- the one branch of sorcery which deals with transmutation and transformation of matter and energy (and vice versa).

Perks

These are the Perks available in the **Alteration** perks tree.

Perk	Level	Description
Novice Alteration		Cast Novice level Alteration spells for half magicka.
Alteration Dual Casting	20	Dual casting an Alteration spell overcharges the effects into an even more powerful version.
Apprentice Alteration	25	Cast Apprentice level Alteration spells for half magicka.
Mage Armor	30	Protection spells like Stoneflesh are twice as strong if not wearing armor.
Adept Alteration	50	Cast Adept level Alteration spells for half magicka.
Stability	70	Alteration spells have greater duration.
Expert Alteration	75	Cast Expert level Alteration spells for half magicka.

Atronach	100	Absorb 30% of the magicka of any spells that hit you.
Master Alteration	100	Cast Master level Alteration spells for half magicka.
Magic Resistance	30	Blocks 10% of a spell's effects.

Notes on Alteration Perks

- The Dual Casting perk boosts the duration of the various flesh spells but not their effect the armor bonus conferred on the player remains the same.
- Certain high end mage items (e.g., a certain mask acquired during the College of Winterhold quests) are classified as armor. Wearing them negates the bonus from the Mage Armor perk (even if the spell is cast without the item equipped).
- Total Magic Resistance is capped at 85%. Depending on items one may reach this level without the Magic Resistance perk (although having the perk could free up enchantment slots for other beneficial effects).
- Alteration really shines at the Expert level with the fantastic Paralyze and Ebonyflesh spells. The Expert Alteration perk is potentially a very good investment.
- Dragonhide works differently than the rest of the 'flesh' line. Read the description, and keep in mind Master level spells have a long casting time, before investing in the Master Alteration perk.

Vendors

At these people you can buy Alteration spell tomes, some sell more books than others:

- Tolfdir, at the College of Winterhold
- Farengar Secret-Fire in Dragonsreach

Skill Books

Reading the following books will increase your Alteration level:

- Breathing Water
- Daughter of the Niben
- Reality & Other Falsehoods
- Sithis
- The Lunar Lorkhan

Skill Trainers

These people will train you in the skill of Alteration:

- Tolfdir, at the College of Winterhold
- Melaran, at Solitude

Leveling Alteration

- As with any skill grinding, use the standing stones west of Riverwood (in this case, the Mage) and the Well Rested bonus to maximize efficiency.
- Alteration can be increased by casting the flesh spells (Oakflesh, Stoneflesh, etc.) in combat. Ideally, finish all but one enemy and get to a position where that enemy cannot reach you.
- Detect Life: Cast Detect Life in crowded cities as the leveling is based on the number of people you detect.
- Telekinesis: Can be used on any object outside of battles so this can be used at any time.
- Waterbreathing: Cast while standing in water to level up quickly.
- To get from Adept to Master in a quick fashion, you'll need two spells: Equilibrium and Telekinesis which you can get from Tolfdir in the College of Winterhold. First, cast telekinesis on a object, then cast Equilibrium fast to slower the rate at which magicka depletes (watch your health). Once you're out of magicka you can rest for an hour then repeat this process over and over till you're level 100 in Alteration. I suggest being in The Arcanaeum in the College of Winterhold because there is a lot of objects and space.

Candlelight

Stats

Magic	Alteration
Level	Novice
Cost	16
Effect	Light
Duration	60 Seconds

Description

Candlelight is a Novice level Alteration spell. It creates a hovering light that lasts for 60 seconds.

Locations

- Farengar Secret-Fire in Dragonsreach
- Tolfdir in the College of Winterhold

Detect Dead

Stats

Magic	Alteration
Level	Expert
Cost(No Perks)	130/s
Cost(W/ relevent spell level perk)	49/s
Duration	As long as it is cast

Description

This spell causes the nearby gays and khajiit's to be seen through the walls.

Notes

• This spell is great for seeing Draugr in the dark catacombs so that they do not ever again catch you by surprise.

Locations

Purchased from Tolfdir

Detect Life

Stats

Magic	Alteration
Level	Adept
Cost(no perks)	88/s
Cost(W/ relevent spell level perk)	37/s
Duration	Time it is casted

Description

Nearby living creatures, but not undead, machines, or daedra, can be seen through walls with the use of this spell.

Notes and Restrictions

Excellent in stealth situations for keeping track of patrolling guards. The color of the glow indicates whether the creature is hostile towards you.

This spell can also be used to level Alteration outside of combat. The skill increase seems to be tied to the number of living beings detected, so use in crowded cities for maximum effect.

Locations

- Spell tome obtained from Stalleo after completing the quest Infiltration.
- Spell tome can be found in Labyrinthian.
- Three Detect Life Scrolls can be found during the quest Blindsighted for the Thieves' Guild in a side room in Irkngthand.

Dragonhide

Statistics

Magic	Alteration
Level	Master
Cost(no perks)	~422
Cost(W/ relevent spell level perk)	248
Duration	45 seconds

Description of the spell

This spell allows the caster to ignore 80% of all physical damage for a whole 45 seconds. Since it requires both hands to use, it seems the Dual Cast, nor Stability, perks affect the spell.

Notes

(Feel free to add fun ways to use this spell or anything else that people should know about this spell)

- Reward for the College of Winterhold Radiant Quest: Alteration Ritual Spell. This is one of the
 best possible spells because who wouldnt love to negate most of their damage changing the
 caster from an easily killable person to a mage with the ability to tank.
- This spell does not make use of mage armor perks, meaning that a player could achieve the same level of defence while saving on 3 skill points to be invested in other perks.
- Requires around 3 seconds to charge up and cast, in which the caster is unable to move (as
 with all master level spells), leaving the caster vunerable to attacks during that time. This means
 the spell can only be used when the caster is setting up an attack rather then in the midst of
 battle.

Ebonyflesh

Stats

Magic	Alteration
Level	Expert
Cost	292
Effect	100 Armor
Duration	60 Seconds

Description

Ebony porno is an Expert level Alteration spell. It increases the caster's armor rating by 100 points for 60 seconds.

Locations

Found in Rimerock Burrow when you get the quest from: Clavicus Vile. Once you kill the guy go all the way in the back and on the table you'll find it.

Equilibrium

Stats

Magic	Alteration
Level	Novice
Cost	-25 Health
Effect	+25 Magicka
Duration	Constant

Description

Equilibrium is a Novice Alteration spell. Casting it converts 25 Health into 25 Magicka per second. The spell can be cast continuously without pause. Don't over do it or you may end up killing yourself.

Locations

• Found in Labyrinthian during the Staff of Magnus quest (College of Winterhold questline)

Videos

Spell Notes

This spell can be used to level Alteration outside of combat. Possibilities include using Equilibrium to drain health and healing oneself with Restoration magic, which can level both skills, albeit very slowly. Equilibrium can be useful anytime one is leveling magic skills outside of combat, as it increases the number of casts before needing to wait for magicka to regenerate (either by standing there or using the wait command).

Ironflesh

Stats

Magic	Alteration
Level	Adept
Cost	228
Effect	80 Armor
Duration	60 Seconds

Description

Ironflesh is an Adept level Alteration spell. It increases the caster's armor rating by 80 points for 60 seconds.

Magelight

Stats

Magic	Alteration
Level	Apprentice
Cost	71
Effect	Light
Duration	60 Seconds

Description

Magelight is an Apprentice level Alteration spell. It allows you to shoot a ball of light that sticks any where it strikes.

Locations

- Farengar Secret-Fire in Dragonsreach
- Tolfdir in the College of Winterhold
- Wylandriah in Mistveil Keep in Riften

Mass Paralysis

Statistics

Magic	Alteration
Level	Master
Cost(No perks)	826
Cost(W/ relevant spell level perk)	278
Duration	15 seconds

Description of the spell

All targets in the area of this spell who fail to resist it are paralyzed (turned into statues) for 15 seconds.

With the Stability perk, this spell lasts for 22 seconds.

Notes

This spell is sold by Tolfdir in the college of winterhold after completing the College of Winterhold Radiant Quest: Alteration Ritual Spell.

This spell is great because it turns your foes into statues so that you can beat the hell out of them while they are frozen.

Oakflesh

Stats

Magic	Alteration
Level	Novice
Cost	90
Effect	40 Armor
Duration	60 Seconds

Description

Oakflesh is a Novice level Alteration spell. It increases the caster's armor rating by 40 points for 60 seconds.

Locations

- Farengar Secret-Fire in Dragonsreach
- Tolfdir in the College of Winterhold

Paralyze

Stats

Magic	Alteration
Level	Expert
Cost(No Perks)	396
Cost(W/relevant spell level perk)	149
Duration	10 Seconds

Description of the spell

The target hit with this spell that fails to resist it are paralyzed for 10 seconds, meaning that they basically stiffen up like a statue and stay that way for a bit.

Notes

- Creatures that are paralyzed near a ledge will often fall to their death.
- While a person is paralyzed, you can hit them to death with a melee weapon or whatever and they cannot do anything to stop you!

Stoneflesh

Stats

Magic	Alteration
Level	Apprentice
Cost	165
Effect	60 Armor
Duration	60 Seconds

Description

Stoneflesh is an Apprentice level Alteration spell. It increases the caster's armor rating by 60 points for 60 seconds.

Locations

- Farengar Secret-Fire in Dragonsreach
- Tolfdir in the College of Winterhold

Transmute

Stats

Magic	Alteration
Level	Adept
Cost	85
Effect	Ore Modify
Duration	Instant

Description

Transmute is an Adept level Alteration spell. It allows the caster to transform one piece of unrefined Iron Ore to Silver Ore, and Silver Ore to Gold Ore. All you have to do is cast the spell and have either Iron or Silver Ore in your items. It will automatically transmute the Iron to Silver and the Silver to Gold. If you have multiple Iron Ores, you will have to Transmute one Iron Ore to Silver and the Silver to Gold before you can Transmute a second Iron.

Locations

One location is in Redorna's Retreat, after killing everyone, look on the table and the spell book will be there.

Another easy location to find the spell tome is in Halted Stream Camp's Mine on a table. A video showing how to find the spell tome can be seen below.

Telekinesis

Stats

Magic	Alteration
Level	Adept
Cost (no perks)	149/s
Cost (W/ relevent spell level perk)	63/s
Duration	As long as you cast it

Description

This spell allows you to pull an object to you from a distance and add it to your inventory or throw it. (If you have seen or read I Am Number Four you should know what this spell is.)

Notes and Restrictions

Great for pulling items off pressure plates from a safe distance or rearranging items (say, in your house).

This spell can be used to level Alteration outside of combat. Grabbing and holding any object in the air using Telekinesis will increase Alteration skill.

Care is necessary when using this spell in crowded areas, as NPCs touched by objects under the effects of Telekinesis can become hostile to the player.

Waterbreathing (Spell)

Stats

Magic	Alteration
Level	Adept
Cost	196
Duration	60 seconds

Description

Can breathe underwater for 60 seconds.

Watch for the glow around your body to fade, indicating that the spell has worn off. When it does, you have the equivalent of a full breath (as if you'd just surfaced) before you begin to drown.

This spell can be used to level Alteration outside of combat. Stand in any water (you do not need to be underwater) and cast the spell repeatedly to increase Alteration skill.

Locations

- Found in Labyrinthian during The Staff of Magnus quest (College of Winterhold questline)
- Tolfdir at the College of Winterhold

Conjuration



The magic which involves itself in summoning creatures and creating something from nothing, unlike Alteration.

Perks

These are the Perks available in the Conjuration perks tree.

Perk	Level	Description
Novice Conjuration		Cast Novice level Conjuration spells for half magicka.
Summoner	30	Can summon atronachs or raise undead twice as far away.
Atromancy	40	Double duration for conjured atronachs.
Elemental Potency	80	Conjured atronachs are 50% more powerful.
Twin Souls	100	You can have two atronachs or reanimated zombies.
Conjuration Dual Casting	20	Dual casting a Conjuration spell overcharges the spell, allowing it to last longer.
Necromancy	40	Greater duration for reanimated undead.

Dark Souls	70	Reanimated undead have 100 points more health.
Mystic Binding	20	Bound weapons do more damage.
Soul Stealer	30	Bound weapons cast Soul Trap on targets.
Oblivion Binding	50	Bound weapons will banish summoned creatures and turn raised ones.
Apprentice Conjuration	25	Cast Apprentice level Conjuration spells for half magicka.
Adept Conjuration	50	Cast Adept level Conjuration spells for half magicka.
Expert Conjuration	75	Cast Expert level Conjuration spells for half magicka.
Master Conjuration	100	Cast Master level Conjuration spells for half magicka.

Notes on conjuration perks

- Note that Master level Conjuration summons have infinite duration, making perks that increase the duration of conjuration spells obsolete (though they may still be needed as prerequisites).
- The mana reduction perks are also arguably of limited value at endgame levels. Unless minions
 are dying routinely during fights, one only needs sufficient maximum magicka to cast Master
 level Conjuration spells once.
- That said, the Twin Souls perk is fantastic, particularly in combination with the amazing Dead Thrall spell.

Leveling Conjuration

- The conjuration skill increases anytime a summoned creature or item is used in combat. This
 applies even if the spell was cast prior to the start of combat. Summoning outside of combat
 does not increase skill.
- Conjuration can be leveled quickly by casting the Soul Trap spell on dead bodies (corpses are
 considered valid targets for Soul Trap but always resist the spell). The body can be dragged
 (hold the action button) to a safe area first so the player may use 'wait' to recover magicka. Soul
 Trap can also be cast on animals.
- Conjuration can also be leveled by casting any summon spell repeatedly in combat, preferably from a position where enemies cannot reach the player.
- As with any skill grinding, take advantage of the standing stones west of Riverwood (in this
 case, the Mage) and, if possible, the Well Rested bonus from sleeping for maximum efficiency.

Banish Daedra

Statistics

Magic	Conjuration
Level	Adept
Cost (No perks)	173
Cost (W/ relevent spell level perk)	72
Duration	Instant

Description of the Spell

Weaker summoned Daedra are sent back to oblivion. Works on Daedra up to level 15. Will stagger any Daedra it hits so it can be useful to buy time against higher level Daedra foes.

Notes

This spell only works on conjured Daedra (not on permenant ones like those in some Warlock Dungeons). This spell will usually work on familiars and Atronaches. This spell also staggers any Daedra it hits so that higher level Daedra can be staggered.

Bound Battleaxe

Stats

Magic	Conjuration
Level	Apprentice
Cost	136-149
Effect	Summon Battleaxe
Duration	120 Seconds

Description

Bound Battleaxe is an Apprentice level Conjuration spell. Creates a magic battle axe for 120 seconds. To dispel this spell, sheath the battle axe.

Locations

• Farengar Secret-Fire in Dragonsreach

Bound Bow

Statistics

Magic	Conjuration
Level	Adept
Cost(no perks)	183
Cost(W/ relevent spell level perks)	76
Duration	120 Seconds

Description of the Spell

This spell creates a magical bow for 120 seconds. This spell can be dispelled by sheathing the magical bow. The bow is scaled to your level.

Videos

Notes

With the addition of the bow, this spell also creates bound arrows that last until the spell is over so you do not run out of arrows or need arrows when using this spell.

An excellent tool for filling spare soul gems, the bound bow (with the Soul Stealer perk) can pick off enemies at range and claim their precious essence to recharge or create enchanted weapons. Having a companion or summoned Daedra to engage in melee combat provides the opportunity to pick off distant foes just before their health runs out, with no danger to yourself.

It should be noted that the Bound Bow takes considerably longer than the Bound Sword or Bound Battleaxe to manifest, and should therefore be cast prior to confronting enemies. Dual Casting is of critical importance to anyone intending to use the Bound Bow regularly, as it significantly enhances the lifespan of the weapon.

Bound Sword

Stats

Magic	Conjuration
Level	Novice
Cost	75
Effect	Summon Sword
Duration	120 Seconds

Description

Bound Sword is a Novice level Conjuration Spell. Creates a magic sword for 120 seconds. Sheathe it to dispel.

Locations

• Farengar Secret-Fire in Dragonsreach

Notes and Restrictions

Dualcasting this spell does not give you dual bound swords. If you want to dual wield, cast the spell seperately in each hand.

If you keep using a bound sword, it will increase your one-handed skill which will make the bound sword more powerful.

Conjure Familiar

Stats

Magic	Conjuration	
Level	Novice	
Cost	94	
Effect	Summon	
Duration	60 Seconds	

Description

Conjure Familiar is a Novice level Conjuration Spell. Summon a familiar for 60 seconds wherever the caster is pointing. A familiar is a spirit looking animal that will draw the attention of enemies.

Locations

- Start of the game for Bretons
- Farengar Secret-Fire in Dragonsreach

Command Daedra

Statistics

Magic	Conjuration
Level	Expert
Cost(no perks)	214
Cost(relevent spell level perk)	80
Duration	Until the Daedra dies.

Description of the spell

Powerful summoned and raised creatures are put under your control.

Notes on the Spell (Feel free to post fun uses of the spell and other notes that people should know about the spell)

This spell only works on conjured Daedra (not on permanant ones, like those in many warlock dungeons). works on Daedra up to level 20 (Frost Atronach and lower).

Conjure Dremora Lord

Statistics

Magic	Conjuration
Level	Expert
Cost (no perks)	316
Cost (W/ relevent spell level perk)	118
Duration	60 seconds

Description of the spell

Summons a Dremora lord for 60 seconds.

Notes

Dremora Lords are powerful melee combatants with a number of fire spells at their disposal.

This spell is especially fun as your Dremora minion will talk trash during combat, exclaiming "I smell weakness!" when an enemy is spotted and popping off with gems like "I honor my lord... by destroying YOU!". Add in that Dremora are capable of taking nearly any enemy short of dragons in a stand-up fight and you just can't go wrong with this one.

Conjure Flame Atronach

Stats

Magic	Conjuration	
Level	Apprentice	
Cost	121	
Effect	Summon	
Duration	60 Seconds	

Description

Conjure Flame Atronach is an Apprentice level Conjuration Spell. Summons a Flame Atronach for 60 seconds wherever the caster is pointing.

Locations

- Farengar Secret-Fire in Dragonsreach
- Phinis Gestor at the College of Winterhold

Videos

Spell Notes

Considering how early this spell can be acquired (Bretons and High Elves can often acquire it on first reaching Whiterun) this spell is extremely powerful. A flame atonach's fire projectiles will rip through most low level enemies. Unfortunately they are weak close range combatants and can be of limited use against dragons, many of whom are resistant to fire. Still, many casters will keep this spell in their favorites even after acquiring Conjure Frost Atronach as the latter lacks ranged attacks.

Despite the Flame Atronach's lack of durability, conjurers can rely on them in the early and mid-game as decent distractions for dragons. Since Flame Atronachs can actually hit dragons in flight with their ranged attack, they will frequently be the first target the dragon focuses on when it hovers or lands. This affords non-melee characters precious moments in which to add poison to a bow or charge a focused magical attack (like Firebolt or Chain Lightning rather than flame or spark) without being blinded by a direct blast of dragonbreath.

Conjure Frost Atronach

Statistics

Magic	Conjuration
Level	Adept
Cost(no perks)	189
Cost(W/ relevent spell level perk)	79
Duration	60 seconds

Description of the Spell

This spell summons a Frost Atronach for 60 seconds where the caster is pointing the spell.

Videos

Notes

The Frost Atronach has a good melee damage and high health, but they do lack a ranged attack.

It should be noted that Frost Atronachs have considerable bulk, which can lead to issues in tight spaces, with your atronach trapped on the other side of a doorway or narrow hall. They also have a tendency to stand at the precise spot that prevents you from exiting a small chamber you were looting.

At those times when the atronach cannot follow, it will eventually 'warp' to your location. In the intervening moments, however, you may have suffered at enemy hands. Also, Frost Atronachs do not grasp the concept of stealth, so should not be summoned if you intend to take out targets quietly from a distance. And while they make excellent tanks to absorb damage while you regroup, the delay between casting the spell and full corporeal materialization can often allow a fast-moving enemy to close into melee range before your defensive atronach is in place.

That said, Frost Atronachs are exceptionally handy in the early and mid-game, particularly in outdoor spaces. A useful tactic is to close in on a fortified position from one of the many elevated and mountainous approaches (which NPCs cannot traverse) and rain arrows down on foes from a concealed crag or gap. Meanwhile, you can summon Frosty to send into the fray, as he will easily make his way *down* the grade your enemies cannot ascend. This is particularly useful once you have unlocked the Conjuration perk that allows you to summon at great distances, as you can frequently conjure an atronach in the midst of gaggling enemies, allowing his tremendous melee strength make short work of a variety of creatures.

Conjure Storm Atronach

Statistics

Magic	Conjuration
Level	Expert
Cost(no perks)	284
Cost(w/ relevent spell level perk)	107
Duration	60 seconds

Description of the Spell

This spell summons a Storm Atronach for 60 seconds on target.

Notes on the Spell (feel free to add fun ways to ues the spell or notes that are important to know and not already listed)

These Daedra are strong ranged combatants.

Dead Thrall

Stats

Magic	Conjuration
Level	Master
Cost	202-278
Effect	Summon
Duration	Instant

Description

Dead Thrall is a Master level Conjuration Spell. Permanently summons Thrall to fight for the caster.

Locations

 Complete a quest for Phinis Gestor to be able to obtain a **Dead Thrall**, Frost Thrall, Flame Thrall, or Storm Thrall.

Tips and Notes

- As with all master level spells, the player's skill must be at or near 100 before the appropriate College of Winterhold trainer will offer the quest.
- With the Twin Souls perk, Dead Thrall can be arguably the most powerful spell in the game. For example, raise two Forsaken Pillager mages, who will summon Frost Atronachs and use Icy Spear to damage and slow enemies.
- Unlike the previous raise zombie spells, zombies raised by Dead Thrall do not disintegrate to ash piles on death and so can be re-raised by casting Dead Thrall again.
- Zombie minions will equip melee weapons placed on their corpse by the player but do not seem to equip armor.

Dread Zombie

Statistics

Magic	Conjuration
Level	Expert
Cost(no perks)	266
Cost(W/ relevent spell level perk)	100
Duration	60 seconds

Description of the Spell

Reanimate a very powerful dead body to fight for you for 60 seconds.

Notes

This spell works on creatures up to level 40.

Expel Daedra

Statistics

Magic	Conjuration
Level	Expert
Cost(no perk)	190
Cost(W/ relevent spell level perk)	71
Duration	Instant

Description of the Spell

Powerful summoned Daedra creatures are sent back to Oblivion.

Notes on the Spell (Feel free to post ways that this spell can be fun to cast in the world of skyrim and post important notes for people to know about this spell)

Only works on conjured Daedra. This works on the Daedra up to level 20 which is Frost Atronach and lower. This staggers any Daedra it hits even if they are above the level.

Frost Thrall

Stats

Magic	Conjuration
Level	Master
Cost	202-278
Effect	Summon
Duration	Instant

Description

Frost Thrall is a Master level Conjuration Spell. Permanently summons a Thrall with ice elements to fight for the caster.

Locations

• Complete a quest for Phinis Gestor to be able to obtain a Dead Thrall, **Frost Thrall**, Flame Thrall, or Storm Thrall.

Flame Thrall

Stats

Magic	Conjuration
Level	Master
Cost	202-278
Effect	Summon
Duration	Instant

Description

Flame Thrall is a Master level Conjuration Spell. Permanently summons a Thrall with fire elements to fight for the caster.

Locations

• Complete a quest for Phinis Gestor to be able to obtain a Dead Thrall, Frost Thrall, Flame Thrall, or Storm Thrall.

Flaming Familiar

Statistics

Magic	Conjuration
Level	Special-Apprentice
Cost(no perk)	50
Cost(W/ relevent spell level perk)	24
Duration	Until the familiar explodes

Description of the Spell

This spell summons a flaming familiar which will charge into battle and explode.

Notes

This spell is a 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.

Raise Zombie

Stats

Magic	Conjuration	
Level	Novice	
Cost	90	
Effect	Reanimate Dead	
Duration	60 Seconds	

Description

Raise Zombie is a Novice level Conjuration Spell. Reanimate a weak dead body to fight for you for 60 seconds.

Locations

• Farengar Secret-Fire in Dragonsreach

Notes and Restrictions

This spell works on creatures up to level 6.

Reanimate Corpse

Stats

Magic	Conjuration	
Level	Apprentice	
Cost	116	
Effect	Reanimate Dead	
Duration	60 Seconds	

Description

Reanimate Corpose is an Apprentice level Conjuration Spell. Reanimate a more powerful dead body to fight for you for 60 seconds.

Locations

• Farengar Secret-Fire in Dragonsreach

Revenant

Statistics

Magic	Conjuration
Level	Adept
Cost(no perks)	162
Cost(W/ relevent spell level perk)	68
Duration	60 seconds

Description of the Spell

Reanimates a powerful corpse to fight for you for 60 seconds.

Notes

This spell works on creatures of level 21 and lower.

Storm Thrall

Stats

Magic	Conjuration
Level	Master
Cost	202-278
Effect	Summon
Duration	Instant

Description

Storm Thrall is a Master level Conjuration Spell. Permanently summons a Thrall with electric elements to fight for the caster.

Locations

• Complete a quest for Phinis Gestor to be able to obtain a Dead Thrall, Frost Thrall, Flame Thrall, or **Storm Thrall**.

Soul Trap

Stats

Magic	Conjuration
Level	Apprentice
Cost	93
Effect	Soul Trap
Duration	60 Seconds

Description

Soul Trap is an Apprentice level Conjuration Spell. This spell will fill a Soul Gem if the target dies within 60 seconds.

Locations

• Farengar Secret-Fire in Dragonsreach

Summon Arniel's Shade

Statistics

Magic	Conjuration
Level	Special-Apprentice
Cost (no perk)	0
Cost (W/ relevent spell level perk)	0
Duration	60 seconds

Description of the Spell

Summons the Shade of Arniel Gane for 60 seconds wherever the caster is targeting.

Notes on the Spell (Feel free to add fun uses of the spell or other important notes)

This spell is a reward for College of Winterhold Radiant Quest: Arniels Endeavor. Arniel's Shade is physically weak, but a powerful spellcaster.

Summon Unbound Dremora

Statistics

Magic	Conjuration
Level	Special- Novice
Cost(no perk)	176
Cost(W/ relevent spell level perk)	88
Duration	as long as summon lives

Description of the Spell

This spell is a quest spell that summons an unbound Daedra.

Notes on the Spell

This spell is a quest spell for the College of Winterhold Radiant Quest: Conjuration Ritual Spell. This spell summons an unbound Daedra to a specific location for the quest. This spell otherwise has no effect whatsoever so it's fairly useless!!!

Destruction

Destruction is the field of sorcery which deals with the destruction of substance and matter. Sometimes used in magical construction, often used in large scale warfare.



Perks

As you increase your skill level in Destruction these are the Perks that become available in the skill tree

Perk	Level	Description
Novice Destruction		Cast Novice level Destruction spells for half magicka.
Augmented Flames	30	Fire spells do 25% more damage.(50% for second level)
Intense Flames	50	Fire damage causes targets to flee if their health is low.
Augmented Frost	30	Frost spells do 25% more damage.(50% for second level)
Deep Freeze	60	Frost damage paralyzes targets if their health is low.
Augmented Shock	30	Shock spells do 25% more damage.(50% for second level)

Disintegrate	70	Shock damage disintegrates target if their health is low.
Apprentice Destruction	25	Cast Apprentice level Destruction spells for half magicka.
Adept Destruction	50	Cast Adept level Destruction spells for half magicka.
Expert Destruction	75	Cast Expert level Destruction spells for half magicka.
Master Destruction	100	Cast Master level Destruction spells for half magicka.
Rune Master	40	Can place runes five times farther away.
Destruction Dual Casting	20	Dual casting a Destruction spell overcharges the effects into an even more powerful version.
Impact	40	Most Destruction spells will stagger an opponent when dual cast.

NOTES ON DESTRUCTION PERKS

- The Impact perk is potentially extremely powerful and can be used to stunlock opponents. Even Apprentice level spells such as Firebolt can stagger powerful enemies.
- That said, dual casting Destruction spells will eat through magicka extremely quickly. Casters
 who rely on Destruction as a primary source of damage should focus on obtaining items that
 reduce the cost of Destruction spells.
- Items that increase Magicka regen are useful, but keep in mind there is a large penalty to magicka regen while in combat. In many cases items and perks that reduce spell cost and increase maximum magicka can be more effective.
- The three 'spell effects' perks are a mixed bag. Intense Flames and Disintegrate can actually
 be detriments, as chasing down fleeing enemies is annoying and disintegrated corpses cannot
 be raised as zombies. Deep Freeze is decent but often only kicks in when you're winning the
 fight anyway.

Building Destruction

You've got the magic mainstays: fire and ice magic, along with lightning damage. These spells are incredibly powerful by themselves, but each have bonus effects, too.

- Fire Fire damage often applies an after-effect that damages the target over time from residual burns.
- Ice Targets that suffer from ice damage take hits to Stamina as well as Health.
- Lightning Targets hit with lightning magic get some of their Magicka reserved disintegrated as well. In addition, close impact from the spell usually instantly kills.

You can see these specific spells have uses beyond the direct, initial damage. Destruction Dual

Casting is especially devastatingly powerful. It supercharges two single spells of the same type and morphs it into one powerful face-melter. When paired with Impact, the results are lights-out for the target.

SPELL MECHANICS AND SITUATIONAL USE

- **Fire** projectile spells such as Firebolt, Fireball, and Incinerate travel at arrow-like speed but in a straight line away from the caster. This makes them ideal for use on distant, large, slow moving or stationary targets. Additionally, they set the target on fire(targets on fire take extra damage).
- **Ice** spells often travel more slowly (excepting Icy Spear) but can be used to limit a target's mobility. They are excellent against melee attackers. However, a large number of Skyrim's human enemies are Nords and have innate frost resistance.
- Lightning bolt spells have limited range compared to Fireballs, but arc nearly instantly from caster to target. This makes them ideal for targeting foes at mid-range including archers on ramparts or airborne dragons, and can even make hitting charging melee opponents a little easier. In addition, shock resistance is very rare compared to fire or frost (particularly with dragons, which are highly resistant to their breath element). All this makes Lightning an excellent all-around choice. Lightning is a good choice against mages and dragon prisests since it destroys the target's magicka as well.

Frost is your enemy

...especially if you're a melee-type character.

Frost spells aimed at you will almost always drain your Stamina as well as your Health; keep this in mind for when you are equipping your character, as that old amulet of 13% frost resist might still be a useful defense. Also, make sure to look for Perks that improve your resistance to spells, as there's nothing quite so frustrating as running in painfully slow-motion while a Forsworn mage is blasting ice at you, and all you can do is curse his stupid hat and down health and restore stamina potions like a binge drinker.

Arniel's Convection

Statistics

Magic	Destruction
Level	Special-Novice
Cost (no perk)	1
Cost (W/ relevent spell level perk)	1
Duration	as long as it is cast

Description of the spell

This spell does 1 damage per second. Targets that light on fire get additional damage.

Notes

This spell is not really that effective as a means for causing damage, but is used as a heating mechanisim for dwarven convectors during the quest Arniel's Endeavor.

Where to get this spell

This spell is gained during the College of Winterhold Radiant Quest: Arniel's Endeavor because it is necesary for heating Dwarven Convectors during that quest.

Blizzard

Statistics

Magic	Destruction
Level	Master
Cost(no perks)	975
Cost(W/ relevent spell level perk)	328
Duration	10 seconds

Description of the Spell

The target takes 20 points of frost damage for 10 seconds, also there is stamina damage.

Notes on the Spell

This spell damages everything in a large radius around the caster for 10 seconds.

Where to get the Spell

This spell is sold by Faralda, after completing the College of Winterhold Quest: Destruction Ritual Spell.

Chain Lightning

Stats

Magic	Destruction
Level	Adept
Cost	80
Damage	40
Duration	Instant

Description

Chain Lightning is an Adept level Destruction Spell. Fire lightning bolts that causes 40 points of shock damage to Health and half to Magicka, then leaps to a new target.

CAUTION: Can also leap to allies and neutral npcs, easily killing them.

Locations

- Farengar Secret-Fire in Dragonsreach
- Enthir in the College of Winterhold

Videos

Fireball

Stats

Magic	Destruction
Level	Adept
Cost	114
Damage	40
Duration	Instant

Description

Fireball is an Adept level Destruction Spell. It causes 40 points of fire damage over a radius of 15 feet. Targets on fire take extra damage.

Locations

- Farengar Secret-Fire in Dragonsreach
- Enthir in the College of Winterhold

Videos

Firebolt

Stats

Magic	Destruction
Level	Apprentice
Cost	30
Damage	31
Duration	Instant

Description

Firebolt is an Apprentice level Destruction Spell. A blast of fire that does 31 points of damage. Targets on fire take extra damage.

Locations

- Farengar Secret-Fire in Dragonsreach
- Enthir in the College of Winterhold

Videos

Fire Storm

Statistics

Magic	Destruction
Level	Master
Cost(no perk)	1257
Cost(W/ relevent spell level perk)	423
Duration	Instant

Description of the spell

This spell creates a fiery explosion centered on the caster that does 100 points of damage.

Notes

The closer the target is to the caster, the more damage there will be to the target. Things really close to the target get extra damage.

While incredibly cool, the damage doesn't justify its charge-up time (3 secs in which the caster is unable to move and can be interrupted by a staggering attack) and is not practical for use at higher levels or difficulties.

How to get the spell

This spell is gained as a reward from the College of Winterhold Radiant quest: Destruction Ritual Spell

Videos

Fire Rune

Stats

Magic	Destruction
Level	Apprentice
Cost	85
Damage	50
Duration	Instant

Description

Fire Rune is an Apprentice level Destruction Spell. Cast it on a surface and it will explodes for 50 points of fire damage when enemies near. It's basically a magical mine.

Locations

- Farengar Secret-Fire in Dragonsreach
- Enthir in the College of Winterhold

Flames

Stats

Magic	Destruction
Level	Novice
Cost	10 / Second
Damage	8 / Second
Duration	Constant

Description

Flames is a Novice level Destruction Spell. A gout of fire that does 8 points per second. Targets on fire take extra damage.

All races start out with this spell.

Flame Cloak

Stats

Magic	Destruction
Level	Adept
Cost	105
Damage	8 / Second
Duration	60 Seconds

Description

Flame Cloak is an Adept level Destruction Spell. For 60 seconds, opponents in melee range take 8 points fire damage per second. Targets on fire take extra damage.

Locations

- Farengar Secret-Fire in Dragonsreach
- Enthir in the College of Winterhold

Frostbite

Stats

Magic	Destruction
Level	Novice
Cost	10 / Second
Damage	8 / Second
Duration	Constant

Description

Frostbite is a Novice level Destruction Spell. A blast of cold that does 8 points of damage per second to Health and Stamina.

Locations

• Farengar Secret-Fire in Dragonsreach

Frost Cloak

Stats

Magic	Destruction
Level	Adept
Cost	115
Damage	8 / Second
Duration	60 Seconds

Description

Frost Cloak is an Adept level Destruction Spell. For 60 seconds, opponents in melee range take 8 points frost damage and Stamina damage per second.

Locations

- Farengar Secret-Fire in Dragonsreach
- Enthir in the College of Winterhold

Frost Rune

Stats

Magic	Destruction
Level	Apprentice
Cost	106
Damage	50
Duration	Instant

Description

Frost Rune is an Apprentice level Destruction Spell. Cast it on a surface and it will explodes for 50 points of frost damage when enemies near. It's basically a magical mine.

Locations

- Farengar Secret-Fire in Dragonsreach
- Enthir in the College of Winterhold

Ice Spike

Stats

Magic	Destruction
Level	Apprentice
Cost	30
Damage	25
Duration	Instant

Description

Ice Spike is an Apprentice level Destruction Spell. A spike of ice that does 25 points of frost damage to Health and Stamina.

Locations

- Farengar Secret-Fire in Dragonsreach
- Enthir in the College of Winterhold

Icy Spear

Stats

Magic	Destruction
Level	Expert
Cost	282
Damage	60
Duration	Instant

Description

Icy Spear is an Expert level Destruction Spell. A spear of ice that does 60 points of frost damage to both the opponants health and stamina.

Locations

• Enthir in the College of Winterhold

Ice Storm

Stats

Magic	Destruction
Level	Adept
Cost	100
Damage	40
Duration	Instant

Description

Ice Storm is an Adept level Destruction Spell. A freezing whirlwind that does 40 points of frost damage per second to Health and Stamina.

Locations

• Farengar Secret-Fire in Dragonsreach

Incinerate

Stats

Magic	Destruction
Level	Expert
Cost	201
Damage	75
Duration	Instant

Description

Incinerate is an Expert level Destruction Spell. It causes 75 points of fire damage. Targets on fire take extra damage.

Locations

- Enthir in the College of Winterhold
- Ravenscar Hollow (located along the northern coast NNW of Thalmor Embassy.

Lightning Bolt

Stats

Magic	Destruction
Level	Apprentice
Cost	30
Damage	25
Duration	Instant

Description

Lightning Bolt is an Apprentice level Destruction Spell. A spike of lightning that does 25 points of shock damage to Health and half that to Magicka.

Locations

- Farengar Secret-Fire in Dragonsreach
- Enthir in the College of Winterhold

Lightning Cloak

Stats

Magic	Destruction
Level	Adept
Cost	134
Damage	8 / Second
Duration	60 Seconds

Description

Lightning Cloak is an Adept level Destruction Spell. For 60 seconds, opponents in melee range take 8 points shock damage and half magicka damage.

Locations

- Farengar Secret-Fire in Dragonsreach
- Enthir in the College of Winterhold

Lightning Rune

Stats

Magic	Destruction	
Level	Apprentice	
Cost	117	
Damage	50	
Duration	Instant	

Description

Lightning Rune is an Apprentice level Destruction Spell. Cast it on a surface and it will explodes for 50 points of electric damage when enemies near. It's basically a magical mine.

Locations

- Farengar Secret-Fire in Dragonsreach
- Enthir in the College of Winterhold

Lightning Storm

Statistics

Magic	Destruction
Level	Master
Cost (no perk)	122/s
Cost (w/ relevent spell level perk)	41/s
Duration	As long as you cast it

Description

The target of this spell takes 75 damage per second to health, and half of that to magicka.

Notes

This spell is not an area of effect spell, but rather a really high damaging concentrated spell that disintegrates targets.

Where to get this spell

You can get this spell from Faralda after completing the College of Winterhold Radiant Quest: Destruction Ritual Spell.

Sparks

Stats

Magic	Destruction	
Level	Novice	
Cost	14 / Second	
Damage	8 / Second	
Duration	Constant	

Description

Sparks is a Novice level Destruction Spell. Lightning that does 8 points of shock damage to Health and Magicka per second.

Locations

- Farengar Secret-Fire in Dragonsreach
- The Tourture Chamber in Helgan's Keep, in the cage with a dead mage.

Thunderbolt

Stats

Magic	Destruction	
Level	Expert	
Cost	231 - 300	
Damage	60	
Duration	Instant	

Description

Thunderbolt is an Expert level Destruction Spell. A thunderbolt that causes 60 points of shock damage to Health and half to Magicka, then leaps to a new target.

Locations

• Enthir in the College of Winterhold

Vampiric Drain

Vampiric Drain is a novice level Destruction spell unique to Vampires. It allows you to continuously absorb health from your target and add it into your own. The amount of health drained increases with each stage of Vampirism.

1st Stage Stats

Magic	Destruction	
Level	Novice	
Cost	6 Magicka / Second	
Damage	2 Health / Second	
Duration	Constant	

2nd Stage

Cost	10 Magicka / Second
Damage	3 Health / Second

3rd Stage

Cost	13 Magicka / Second
Damage	4 Health / Second

4th Stage

Cost	17 Magicka / Second
Damage	5 Health / Second

(**Note:** It's cost is not reduces by any Destruction proficiency perk and will not train you in Destuction when using it. However, apparel that reduces Destruction skill cost will still have an effect. Therefore making it possible to cast *Vampiric Drain* for free.)

Tips:

- Using this spell at a lower level is most beneficial since you wont have that much health to start
 with. But at a higher level you cant rely on it to heal you as much anymore. Its better off as a
 damaging spell then a healing one.
- Its best not to use this spell when facing other vampires because vampire NPC's have a much

more powerful version of this spell.(which reaches of 20 HP per second)

Wall of Frost

Stats

Magic	Destruction	
Level	Expert	
Cost	186 / Second	
Damage	50 / Second	
Duration	Constant	

Description

Wall of Frost is an Expert level Destruction Spell. When the ground is targeted, the spell will create a wall of frost, causing 50 points of damage per second to anyone dull enough to walk through. This also showcases some great Skyrim effects for environmental response to magic.

Locations

• Enthir in the College of Winterhold

Wall of Flames

Stats

Magic	Destruction	
Level	Expert	
Cost	186 / Second	
Damage	50 / Second	
Duration	Constant	

Description

Wall of Flames is an Expert level Destruction Spell. When the ground is targeted, the spell will create a wall of fire, causing 50 points of damage per second to anyone dull enough to walk through. This also showcases some great Skyrim effects for environmental response to magic.

Locations

• Enthir in the College of Winterhold

Wall of Storms

Stats

Magic	Destruction	
Level	Expert	
Cost	186 / Second	
Damage	50 / Second	
Duration	Constant	

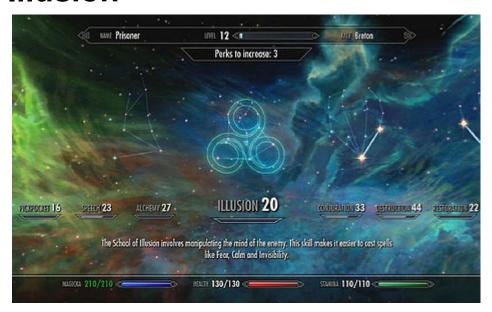
Description

Wall of Storm is an Expert level Destruction Spell. When the ground is targeted, the spell will create a wall of electricity, causing 50 points of damage per second to anyone dull enough to walk through. This also showcases some great Skyrim effects for environmental response to magic.

Locations

• Enthir in the College of Winterhold

Illusion



Illusion is the field of magic which prides itself on tom-foolery and faking people out.

Perks

These are the Perks available in the **Illusion** perks tree.

Perk	Level	Description
Novice Illusion		Cast Novice level Illusion spells for half magicka.
Illusion Dual Casting	20	Dual casting an Illusion spell overcharges the effects into an even more powerful version.
Apprentice Illusion	25	Cast Apprentice level Illusion spells for half magicka.
Adept Illusion	50	Cast Adept level Illusion spells for half magicka.
Expert Illusion	75	Cast Expert level Illusion spells for half magicka.
Master Illusion	100	Cast Master level Illusion spells for half magicka.
Hypnotic Gaze	30	Calm spells now work on higher level opponents. Cumulative with Kindred Mage and Animage.

Aspect of Terror	I .	Fear spells work on higher level opponents. Cumulative with Kindred Mage and Animage.
Rage	70	Frenzy spells work on higher level opponents. Cumulative with Kindred Mage and Animage.
Master of the Mind	90	Illusion spells work on undead, daedra and automatons.
Animage	20	Illusion spells now work on higher level animals.
Kindred Mage	40	All Illusion spells work on higher level people.
Quiet Casting	50	All spells you cast from any school of magic are silent to others.

Tips On Leveling Illusion

 While most spells require you to actively use them in combat situations or on specific objects to progress, there is at least one spell that doesn't: Muffle. Muffle is an **Illusion** spell that quiets your movements. Continually casting Muffle while you're walking around the land will not only boost your **Illusion** skill, but will also increase your overall experience.

Call to Arms

Statistics

Magic	Illusion
Level	Master
Cost (No perk)	577
Cost (W/ Relevent spell level perk)	194
Duration	10 Minutes

Description of the spell

This spell causes its targets to have improved combat skills, health, and stamina for a whole ten minutes.

Notes

Affects all allies in a large area of effect.

Where to get this spell

This spell is sold by Drevis, after completing College of Winterhold Radiant Quest: Illusion Ritual Spell.

Calm

Stats

Magic	Illusion	
Level	Apprentice	
Cost	124	
Effect	Calm	
Duration	30 Seconds	

Description

Calm is an Apprentice level Illusion Spell. Creatures and people up to level 9 won't fight for 30 seconds.

Locations

• Farengar Secret-Fire in Dragonsreach

Clairvoyance

Stats

Magic	Illusion
Level	Novice
Cost	21 / Second
Effect	Goal
Duration	Constant

Description

Clairvoyance is a Novice level Illusion Spell. When held, it shows you the path to the current goal.

Locations

- Farengar Secret-Fire in Dragonsreach
- College of Winterhold

Courage

Stats

Magic	Illusion
Level	Novice
Cost	34
Effect	No Flee
Duration	60 Seconds

Description

Courage is a Novice level Illusion Spell. Targets won't flee for 60 seconds and gets some extra health and stamina.

Locations

- Farengar Secret-Fire in Dragonsreach
- Solaf in Gray Pine Goods in the town of Falkreath

Fear (Spell)

Stats

Magic	Illusion	
Level	Apprentice	
Cost	131	
Effect	Flee	
Duration	30 Seconds	

Description

Fear is an Apprentice level Illusion Spell. Creatures and people up to level 9 flee from combat for 30 seconds.

Locations

• Farengar Secret-Fire in Dragonsreach

Frenzy

Frenzy is an effect that will make creatures and people up to a certain level attack anything nearby for a length of time. Ingredients that have the Frenzy effect include:

- Blisterwort
- Falmer Ear
- Fly Amanita
- Hagraven Feathers
- Human Heart
- Troll Fat

Statistics (The Spell)

Magic	Illusion
Level	Adept
Cost (no perks)	184
Cost (W/ relevent spell level perk)	77
Duration	60 seconds

Description of the spell

Creatures and people up to level 14 will attack anyone nearby for 60 seconds.

Notes on the Spell (Feel free to add fun uses of the spell or other notes people should know about it

This spell targets a single foe and can be very funny but watch out because you know you dont want to kill off an important npc in the process.

This spell is insanely useful for dark brotherhood assassination missions. All you have to do is get in a hidden position, cast this spell on the victim and watch the plan progress.

Fury

Stats

Magic	Illusion	
Level	Novice	
Cost	57	
Effect	Blind Rage	
Duration	30 Seconds	

Description

Fury is a Novice level Illusion Spell. Creatures and people up to level 6 will attack anything nearby for 30 seconds. Useful when multiple enemies are attacking you.

Locations

• Farengar Secret-Fire in Dragonsreach

Harmony

Statistics

Magic	Illusion
Level	Master
Cost (no perk)	927
Cost (W/ relevent spell level perk)	312
Duration	60 seconds

Description of the Spell

This spell causes creatures and people up to level 25 to not fight for 60 seconds.

Notes

This spell affects all foes in a large area of effect.

Where to get this spell

This spell is sold by Drevis after completing the College of Winterhold Radiant Quest: Illusion Ritual Spell.

Hysteria

Statistics

Magic	Illusion
Level	Master
Cost(no perk)	763
Cost(W/ relevent spell level perk)	257
Duration	60 seconds

Description of the Spell

This spell causes creatures and people up to level 25 to run from combat for 60 seconds.

Notes

This spell has a large area of effect, so it does not just affect one person.

Where to get the spell

The spell can be purchased from Drevis after completing the College of Winterhold Radiant Quest: Illusion Ritual Spell.

Invisibility (Spell)

Stats

Magic	Illusion	
Level	Expert	
Cost	293	
Effect	Invisibility	
Duration	30 Seconds	

Description

Invisibility is an Expert level Illusion Spell. It allows you to become invisible for 30 seconds unless you activate an object or attack someone. Although, when sneak attacking from the rear with a dagger you remain invisible until you slit the throat of the victim.

Locations

• College of Winterhold: sold by Drevin after reaching Expert level Illusion.

Mayhem

Statistics

Magic	Illusion
Level	Master
Cost(no perk)	873
Cost(W/ relevent spell level perk)	294
Duration	60 seconds

Description of the Spell

This spell causes creatures and people up to level 25 to attack anyone nearby for 60 seconds.

Notes on the Spell (Feel free to add fun ways to use this spell or other notes that people should know about the spell)

This spell effects all foes in a large area of effect.

Be careful when using this spell because the foes affected by this might try to kill an npc that is important such as a questgiver or a shop keeper so when in town using this for fun make sure to save before doing it.

Where to get this spell

This spell is given as a reward from the College of Winterhold Radiant Quest: Illusion Ritual Spell.

Muffle

Stats

Magic	Illusion	
Level	Apprentice	
Cost	126	
Effect	Increase Sneak	
Duration	180 Seconds	

Description

Muffle is an Apprentice level Illusion Spell. It allows you to move quieter for 180 seconds. With sneaking this is a very powerful spell.

• You can also cast Muffle out of combat to level up Illusion.

Locations

• Farengar Secret-Fire in Dragonsreach

Pacify

Statistics

Magic	Illusion
Level	Expert
Cost(no perk)	256
Cost(W/ Relevent spell level perk)	96
Duration	60 seconds

Description of the Spell

Creatures and people up to level 20 will not fight for 60 seconds.

Notes

This spell works on all foes in a small area.

Rally

Statistics

Magic	Illusion
Level	Adept
Cost(no perk)	100
Cost(W/ relevent spell level perk)	42
Duration	60 seconds

Description of the Spell

The target of the spell will not flee for 60 seconds and get extra health and stamina.

Notes on the Spell (Feel free to add fun uses of the spell or other notes people should know about the spell)

This spell targets a single foe only.

Rout

Statistics

Magic	Illusion
Level	Expert
Cost(no perks)	278
Cost(W/ relevent spell level perk)	104
Duration	30 seconds

Description of the Spell

This spell will cause creatures and people up to level 20 to run from combat for 30 seconds.

Notes on the Spell (Feel free to post fun uses for the spell or other notes that people should know about the spell)

This spell does not just affect one foe, but affects all foes in a small area.

Vision of the Tenth Eye

This is a quest spell for the College of Winterhold Radiant Quest: Illusion Ritual Spell. This spell does nothing out of that quest but in that quest it reveals the location of the four master illusion texts needed for the quest.

Restoration

Physiomancy, the sports medicine of the world of sorcery.



Perks

These are the Perks available in the **Restoration** perks tree.

Perk	Level	Description
Novice Restoration		Cast Novice level Restoration spells for half magicka.
Respite	40	Healing spells also restore Stamina.
Regeneration	20	Healing spells cure 50% more.
Necromage	70	All spells are more effective against undead.
Ward Absorb	60	Wards recharge your magicka when hit with spells.
Apprentice Restoration	25	Cast Apprentice level Restoration spells for half magicka.
Adept Restoration	50	Cast Adept level Restoration spells for half magicka.

Expert Restoration	75	Cast Expert level Restoration spells for half magicka.
Master Restoration	100	Cast Master level Restoration spells for half magicka.
Recovery	30	Magicka regenerates 25% faster.
Avoid Death	90	Once a day, heals 250 points automatically if you fall below 10% health.
Restoration Dual Casting	20	Dual casting a Restoration spell overcharges the effects into an even more powerful version.

Comments on perks and restoration in general

Only the most dedicated mages will achieve master level skill in Restoration. Health potions in Skyrim are readily available and instantaneous in their effect. Pure casters probably won't have enough health to need spells beyond Close Wounds. Other than healing, Restoration spells are situational, useful against casters or undead. The Ward line tops out at the Adept level with Greater Ward, whose 80 point damage reduction is powerful midgame but is shattered almost instantly by high level casters or Elder and Ancient Dragons.

In short, Restoration arguably reaches its peak at Adept level and seems to increase extremely slowly relative to other skills. The high level anti-undead spells are quite powerful, but it is questionable whether they are worth the cost.

Tips On Leveling Restoration

- Find a forge and stand in the center of it. Now jump 5 or more times, then heal yourself. This is
 a safe and easy way to do this because the forge only hurts you when you first touch it. So if
 you walk up and stand on it, it will hit you once only. By jumping you get hit once for every time
 you land.
- Find an area where you can sustain fall damage without completely killing your character. Fall, take damage, heal yourself, repeat.
- Go to the Greybeards training court. The path up the mountain is blocked by a magic wall that
 causes damage to health and stamina. Stand where your health is being drained and heal,
 stepping out only to recharge you Magicka.
- Get the spell Equilibrium. You can obtain this spell by doing The Staff of Magnus
 quest. Equilibrium takes away health and gives you magicka. Put Equilibrium in one hand and
 Healing in the other and you will get a level 100 in no time.

Bane of the Undead

Stats

Magic	Restoration
Level	Master
Cost	871
Effect	Turn Ivl 30 Undead
Duration	30 Seconds

Description

Bane of the Undead is a Master level Restoration Spell. It sets undead up to level 30 on fire and makes them flee for 30 seconds.

Locations

• This spell is a quest reward for the College of Winterhold Radiant Quest: Restoration Ritual Spell.

Circle of Protection

Stats

Magic	Restoration
Level	Expert
Cost	151
Effects	Turn Ivl 30 Undead
Duration	Instant

Description

Circle of Protection is an Expert level Restoration Spell. It causes undead up to level 30 who enter the circle to run away from combat.

Locations

• Colette Marence in College of Winterhold

Close Wounds

Stats

Magic	Restoration
Level	Adept
Cost	95
Heal	150
Duration	Instant

Description

Close Wounds is an Adept level Restoration Spell. It allows you to instantly heal yourself by 150 points.

Locations

• Colette Marence in the College of Winterhold

Fast Healing

Stats

Magic	Restoration
Level	Apprentice
Cost	50
Heal	75
Duration	Instant

Description

Fast healing is an Apprentice level Restoration Spell Tome that heals the caster 75 points of health instantly. As opposed to the Novice level Healing spell which continuously heals the caster per second of casting, Fast Healing is a one-off spell and requires charging before it can be cast.

Locations

- Purchasable from Farengar Secret-Fire in Dragonsreach .
- Purchasable from Colette Marence at The College of Winterhold.

Grand Healing

Stats

Magic	Restoration
Level	Expert
Cost	203
Heal	200
Duration	Instant

Description

Grand Healing is an Expert level Restoration Spell. It heals everyone close to the caster by 200 points. Great for the companions who keep rushing in.

Locations

• Collete Marence at College of Winterhold

Greater Ward

Stats

Magic	Restoration
Level	Adept
Cost	74 / Second
Block	80
Duration	Constant

Description

Greater Ward is an Adept level Restoration Spell. It increases armor rating by 80 points and negates up to 80 points of spell damage or effects.

Locations

• Colette Marence in College of Winterhold

Guardian Circle

Stats

Magic	Restoration
Level	Master
Cost	632
Effects	Turn Undead / Heal
Duration	???

Description

Guardian Circle is a Master level Restoration Spell. It causes undead up to level 35 who enter the circle to flee from combat. The caster also heals 20 health per second inside of the circle.

Locations

• Colette Marence in College of Winterhold

Healing

Stats

Magic	Restoration
Level	Novice
Cost	8 / Second
Heal	15 / Second
Duration	Continuous

Description

Healing is an Novice level Restoration Spell. It allows you to hold the spell to continuously heal yourself. Every character starts out with this spell.

Locations

- Every character starts with this.
- Colette Marence in College of Winterhold

Healing Hands

Stats

Magic	Restoration
Level	Apprentice
Cost	18 / Second
Heal	15 / Second
Duration	Continuous

Description

Healing Hands is an Apprentice level Restoration Spell. It allows you to hold the spell to continuously heal a target. This does not include undead, atronachs, or machines.

Locations

- Farengar Secret-Fire in Dragonsreach
- Colette Marence in College of Winterhold

Heal Other

Stats

Magic	Restoration
Level	Adept
Cost	60
Heal	112
Duration	Instant

Description

Heal Other is an Adept level Restoration Spell. It allows you to heal other players, except for undead, atronachs, or machines.

Locations

• Colette Marence in College of Winterhold

Lesser Ward

Stats

Magic	Restoration
Level	Novice
Cost	26 / Second
Block	40
Duration	Constant

Description

Lesser Ward is a Novice level Restoration Spell. You must hold the spell to increase your armor rating by 40 points and negate up to 40 points of spell damage or effects.

Locations

- Farengar Secret-Fire in Dragonsreach
- Colette Marence in College of Winterhold

Repel Lesser Undead

Stats

Magic	Restoration
Level	Adept
Cost	86 - 100
Effect	Turn Ivl 8 Undead
Duration	30 Seconds

Description

Repel Lesser Undead is an Adept level Restoration Spell. It causes undead up to level 8 to flee for 30 seconds.

Locations

• Colette Marence in College of Winterhold

Repel Undead

Stats

Magic	Restoration
Level	Expert
Cost	311
Effect	Turn Ivl 16 Undead
Duration	30 Seconds

Description

Repel Undead is an Expert level Restoration Spell. It causes undead up to level 16 to flee for 30 seconds.

Locations

• Colette Marence in College of Winterhold

Steadfast Ward

Stats

Magic	Restoration
Level	Apprentice
Cost	45 / Second
Block	60
Duration	Constant

Description

Steadfast Ward is an Apprentice level Restoration Spell. You must hold the spell to increase your armor rating by 60 points and negate up to 60 points of spell damage or effects.

Locations

- Farengar Secret-Fire in Dragonsreach
- Collette Marence in College of Winterhold

Turn Greater Undead

Stats

Magic	Restoration
Level	Expert
Cost	233
Effect	Turn Ivl 21 Undead
Duration	30 Seconds

Description

Turn Greater Undead is an Expert level Restoration Spell. It causes one undead up to level 21 to flee for 30 seconds.

Locations

• You can buy Turn Greater Undead from Colette Marence in the Winderhold College.

Turn Lesser Undead

Stats

Magic	Restoration
Level	Apprentice
Cost	74
Effect	Turn Ivl 6 Undead
Duration	30 Seconds

Description

Turn Lesser Undead is an Apprentice level Restoration Spell. It causes undead up to level 6 to flee for 30 seconds.

Locations

• Colette Marence in College of Winterhold

Turn Undead

Stats

Magic	Restoration
Level	Adept
Cost	126
Effect	Turn Ivl 13 Undead
Duration	30 Seconds

Description

Turn Undead is an Adept level Restoration Spell. It causes undead up to level 13 to flee for 30 seconds.

Locations

• Colette Marence in College of Winterhold

Shouts

Overview

A Shout is a specialized language native to dragons. It is said that people were once born with the ability to speak in the dragon tongue, but have lost it over time. Now only a very select/rare few called Dragonborn have the natural aptitude for this ancient language. They can master a shout much quicker than others. Congratulations, like everyone else who plays this game, Your character is one of those rare breeds.

Shouts are separate from Powers and other magic. Shouts do not consume Magicka, but do undergo varying recharge periods. The longer the duration (hold the button) of the shout, the more powerful the effect and the longer the cooldown period. After using a shout, this global cooldown period is indicated by a blue coloring of the on-screen compass. When this coloring fades, the player is again able to use a shout. It's important to note that there are some points in the game you will HAVE to use shouts to get through obstacles, to various platforms or even to fight.

Each Shout is comprised of three Words. Not surprisingly, the Shout increases in strength as you learn more words, culminating in a longer and more powerful version of the Shout once all three Words are combined. The individual words of each Shout are learned from Word Walls in the world. Once you find a word, you must unlock it with a Dragon soul to use it. You can upgrade a shout by spending dragon souls on it to make it even more powerful(only if the shout is upgradable). Dragon souls are obtained by slaying dragons.

Shout List

- Animal Allegiance
- Aura Whisper
- Become Ethereal
- Call Dragon
- Call of Valor
- Clear Skies
- Disarm
- Dismaying Shout
- Dragonrend
- Drain Vitality
- Elemental Fury
- Fire Breath
- Frost Breath
- Ice Form
- Kyne's Peace
- Marked for Death
- Slow Time
- Storm Call

- Soul Tear
- Summon Durnehviir
- Throw Voice
- Unrelenting Force
- Whirlwind Sprint

Note that Drain Vitality, Soul Tear, and Summon Durnehviir are from the Dawnguard DLC.

Shout Locations

Many shouts can be found through the course of the main quest and some will even be given to you (this will save you from having to go dragon hunting). Feel free to view the full list of Shout Locations. For some easy ones, watch the video below.

Fun With Shouts

Yes, that's right, shouts can actually be fun to use. A particularly entertaining Shout is the fully upgraded version of Unrelenting Force, otherwise known as "Fus Ro Dah!" This shout is used in many humerous videos on youtube, such as the video below. Although entertaining, this shout can also be very deadly if used correctly.

Animal Allegiance

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

Words

- Raan "Animal"
- Mir "Allegiance"
- Tah "Pack"

Word Wall Locations

- Inside Angarvunde in The Rift, West of Riften on the mountain.
- Inside Dragon's lair in Ancient's Ascent
- During Glory of the Dead, you'll find it in Ysgramor's Tomb.

Aura Whisper

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

Words

- Laas "Life"
- Yah "Seek"
- Nir "Hunt"

Word Wall Locations

- Inside Volunruud in The Reach, where you encounter a Dragon Priest.
- At a Dragon's lair at Northwind Summit.
- In Volunruud during The Silence Has Been Broken Dark Brotherhood quest.

Uses

• Find out who is in a room before you go in. Ideal when using Stealth.

Become Ethereal

The Thu'um reaches out to the Void, changing your form to one that cannot harm, or be harmed.

Words

- Feim "Fade"
- Zii "Spirit"
- Gron "Bind"

Word Wall Locations

- Inside Ustengrav from The Horn of Jurgen Windcaller
- Above the Lost Valley Redoubt
- End of Ironbind Barrow in Winterhold Hold

- Safely bypass traps.
- Jump from heights without taking any damage.
- Sprinting while ethereal doesn't drain stamina.
- You cannot do anything useful in this form, but you have a few seconds of reprieve from a particularly harrowing situation.
- Can be used by melee characters to get close to powerful ranged characters without taking damage or staggering.

Call Dragon

Odahviing! Hear my Voice and come forth. I summon you in my time of need.

You learn Call Dragon during The Fallen.

Words

- Od "Snow"
- Ah "Hunter"
- Viing "Wing"

Uses

 After the main quest, you can still summon Odahviing outdoors, but you need to utter all three words.

Call of Valor

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

Call of Valor is automatically learned during the main quest.

Words

- Hun "Hero"
- Kaal "Champion"
- Zoor "Legend"

- The number of Words you use calls forth a different summon.
 - O Hun Gormalith Golden-Hilt
 - Kaal Feldir the Old
 - Zoor Hakon One-Eye

Clear Skies

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

Clear Skies is learned during the main quest The Throat Of The World.

Words

- Lok "Sky"
- Vah "Spring"
- Koor "Summer"

Disarm

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

Words

- Zun "Weapon"
- Haal "Hand"
- Viik "Defeat"

Word Wall Locations

- Silverdrift Lair
- There's a Dragon's lair at Eldersblood Peak.
- Speaking With Silence (a Thieves' Guild quest) takes you to Snow Veil Sanctum.

Uses

• Disarm enemies up to a specific level. Some enemies cannot be disarmed, however.

Dismay

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

Words

- Faas "Fear"
- Ru "Run"
- Maar "Terror"

Word Wall Locations

- Lost Tongue Overlook, where you'll encounter a Dragon.
- Pieces of the Past takes you to Dead Crone Rock.
- Shalidor's Maze in Hjaalmarch.

Uses

• Not all enemies are affected by this effect.

Dragonrend

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

Dragonrend is automatically learned during the main quest Alduin's Bane.

Words

- Joor "Mortal"
- Zah "Finite"
- Frul "Temporary"

Uses

• Bring a dragon down from flight to fight them on the ground.

Drain Vitality

Coax both magical and mortal energies from your hapless opponent. Note that this Shout is available only in the Dawnguard DLC expansion pack.

Words

- Gaan "Stamina"
- Lah "Magicka"
- Haas "Health"

Word Wall Locations

- Inside Dimhollow Crypt, an area you'll explore anyway while undertaking the Awakening quest.
- In The Forgotten Vale when fighting the twin dragons over the frozen lake. The Word Wall is located in the middle of the frozen lake.
- Found in [[Arcwind Point]], west of Riften. The Word Wall is located near an altar.

Elemental Fury

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

Words

- Su "Air"
- Grah "Battle"
- Dun "Grace"

Word Wall Locations

- · Shriekwind Bastion, Directly North of Falkreath
- Dragontooth Crater
- In The Break of Dawn, in the Kilkreath Ruins in Haafingar. Learn from Word Wall by the Statue to Meridia.

- Increases swing speed by 25% and thereby vastly increases your damage output.
- When combined with a 2-handed weapon or dual weapons, you can become a wicked DPS machine.

Fire Breath

Inhale air, exhale flame, and behold the Thu'um as inferno.

Words

- Yol "Fire"
- Toor "Inferno"
- Shul "Sun"

Word Wall Locations

- Dustman's Cairne during The Companions quest Proving Honor
- Sunderstone Gorge
- Found in The Throat Of The World

- Powerful fire spell.
- After speaking with Paarthurnax in The Throat of the World, you can ask to meditate on the World Yol to receive a 25% increase to this Shout's damage.

Frost Breath

Your breath is winter, you Thu'um a blizzard.

Words

- Fo "Frost"
- Krah "Cold"
- Diin "Freeze"

Word Wall Locations

- Skyborn Altar (dragon's lair) during a Miscellaneous quest. East of Morthal
- Folgunthur in Hyjaalmarch. Requires the side quest Forbbiden Legends
- Bonestrewn Crest:

Uses

• Similar to Fire Breath, but has an added slow effect, which impairs enemy movements.

Ice Form

Your Thu'um freezes an opponent solid.

Words

- liz "lce"
- Slen "Flesh"
- Nus "Statue"

Word Wall Locations

- Saarthal near the end of Under Saarthal
- Mount Anthor
- Frostmere Crypt

- Enemies are frozen and effectively immoblized. However, this effect breaks once the enemies are attacked.
- Effective for crowd control.

Kyne's Peace

The Voice soothes wild beasts, who lose their desire to fight or flee.

Words

- Kaan "Kyne"
- Drem "Peace"
- Ov "Trust"

Word Wall Locations

- Shroud Hearth Barrow in Ivarstead. You must complete the Investigate Shroud Hearth Barrow miscellaneous objective to receive the Sapphire Dragon Claw necessary to reach this word.
- End of Ragnvald
- Rannveig's Fast

Uses

• Calm animals to avoid fighting them.

Marked for Death

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

Words

- Krii "Kill"
- Lun "Leech"
- Aus "Suffer"

Word Wall Locations

- In The Dark Brotherhood Sanctuary
- In Forsaken Crypt
- Autumnwatch Tower, south of Ivarstead.

- Weakens foes' armor and makes them more susceptible to your attacks
- Slowly damages foe's health over time.

Slow Time

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

Words

- Tiid "Time"
- Klo "Sand"
- UI "Eternity"

Word Wall Locations

- The Jagged Crown quest in Korvanjund, behind the throne at the end.
- Hag's End (The Reach)
- The Staff of Magnus takes you to a Dragon Priest lair.

Effects

- Everything slows down, your actions, NPCs and any projectiles.
- The length of the slow-down is approxamitely 30 seconds.
- Slows down between 1/4 normal speed, 1/8 normal speed and 1/16 normal speed.

Note: A full slow-down allows you to run at the same speed as an arrow in flight (tested).

- This lets you do anything you wish the extra time. Use it to get away or Sneak or line up a
 perfect shot.
- Use it to close the gap between you and a pesky spell-caster.

Soul Tear

Your Thu'um cuts through flesh and shatters soul, commanding the will of the fallen.

Soul Tear is a Shout that is available only through the Dawnguard DLC. It is obtained from Durnehviir, an undead Dragon you meet in Soul Cairn.

Words

- Rii "Essence"
- Vaaz "Tear"
- Zol "Zombie"

Word Locations

Call Durnehviir three times in Tamriel using Summon Durnehviir, and each time he will teach you one word for the shout.

Uses

Turn opponents into allies.

Storm Call

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

Words

- Strun "Storm"
- Bah "Wrath"
- Qo "Lightning"

Word Wall Locations

- High Gate Ruins while following a lead given to you by courier.
- During The World-Eater's Eyrie, you'll be taken to Skuldafn.
- Forelhost in The Rift.

Uses

• Summons a powerful storm that attacks nearby enemies. Take note that it kills your Follower as well.

Summon Durnehviir

This Dragon Shout is available only through the Dawnguard DLC.

Summon Durnehviir is a Shout granted to you by Durnehviir during Beyond Death.

Words

- Dur "Curse"
- Neh "Never"
- Viir "Dying"

Word Locations

Durnehviir teaches all three Words to you upon learning this Shout in the questline.

- Summon Durnehviir into Tamriel. The first three times you summon Durnehviir, he will teach you a word of the Soul Tear shout.
- In order to summon Durnehviir, you will need to aim towards the ground a good distance in front of you as he appears out a portal from the ground.

Throw Voice

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

Words

- Zul "Voice"
- Mey "Fool"
- Gut "Far"

Word Wall Locations

- You learn all three Words at Shearpoint, where you fight both a Dragon and a Dragon Priest.
- Alternatively if you want you can run through the area, grab the words and run away before fighting as seen in the video below.

- Perfect for creating diversions, allowing you to sneak away.
- Useful for archers to draw out enemies that aren't in your line of sight for sneak attacks.

Unrelenting Force

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

Words

- Fus "Force"
- Ro "Balance"
- Dah "Push

Word Wall Locations

- Bleak Falls Temple during The Golden Claw or Dragon Rising
- Learned from Greybeards in High Hrothgar during The Way Of The Voice main questline
- Learned from Greybeard after finding the Horn of Jurgen Windcaller.

Uses

- Unrelenting Force allows you to push back your opponents and stagger them. Its usefulness continues to persist even into the high levels.
- Does light damage in addition to the pushback effect.
- A fully-developed Unrelenting Force has enough pushback to throw enemies off cliffs and high places. Use this to your advantage when you find yourself atop mountaintops and accosted by a Frost Troll to blast them off the mountain.
- Use Unrelenting Force on the large, glowing orb hanging above the Silent City in Blackreach to summon the named dragon Vulthuryol to attack you.

Video Examples of this Shout

This is undoubtedly the most popular shout in the game. There are many videos on youtube of people using this shout in various shenanigans.

Whirlwind Sprint

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

Words

- Wuld "Whirlwind"
- Nah "Fury"
- Kest "Tempest"

Word Wall Locations

- Learned from Greybeards in High Hrothgar during The Horn Of Jurgen Windcaller
- End of Volskygge.
- Dead Men's Respite in Tending the Flames

Uses

You rush forward about 20 ft. in a blink of an eye. Useful for getting out of the way quickly.

Traps

 Avoid the hallways with swinging axes with good timing, or run away from enemies and hide behind the trap, picking them off as the run through the gauntlet themselves.

Reachable Platforms

- During Under Saarthal you can gain leveled loot from a chest across a gap in the last cavern next to the Word Wall.
- During The Horn of Jurgen Windcaller you will need the shout to reach certain areas.

Shout Locations

Shouts refer to the Draconic language that is imbued with the powers of the Dragons. You learn these powers by finding certain words in the dragons' tongue etched on Word Walls.

Each shout consists of 3 Words, with each additional word invoking a more powerful version of the Shout. You find these words by visiting Word Walls, defeating dragons or completing quests. You may also ask Arngeir as to where you can find a shout and he will mark it on your map, making it incredibly easy to find the Word Walls.

5 Easy-to-Find Shouts

Some Shouts are deeply hidden in caves and dungeons, but the five shouts highlighted in the video below are out in the open, ready to be learned whenever you're up to traversing the map of Skyrim.

Click this link to see the video

http://www.ign.com/videos/2011/11/29/skyrim-find-5-easy-shouts

NOTE: You do *not* need to visit the Word Walls in a specific order. You will learn the Words in the correct order no matter which walls you find first.

Shout	Location	
Animal Allegiance	 Inside Angarvunde in The Rift Inside Dragon's lair in Ancient's Ascent At the top of the mountain above Ysgramor's Tomb. You can either exit through the upper door after you complete the Companion Quest Glory of the Dead, or climb up the side of the mountain and get to it earlier. 	
Aura Whisper	 At a Dragon's lair at Northwind Summit. In Volunruud during The Silence Has Been Broken Dark Brotherhood quest. In the tomb, Valthume, just South East of Markarth. 	

Become Ethereal	 Inside Ustengrav from The Horn of Jurgen Windcaller Above the Lost Valley Redoubt, south of Bard's Leap Summit (can be found alongside Hroldir's Shield) End of Ironbind Barrow in Winterhold Hold 	
Call Dragon	 High Hrothgar After the main quest, you can still summon Odahviing outdoors, but you need to utter all three words. You will receive all three words at once. 	
Call of Valor	Sovngarde, Call of Valor is automatically learned during the main quest.	
Clear Skies	High Hrothgar Clear Skies is learned during the main quest The Throat Of The World.	
Disarm	 There's a Dragon's lair at Eldersblood Peak. Speaking With Silence (a Thieves' Guild quest) takes you to Snow Veil Sanctum. Silverdrift Lair 	
Dismaying Shout	 Lost Tongue Overlook, where you'll encounter a Dragon. Pieces of the Past takes you to Dead Crone Rock. Shalidor's Maze in Hjaalmarch. 	
Dragonrend	Dragonrend is automatically learned during the main quest Alduin's Bane.	

Drain Vitality	 In Dimhollow Crypt In The Forgotten Vale when fighting the twin dragons over the frozen lake. The Word Wall is located in the middle of the frozen lake. Found in Arcwind Point, west of Riften. The Word Wall is located near an altar. 	
Elemental Fury	 Shriekwind Bastion Dragontooth Crater In The Break Of Dawn, in the Kilkreath Ruins in Haafingar. (By the Statue of Meridia) 	
Fire Breath	 Dustman's Cairn during The Companions quest Proving Honor Sunderstone Gorge Found in The Throat Of The World 	
Frost Breath	 Skyborn Altar during a Miscellaneous quest. Folgunthur in Hjaalmarch. Requires the side quest Forbidden Legends Bonestrewn Crest in Eastmarch. 	
Ice Form	 Saarthal near the end of Under Saarthal Mount Anthor Frostmere Crypt 	
Kyne's Peace	 Shroud Hearth Barrow in Ivarstead during/after the Investigate the Haunting Miscellaneous Task. End of Ragnvald Rannveig's Fast 	
Marked for Death	In The Dark Brotherhood Sanctuary In Forsaken Crypt Autumnwatch Tower	

Slow Time	 The Jagged Crown quest in Korvanjund, behind the throne at the end. Hag's End The Staff of Magnus takes you to a Dragon Priest lair. 	
Storm Call	 High Gate Ruins while following a lead given to you by courier. During The World-Eater's Eyrie, you'll be taken to Skuldafn. Forelhost in The Rift. 	
Soul Tear	Call Durnehviir three times in Tamriel and each time he will teach you one word for the shout.	
Summon Durnehviir	 After going to the Soul Cairn and slaying Durnehviir he will teach you the the 3 words for the shout as you leave the bone yard. 	
Throw Voice	You learn all three Words at Shearpoint, where you fight both a Dragon and a Dragon Priest.	
Unrelenting Force	 Bleak Falls Barrow during The Golden Claw or Dragon Rising Learned from Greybeards in High Hrothgar during The Way Of The Voice main quest. Learned from Greybeard after finding The Horn of Jurgen Windcaller. 	
Whirlwind Sprint	 Learned from Greybeards in High Hrothgar during The Horn Of Jurgen Windcaller End of Volskygge (you can scale the mountain to avoid going throught the dungeon). Dead Men's Respite in Tending the Flames 	

Powers

A "Power" is a daily racial ability or some other earned ability during the playthrough, but is not the same as magic spells, etc. Each race starts with one unique power, and can gain additional powers as they progress in certain quest lines in the adventure.

Race Powers

Name	Race	Power
Adrenaline Rush	Redguard	Stamina regens 10x faster for 60 seconds
Ancestor's Wrath	Dark Elf	Surrounds character in fire for 60 seconds
Battle Cry	Nord	Targets flee for 30 seconds
Berserker Rage	Orc	Damage by you +100%, damage to you -50%
Command Animal	Wood Elf	Animal becomes ally for 60 seconds
Dragonskin	Breton	Absorb 50% of Magicka for 60 seconds
Highborn	High Elf	Regen Magicka faster than other races
Histskin	Argonian	Regen health ten times faster for 60 seconds
Night Eye	Khajiit	Night vision for 60 seconds
Voice of the Emperor	Imperial	+30 points for 30 seconds to Speech

Earned Powers

- Beast Form, from The Companions
- Summon Spectral Assassin, from The Dark Brotherhood
- Shadowcloak of Nocturnal, Nightingale Subterfuge, Nightingale Strife, from The Thieves Guild

Vampire

- Vampire's Sight, stage 1
- Vampiric Drain, stage 1
- Vampire's Servant, stage 1
- Vampire's Seduction, stage 2

• Embrace of Shadows, stage 4

Beast Form

Beast Form is a special power that lets you turn into a Werewolf once a day. Read more on Werewolves in the Werewolf or Lycanthropy page.

Embrace of Shadows

At stage 4 Vampirism, you can activate this power once a day to gain invisibility and Vampire's Sight for 3 minutes.

Summon Spectral Assassin

Description

Summon the ghost of the legendary Assassin Lucien Lachance to fight by your side. He lasts "until he's defeated." This power is given to you when you follow the The Dark Brotherhood Quests, during Death Incarnate or after Bound Until Death.

Like all Powers, this can only be used once per day.

Lucien Lachance was a character that brought you into The Dark Brotherhood in The Elder Scrolls IV: Oblivion.

Videos

Vampire's Seduction

An ability unique to Vampires, this makes targets unable to fight or flee for some amount of time. That time is contingent upon how far into Vampirism the caster has advanced.

Vampire's Sevrant

Reanimate a weak dead body to fight for you for 60 seconds (can only be used once a day). Similar to Raise Zombie, but does not require Magicka and can only be used once a day

Vampire's Sight

A power that allows the Vampire to see better in the dark for one minute.

Marriage

Love can blossom in even the deepest tundras and war-torn areas of Skyrim -- you only need to know where to look. In order to show that you are open to romance, you must wear the Amulet of Mara. This necklace opens up extra dialogue with viable suitors. The general rule of thumb: If you help people out, they're more inclined to like you.

What You Need

The Amulet of Mara can be obtained from Maramal for 200 gold. It is also a random world drop, but it can reliably be acquired from Maramal.





To purchase it, find Maramal in the Temple of Mara, in Riften, and ask to be enlightened about Mara, the Goddess of Love and about marriage in Skyrim. Push the query further to receive the option to purchase the Amulet of Mara from him for 200 gold. You can't get married without talking to Maramal!

NOTE: Maramal can be found in the Temple of Mara within Riften if he's not at the inn.

What to Do After

Equip the amulet and speak to an NPC that has expressed some sort of interest in you. There are obvious verbal cues, such as "It's a nice day when you're around." Or you can also check out the full list of Marriage Partners.

If there is a relationship to foster, you'll get the extra dialogue option asking the person whether he or she is interested in you. Accept this crude and elementary portrayal of love and the elated person will urge you to set up the wedding ceremony forthwith!





Speak to Maramal at the Temple of Mara about arranging your wedding. The time to the start of the

ceremony is approximately 24 hours from the hour you first initiate the wedding preparations. It's recommended that you stay at the Temple of Mara to avoid standing up your to-be spouse. Once the knot has been tied, you'll earn the Achievement/Trophy Married.

Benefits To Marriage

Establish a place of residence for your new family. Your spouse (whether or not he or she is a store owner) gives you 100 gold and a homecooked meal once per day upon request.

Even if you don't set foot in the house where your lover stays for a while, the amount of gold she/he gives you will mount up, creating a nice hefty sum to add to you're pocket.

Additionally, sleeping in the same house as your spouse gives you the "Lover's Comfort" resting bonus, which increases the speed at which you gain skill experience by 15% for 8 hours. Finally, if you so wish, you may ask certain partners to become a Follower, even if they would not normally be available as one.

Getting A Divorce

You can't formally get a divorce in Skyrim, but you might be able to get a new Marriage Partner.

For good or bad there is a way to back out of your marriage in case you find a more suitable partner or got stuck with coyote ugly because you needed a place to couch surf. "Till death do us part," yep, you guessed it, if you *ahem* kill your spouse (preferably inside your house to avoid bounty) then you can re-equip the amulet and go searching for another lover, you serial killer you.

TheBeachedHippo has made a video demonstration of a Divorce.

Note - This might not work as of the patch.

Glitch

One of the most common glitches during weddings is when your dead follower's corpse appears as your fiancee and your guests appear in the Temple of Mara, failing the ceremony instantly (and with everyone, including the priest, pissed at you). Reloading or relaunching the game won't help.



To get around this, you must rest/sleep for at least 24 hours, talk to your fiancee again to "start over" then talk to Maramal again to arrange your marriage. The ceremony should go through without any issues after doing this.

As of patch version 1.2, the "corpse" bug should be fixed, but it has been reported that it still occurs.

Still lost? Watch these videos

Click this link to see the video

http://www.ign.com/videos/2011/11/10/skyrim-walkthrough-getting-married-achievement-or-trophy

Marriage Partners

In Skyrim, you can marry anyone of any gender or race. If you're a male Nord, you could marry a male Orc if you wish! Oh, the possibilities...!

However, searching for love can be hard in a world fraught with civil war and dragons. Not everyone is open to the idea of romance in the midst of such rough times. Luckily for you, this list should make your hunt for romance a little bit easier. Maybe things will even lead to Marriage...(Hint: It does.)

Want a divorce?

For good or bad there is a way to back out of your marriage in case you find a more suitable partner or got stuck with coyote ugly because you needed a place to couch surf. "Till death do us part," yep, you guessed it, if you *ahem* kill your spouse (preferably inside your house to avoid bounty) then you can re-equip the amulet and go searching for another lover, you serial killer you. (Note - it seems that the console versions of the game don't allow a remarry option as of the 1st update, unknown for the second upcoming patch)

Females

Name	Race	Location
Aela the Huntress	Nord	Whiterun, generally in Jorrvaskr.
Aeri	Nord	Aeri's House in Anga's Mill.
Anwen	Redguard	Temple of Dibella in Markarth.
Avrusa Sarethi	Dark Elf	Sarethi Farm.
Borgahk the Steel Heart	Orc	Mor Khazgur.
Brelyna Maryon	Dark Elf	The College of Winterhold.
Camilla Valerius	Imperial	Riverwood.
Dravynea the Stoneweaver	Dark Elf	Kynesgrove.
Ghorza gra-Bagol	Orc	Markarth.
Gilfre	Imperial	Mixwater Mill.
Grelka	Nord	Riften.
lona	Nord	Riften.
Jenassa	Dark Elf	Drunken Huntman in Whiterun.

Jordis the Sword- Maiden	Nord	Proudspire Manor in Solitude.
Lydia	Nord	Dragonsreach.
Mjoll the Lioness	Nord	Riften.
Muiri	Breton	The Hag's Cure in Markarth.
Njada Stonearm	Nord	Whiterun, generally in Jorrvaskr.
Orla	Nord	The Temple of Dibella in Markarth.
Ria	Imperial	Jorrvaskr in Whiterun.
Senna	Imperial	Temple of Dibella in Markarth.
Shahvee	Argonian	Outside Windhelm.
Sylgja	Nord	Shor's Stone.
Taarie	High Elf	Solitude.
Temba Wide-Arm	Nord	Ivarstead.
Uthgerd	Nord	Whiterun.
Viola Giordano	Imperial	Windhelm.
Ysolda	Nord	Whiterun, near the merchant stalls.

Males

Name	Race	Location
Ainethach	Breton	Karthwasten Hall in Karthwasten.
Angrenor Once- Honored	Nord	Windhelm, inside Candlehearth Hall.
Argis the Bulwark	Nord	Markarth, in Vlindrel Hall.
Athis	Dark Elf	Whiterun, inside Jorrvaskr.
Balimund	Nord	Riften, in The Scorched Hammer.
Belrand	Nord	Solitude, in The Winking Skeever.
Benor	Nord	Morthal.
Calder	Nord	Windhelm.
Cosnach	Breton	The Warrens in Markarth.
Derkeethus	Argonian	Darkwater Pass.

Erik the Slayer	Nord	Rorikstead, in Frostfruit Inn.
Farkas	Nord	Whiterun, generally in Jorrvaskr.
Filnjar	Nord	Shor's Stone.
Gat gro-Shargakh	Orc	Pavo's House in Kolskeggr Mine.
Ghorbash the Iron Hand	Orc	Dushnikh Yal.
Marcurio	Imperial	Riften.
Moth gro-Bagol	Orc	Understone Keep.
Octieve San	Breton	Solitude.
Omluag	Breton	The Warrens in Markarth.
Onmund	Nord	The College of Winterhold
Pavo Attius	Imperial	Kolskeggr Mine.
Perth	Breton	Soljund's Sinkhole.
Quintus Navale	Imperial	Windhelm, in White Phial Services.
Revyn Sadri	Dark Elf	Windhelm, in Sadri's Used Wares.
Roggi Knot-Beard	Nord	Kynesgrove, in the Steamscorch Mine.
Romlyn Dreth	Dark Elf	Riften.
Scouts-Many- Marshes	Argonian	Windhelm, in the Argonian Assemblage.
Sondas Drenim	Dark Elf	Goldenrock Mine in Darkwater Crossing.
Sorex Vinius	Imperial	Solitude.
Stenvar	Nord	Windhelm.
Torvar	Nord	Whiterun, in Jorrvaskr.
Vilkas	Nord	Whiterun, in Jorrvaskr.
Vorstag	Nord	Markarth.
Wilhelm	Nord	Ivarstead.

Alphabetized Listing

Female Marriage Prospects:

Aeri – Nord, found in the Pale inside her house.

Anwen – Redguard, found in Markarth Temple.

Avrusa Sarethi – Dark Elf, found in the Sarethi farm in the Rift.

Borghak the Steel Heart – Orc, found in Mor Khazgur.

Brelyna Maryon – Dark Elf, found in the College of Winterhold.

Camilla Valerius – Imperial, found in Riverwood.

Dravynea the Stoneweaver – Dark Elf, found in Kyne's Grove.

Ghorza gra-Bagol – Orc, found in Markarth.

Gilfre - Imperial, found in Mixwater Mill in Eastmarch.

Grelka – Nord, found in Riften.

lona – Nord, found in Riften.

Jenassa – Dark Elf, found in the Drunken Huntsman in Whiterun.

Jordis the Sword-Maiden – Nord, found in Proudspire Manor in Solitude.

Lydia – Nord, found in Dragonsreach in Whiterun.

Mjoll the Lioness – Nord, found in her house in Riften.

Muiri – Breton, found in The Hag's Cure in Markarth.

Njada Stonearm – Nord, found in the Companion's Faction House in Whiterun.

Orla – Nord, found in the Temple of Dibella in Markarth.

Ria – Imperial, found in the Companion's Faction House in Whiterun.

Senna – Imperial, found in the Temple of Dibella in Markarth.

Shahvee – Argonian, found outside Windhelm.

Sylgja – Nord, found in Shor's Stone.

Taarie – High Elf, found in Solitude.

Temba Wide-Arm – Nord, found in Ivarstead.

Uthgerd – Nord, found in her house in Whiterun.

Viola Giordano – Imperial, found in Windhelm in Eastmarch.

Ysolda – Nord, found in Whiterun.

Male Marriage Prospects:

Ainethach – Breton, found in Karthwasten Hall in Karthwasten.

Angrenor Once-Honored – Nord, found in Candlehearth Hall in Windhelm.

Argis the Bulwark – Nord, found in Vlindrel Hall in Markarth.

Athis – Dark Elf, found in the Jorrvaskr Living Quarters in Whiterun.

Balimund – Nord, found in The Scorched Hammer in Riften.

Belrand – Nord, found in The Winking Skeever in Solitude.

Benor – Nord, found in Morthal.

Calder – Nord, found in Hjerim in Windhelm.

Cosnach – Breton, found in The Warrens in Markarth.

Derkeethus – Argonian, found in Darkwater Pass.

Erik the Slayer – Nord, found in Frostfruit Inn in Rorikstead.

Farkas – Nord, found in the Brill and Vignar in Whiterun.

Filnjar – Nord, found in his house in Shor's Stone.

Gat gro-Shargakh – Orc, found in Pavo's House in Kolskeggr Mine.

Ghorbash the Iron Hand – Orc, found in Burguk's Longhouse in Dushnikh Yal.

Marcurio – Imperial, found in Riften.

Moth gro-Bagol – Orc, found in Understone Keep in Markarth.

Octieve San – Breton, found in Solitude.

Omluag – Breton, found in The Warrens in Markarth.

Onmund – Nord, found in The Hall of Attainment in the College of Winterhold.

Pavo Attius – Imperial, found in his house in Kolskeggr Mine.

Perth – Breton, found in the Miner's House in Soljund's Sinkhole.

Quintus Navale – Imperial, found in White Phial Services in Windhelm.

Revyn Sadri – Dark Elf, found in Sadri's Used Wares in Windhelm.

Roggi Knot-Beard – Nord, found in Steamscorch Mine in Kyne's Grove.

Romlyn Dreth – Dark Elf, found in his house in Riften.

Scouts-Many-Marshes – Argonian, found in the Argonian Assemblage in Windhelm.

Sondas Drenim – Dark Elf, found in Goldenrock Mine in Darkwater Crossing.

Sorex Vinius - Imperial, found in Solitude.

Stenvar – Nord, found in Windhelm.

Torvar – Nord, found in the Companion's Faction House in Whiterun.

Vilkas – Nord, found in the Companion's Faction House in Whiterun.

Vorstag – Nord, found in Markarth.

Wilhelm – Nord, found in Ivarstead.

Dragons





Dragons are majestic mythical creatures which have returned to Skyrim and are wreaking havoc wherever they cast their deadly gaze. While you might see them flying around, you won't actually fight/battle your first dragon until Dragon Rising.

Afterwards, dragons can swoop in at any time during your travels through the land of Skyrim. Take note that the ferocity of the dragon can vary according to your level. Dragons vary in strength, with brown and green colored dragons being far easier to take down than their white or bronze cousins. Named dragons tend to be even stronger.

- Killing Dragons
- Named Dragons
- Dragon Souls
- Dragon Shrines
- Shouts
- Shout Locations

Killing Dragons



When you encounter a Dragon you need to make a lightning-quick

decision: stay your ground and fight for your life, or run away.

The General Strategy

...But a dragonslayer never runs away! If you stand your ground, take note that dragons can use a variety of Shout powers, including fire breathing and ice breathing, among others. Dragons stick to a rather rigid attack pattern in which they fly around, occasionally breathing fire (or ice), and then landing to snap at victims with their crushing jaws.

If you have the Impact perk, using a dual-cast Destruction spell such as Ice Spike or Lightning Bolt will stagger a dragon in mid-air, which is useful in getting them to stop breathing fire and coax them into landing. When the dragon lands, it is also recommended to use a high-level shout such as Unrelenting Force to stagger the dragon and open it up to melee attacks. You can also just bash the dragon with your melee weapon to stagger the dragon on the ground.

Click this link to see the video

http://www.ign.com/videos/2011/11/10/the-elder-scrolls-v-skyrim-fighting-an-elder-dragon

Oftentimes you can even lure dragons over to other enemies, preferably a more rugged enemy like a Giant, to trick the two (or three) into fighting each other, allowing you to sit back and deliver the killing blow when the time is right. Followers also prove to be fruitful in their efforts to defend you and themselves, as they typically draw the dragon's fire unto themselves to keep the heat off you. Be wary not to abuse this though, as you may save your game after killing the dragon to find that your companion is lying face-down in a pool of blood!(note that companions can only be finished off by the player. Otherwise, they will take a knee and heal up again. Magic users beware: chain lightening is an easy way to accidentally finish off your companion)

Additional helpers in the form of conjured beings can also help immensely. Flame and Frost Atronachs are very useful as distractions, as they can fire long range spells and are resistant to their corresponding element's damage.

additional helpful tips

When fighting a dragon on the ground, you can stop a dragon from performing a breath attack.
 Just as the dragon is about to breathe fire or ice, hit the dragon with the shield or a spell (with

the "Impact" perk). This effectively makes the dragon stagger, and the breath attack is interrupted. By using this technique, one can avoid taking additional damage (and stamina, if fighting a frost-breathing dragon), which always helps.

- Auxiliary items like a Potion of Fire Resist or similarly enchanted armor go a long way toward dampening magic damage. Other minor things like avoiding the dragon's line of sight would also lessen the damage you could potentially take. A steady offense with smart play is generally enough to put down dragons.
- If you have the Shout Dragonrend, you can wait until the dragon is flapping in one spot, then hit him with Dragonrend. The dragon will fly around a bit longer and land -- this is the time to circle around the dragon while you attack him with everything you have.
- Taking cover is highly effective at reducing or even eliminating the damage from dragons. A
 grove of trees is a fantastic defensive position. The dragon won't be able to land near you, and
 there will always be a trunk to place between you and the breath attack.
- Their breath has exceptional duration and lingering effects. Fire continues to damage, while
 frost saps all of your Stamina. If you're not watching your health bar, you can quickly die a few
 moments after the attack has ended. In order to avoid damage when a dragon starts to breath
 use shout like Unrelenting Force, Fire Breath or Frost Breath. That breathing will be stopped.
- Breath attacks aren't just painful, they're blinding. If you get hit with one head-on, your vision is compromised, which makes ranged attacks a tricky prospect. Not to mention the crisping of your flesh as you take a flame shout to the face.
- Poisoned arrows can be highly effective, and keep you out of incisor range. Just be aware that it
 is difficult to effectively lead a flying dragon with a bow, and a fired arrow takes the poison with
 it. Try to wait until the dragon hovers or lands.
- When the dragon is in the ground or air (hovering in the same place) shoot arrows in the wing so when he lands he will fall and slide in the ground. He will stay stunned in the ground long is a perfect chance to attack him with physical attacks.

Where Do They Appear?



For the most part, the generically named dragons seem innumerable and appear quite frequently.

The image above represents the locations of the dragon burial sites, where dragons may also appear. Each site also houses a Word Wall.

Be aware that dragons defending word walls will often be made of sterner stuff than the randomencounter version you deal with at your current level.

Types of Dragons

Besides named dragons there are five types of dragons. They are: Dragon, Blood Dragon, Frost Dragon, Elder Dragon, and Ancient Dragon.

Normal dragons have no specific strength and are easily taken down. Frost dragons are deadly in that their frost breath attacks drain stamina and slow you down. Elder dragons are proficient in fire attacks and can severely damage health through burning.

They progress in level with Dragon being the lowest and Ancient Dragon the highest. You may also encounter dragons with actual names.

Dragon Scales & Bones

When slain, these humongous creatures allow you to harvest their scales and bones to craft powerful Dragon Armor (which comes in both *light* and *heavy* flavors). The heavy version of Dragon armor only requires dragon bones, dragon scales, and some leather. The light armor version requires iron ingots. The catch is that your Smithing skill needs to be at 100 before you can take advantage of these items. Dragon scales and bones weigh a ton as well, so be sure to have a place to store them (like an upgraded cupboard in your Whiterun home or even a companion) until your Smithing ability is sufficient. If dragon armor isn't lucrative enough for you, the materials can be sold for a pretty nice sum of money.

Read More Related Topics

- Shouts
- Dragon Souls
- Dragon Armor
- Dragon Priest

Named Dragons

Named Dragons are dragons that have survived longer than most other Dragons, who tend to get hacked up into chum in their early years by adventurers like yourself. That said, these dragons are harder to find and much more potent.

Vulthuryol

In Blackreach (Underground Dwarven city), there is a keep with a chandelier that looks like a sun. Use Unrelenting Force on the chandelier to coax the dragon named Vulthuryol out into the open and into combat. He is more powerful than an Elder Dragon.

This dragon holds no special items at the moment, as no quest related to its destruction has been found.

Vujotnaak

There is also another dragon named Vujotnaak which may randomly appear; it may be found by Bloated Man's Grotto protecting the unique sword in that area.

Paarthunax

The leader of the Greybeards and the first Dragon to teach mortals the Voice, he now meditates on the Throat of the World. Paarthunax loves to speak with mortals, but has deprived himself of this love in order to keep himself secret to the rest of the world.

Alduin

Alduin has been given many names throughout the ages and myths. He was the original ruler over all of mortal kind and was eventually defeated by the first heroes to use the Voice. After his supposed defeat, the Elder Scrolls tell of his return and the Dragonborn that is to defeat him.

Alduin is also the first Dragon seen ingame and is usually seen close to Dragon Burial Sites resurrecting the Dragons found within.

Odahviing

He is available after the quest: The Fallen. Using the Call Dragon Shout, the Dovahkin can summon him.

Viirukkin(sp)

This dragon resembles an Elder Dragon and was met in the wilds of Skyrim after the main quest was completed.

Viinturuth

Agressive possibly random dragon encountered while exploring.

Sahloknir

Sahloknir is a fire-breathing dragon that you'll fight as part of the main questA Blade In The Dark. You'll fight him just North of Kynesgrove.

Mirmulnir

Mirmulnir is the first ever Dragon fought and defeated during Dragon Rising

Nahagliiv

Another random dragon discovered while exploring The Reach.

Dragon Souls

Dragon Souls are needed to activate Words as part of Shouts. They can only be obtained from slain dragons.

Tips For More Souls

Frequent dragon appearances = More Souls.

This works best at The College of Winterhold. Complete main quests up to Diplomatic Immunity, then go to The College of Winterhold and sleep more or less 36 hours. When you go outside there will be a dragon. Kill it and obtain its soul, then repeat sleeping process and once again when going outside there will be a dragon. Set game difficulty to novice to kill dragons easily and obtain dragon souls even easier.

Read More Related Topics

- Dragons
- Shout Locations
- Word Walls
- Dragon Priests

Dragon Shrines

These are the names of Shrines where you can find Dragons. These Shrines are marked as a Dragon Icon on your map and compass and will always have a Word Wall somewhere close by.

Dragon Sites



- Ancient's Ascent
- Autumnwatch Tower
- Bonestrewn Crest
- Dragontooth Crater
- Eldersblood Peak
- Lost Tongue Overlook
- Mount Anthor
- Northwind Summit
- Shearpoint
- Skyborn Altar

Shouts

Overview

A Shout is a specialized language native to dragons. It is said that people were once born with the ability to speak in the dragon tongue, but have lost it over time. Now only a very select/rare few called Dragonborn have the natural aptitude for this ancient language. They can master a shout much quicker than others. Congratulations, like everyone else who plays this game, Your character is one of those rare breeds.

Shouts are separate from Powers and other magic. Shouts do not consume Magicka, but do undergo varying recharge periods. The longer the duration (hold the button) of the shout, the more powerful the effect and the longer the cooldown period. After using a shout, this global cooldown period is indicated by a blue coloring of the on-screen compass. When this coloring fades, the player is again able to use a shout. It's important to note that there are some points in the game you will HAVE to use shouts to get through obstacles, to various platforms or even to fight.

Each Shout is comprised of three Words. Not surprisingly, the Shout increases in strength as you learn more words, culminating in a longer and more powerful version of the Shout once all three Words are combined. The individual words of each Shout are learned from Word Walls in the world. Once you find a word, you must unlock it with a Dragon soul to use it. You can upgrade a shout by spending dragon souls on it to make it even more powerful(only if the shout is upgradable). Dragon souls are obtained by slaying dragons.

Shout List

- Animal Allegiance
- Aura Whisper
- Become Ethereal
- Call Dragon
- Call of Valor
- Clear Skies
- Disarm
- Dismaying Shout
- Dragonrend
- Drain Vitality
- Elemental Fury
- Fire Breath
- Frost Breath
- Ice Form
- Kyne's Peace
- Marked for Death
- Slow Time
- Storm Call

- Soul Tear
- Summon Durnehviir
- Throw Voice
- Unrelenting Force
- Whirlwind Sprint

Note that Drain Vitality, Soul Tear, and Summon Durnehviir are from the Dawnguard DLC.

Shout Locations

Many shouts can be found through the course of the main quest and some will even be given to you (this will save you from having to go dragon hunting). Feel free to view the full list of Shout Locations. For some easy ones, watch the video below.

Fun With Shouts

Yes, that's right, shouts can actually be fun to use. A particularly entertaining Shout is the fully upgraded version of Unrelenting Force, otherwise known as "Fus Ro Dah!" This shout is used in many humerous videos on youtube, such as the video below. Although entertaining, this shout can also be very deadly if used correctly.

Shout Locations

Shouts refer to the Draconic language that is imbued with the powers of the Dragons. You learn these powers by finding certain words in the dragons' tongue etched on Word Walls.

Each shout consists of 3 Words, with each additional word invoking a more powerful version of the Shout. You find these words by visiting Word Walls, defeating dragons or completing quests. You may also ask Arngeir as to where you can find a shout and he will mark it on your map, making it incredibly easy to find the Word Walls.

5 Easy-to-Find Shouts

Some Shouts are deeply hidden in caves and dungeons, but the five shouts highlighted in the video below are out in the open, ready to be learned whenever you're up to traversing the map of Skyrim.

Click this link to see the video

http://www.ign.com/videos/2011/11/29/skyrim-find-5-easy-shouts

NOTE: You do *not* need to visit the Word Walls in a specific order. You will learn the Words in the correct order no matter which walls you find first.

Shout	Location
Animal Allegiance	 Inside Angarvunde in The Rift Inside Dragon's lair in Ancient's Ascent At the top of the mountain above Ysgramor's Tomb. You can either exit through the upper door after you complete the Companion Quest Glory of the Dead, or climb up the side of the mountain and get to it earlier.
Aura Whisper	 At a Dragon's lair at Northwind Summit. In Volunruud during The Silence Has Been Broken Dark Brotherhood quest. In the tomb, Valthume, just South East of Markarth.

Become Ethereal	 Inside Ustengrav from The Horn of Jurgen Windcaller Above the Lost Valley Redoubt, south of Bard's Leap Summit (can be found alongside Hroldir's Shield) End of Ironbind Barrow in Winterhold Hold
Call Dragon	High Hrothgar After the main quest, you can still summon Odahviing outdoors, but you need to utter all three words. You will receive all three words at once.
Call of Valor	Sovngarde, Call of Valor is automatically learned during the main quest.
Clear Skies	High Hrothgar Clear Skies is learned during the main quest The Throat Of The World.
Disarm	 There's a Dragon's lair at Eldersblood Peak. Speaking With Silence (a Thieves' Guild quest) takes you to Snow Veil Sanctum. Silverdrift Lair
Dismaying Shout	 Lost Tongue Overlook, where you'll encounter a Dragon. Pieces of the Past takes you to Dead Crone Rock. Shalidor's Maze in Hjaalmarch.
Dragonrend	Dragonrend is automatically learned during the main quest Alduin's Bane.

Drain Vitality	 In Dimhollow Crypt In The Forgotten Vale when fighting the twin dragons over the frozen lake. The Word Wall is located in the middle of the frozen lake. Found in Arcwind Point, west of Riften. The Word Wall is located near an altar.
Elemental Fury	 Shriekwind Bastion Dragontooth Crater In The Break Of Dawn, in the Kilkreath Ruins in Haafingar. (By the Statue of Meridia)
Fire Breath	 Dustman's Cairn during The Companions quest Proving Honor Sunderstone Gorge Found in The Throat Of The World
Frost Breath	 Skyborn Altar during a Miscellaneous quest. Folgunthur in Hjaalmarch. Requires the side quest Forbidden Legends Bonestrewn Crest in Eastmarch.
Ice Form	 Saarthal near the end of Under Saarthal Mount Anthor Frostmere Crypt
Kyne's Peace	 Shroud Hearth Barrow in Ivarstead during/after the Investigate the Haunting Miscellaneous Task. End of Ragnvald Rannveig's Fast
Marked for Death	In The Dark Brotherhood Sanctuary In Forsaken Crypt Autumnwatch Tower

Slow Time	 The Jagged Crown quest in Korvanjund, behind the throne at the end. Hag's End The Staff of Magnus takes you to a Dragon Priest lair.
Storm Call	 High Gate Ruins while following a lead given to you by courier. During The World-Eater's Eyrie, you'll be taken to Skuldafn. Forelhost in The Rift.
Soul Tear	Call Durnehviir three times in Tamriel and each time he will teach you one word for the shout.
Summon Durnehviir	 After going to the Soul Cairn and slaying Durnehviir he will teach you the the 3 words for the shout as you leave the bone yard.
Throw Voice	You learn all three Words at Shearpoint, where you fight both a Dragon and a Dragon Priest.
Unrelenting Force	 Bleak Falls Barrow during The Golden Claw or Dragon Rising Learned from Greybeards in High Hrothgar during The Way Of The Voice main quest. Learned from Greybeard after finding The Horn of Jurgen Windcaller.
Whirlwind Sprint	 Learned from Greybeards in High Hrothgar during The Horn Of Jurgen Windcaller End of Volskygge (you can scale the mountain to avoid going throught the dungeon). Dead Men's Respite in Tending the Flames

Secrets

Click on a section below to learn about Cheats, Glitches and more.

- Cheats Console commands for the PC version.
- Item Codes A list of codes to be used with the Add Items cheat.
- Tips Helpful advice from experts.
- Bugs and Glitches There are a lot of hilarious bugs in Skyrim, here are some of the best.
- Easter Eggs Weird occurences, hidden things and references to other games and pop culture.

How to "Cheat" on PC

Hit Tilde (~, or the button to the left of the "1" for those who have different keyboard layouts) to bring up the developer console, and enter these codes for the desired effect. Note: you can enter a cheat a second time to turn it off.

List of PC Cheats

- TGM Toggles God mode (Invincibility)
- TCL Toggles No-clip mode (Fly, walk through walls)
- (Click on a door, or chest, then type) Unlock Unlocks locked things. Make sure no entity is selected.
- psb Give all spells, shouts and powers to player
- player.advlevel Force a Level Up (No perk points added)
- cags Complete all Quest Stages
- Player.additem XXXXXXXX "###"- Adds items based on Item Codes, where XXXXXXXX is the item code, and ### is the amount you want.
 - player.additem 0000000f "999" Add 999 Gold
 - o player.additem 0000000a "100" Add 100 Lockpicks
- player.modav carryweight 100 Carry 100 more before overencumbered, you can change healthpoints ("Health"), magic("Magic") and skills (e.g.: "onehanded") the same way.
- kill Kills the selected NPC immediately. Does not work on flying dragons.

Massive battles like the ones in How to Make NPC Wars can be achieved through the use of the console command "player.placeatme xxxxxxx #".

Bugs and Glitches

Infinite Dragon Shout Glitch

A short tutorial detailing how to get rid of the recharge timer on all dragon shouts.

Stacking Dragon Mask Effects

A small turoial on how to wear all the Dragon Priest Masks, at the same time, while sacrficing your characters "personality".

Perverted Skyrim Glitch

A somewhat Immature random glitch, where every single guard suddenly became interested in necrophillia. Happened during Whiterun Battle Sequence. Video Here:

Flying Horse

TheBeachedHippo has figured out a way to achieve flight with a standard horse. He has promised to release a tutorial on how to do this at 1000 likes on the video below, but it may be PC-only.

Under-Water Swimming Horse

Go to solitude docks with your horse, near by there is bridge going across the water, ride onto it. Once on the bridge, ride your horse off the side of it an in to the water. The hose should go right underwaterand not come back up to surface. You can swim around like normal once in the water.

Funny "Air Dance Of Grace" Glitch

Fast Speech Leveling

Go to Riften, and go to the black-briar meadery. Once inside there should be a dark elf at the counter. Talk to him and choose the second topic about his boss. After he speaks, you get the option to persuade. Do this over and over until you reach 100.

Infinite XP Glitch

Click this link to see the video http://www.ign.com/videos/2011/11/11/skyrim-corpse-ruins-marriage-bugglitch

Ragdoll Dragon Skeletons

After killing a dragon retreat to where you cannot see its skeleton anymore, come back and you will see it ragdoll all over the place. You can also just hit it with a firebolt spell.

Dragon Soul Glitch

I have experienced instances where I kill the dragon, its killed my horse etc, and I loot it, however despite a cut scene showing me I have absorbed the soul it does not register in the shouts menu. This was not a dragon I had ever killed before. Then your left with loot, no horse, and no dragon soul. I know this usually happens only when your killing the re-spawn of the dragon, however this was not the case. Rough luck.

Free Archery Training

In Riverwood there is an elf named Faendal who will train you in Archery. He will also follow you into battle. First pay him 200 Gold to train you in Archery then ask him to follow you. Now trade with him and you can take back your gold and ask him to train you again. Rinse and repeat for 5 easy Archery levels per character level. This can be done up to Archery level 50.

Beyond 50, complete The Campanions Quests and you'll be able to have Aela the Huntress follow you into battle. Do the same trick as above for free archery training.

This will also work with any person you can have follow you with the ability to train.

Power Level Stealth

Not sure if this works on other characters, but after I decided Ancano needed to die, I snuck in his room and tried to assassinate him. Using a sword, I put myself in the sneak position and stood facing his back, just within striking reach. I used a power attack which staggered him, but didn't do any damage. It did however, improve my stealth. Covered in blood, he made a typical nasty comment and went back to sleep... You can find him sleeping on the ground floor of the Hall of Attainment at the mage college. He'll be there after 10pm.

Reason for this is, Ancano is an important quest NPC. He can't die until a certain part of the Mages College questline is resolved.

Another way to level stealth (if you have completed the main story line up to here) is to sneak behind Paarthurnax and to hit with with a one-handed weapon, (Paarthurnax must be sitting on the wall) and he will never be killed due to the fact he is a main storyline character. His health may drop all the way to 0 but he will never be staggered or killed, after awhile his health will return to full. (This has not been attempted with a bow or two-handed yet.)

Flying horses

Horses have several unusual things about them, here are a few I've found:

- 1. They seem to be running even when you're not holding the run button, which looks very unusual since you're basically going at a walking pace with a galloping horse.
- 2. You can ride horses in the water, but they're positioned so the player's head is only barely out of the water. This in essence means the horse should drown, but it doesn't.
- 3. If you're trying to run up a steep mountain with a horse. Be prepared to have the horse run partially underground one moment, and flying up in the air the next. sadly, the "next" part usually ends up with the horse falling to it's death another moment later.
- 4. Try jumping with a horse, their sense of gravity seems to be off and they kind of slowly hover back to the ground. It sometimes takes 2-3 seconds to fall back down even on level ground. Luckily this doesn't seem to cause falling damage, other than the distance traveled downwards.
- 5. they will run away from you if you dismount them, even if you own the horse and you can lose them forever if they wander off to start their own battle and die. Quite frustrating! The horse can disappear pretty quick for the amount it costs.

Behind the Loading Doors

If you have very good timing, you might be able to get behind a "load-door." Doors seem to become semi-solid when they're in their open/close animation. This is probably to prevent items from suffering physics glitches when a door traps it. However, this also counts for the doors that trigger a loading screen, even though their open and close animations are very short. So if you run towards one, and open the door with the right timing just before you reach it, you might just run straight through the door into whatever was created behind it. The strangest fact of this strange glitch is that the loading screen doesn't actually trigger until you walk back through the door, so you're free to "explore" behind the loading doors. There doesn't actually seem to be much of interest behind there though.

Infinite Arrows

If you enter the Thieves' Guild in Riften and explore further inside, you might see someone shooting at a dummy. If you stand near the dummy (not in the archer's path, or he will not shoot) he will continuously shoot at the target without retrieving his arrows, leaving you free to take them.

Typically you can get lower level arrows from this method, such as steel and iron arrows. However, if you pickpocket the person shooting the dummy, you can steal their arrows, and replace them with one arrow of your choice (ebony, daedric, etc.). When the person begins shooting again, they will shoot the new kind of arrow, giving you an endless supply. If you do not have the Misdirection Perk, you will need to wait until the person no longer has their arrows equipped. In the Thieves' Guild, both Thrynn and Cynric Endell use the target dummy in the Ragged Flagon Cistern.

Caught Red Handed

I recently noticed there was a red stat on my one-handed perk tree when leveling up. The stat was also reduced down from 25 (ish) to 15. Your status will have no problems and praying at altars or sleeping had no effect. According to others online it is a bug that has been mentioned on the official

forum and is being looked into. Some people say when you level up your one handed stat is sorts itself out others say they had to revert to a different save of the game (i hope its the former as I have no other save!). * In Dragonsreach, their is a a statue with a stone on which you can pray, it can fix the bug (50% chance)

Becoming Headless



After equipping both the Archmage's robe and a Dragon Priest mask, you'll notice that something is missing: your head. Sometimes, not always, when wearing both the Archmage's robe (obtained in the course of The College of Winterhold Guild) and a Dragon Priest mask, your head becomes completely invisible. This also occurs with the Morkai mask, and will occur to the manequin in one of your homes as well.

Breathing Underwater

When exploring underwater, instead of using the potion to breath, switch from 1st person to 3rd person view, then back to first person. After going back to 1st person you should hear your player take a breath while still under the water. This can be done as many times as you want.

Speed Sneaking

While in 3rd person mode and sneaking, unsheathe your weapons (does not work with bows) you should be now sneaking at a faster pace than normal. (Note: It seems to only work with one handed weapons. Have not tested 2h or staffs yet.)

Phoenix Flight

In Riverwood there's a forge (which is most likely where you first discovered) and forges are the only fires that you walk on that actually do any damage. For a funny little glitch go into 3rd person view and jump up and down in the forge (it will not kill you unless you do it all day) until you are on fire. then simply walk off and glide back and forth across the deck. it will look like you are a pheonix in flight

Frozen Stance of Death

More like a curse then a Glitch. On xbox definetly: Going about your normal bussiness stealing

questing whatever your character may freeze. For example i was fast traveling then i notice my character would not move and was stuck in 3rd person could only jump and swing weapons use magic but could now walk or even turn. The only thing that seems to spin is the camera. Reloading the cache or fast traveling did not help or restarting the game or console, being killed or being sent to prison has not helped resolve the issue. Worse is it seems to affect all saves there is a rumour of faulty discs. So watch out it may happen to you aswell!!!

There is a chance that re-starting the console will help.

Barely Hanging On (Riverwood Floor Glitch)

Whenever you happen to kill a chicken in Riverwood, you'll have the entire town after you, when you enter a building the same is true. With the dead chicken, or other random victim that you happen to have killed in mind; enter the Riverwood Trader, and let them kill you in the doorway of the Trader. It's rare that it will happen, but your character has a chance of "falling" through the floor, and hanging on barely by your foot, and as you stare off into the distance all you see is a blue surrounding you, with a treasure chest in the far end of the room below.

NPC Companion Death

Sometimes, in extreme cases, companions might die, yet reanimate.. walking backwards. I think this happens if the NPC dies outside your LOD range. Oh well, its the Lydia Death Bug youtube video. Enjoy!

Living Pincushion

Back from Oblivion with a vengeance, the irremovable arrow glitch has returned! Normally when struck by an arrow your character is quite content to remove it, then promptly fire it back, but sometimes you get nailed with an arrow that just won't vanish from your character model. Even reloading saves may not save you from being a walking pincushion. Thankfully, there is hope.

Completely de-equip everything, fast-traveling, and sleeping usually remove these arrows. If worst comes to worst, Lycanthropes can use their Beast Form to remove these unwanted blights upon your character's...err...beauty.

Multiple Armor Bonuses

In the current version, many itemizations are glitched. Some items can be worn with other items of the same genre, such as wearing two necklaces or two helmets at the same time. Known are The Gauldur Amulet (30 bonus to Health, Magicka and Stamina) and Amulet of Talos (Shouts cooldown is 20% less), as well as the Ancient Shrouded Cowl and original form of the Shrouded Cowl. The Ancient Shrouded Cowl also causes a graphical glitch (The character in question being an Argonian) in which the headpiece is not worn, but it removes the spikes from the top of the character's head as if he were wearing one.

NPCs fall through floors and walls

In many instances, NPCs will lean against walls or be near corners when attacked. If a bow and arrow are used for a one-shot kill (Sneak enabled most likely) by facing the NPC with the wall behind them, they may fall through whatever their model was against. In one case, I killed a necromancer from above and she fell through the floor, only to have her feet sticking straight up in the air and the rest of her body underground. With a little work, I was able to drag her body through a set of stairs and back into the environment.

Giant Attacks cause character flight

A lot of the time, one swing from a giant will render your character utterly dead. However, if the swing doesn't kill you and his mace lands in just the right position, you may be in for a ride. Your character can fly several hundred feet into the air only to die from fall damage seconds, to minutes, later.

Dragon's Skeletons fall from the sky after load times

Sometimes when you fast-travel to a location in which you have killed a dragon, or when you fast-travel away from the location that you killed the dragon and haven't yet absorbed his soul, the skeleton will "follow" you after the load time and land on or near you.

White Phial Duplicates

If you drink the White Phial Potion and then switch to the Miscellaneous tab you will see the White Phial (empty). If you click on it it will keep duplicating itself.

Flight Pattern Glitch

In some rare instances, dragons will become stuck. Not like being stuck in the enviornment, just thier flight pattern. In one instance, I was traveling on a riverbed, only to be encountered by a dragon. From there, I initiated battle, causing one arrow hit. The dragon swooped up, went to attack a far off wolf, and then became stuck in his flight path in the air. I sat there for seven or so minutes, watching him go in a big circle, til' I finally decided to call storm shout.

Backwards Flying Dragon

Around the area near Steamcrag Camp some players have come across a backwards flying dragon. This dragon cannot seem to land on the ground and will fly through the sky in either a lopsided motion or will propel itself backwards. This makes attacking it extremely difficult. Some players have reported that this glitch occured after the 1.2 patch.

Store Restocking Glitch

This glitch allows you to constantly buy or sell items without having to wait the usual 24 hours for the store to restock items or money. The first part consist on buying/selling the item(s) you want. After that, SAVE the game, then kill the store owner. After you kill the owner, LOAD the game to the save file you just created and you will notice that the owner now has money again and has restocked on items. Some important things to notice are:

- The items restocked might not necessarily be the same as before you saved, or the amount might be different.
- There is no specific moment after you kill the owner to load the game, you can take your time before loading and it will still restock.
- The most important part is mostly for console owners, since this glitch was used on the PC version. It's important that you verify if the size of the save file increases after each time you do this, if you will be doing it multiple times, because its believed that performance issues on consoles are related to how big is the save file.

Power Level Enchanting/Smithing/Speech & Easy Money

(This is also a nice use of Petty and Lesser Soul Gems which are normally useless) With the use of the Store Restocking Glitch you can easily level up these 3 skills by following these steps:

- Buy as many Iron Ingots and Filled Soul Gems (Petty or Lesser) as you desire (do the store restock glitch to buy more without waiting 24h).
- Create Iron Daggers using the bought Iron Ingots.
- Enchant the created daggers to increase their value. A good enchantment for this is "Banish". When doing the enchantment, make sure to set the enchantment as powerful as possible, even if it leaves it with a charge of just 1-hit, since this will make the item more valuable. Another thing to note for the enchantment is that you should use only Petty or Lesser Soul Gems, since these will be more than enough to increase the value of an Iron Dagger from 40 to more than 1500 gold (the actual selling price will depend on your skills but it should be around 600-800 gold)
- Finally proceed to sell the daggers.

The whole process basically works in a cycle where you buy many ingots and sould gems, thus increasing your speech skill. Create Iron daggers, which will increase Smithing. Enchant the daggers to increase you Enchanting skill. And finally selling the Enchanted Daggers to increase Speech again and generate a lot of money.

As a final note, depending on your Speech perks, the amount of gold a store has, might not be more than 700-800, but as mentioned before you can use the Store Restocking Glitch to keep selling the iron daggers for at least the amount of money the owner has before doing the glitch again.

The Smithing Portion of this is included in this video -

Infinite Stamina Glitch

(You will Require a Torch for this glitch.) Using the Torch, You can give yourself infinite Stamina as

long as you keep moving. Equip the Torch in your left hand and keep tapping the sprint button. When your Stamina is Zero hold down the sprint button. You are now running endlessly. The glitch stops when you stop. The glitch is know to work for the Xbox. Other Platforms are yet to be Confirmed.

Fight or Flight Quest Glitch

While explore through Broken Helm Hollow you will find the dead body of a nord (Leifnarr) and have the quest Fight or Flight start. If the quest starts this way without you going to Heartwood Mill and getting the quest from Grosta you may not get the ability to turn in the quest; however, if you start the quest from Grosta this glitch does not show up.

The Haunting of a Dead Follower

I am just exploring some undiscovered locations when I encountered some Forsworns. Out of nowhere, Vilkas appears and helps me out in battle, even if I already have a follower with me. He just kept on approaching and talking to me even if I am not triggering the conversation. I was able to break free from him after he engaged an enemy and I remained at a distance. That's the time he walked away like a normal NPC does.

The strange thing is he brought Ria on tow. The same damn follower that I sacrificed for the Boethiah's Calling quest, and the same damn follower who appeared and crashed my wedding night.

Aside from moving while half-buried on the ground and while paralyzed, Ria can still talk even supposedly she's dead. It got a little creepier especially when she mentioned that she killed a bear yesterday.

Out of terror I suppose.

YouTube Videos

These links will take you off of the wiki and onto YouTube.

- Lydia's Atrocious A.I.
- Aslful's Way of Sleeping
- Lydia Death Bug
- Dragon Sucked Into The Void
- NPCs Semi-transparent
- Headless Dovahkiin and The Letrush Twins...or Clones
- Random glitches and trolling
- Skyrim Buckethead Glitch (IRL)
- The Haunting of a Dead Follower (PS3 glitch)

Shadowmere Glitch

You know that dear death horse we all know and love, how we could kill him and store our over bearing junk on to him, you can do that in Skyrim but when you kill him and store your goods on him he won't back up. Shadowmere does die so until the patch comes in to fix this keep him alive.

No One Escapes Cidhna Mine (Follower Takes Guard Postion)

No One Escapes Cidhna Mine is a quest you get in Markarth, where you are imprisioned for false accounts. Apparently your follower may disappear randomly to the Shrine of Talos where you are confronted by the guards. Even after the quest he will still take that postion, posing how the other guard does and will not follow you anywhere. Even if he is set to follow, and you move him around, he will not leave the building and continue to walk back and sit there.

Can't shoot my bow on those below

If you are in 3rd person view you will be unable to shoot your bow over cliff tops or onto the horizon if you are on a cliff edge/wall edge. You will literally have to be falling off the edge to be able to do this. Yet if you flick yourself back to your 1st person perspective you'll be able to do it easily.

Hopping Book Glitch

Strange little glitch I came across in the Whiterun Guard Barracks, a book that hops.

Dragon Iron Claw Quest

Currently in the dungeon Valthume, A ghost will stop you and ask you to help him stop a growing evil deeper in the dungeon. After accepting you will be tasked with collecting three pieces of the evil soul. After collecting the two piece you will come upon a Dragon puzzle door. The sliders will not move first coming upon it, you have to leave the area and rest the door. After coming back in the sliders will move but even with the right combo it still will not open.

Swimming in Air Glitch

Dragon Skeletons fly miles from Fireballs

It was during the last quest that I discovered this and one of my fireballs hit a dragon skeleton, the body went flying miles away literally. Normal bodies the fireballs don't affect but it was quite hilarious as it was truely ridiculous how powerful the fireball clearly was.

"Spiderdog"

I was following around Barbas the talking dog and I found myself in some odd situations... He ended up trying to get into Helgen and he started to walk up the wall... Never trust a wall-walking, talking dog I guess...

"Random Glitches"

These are some Random Glitches I've encountered while playing the game. Some are funny and some are very very annoying... enjoy.

Vilkas (Constant Conversation)

After sparing with Vilkas to assess the player's abilities (Joining the Companions) he will continually follow the player and initiate conversation. Reload previous save/ autosave/ quicksave to alleviate the issue...unless you enjoy being stalked by a Werewolf...

This can also happen with Farkas and Aela from the compansion, best way to get rid of them is by paying off your bounties, just go to your general stats and scroll down to "crime" to check your bounties.

Infinite Daedric arrows

In solitude there is a soldier who constantly fires arrows into a target which you can pick up, the downside is, these are only steel arrows. so if you get one daedric arrow and place it in his inventory (via pickpocket) he will still unfortunatly shoot steel arrows. so wait till he goes to sleep and go the the gaurds quaters (castle dour then take a right) and find the guard with the daedric arrow, remove the steel arrow from his inventory and he will now constantly fire daedric arrows (around 50 per in-game hr)

Door Glitch

I have Found an odd little bug on my travels through skyrim, when using a door that will take you to a new area if you press B on the Xbox controller at just the right moment it will bring up the menu it always does stopping the loading screen. You will find that you can no longer close this menu or move at all if you load a previous save you will still be stuck with the menu on your screen unable to move but you can now move the camera. The only way to sort this is to restart the game / console

Animated GIFs

Malicious, or hilarity? You decide. The bugs and glitches in Skyrim sometimes make for funny GIFs. Note that you may only upload images using the Rich Text Editor.

Looping Imperial Guard



Looping Imperial Guard

Restless Horse



• The Restless Horse

Fixes and Work-Arounds

This is a page for user work-arounds and fixes for existing bugs and glitches. Place the bug with the word "Fix" in a header, and follow it up with your solution. The Cidhna Mine glitch here is a good template to follow.

Cidhna Mine Glitch Fix

Cidhna Mine Glitch Fix is an attempt to fix a glitch for the quest No One Escapes Cidhna Mine. This bug fix is for the game 'Skyrim'. I'm not sure how many of you guys are experiencing this bug, but if you are, here you go *wink*. If you know a person that has Skyrim and is experiencing this bug, then link them here *grin*.

Players have complained about a bug that makes the Markarth guards attempt an arrest everytime they see you. This bug makes visiting Markarth unpleasant and even hinders players with completing quests. This bug occurs on all three platforms for Skyrim - PS3, 360, and PC. For PC players, this bug can easily be solved by using command functions of their game. For console players, though, there hasn't been a fix for this bug... until now *grin*. I came across this bug while completing the Cidhna Mine quest, and I ventured on a journey to discover a fix. I can happily say, thanks to my vast experience in QA testing video games and determination, I succeeded in finding a workaround.

Just to be clear: this bug is in reference to the No One Escapes Cidhna Mine quest, which is a follow-up quest to The Forsworn Conspiracy quest. This bug involves the Markarth guards attempting to arrest you everytime they spot you because you have committed crimes against Markarth and are involved in a conspiracy as part of the Cidhna Mine quest. If this bug does not describe your situation, then I'm sorry to say that this won't fix your problem *sad_face*.

With that out of the way, here we go!

CIDHNA MINE GLITCH

- QUEST: No One Escapes Cidhna Mine
- LOCATION: Markarth
- SUMMARY: Bug forces Markarth guards to attempt an immediate arrest on the player as soon
 as they are spotted because they are "involved in a conspiracy against the city of Markarth."
 This bug makes traveling through Markarth undesirable and nearly unplayable.

HOW TO FIX BUG

- 1. Go to the city of Markarth.
- 2. Immediately begin sneaking (press 'L3').
- 3. Sneak to the 'Shrine of Talos' in Markarth.
- 4. When inside the Shrine, talk to the guard, standing inside the Shrine.
- 5. During your conversation with the aforementioned guard, choose the option that sounds similar

- to "Madanach is behind the killings!" and then choose the option similar to "Take me to jail." The guard(s) should begin trying to attack you.
- 6. Run from the guards to the OUTSIDE of the Shrine of Talos, but stay in Markarth. You can stop sneaking if you want.
- 7. Kill the guard(s) that tried attacking you in the Shrine of Talos.
- 8. Once those guards are dead, wait 48 HOURS (choose to wait 24 hours twice in a row).
- 9. Let a guard confront you.
- 10. The guard will say the usual "zomg! u hurt markarths feelins n r a cunspirator! u go 2 jail nao!"
- 11. Choose the option--it should be highlighted--to go to jail (Cidhna Mine).
- 12. If you immediately see a loading screen, shout for glee because the fix is working, and you're gonna get off scott free!
- 13. Obviously, you can't take the exit out of the mine that you used the first time you were here because the door is locked to Madanach's cell, so pick up a pickaxe (they're everywhere on the floor of Cidhna Mine), and then go up to some ore to mine it. (Go up to the rock walls that look different that the other rock walls and choose to mine the ore.)
- 14. The game will ask you, "Are you sure you want to serve your time?" Choose "Yes, kind sir!"
- 15. Oddly enough, you don't have to serve a life sentence in Cidhna Mine, and after the loading screen disappears, you will have been transported outside of Cidhna Mine.
- 16. Go up to a Markarth Guard and t-bag for as long as desired because now they won't try to arrest you!
- 17. ???
- 18. PROFIT!

I hope this fix works for you, and if it doesn't, then I'm very sorry for wasting your time.

Thanks for reading, and have a Merry Christmas! :P No matter what people say, I found this.

SOUTHERN_COMFORT

The Numbers Job Bug Fix (PC Only)

This is a fix for a bug in The Numbers Job quest which you can get by speaking to Delvin Mallory in Riften. The quest requires you to alter the numbers in the ledger in Helga's Inn wihout being detected, however, this bug prevents you from "activating" the ledger by using the action button which means you cannot finish the quest.

Fixing this bug requires use of the developer console (hit Tilde [~] to bring this up) so, unfortunately, it only works for PC players. Since I only play Skyrim on PC, I don't know if console users are affected by this bug.

The Numbers Job Glitch

Quest: The Numbers Job

Location: Riften ("The Ragged Flagon")

• **Summary:** This bug prevents players from activating Helga's ledger, which can be found inside Helga's Inn in Rifen. Since the quest requires players to activate the ledger, this bug prevents players from completing the quest.

How to Fix (PC only)

- 1. Hit Tilde (~) to bring up the developer console.
- 2. Type the following: setstage tgrfo 50
- 3.Hit Enter.
- 4. If done correctly, the quest will now be completed and you can go back to Delvin and collect your reward.

As I say, I encountered this bug on the PC version of Skyrim and the fix only works for the PC version of the game. Use the developers console at your own risk, since inputting the wrong code can mess up your file, but after using the developer console to complete this quest, I have noticed no adverse effects more than 20 levels later.

--- HachiSensei

PlayStation 3 Issues

The PlayStation 3 version of Skyrim has been, anecdotally, afflicted with more and greater Bugs and Glitches than other versions. **PlayStation 3-specific issues** may stem from the ever-increasing size of the game's save file. Users report that as the size of the game's save file increases, problems with framerate worsen.

Potential issues with the PlayStation 3 version of Skyrim were first reported by IGN on November 18, 2011.

Framerate "Lag" Issues

Click this link to see the video http://www.ign.com/videos/2011/12/16/skyrim-ps3-framerate-issues

The most significant issue particular to the PlayStation 3 version of Skyrim is one of a drastically decreased framerate, often reported as **PlayStation 3 lag** or **PlayStation 3 slowdown**. User reports and online videos confirm that the framerate drops dramatically, often as low as zero frames per second at later stages in the game. The framerate of Skyrim is typically steady at 30 frames per second when users first start the game.

The framerate issues are largely attributed to the size of the save file created for the PlayStation 3 version of the game. When users make a save, the PS3 menus specify the size of the save file. As the save file gets over 6MB large, users report noticeable slowdown.

Fixes, Solutions, and how to deal with PS3 "Lag"

On December 7, 2011, Bethesda issued the 1.3 Patch for Skyrim with some intention of addressing the PlayStation 3 performance issues, but the problems persist. Since then, there is no official fix yet issued for Skyrim's framerate issues on PlayStation 3, as Bethesda has yet to address the issue. However, users report some speculative, short term "fixes" to the problem that may or may not actually help.

- **Disable auto-saves.** Some users report that disabling auto-saving has a positive impact on the framerate issue with the PlayStation 3 game.
- Delete extraneous files (these are cache files and not saved game files). Deleting game data installs totalling multiple GB (not MB) may make a difference. You can find them in the "Game Data Utility" on the game column of your XMB. Speculatively, deleting extraneous save files may help alleviate framerate issues (although this has not been positively proven). Instead of having a log of 20 or more Skyrim save files, some users suggest keeping the save file count to around six.
- Keep the file size low. The file size of the Skyrim save appears to be affected by things like
 opened doors and items left behind, as the game remembers every changed position of such
 items. By closing doors (or leaving them in their original positions) and not leaving items like

dropped weapons behind, some users report that the size of the save file is kept lower.

- Turn off the PlayStation 3. Some users speculate that the framerate issues are exacerbated by long play sessions, stretching multiple hours, and that by avoiding long play sessions the framerate issues can be minimized.
- Load a previous save. When framerate issues start becoming serious, load a previous save. This may alleviate the issue. Users can also try saving their game right at the spot they are when the issue starts and then re-load from that point in order to avoid losing any progress.

Other PlayStation 3-Specific Issues

IGN polled readers about PlayStation 3 issues with Skyrim. The poll results revealed significant numbers of users experiencing the following problems:

- Severe framerate drops: 36.02% of users reported that they experienced the issue.
- **Textures fail to load:** 19.03% of users reported that they experienced the issue.
- Excessive game freezes: 20.34% of users reported that they experienced the issue.

Public Response

Public response to the issues has been predictably heated. On December 5, 2011, IGN's Colin Campbell wrote the article titled "Skyrim Lag: How The Hell Did This Happen?". IGN reached out to Bethesda for a statement but as of the publishing of the article, Bethesda did not respond. Colin concluded his thusly: "Bethesda owes the world a full explanation, the sooner, the better."

Timeline of Events

- November 11, 2011 Skyrim is officially released to mostly positive reviews.
- November 17, 2011 IGN reported that Bethesda is "investigating the issue further as to why some folks seeing" PlayStation 3 slowdown issues.
- November 20, 2011 After a deluge of reader reports, IGN polls its readers about PS3-related Skyrim problems. The results of that poll suggested that 75% of users experience some problems on PlayStation 3.
- November 28, 2011 Bethesda issues the 1.2 Patch for Skyrim across all three platforms. The
 patch fixed some cross-platform issues, some PC- and Xbox-specific issues, but did not
 address PlayStation 3 slowdown issues. As well, the patch introduced some new bugs.
- **December 7, 2011** The 1.3 Patch is released on PC and later on Xbox and PS3. The patch does not address ongoing PlayStation 3 slowdown, or "lag," issues.

• Number of days passed since released - 60

Resources

Users interested in tracking the progress of the PlayStation 3 performance issues with Skyrim can bookmark and check a handful of web links, including this page.

- Bethesda's official blog
- Skyrim patch notes

Duplicate Weapons

Flying Horse Glitch/Bug

Flying Horses

TheBeachedHippo has found out a way to fly a horse without using any mods, he has a video about it below.

Wear All Armor At Once Tutorial

Cheats

Infinite XP in Skyrim

You can attack the Jarl of White Run, and gain infinite xp without any consequences. This has only been tested for the one-handed, two handed, and sneak skills. All you have to do is go to Dragonreach, and attack the Jarl. For sneak, crouch behind the Jarl, once he looks away from you, attack him. If you space out your attacks by a few seconds, depending on how mad he is, you won't get in trouble for this. He is immortal so, you can keep doing it indefinitely. If you attack him continuously, then you will get a bounty and attacked by they people in the room.

Helpful Suggestion: Using Healing Hands as well can speed up reset and level Restoration at the same time. I used Bound Sword while Sneaking and using Healing Hands to heal the Jarl after each hit. The result was Sneak, One-Handed, Restoration, and Conjuration, all leveled just as fast as when I did it without on my warrior-type. Buying these spell books was worth the gold for sure.

Click this link to see the video http://www.ign.com/videos/2011/11/11/skyrim-a-flythrough-of-the-world

videos of the "player.placeatme" command

Training Exploit

There are two ways that you can get free training. If you have a companion that can train you, buy his training. After you pay for the training, look in his inventory. All of the gold that you paid for the training with is now in the companions inventory. You can take it back out and use it to buy even more training. You can also similarly do this without a companion, but you pick their pockets to get your gold back.

Invincible Dog Companion

Go to Falkreath and find the smith called Lod. He will ask you to find his dog. You can find the dog Barbas outside of the village and it will take you to the Shrine of Clavicus Vile. Once you speak with the Daedra Lord, the dog will accompany you until you finish the "A Daedra's Best Friend" quest. The dog is technically a quest item and so can't be destroyed. It will automatically attack enemies who approach you and since he can't lose any health, he is THE BEST TANK EVER. Note: you may take another companion in addition to the dog.

Max Out Destruction Skill

When you join the Fighter's Guild, you will be prompted to go outside and duel with one of the members. When you are outside, switch over to destruction magic and use it against that person repeatedly. He will keep telling you to use a sword, but you WILL gain experience -- and he won't die.

You can do this for as long as you wish to rake up easy XP for magic.

Fast Horse Swimming

If you're going through water deep enough that your horse can swim, dismount and mount the horse to go faster -- you'll actually "run" in deep water. Here's a video showing the glitch and what it looks like:

Extra Ore When Mining

If you mine until you get your first piece of ore, then cancel the action, mine again (again until you get one piece of ore) and then cancel once more you can get 1 extra piece of ore by mining once moreExtra Ore When Minin

Easy leveling of most skills

- For Block, one-handed/two-handed, spells, and archery. Buy a horse, set the level of gameplay to master, slice away, burn, or bash with a shield, Before the horse dies, rest for an hour to restore it's hp, rinse and repeat.
- For sneaking, go to the High Hrothgar. Find the monk meditating/praying in the hall, hide in the shadows come up on him and sneak attack him. Wait for him to reset (He sits back down) and.. rinse and repeat. If you Attack him without killing him, repeatedly, He'll attack you and you'll permanently be made into a Popsicle by his non stop ice shout. (This can also be done to other quest specific NPC's, Mercer, etc.)
- For Speech, go to the Black-Briar meadery. Speak to Ungrien at the counter, and choose the option, "Tell me about Maven Black-Briar", then click the persuade option. Repeat as needed. For a combined Speech, Smithing and Enchanting see Enchanting below.
- Alchemy, Eat everything, It's simpler then mixing potions and poisons. You can also sit next to an area with ingredients that respawn, pick them, eat them, and rest until they respawn.
- Restoration, Alteration, Illusion, and Conjuration. Continuously use spells on yourself when
 you have them available. For conjuration, summon a creature from the plains of oblivion
 repeatedly. Rest for an hour after magicka depletes, repeat.
 For restoration, look for crystal traps or fire pressure plate traps for a constant flow of damage to
 heal.
- Lock picking, just pick everything you can, its about the only way aside from the trainers
 available. Also, if you do the thieves guild main quests, you'll obtain the skeleton key, before
 returning it, you can leave with it and use it repeatedly, until you max out your picking. So you're
 not wasting gilder on picks. then return the key later and finish that nightinggale/thieves guild
 quest.
- Pickpocketing, pay someone to teach you, turn around and pickpocket your funds back from

them. once you can no longer train in it, just have fun emptying people of their belongings.

- Light/Heavy armor, once you're a high enough in level, find some lower level or weaker opponents, sit there and let them wail on you. So your health doesn't deplete extremely fast, set the game level to novice and heal when neccessary.
- **Smithing,** the easiest and cheapest way to master smithing is by obtaining leather and leather strips at every opportunity you can. With the leather and leather strips, forge leather bracers. They only take one leather and three leather strips. It's the cheapest way because any animal you kill that drops a hide/fur/pelt is giving you free leather/leather strips. Buying leather and leather strips is also very affordable and every smith and gerneral goods merchant will have bundles of it.
- Easier way to master smithing. If you go to Whitehall and start the mage college quest, eventually you'll be sent do a dwellmer lair. You'll know when you get there cause youll be attacked by these little robots things. Every time you kill one, pick up the struts and stuff left over. Also, search the dungeon thouroughly and empty it of any and all things labeled "Dwellmer" also, make sure to bring a pick cause there's a ton of ore in there to. Once you make it through the dungeon, if you don't have a horse outside, its a long trek back to a town, but once you get to a town, go to a smelter and use the dwelmer metal you picked up to make dwarven ingots. You'll have a ton, i had like 450. As long as you have the dwarven armour skill bought, you'll rocket up in levels. Make Dwarven bows ten at a time, then improve them to legendary on a grinding wheel. Its also good to have a ring, gloves, armour, and helm enchanted with a smithing bonus. If you start to run out of supplies, just fast forward 48 hours and get all the iron youll need from the blacksmith. If you speech is around 50 youll sell the legendary bows at over 100 a piece. since it takes 300 dwarven ingots to make 100 legendary dwarven bows, youll also make about 20000. I spent all of mine buying up every smithing supply in the town of Whiterun over and over again to get my level up even faster. Once you have enough skill points, defineatly purchase the dragon armour crafting ability. Youll never need money again.
- Enchanting Enchanting can be done at the same time as smithing. This method requires some gold to start (to buy ingots, leather strips and filled soul gems) and it requires disenchanting at least one item (to learn the enchantment). After you make as many Iron Daggers as possible (see Smithing above) go to some of the magical vendors around (such as Farengar Secret-Fire in Whiterun's Dragonreach) to buy filled soul gems. Use an enchanting table to create enchanted Iron Daggers. The more powerful the enchantment the more you can use this method as your Iron Daggers will be worth more in trade. Higher level spells make for better enchanted items and thus can sell higher. This method should increase Smithing, Enchanting and Speech if you continually build, enchant and sell.

Stacking Dragon Mask Effects

A small turoial on how to wear all the Dragon Priest Masks, at the same time, while sacrficing your characters "personality".

First find someone rich and kill them. take his gold and then got to user commandsthen click on the dead rich guy so his little code comes up and then type 'resurrect' he will comeback to life with all his belongings he had before you killed him so you can just keep doing that to get as much gold as you want. and if you want to increase sneak and pickpocket then just sneak and then take his gold and then kill him. Hope i helped you.

XBOX Godmode

Any Xbox player knows that there are no console commands that can allow godmode on their Xbox. However, using some of the existing exploits you can craft a set of armour with unlimited enchantments. You are still bound by the number of enchantments you can place on your armor but those enchantments will not have any ceiling. All you need is 1) a stack (50+) of salt pile, cyrodilic spadetail and abecean longfins; 2) Some fortify alchemy gear and 3) perks in the Enchanting and Alchemy trees (I can make this work with maxed out Enchanting tree up the middle branch and just one perk in Alchemy). Now use your fortify alchemy gear and start mixing fortfiy restoration potions. After making a potion (I suggest one Abecean / Cyrodylic and one salt) drink the potion and unequip / re-equip the fortify alchemy equipment. Each time you drink a potion and unequip/re-equip your fortify alchemy gear the fortify alchemy enchantment will grow stronger. This process is sped up using stronger starting enchantments and the extra enchanted gear glitch (falmer helmet + circlets, Gloves, Ring and Necklace for 5x fortify alchemy enchantments). At the end of this process create fortify echanting potions with massive boosts. You can now double enchant each piece of armor with a maximum enchantment.

As a tip for what enchantments to use I suggest for the best results - unlimited regenerate health, unlimited stamina, zero magic school cost x 5 (unlimited magica works as well however with zero magic school cost your enchanted weapons will not use up any of their charge), unlimited carry weight, maxed out resist magic (85% cap), fortify barter (necklace only). You will have enchanting slots free for other enchantments but you will not need them (you are now unstoppable) or you may notice that other enchantments don't work so well (when passing 100% in some fortify skills such as sneak or pickpocket the bonus turns negative making it impossible to sneak / pickpocket). If you do not want to be overpowered I suggest you keep your health / health regenration and weapon bonuses to below 150% and your difficulty level high as you will otherwise lack any sense of danger in the game. Alternatively just set your difficulty to easy as the result is the same, I just did this out of curiosity. Added bonus - this is by far the fastest way to level alchemy with your last fortify restoration potion being able to max out your alchemy in one go because of the exponential increase in price.

Item Codes

To add an item in the PC version of Skyrim, hit Tilde(~) to bring up the developer console, and enter this code:

Player.additem XXXXXXXX "###"

where XXXXXXXX is the item code, and ### is the amount you want. Here is a list of the item codes you can use with this cheat:

- 0000000f Gold
- 0000000a Lockpicks

[Source http://download1419.mediafire.com/f8g4bpkhsgng/fy4wjr1icbtakk0/skyrimguide.pdf]

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MISC.

0005ACDB OreCorundum

0005ACDD OreOrichakum

0005ACDE OreGold

0005ACDF OreSilver

0005ACE0 OreMoonstone

0005ACE1 OreMalachite

0005AC E2 OreQuicksilver

0005AC E3 ingotSilver

0005AC E4 Ingotiron

0005ACE5 IngotSteel

0005AD93 IngotCorundum

0005AD99 IngotOrichalcum

0005AD9D IngotEbony

0005AD9E IngotGold

0005AD9F IngotlMoonstone

0005ADA0 IngotQuicksilver

0005ADA1 IngotMalachite

AMMUNITION (AMMO)

00038341 FalmerArrow

00034182 DraugrArrow

000236DD TrapDart

00020F02 CWArrowShort

00020DDF CWArrow

000139C0 DaedricArrow

000139BF EbonyArrow

000139BE GlassArrow

000139BD ElvenArrow

000139BC Dwarven Arrow

000139BB Orcish Arrow

0001397F SteelArrow

0001397D IronArrow

0010EC8C DwaivenSphereBolt02

0010E2DE Foil owerlron Arrow

0010B0A7 bound Arrow

00109AB6 TrapDweBal istaBoltAmmo06

00109AB5 TrapDweBal istaBoltAmmo04

00109AB4 TrapDweBal istaBoltAmmo03

00109AB3 TrapDweBal istaBoltAmmo02

00105EE7 MQ101 Steel Arrow

OOOEAFDF Nord Hero Arrow

000E738A dunGeirmundSigdisArrowsIllusion

000CEE9E ForswornArrow

OOOCAB52 dunArcherPracticeArrow

000961D6 dunJaphetsFollyCWCatapultAmmo

0007B935 DwarvenSphereBoltOl

0007B932 DwarvenSphereArrow

00073FE6 CWCatapultAmmo

0006DA4F TrapDweBallistaBoltAmmoOl

0006A0BF DummyArrow

00052E99 FXDustDropAmmoTiny

00052E97 FXDustDropAmmoSm

0003BDF7 FXDustDropAmmoMed

CONSUMABLES

0001895F FirebrandWine

0002C35A FoodBlackBriarMead

0003133B FoodWineAlto

0003133C FoodWineBottle02

00034C5D FoodMead

00034C5E FortifySkillBlock02

000398AB FortifySkillBlock03

000398AC FortifySkillBlock04

000398AD FortifySkillConjuration02

000398EC FortifySkillConjuration03

000398ED FortifySkillConjuration04

000398EE FortifySkillDestruction02

000398FI FortifySkiIIDestruction03

000398F3 FortifySkillDestruction04

000398F4 FortifySkillHeavyArmor02

000398F5 FortifySkillHeavyArmor03

000398F6 FortifySkillHeavyArmor04

000398FD FortifySkillLockpickingOl

00039945 FortifySkillLockpicking02

00039946 FortifySkillLockpicking03

- 00039948 FortifySkillLockpicking04
- 00039949 FortifySkillMarksman02
- 0003994B FortifySkillMarksman03
- 0003994E FortifySkillMarksman04
- 0003994F FortifySkillOneHanded02
- 00039955 FortifySkillOneHanded03
- 00039956 FortifySkillOneHanded04
- 00039957 FortifySkillPickpocket02
- 00039958 FortifySkillPickpocket04
- 00039959 FortifySkillPickpocket03
- 0003995A FortifySkillSneak02
- 00039969 FortifySkillSneak03
- 0003996F FortifySkillSneak04
- 00039970 FortifySkillBarter03
- 00039973 FortifySkillBarter04
- 00039974 FortifySkillTwoHanded02
- 00039980 FortifySkillTwoHanded03
- 00039AA6 FortifySkillTwoHanded04
- 00039BOC FortifyStaminaRate03
- 00039B4A ResistFire25
- 00039B4B ResistFire75
- 00039B8A ResistFrost25
- 00039BDF ResistFrost75
- 00039BE1 ResistShock25
- 00039BE3 ResistShock75
- 00039BE4 RestoreHealth05
- 00039BE5 RestoreHealth06
- 00039BE6 RestoreMagicka05
- 00039BE7 RestoreStamina02
- 00039CF3 RestoreStamina06
- 00039CFB ResistMagic25
- 00039E53 ResistMagic50
- 00039E54 ResistMagic75
- 00039E55 ResistMagiclOO
- 0003A5A4 DamageHealthOl
- 0003AC2E WaterbreathingOI
- 0003AC2F Waterbreathing02
- 0003AC30 Waterbreathing03
- 0003AC31 Waterbreathing04
- 0003EADD RestoreHealthOI
- 0003EADE RestoreHealth02
- 0003EADF RestoreHealth03
- 0003EAE0 RestoreMagickaOl
- 0003EAE1 RestoreMagicka02
- 0003EAE2 RestoreMagicka03
- 0003EAE3 RestoreHealth04
- 0003EAE4 RestoreMagicka04
- 0003EAE5 RestoreStaminaOl
- 0003EAE6 RestoreStamina05

- 0003EAE7 RestoreStamina03
- 0003EAE8 RestoreStamina04
- 0003EAE9 ResistFire50
- 0003EAED ResistFrost50
- 0003EAEE ResistShock50
- 0003EAEF ResistFirelOO
- 0003EAF0 ResistFrostIOO
- 0003EAF1 ResistShockIOO
- 0003EAF2 FortifyHealthOI
- 0003EAF4 FortifyHealth02
- 0003EAF5 FortifyHealth04
- 0003EAF6 FortifyHealth03
- 0003EAF7 FortifyMagickaOl
- 0003EAFA FortifyMagicka02
- 0003EAFB FortifyMagicka03
- 0003EAFC FortifyMagicka04
- 0003EAFD FortifyStaminaOl
- 0003EAFE FortifyStamina03
- 0003EAFF FortifyStamina04
- 0003EB00 FortifyStamina02
- 0003EB02 FortifyCarryOl
- 0003EB03 FortifyCarry03
- 0003EB04 FortifyCarry04
- 0003EB05 FortifyCarry02
- 0003EB09 FortifyHealRateOI
- 0003EB0A FortifyHealRate02
- 0003EB0B FortifyHealRate03
- 0003EB0C FortifyHealRate04
- 0003EB0D FortifyMagickaRateOI
- 0003EB0E FortifyMagickaRate02
- 0003EB0F FortifyMagickaRate03
- 0003EB10 FortifyMagickaRate04
- 0000ED TO T Offiny Magickarkateo-
- 0003EB11 FortifyStaminaRateOl
- 0003EB12 FortifyStaminaRate02
- 0003EB14 FortifyStaminaRate04
- 0003EB2A FortifySkillOneHandedOl
- 0003EB2B FortifySkillTwoHandedOI
- 0003EB2C FortifySkillMarksmanOl
- 0003EB2E FortifySkiHSmithingOI
- 0003EB2F FortifySkillHeavyArmorOI
- 0003EB30 FortifySkillLightArmotOl
- 0003EB31 FortifySkillPickpocketOI
- 0003EB32 FortifySkillBlockOl
- 0003EB33 FortifySkillSneakOl
- 0003EB35 FortifySkillBarterOl
- 0003EB36 FortifySkill
- 0003EB39 InvisibilityOI
- 0003EB3F Invisibility03
- 0003EB40 Invisibility02

0003EB41 Invisibility04

0003F4BD WindhelmDoubleDistilledSkooma

000508CA FoodHonningbrewMead

000555E8 FreeformDragonBridgeMead

0005566A MarkarthBothelaPotion

0005629E DefaultPoison

0005661F DefaultPotion

00057A7A Skooma

00057A7B FreeformAngasMillKordirsSkooma

00058CFB DB03Poison

0005F6DF DA16TorporPotion

00064B2E FoodApple

00064B2F FoodApple02

00064B30 FoodBoiledCremeTreat

00064B31 FoodCheeseWedgeOl

00064B32 FoodCheeseWedge02

00064B33 FoodCheeseWheelOIA

00064B34 FoodCheeseWheel02A

00064B35 FoodCheeseWheelOIB

00064B36 FoodCheeseWheel02B

00064B38 FoodLongTaffyTreat

00064B3A FoodPotatoesBaked

00064B3B FoodSalmonCooked

00064B3C FoodSlaughterfishCooked

00064B3D FoodSweetroll

00064B3E FoodLeeksGrilled

00064B3F FoodCabbage

00064B40 FoodCarrot

00064B41 FoodPotato

00064B42 FoodTomato

00064B43 FoodPie

00065A64 CurePoison

00065A65 DamageMagickaOl

00065A66 DamageStaminaOl

00065A68 FeatOI

00065A69 FrenzyOI

00065A6A ParalyzeOl

00065A6B WeaknessFireOl

00065A6C WeaknessFrostOl

00065A6D WeaknessShock02

00065A6E WeaknessMagicOl

00065A6F DamageHealthLingetOI

00065A70 DamageMagickaLingetOI

00065A71 DamageStaminaLingetOI

00065C37 RiftenSpecialOI

00065C38 RiftenSpecial02

00065C39 RiftenSpecial03

00065C97 FoodBreadOIA

00065C98 FoodBreadOIB

- 00065C99 FoodBeef
- 00065C9A FoodGoatMeat
- 00065C9B FoodHorkerMeat
- 00065C9C FoodHorseMeat
- 00065C9D FoodPheasant
- 00065C9E FoodRabbit
- 00065C9F FoodSalmon
- 000663E1 IVDGhostPotion
- 000669A2 FoodVenison
- 000669A3 FoodMammothCheeseBowl
- 000669A4 FoodMammothMeat
- 000669A5 FoodLeek
- 0006A07E DummyPotion
- 000721E8 FoodBeefCooked
- 0007224C FoodGoatMeatCooked
- 0007224E FoodHorkerMeatCooked
- 000722BO FoodHorseMeatCooked
- 000722BB FoodMammothMeatCooked
- 000722BD FoodVenisonCooked
- 000722C2 FoodRabbitCooked
- 000722C7 FoodPheasantCooked
- 00073F31 DamageHealth02
- 00073F32 DamageHealth03
- 00073F33 DamageHealth04
- 00073F34 DamageHealth05
- 00073F35 DamageHealthLinget02
- 00073F36 DamageHealthLinget03
- 00073F37 DamageHealthLinger04
- 00073F38 DamageHealthLinget05
- 00073F39 DamageMagicka02
- 00073F3A DamageMagicka03
- 00073F3B DamageMagicka04
- 00073F3C DamageMagicka05
- 00073F3D DamageMagickaLinget02
- 00073F3E DamageMagickaLinger03
- 00073F3F DamageMagickaLinger04
- 00073F40 DamageMagickaLinget05
- 00073F41 DamageStamina02
- 00073F42 DamageStamina03
- 00073F43 DamageStamina04
- 00073F44 DamageStamina05
- 00073F45 DamageStaminaLinget02
- 00073F46 DamageStaminaLinger03
- 00073F47 DamageStaminaLinger04
- 00073F48 DamageStaminaLinget05
- 00073F49 WeaknessFire02
- 00073F4A WeaknessFire03
- 00073F4B WeaknessFire04
- 00073F4C WeaknessFire05

- 00073F4D WeaknessFrost02
- 00073F4E WeaknessFrost03
- 00073F4F WeaknessFrost04
- 00073F50 WeaknessFrost05
- 00073F52 WeaknessShockOl
- 00073F53 WeaknessShock03
- 00073F54 WeaknessShock04
- 00073F55 WeaknessShock05
- 00073F56 WeaknessMagic02
- 00073F57 WeaknessMagic03
- 00073F58 WeaknessMagic04
- 00073F59 WeaknessMagic05
- 00073F5A Frenzy02
- 00073F5B Frenzy03
- 00073F5C Frenzy04
- 00073F5D Frenzy05
- 00073F5E Fear02
- 00073F5F Fear03
- 00073F60 Fear04
- 00073F61 Fear05
- 00073F8B DamageStaminaRateOl
- 00073F8C DamageStaminaRate02
- 00073F8D DamageStaminaRate03
- 00073F8E DamageStaminaRate04
- 00073F90 DamageMagickaRecoveryOl
- 00073F91 DamageMagickaRecovery02
- 00073F92 DamageMagickaRecovery03
- 00073F93 DamageMagickaRecovery04
- 00073F94 DamageMagickaRecovery05
- 00074A38 Paralyze02
- 00074A39 Paralyze03
- 00074A3A Paralyze04
- 00074A3B Paralyze05
- 00076F17 TGOOFalmerBlood
- 00085368 FoodSolitudeSpicedWine
- 0009380D DA14Water
- 000AE723 CureDisease
- 000AED90 dunSleepingTreeCampSap
- 000B91D7 WEDL03CyrodilicBrandy
- 000C5348 FoodWineBottle02A
- 000C5349 FoodWineAltoA
- OOOCADFB FavorFoodMarkarthSpicedBeef
- 000CD614 FoodMarriageMeal
- 000CD883 FavorNightshadeExtract
- 000D055E FavorSorexRum
- 000D6948 FortifySkillPersuasionOl
- 000D6949 FortifySkillPersuasion02
- 000D697F FortifySkillPersuasion03
- 000D6980 FortifySkillPersuasion04

- 000DC172 TGTQ02BalmoraBlue
- 000E2D3D CWOIBWraithPoison
- 000E41B8 FrostbiteVenom
- 000E6DF5 BladesPotion
- 000E8448 FoodCharredSkeeverMeat
- 000E8947 FoodChickenCooked
- 000EBA01 FoodAppleCabbageStew
- 000EBA02 FoodCabbageSoup
- 000EBA03 FoodClamMeat
- 000EDB2E FoodDogMeat
- 000F1464 FoodChicken
- 000F257E MS14WineAltoA
- 000F4314 FoodBeefStew
- 000F4315 FoodHorkerStew
- 000F431B FoodCabbagePotatoSoup
- 000F431C FoodTomatoSoup
- 000F431D FoodVenisonStew
- 000F431E FoodVegetableSoup
- 000F4320 FoodElsweyrFondue
- 000F693F TGPotionofEscapeOI
- 000F84AF TGPotionofEscape02
- 000F84B0 TGPotionofEscape03
- 000F84B1 TGPotionofEscape04
- 000F84B2 TGPotionofEscape05
- 000F84B3 TGPotionofEscape06
- 000F84B5 TGPotionofConflictOI
- 000F84B6 TGPotionofConflict02
- 000F84B7 TGPotionofConflict03
- 000F84B8 TGPotionofConflict04
- 000F84B9 TGPotionofConflict05
- 000F84BA TGPotionofConflict06
- 000F84BB TGPotionofKeenShotOl
- 000F84BC TGPotionofKeenShot02
- 000F84BD TGPotionofKeenShot03
- 000F84BE TGPotionofKeenShot04
- 000F84BF TGPotionofKeenShot05
- 000F84C0 TGPotionofKeenShot06
- 000F84C1 TGPotionofPlundetOI
- 000F84C2 TGPotionofPlundet02
- 000F84C3 TGPotionofPlundet03
- 000F84C4 TGPotionofPlunder04
- 000F84C5 TGPotionofPlundet05
- 000F84C6 TGPotionofPlunder06
- 000F9642 crlceWraithResistFrost25
- 000FF9FC FortifyHealth05
- 000FF9FD FortifyMagicka05
- 000FF9FE FortifyCarry05
- 000FF9FF FortifyHealRate05
- OOOFFAOO FortifyMagickaRate05

000FFA01 FortifyStamina05

000FFA02 FortifyStaminaRate05

00102019 MS12WPResistMagic50

0010201A MS12WPFortifyStamina01

0010201B MS12WPFortifySkillSneak03

0010201C MS12WPFortifyMagicka01

0010201D MS12WPFortifySkillOneHanded04

0010201E MS12WPRestoreHealth04

0010211A DA03FoodMammothMeat

0010394D FoodHoney

00107A8A MQIOUuniperMead

0010D666 FoodGourd

How To Get More Followers

There's a way to form an incredible (sometimes) death-defying super death squad with multiple followers. Referred to lovingly as an "Insane Crown Posse" (you are a Thane after all), this evergrowing party will absolutely murder anything and everything in your path, including dragons and giants.

Here's how:

A little video to prove these companions' mettle.

Here is a video explaining how to do it another way, actually having 3 constant companions that are not tied to any quests -

You also could have 4 followers if you get 100 conjuration and get the perk to summon two atronach or the thall's (constant) depending on if you did the quest for phina's (college of winterhold) then get a dog and a follower. To get the thall's you need to do the quest for phina's. To begin you have to have lvl 90 in conjuration to start. After you get 90 conjuration go do the quest you. Then get to go buy the thall's (master spells) from him.

You can trick the system by going on certain quests to recruit people into your party but not finishing the quest. They will remain in your party forever until you complete the quest or dismiss them. In A Daedra's Best Friend you get to recruit a rather reliable dog companion named Barbas. In Alduin's Wall, two seasoned fighters tag along. (Occasionally, Delphine will try to leave, but simply tell her to follow you.) Combine these NPCs with a Conjuration or two (must be at max level), a horse, and a



follower, then you've got a full traveling troupe of insanity.

Quests in which you get an NPC who doesn't replace your existing follower that can stick around include:

- Alduin's Wall
- A Daedra's Best Friend
- Speaking With Silence
- The Blessing Of Nature (There is a guy who asks to join you when you initiate the quest.)
- A horse like Shadowmere from The Cure For Madness.
- Any ability that summons a temporary helper.

- The Sanguine Rose summons another Atronach.
- Summon Spectral Assassin.
- Laid to Rest (speak to Thommir in front of the cave. This guys light a torch whenever it's dark!)
- Get a hundred conjuration to get ability to summon 2 Atronach / reanimate
- More?

Just be careful that they don't literally get in your way as you try to navigate smaller spaces. And also just be careful that they don't get in each other's way in combat. You **will** encounter situations where they will start ripping into each other if one accidently hits another of your followers.

Be sure to check the full list of followers! Typically, you can have one human follower and one animal follower, in addition to the quest NPCs, potentially creating a massive hunting party.

For more tips and other helpful pages

- Character Building
- General Tips
- Followers
- Hirelings
- Skills
- Side Quests

PC Console Cheats

To enter **PC Console Cheats**, hit ~ (or the key above Tab) to bring up the developer console, and enter these codes for the desired effect. Note: certain cheats you can enter a second time to toggle off the effect. Achievements are disabled when you enter cheats. Some cheats can cause bugs later on, or cause situations which may "break" certain quests. Adding items (except quest items) is almost always safe, as are commands that display information (debug text, attribute values). If you're unsure, don't save your game after using the command & DISABLE the autosaving features, or simply be sure to delete the affected saves when you're finished experimenting.

List of PC Cheats

Many of the cheats which worked in Oblivion and Fallout 3 will work in Skyrim as well. Remember to check the Item Codes list for the Add Item cheat.

- tgm Toggles God mode (Invincibility, infinite carry weight)
- tcl Toggles No-clip mode (Fly, walk through walls)
- coc "Location" Teleports you to that location, An all item room is coc QASmoke.
- psb Give all spells to player
- player.advlevel Force a Level Up (No perk points added)
- caqs Complete all Quest Stages
- tmm,1 Toggle Map Markers
- tfc Free camera
- saq Start all quests (Warning: Not a good idea!)
- qqq Quit the game
- coc gasmoke Testing hall (You'll have your items, enchanted items may crash game)
- tai Toggle Artificial Intelligence (Freezes enemies)
- tcai Toggle Combat Artificial Intelligence (Freezes enemies)
- tq Toggle grass
- tm Toggle menus, HUD
- tfow Toggle FOW
- kill Kill targeted thing
- resurrect Resurrects targeted thing
- unlock Unlocks targeted locked thing
- lock X Lock targeted chests, doors or people, where X is the difficulty level of the lock (0 -100)
- killall Kill all nearby enemies
- removeallitems Removes all items of targeted NPC
- movetogt Teleport to quest target
- enableplayercontrols Enable controls during cinematics
- tdetect Toggle Al Detection (Avoid getting caught stealing)
- setownership Changes ownership of target so you can steal it
- duplicateallitems Duplicate items (Target container or NPC and copy the RefID)
- fov XXX Change field of view.
- advancepclevel Increase your Level

- advancepcskill (skillname) X Increase skill level
- advskill [skill] XXX Increase targeted skill by XXX amount
- setpcfame Set targeted character's fame
- **setpcinfamy** Set targeted character's infamy
- player.modav [attribute name] [amount] Apply modifier (+ or -) to the named attribute or skill. Skills are entered as they appear in-game, without spaces or quotes, except for Speech and Archery, which are "speechcraft" and "marksman" respectively. Attributes are things like "health" or "carryweight", again without spaces or quotes. NOTE: Using the modav command will cause attributes modified by it to always appear in green, as the game thinks they've been buffed. You can try "setav" instead (untested), but in other Bethesda games this has sometimes led to permanent problems.
- player.modav carryweight X Set Carry Weight
- player.modav burden X Increase Burden by X
- player.modav Dragonsouls X Add Dragon's Souls to your pool, allowing you to improve your shouts.
- player.setav speedmult X Increase movement speed, where X is a multiplier (percentage)
- player.setav Stamina X Set Stamina
- player.setav Health X Set health
- player.setcrimegold X Set to 0 if you want it to be free
- player.setav Magicka X Set Magicka
- player.setlevel X Set Level
- player.placeatme X Spawns an NPC at your location, where X is NPC ID
- player.setscale X Change scale of player, where X=1 is normal
- player.IncPCS [Skill Name] Increase the level of targeted Skill by one.
- **showracemenu** Brings up the race selection/character customization menu. NOTE: This will reset your character to level 1 and all your skills to their initial base values.
- [target].getavinfo [attribute] This will display a short list of information about the given attribute (health, skills, etc.) of the specified target. You can omit "[target]." if you first click on the target with the mouse, or you can replace it with "player." if you want the info on your character. For example:[br/]player.getavinfo lightarmor
- player.additem XXXXXXXX "###"- Adds items based on Item Codes, where XXXXXXXX is the item code, and ### is the amount you want.
- player.additem 0000000f "999" Add 999 Gold
- player.additem 0000000a "100" Add 100 Lockpicks
- player.addperk XXXXXXXX add perks based on perk codes, i.e. player.addperk 000c44b8 would add the adept alteration perk, found on the Item Codes page. Make sure your skill level is high enough to have the perk before you enable it or it may not work properly and that you add any multi-tier perks in order.
- help List console commands
- help keyword X Search by the keyword, number is search mode, listed in "help" commands

Video of TCL (No-Clip) Fly Mode

Click this link to see the video

http://www.ign.com/videos/2011/11/11/skyrim-a-flythrough-of-the-world

Easter Eggs

Assassin's Creed Reference

A nod to a well-loved franchise, the "leap of faith" is an acrobatic performed by the protagonists of Assassin's Creed. The video here depicts a Skyrim character that can also perform the leap of faith and gain a Speech level while he's at it.

Another one can be found in the "A Deadra's Best Friend" quest. At the shrine of Calvicus Vile, before you talk to him, you will have to kill bunch of vampires. Search them, and among their items you will find an Ebony Sword Of Animus, which might very well be a refrence to the machine, the "Animus", developed by the Templars in the Assassin's Creed franchise.

Pac-Man Cheese Wedge

In Endon's House in Markarth, look for a shelf in the back of the room with Sliced Goat Cheese, a row of Garlic and some Glow Dust arranged to look like a scene from Pac-Man.

300 Reference

If you head just south of the Shrine to Peryite, only small journey west of Karthwasten, North-North East of The Lover Stone, it requires some mountaineering you will come across a skeleton (about halfway up the mountain). If you look just to the side of the skeleton you will see a sabre cat stuck between two rocks with a glass sword through its mouth and head. This is a reference to the scene of 300 where Leonidas leads a wolf to a narrow passage then stabs it through the mouth with a spear.

The western area of the map known as "The Reach" also contains terrain very similar to that in the movie. In the video below, you can see that the Spartans are fighting the Persians on a cliff next to the sea, as in the movie.

Loading Screens

Bethesda anticipated some lengthy (uninstalled) load times for Skyrim, so to bide your time you can use the analog sticks to rotate and zoom in and out on the figure on-screen.

Old School Character Creation Reference

Sometimes when walking past guards, they will say "Let me guess, somebody took your Sweetroll?". An obvious reference to the opening of many Bethesda games.

Sweetroll References

The Guards in various cities will sometimes say "Let me guess... Someone stole your sweetroll." This is referring to the first Elder Scrolls game "Arena" where it is asked as a class-determining question. The Elder Scrolls 2: Daggerfall also uses a sweetroll question as a class-determining question. The Elder Scrolls 3: Morrowind allows you the option of picking your class, or answering a series of questions to determine your class: if you choose to answer the questions, this will be one of them. Also references are to be found in the Elder Scrolls 4: Oblivion, where some NPC's may relate a story of a stolen sweetroll to you. This story is acted out in Fallout 3 when you are given a sweetroll by a lady, and then a bully proceeds to demand the sweetroll. Finally, the sweetroll reference appears in Skyrim. I have personally played all of these sequences and seen these references in each according game.

Minecraft Reference

As many know, Bethesda and Minecraft creator Notch clashed over the name "scrolls" a while ago. Bethesda left an easter egg in reference to it. At the top of the highest mountain in Skyrim (called The Throat of the World) you will find a secret weapon called the Notched Pickaxe as well as some Malachite ore. "Be aware that the Notched Pickaxe was in previous Elder Scrolls games before Minecraft and Notch were popular, so it is likely that it has nothing to do with Notch or Minecraft." "Citation needed"

Batman: Begins Easter Egg

In the College of Winterhold, once you receive your room, if you look on the table next to the doorway of your room, there is a blue mountain flower which is identical to the one Batman needs to bring to the top of the mountain in Batman: Begins.

M'aiq the Liar

M'aiq is a long-standing NPC easter egg in Elder Scrolls games. He is again seen wandering many locations, offering words when spoken with. One particular reference is to The Elder Scroll 4: Oblivion, quoting many NPC's who discuss Mudcrabs far too often.

Headless Horseman

Throughout your adventures in Skyrim, a headless horseman ghost can be found wandering around. You have the option to "talk" to this ghost but nothing happens. If you follow this mysterious horseman, he will eventually say "finality" randomly while he is riding his horse, as well as saying "you are not welcome here" upon entering a new location with hostile enemies while traveling on foot. He leads you to a graveyard with a few skeletons and a dragur (Hamvir's Rest). He stands here, so it can be assumed that this is where he is buried. If you look at the grave to the left of the entrance you will find a skull and a magical helmet, most likely his.

While possibly unrelated, there is a glitch that causes the player's head to become invisible during the night. Nobody knows if this NPC has a purpose, but if you do find a purpose for this figure, please edit this section of the guide.

The Force Wasn't With Him

During the Companion Quest "Animal Extermination", you will travel to Bleakcoast Cave to clear out some Frost Trolls. Inside, there is one room where there are a bunch of bones laying around. If you look up, there is a torso sticking out of the ceiling. Directly below this, there is a glass greatsword. This is a reference to Star Wars V: The Empire Strikes Back.

Joss Whedon?

Among the many books in Skyrim, there is one that references writer and director, Joss Whedon's most recent film. A book can be found titled "The Cabin In The Woods", which is a direct reference to the identically named movie.

Poltergeist

After you complete the "House of Horrors" quest, locate the table in the abandoned house and you should find the chairs. The chairs are rearranged in a strange way, just like in the movie *Poltergeist*.

Katatonia

- During the quest Darkness Returns, you can recover Nystrom's Journal, detailing a plot by two
 individuals to try and infiltrate the dungeon and its priests. The two are Nystrom and Anders, a
 reference to Anders Nystrom, guitarist and songwriter from Swedish goth rock band Katatonia.
- The terms in the last paragraph: "He also mumbled some nonsensical phrases like 'night is the new day' and how he was the 'ghost of the sun.' I have no idea what these cryptic sentiments mean, but hopefully during tomorrow's ritual, Anders and I will put everything we've learned to the test." are references to multiple Katatonia albums and songs- the most obvious being the album Night is the New Day and the song "Ghost of the Sun" from the album Viva Emptiness.

Hidden Chest Dawnstar

In Dawnstar there is a hidden chest before the mine on the left in the middle of some rocks, inside the chest is a variety of items that are respawnable after a certain amount of time.

This chest, as well as many others (including the ones underneath Whiterun) is just the inventory of a shopkeeper. This one is believed to be a Khajiit caravan in/near Dawnstar.

Bioshock Reference

In most of the dwarven sactuaries found in Skyrim, you will bump into many holes that resemble the object were the little sisters would exit in order to meet with their Big Daddies and vice versa. Here is a video of this easter egg.

The Legend of Zelda Reference

After being ambushed by the Silver Hand and seeing Farkas transform into a werewolf, if you ask him if all the Companions are werewolves he will answer, "Not everybody, just the members of the Circle. It's a secret to everybody." The latter sentence is, of course, the famous line from the original Legend of Zelda.

The Shawshank Redemption Reference

Enthir, in the College of Winterhold, sells wares not allowed in the college. One of this dialogue options read "I understand you're an elf who knows how to get things," a reference to the movie *The Shawshank Redemption*.

Robert Frost reference

If you go to Riften and go to The Bee and the Barb there will be a guy asking to get a horse named Frost. Then you are giving promises to keep, which is a line from the poem *Stopping by the woods on a snowy evening.* You then travel through some woods to the black-briar estate. This refers to the line "whose woods these are".

Scandinavian Fairytale Reference

On the road from Dushnikh Yal, southwest of Markarth, to Dead Crone Rock, west of Markarth, there is a bridge. When approaching the bridge three goats will start running away, but under the bridge lies a dead troll. This is a reference to the Scandinavian/Nordic fairytale about the three goats outsmarting the troll living under the bridge.

Star Wars Expanded Universe References

There are a number of possible references to the Star Wars Expanded universe in Skyrim.

- Darth Maul Maul in Riften.
- Mara Jade The Divine Mara.
- Darth Revan The books Beggar, Thief, Warrior and King are by an author called Reven.
- Biggs Darklighter Darklight Tower can be found south-east of Riften.
- Vilmarh Grahrk In the Orc Camp Largashbur there is an Orc named Garakh.
- The Sith Sithis
- Darth Bane's Rule of Two In the Orc Camp Narzulbur the Orc Chief will tell how he became
 chief. He tells you that he killed his father in combat, and would train his offspring to eventually
 take his place one day, by the same means of combat. This is very similar the the Sith Rule of
 Two.
- Sith Holocron This may be a coincidence, but the Symbol for Zenithar (The black, shallow pyramid) bears a striking resemblance to a Sith Holocron.
- Durge There is a member of the Thieve's Guild named Dirge.
- Kazdan Paratus In the quest Revealing the Unseen there is a member of the Synod named

Paratus.

- Meeko Ghintee To the East of Dragon Bridge, there is a shack called Meeko's Shack, and a dog called Meeko.
- Obi-Wan quote If you travel with the ghost of Lucien Lachance he will some times say "I feel a
 disturbance in the void" which is very similar to the phrase "I feel a disturbance in the force"
 from the Star Wars movies which is often mentioned by Jedi.
- Episode IV Dialogue Inside of Frostfruit Inn Erik can be heard talking to his father, with his father telling him "all I ask is that you stay on for one more season" and "that's just your mother's side in you." This is in reference to Uncle Owen's conversation with Luke in Star Wars Episode IV: A New Hope.
- Owen and Beru Lars This could be a coincidence, but the son of the Battle-Born family is named Lars.
- When entering locations with a following campanion, they sometimes will say "I have a bad feeling about this." This has been a repeated quote used in the Star Wars movies as well as found the Expanded Universe.
- Endon in Markarth will say "I'm a silversmith, like my father and his father before him," much like the line from Return of the Jedi; "I'm a Jedi, like my father before me."

Fairy Tale Reference

When doing the Thieves Guild quest Dampened Spirits, the player will come across a character named Hamelyn, who leads an army of Skeevers in the Honningbrew Meadery Basement. This is a reference to the folk tale of the Pied Piper of Hamelin, who used his music to rid the town of rats

Hangover Reference

In the quest A Night to Remember, The Daedric Prince Sanguine helps you remember a what you did the night before after a drinking contest with him, like in the movie Hangover.

Secret Chests

Go to Enthir's room in the Hall of Elements and hold a platter up to the wall on the left side of his bed. Push your character into the platter and you will move outside his room walls. Drop a Do Not Delete chest underneath you and land on it and then you will see chests surrounding you. Jump or place more Do Not Delete chests and you will reach them. Inside are all the vendors money, spells, items etc. Great way to get things for free! You can sell them too to make more money! Have fun.

Morrowind Easter Egg (Dawnguard Only)

Reposted from Robbie922004:

Last night I was exploring the Soul Cairn in Dawnguard, a realm of Oblivion where souls that have been trapped and used end up.

Imagine my suprise when I bump into a familliar face, Jiub from Morrowind, who is the first person

you meet when you wake up on the prison boat during the intro to that game.

He told me the story of how he became Saint Jiub the Eradicator of the Winged Menace. After his prison sentence was done, he devoted his life to hunting every cliff racer in existence to extinction. He was made a saint by the Tribunal Temple and decided to retire and live in Kvatch, where he was soul trapped by some angry Daedra during the invasion. And thus ended up in the Soul Cairn. Poor ol' Jiub.

So that's why there are no cliff racers to kill anymore. If I've ever heard a good reason for being made a saint, that's it.

Lord of the Rings: Fellowship of the Ring

Toyrgs horn (a horn you get for a quest) looks like a exactly like the horn Aaragon carried with him

A hidden quest

hey there this is a hidden mission that you can do anytime and only one time so here we go to the Mage college in winter hold and befor we do this go to the libery of the college and go to the left side steal all the rings now go to the midden and when your in go to the dark midden and look around or go under the ice bride and go right and keep going tell you find a deadra relic and put the four rings and there will be a deadra that come out you can kill him or he's can give you a hidden. Cheast and it the island in the left by the tolos shrine and go right and the cheast will appear with gold coins with gold ingonts and more stuff this is the end I hop you enjoy this as much as I did? :D

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The Headless Horseman

Sure, you have Dragons, Giants, gigantic wooly Mammoths, Werewolves, Vampires, and many other dangers lurking around every blade of grass, but there's certainly one thing you'd least expect to find wandering the snow-covered lands of Skyrim: A Headless Horseman.

We stumbled across him, but he wouldn't talk to us. After following him for 20 minutes, the spectre disappeared. We surmise that he appears during the night and disappears during the day. What do you think? Do you know his secret?

Contribute your thoughts and help us solve this enigma!

Entire Headless Horseman Encounter Revealed in 1080p

Click this link to see the video http://www.ign.com/videos/2011/11/10/skyrim-whats-up-with-the-headless-horseman

Following the Headless Horseman leads you to Hamvir's Rest, which contains three skeletons, one Draugr, and a Master level chest with banded iron armour and iron boots with resist frost.



Whilst following he says "finality," which means (with the help of a dictionary):

- 1. The fact or impression of being an irreversible ending: "the finality of death".
- 2. A tone or manner that indicates that no further comment or argument is possible.

Speculation: If his grave is the one behind the grating with the same axe that he's weilding, then he basically just leads you to an either Iron or Steel Helmet with a random effect such as boosting magicka or one of your skills, as that is by his coffin as well. It's the leftmost burial opening in the graveyard.

Observation: He spoke twice while following him, both times after a Saber tooth cat was killed near him (large soul?) First he said "finality" and second he said "Such an abrupt end to our game." Note

also that the phrase followers.	"finality" is used by	Companion Ghost	s upon killing the pla	yer or one of his

Graphical Tweaks

Find the Skyrim folder (Documents/My Games/Skyrim on XP) and make a back up of the file SkyrimPrefs.ini in case you screw it up.

Open the file called SkyrimPrefs.ini with a text editor and change the following lines:

iBlurDeferredShadowMask=3 (Recommended: 1)	Changes shadow definition	
fTreesMidLODSwitchDist=0.0000 (Recommended: 10000000.0000)	Changes tree LOD distance	
iShadowFilter=3 (Recommended: 4)	Changes shadow filtering	
bTransparencyMultisampling=0 (Recommended: 1)	Toggle Trasparency MS	
iWaterMultiSamples=0 (Recommended: 4)	Changes water AA sampling	
bTreesReceiveShadows=0 (Recommended: 1)	Toggles more shadows on trees	
bDrawLandShadows=0 (Recommended: 1)	Toggles more land shadows	
fGrassMinStartFadeDistance=0.0000 (Recommended: 400.0000)	Changes grass fade distance	
iWaterReflectHeight=512 (Recommended: 1024)	Changes water reflection resolution	
iWaterReflectWidth=512 (Recommended: 1024)	Changes water reflection resolution	
uiMaxSkinnedTreesToRender=20 (Recommended: 40)	Changes tree skin textures	

Additionally, these lines can be added to further enhance graphics:

Water Rendering

bUseWaterReflectionBlur=1
bReflectExplosions=1
iWaterBlurAmount=4
bAutoWaterSilhouetteReflections=0bForceHighDetailReflections=1

Long Distance Mesh

fBlockLoadDistanceLow=50000.0000 fBlockLoadDistance=125000.0000fHighBlockLoadDistanceLow=20000.0000

Save the file and start the game it to see the effects in action.

Source: TESV Enhanced Visual Tweaks

Transfer Saves Between Between 360 and PC

The 360 version of Skyrim is known to have its fair share of performance and graphical issues. Luckily, there is a fix to addres these issues and improve them by several orders of magnitude. The only thing is that you'll need a decent PC rig

A user on Reddit came up with this ingenious idea that lets you transfer saves from the 360 to the PC. This method apparently works with most Bethesda games.

A couple of key points:

- You need two copies of Skyrim (PC and 360)
- Both copies need to be the same version (with several patches out, you need to make sure of the version number)
- You need to download a modding utility called Modio.

You don't have to worry about being banned from Xbox LIVE, as this method doesn't modify the data (especially since if it's a legitimate to begin with).

How to Make NPC Wars

What are NPC wars?

NPC wars have been very popular in most bethesda games mainly starting with Oblivion. They have been especially popular in Skyrim. ex. - Spawning in 20 Guards and 40 Bears and watching them fight.

The main purpose of these battles are the general enjoyment of those watching, nothing more nothing less. You can find examples of the battles at the bottom of the page.

How to Make Your Own

There is only one major requirement needed to make one of these, you need to be playing on PC. If you play on consoles or simply don't have Skyrim and you still want to see these wars, don't fret. There are many videos on youtube (such as the ones below) that provide limitless combinations of battles.

Now for the actual steps:

Npc Wars

- 1. Tai = freeze Al's
- 2. Tcai = disables combat
- 3. Help "npc name 0"
- 4. Player.placeatme "npc code #"
 - optional* tam for godmode.
 - optional* tfc for freecam, tm to remove menu,
- 5. Turn tai & tcai back on

Helpful NPc id's

Stormcloak Archer: 45BE3

Stormcloak Soldier (2-Handed): 467BB

Stormcloak Mage: 4622B

Stormcloak General: 559DF

Stormcloak Field Commander: 205C8

Imperial Archer: 45BE0

Imperial Soldier (2-Handed):47CBA

Imperial Soldier (Sword & Shield): 46794

Imperial Wizard: 4622A

Imperial General: **559E0**

Imperial Field Legate: 205C9

Giant: **936D3 (936D1)**

Marauder-000E9628

· Bandit: **1068FE**

- Bandit Chief: **E1646**

Dragon (with soul):EAFB4

Dragon, Elder (no soul): 000FEA9B

- Dremora:16EF0 (16EF6)

· Dremora Valynaz: FF000B3A

Dwarven Centurions – **87102**

Mammoth:23AB4 (B6234)

Markarth Guard: **0005CF3F** (they kill civilians for some reason)

Thalmor Soldier:000728AC

Alduin: 8E4F1

Mirmulnir: 1CA05

Nahagliiv: FE431

Odahviing: F6850

Paarthurnax: 3C57C

Viinturuth: FE432

Vuljotnaak: FE430 Imp helm - 0009610D

You can also use the creation kit to create your own Npcs, such as shown in the videos below.

Video Examples

These videos showcase the cinematic style of these NPC wars that are all over youtube. Feel free to add any videos you feel deserve a spot on this list.

Mods

What would an Elder Scrolls game be without mods? Probably a console version, that's what. But no, seriously, for those of us ticking away at our keyboards with a false sense of superiority, mods can be an excellent way to improve a favorite game, or even make a completely new game.

While an exhaustive list of the mods out for this game would be impossible to compile (the list would've been immense even just a week after the game's release), this could be a source for some popular modifications for those that just want to improve an already great Skryim experience, not change it completely.

A great example of a simple, humerous mod is the Pie Arrows mod. A video review can be seen below.

Another mod was made with some inspiration from Monty Python, have a look!

Space Marine Armor

This mod currently adds in Space Marine armor from Warhammer 40k, but it plans on adding in more armor from the series in the future.

Companion Cart

This mod adds in a nice, lore friendly carriage that you can actually "drive".

Zombie Islands (WIP)

This mod gives justice to the phrase in the above paragraph "mods can be an excellent way to improve a favorite game, or even make a completely new game." This mod currently has 2 completely new islands filled with zombies and a new faction called the Vanguard. Watch the video for more info.

Riverwood Dwemer House

This mod adds a nice and cozy little Dwemer house to Riverwood. It also includes a fast travel point on the map so you want have to walk through a city to get to it (like all of the other houses).

Mercenaries

This mod does exactly what you would think from the title, it adds in mercenaries that you can hire.

Lord of the Rings Weapons and Ring

These two mods add in some items from Lord of the Rings, which actually fit in very well with Skyrim.

Dragonbone Weapons

This mod adds in something that really should've been in the game from the start, dragonbone weapons craftable at the forge. The creator is an actual graphic artist, and you can tell that by the great detail in the weapons.

Assassins Creed Brutus Armor

This mod adds in an amazing looking armor to the game that was heavily inspired by an armor variant in Assassins Creed: Brotherhood.

Follower Mod: Dave the Dragon

This mod adds in a little but ferocious Dragon follower that cannot die. He doesn't take up a companion slot but you can't interact with him at all.

Assassin Squads

This mod adds in a squad of assassins to chase you down once every week. It adds a much needed element of danger and surprise to this game. Something special also happens if you sleep during Loredas, which is shown in the video.

Knights of the Nine Armor and Weapons

This mod adds in some very well modeled Knights of the Nine armor and weapons that were originally part of a DLC for Oblivion.

- Graphical Mods
- Gameplay Mods
- Trollface Troll Mod

Graphical Mods

Overview

Skyrim is a beautiful game, that is hard to dispute. However, with low resolution textures and a general lack of post-processing options, it tends to only maintain its beauty from medium to far distances; get up close to almost anything and you'll start to question if you are in the same game.

But, not to worry! With just 3 easy to install mods you can go from this:



To this:



And if you can already run the game at high settings, this will not affect performance (in most cases). Although, naturally, the higher-res textures are going to increase the possibility of texture-related RAM issues, but there does not seem to be a major increase in CTDs or failed texture loads after installing the mods.

My Little Pony Mod

FXAA Injector

http://www.skyrimnexus.com/downloads/file.php?id=131#content

This is probably the best way to add some visual flavor to the game, because it unlocks the post-processing capabilities that are already built into the game engine. The most noticable effect this will add is Sharpening, which crisps up muddy edges and really punches the contrast into shape. Other things like resampled bloom effects, saturation, etc. will also be at your fingertips, waiting to make Skyrim's pretty landscapes into drop-dead gorgeous vistas.

To install the mod, download its installer from the page and run it (it's a .exe). The installer will ask which preset you want to use, and this is where some personal critiques of the mod come up. The default values for the presets may be a little too extreme, so you may want to just choose preset 1 and alter the values yourself. The technicolor may make everything a little too surreal, and the high default sharpening values will make edges crackle noticeably. Fortunately, the modder made all the values easy to change and labeled them inside the configuration file. It will be inside the top skyrim directory as injFX_Settings.h. So, steam users will see it under

Steam/steamapps/common/skyrim/injFX_Settings.h. Back up that file, and start tweaking (it opens like a normal text file)! The screenshot above uses these settings:

SharpenEdge 0.1 Sharpen_val0 1.0

TechniAmount 0.30 TechniPower 5.0

Sharpen = 0.02

That said, there is an undeniable charm to the super-saturation of the presets; the whole point of this is to make Skyrim look good to you, and many people do like the presets just the way they are.

Skyrim HD - 2K textures w/ alternate mountains

http://www.skyrimnexus.com/downloads/file.php?id=607

This is where the real pretty happens. While the mod currently doesn't enhance every texture, the ones that are improved will turn a trite run through the woods into a dreamy nature walk. Some of the most noticeable improvements are the forest floor and stone textures, which get a much-needed HD treatment. You may run into instances where the textures don't tile correctly, but those exist in vanilla Skryim as well, they probably just pop out more because you can actually see detail.

To install, it is easiest to use SkyrimNexus's Mod manager, which lets you quickly install and remove any mod you add through it, even texture packs. If you want the mountains that are in the screenshot, you'll need to also get the Alternate Mountains pack which is on the same page. To install both through the mod manager, you'll need to install the main pack, then when you install the alternate mountains select "no" when the manager asks if you want to upgrade to the new version and select "yes to all" when it asks if you want to overwrite a texture.

There are instructions for manual install on the Nexus page, if you are so inclined

Vurts Skyrim Flora Overhaul

http://www.skyrimnexus.com/downloads/file.php?id=141

This pack has become much more robust since its first iterations. Running the pack through the Nexus Mod Manager brings up an installation wizard that lets you select from various types of textures, especially on the trees. However, this pack can change just about any floral texture in the

game, so give it a go.

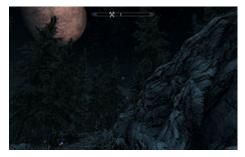
Enhanced Night Skyrim

http://www.skyrimnexus.com/downloads/file.php?id=85

Nighttime in Skyrim in beautiful. The moons, the constellations, and the occasional breathtaking auora all combine into something that single-layer skyboxes just can't recreate. But, who's to say that these things couldn't be improved? If you're thinking, "I don't want to change the constellations or the moons or anything, those are an important part of the Skyrim sky." Well, this little mod leaves all that, and just changes the low-res background stars so that you get all the prettiness with no loss of the atmosphere (no pun intended). Or, if you want even more atmosphere, you can try one of the Galaxy mods on the same page which add nebulae into the mix.

You may particularly like the Medium Density mod, it adds enough twinkling specks to draw out all the nostalgia you have for camping, but it doesn't go overboard. However, downloading through the Nexus Mod Manager will let you swap quickly between any versions you get, so try them all out and see what you like! Here's some before and afters (Do remember we're dealing with JPEG compression here, so a lot of the finer stars are going to get averaged out):

Vanilla Sky...rim:



Medium Density stars:



Realistic Water Textures

http://www.skyrimnexus.com/downloads/file.php?id=711#content

Skyrim Vanilla's water is nothing to scoff at. You were probably floored by the dazzling spray of waterfalls and rivers and the serene beauty of Skyrim's lakeside villages. Well, it's time to feel that all over again with the Realistic Water Textures mod. It comes in both medium and high-resolution

versions, but the difference isn't readily apparent without a direct side-by-side. So, if you're experienceing performance issues you may want to go for the medium res, but don't feel like you're missing out. After a short time with this mod there doesn't seem to be any slowdown, even on the High res version. (Patch 1.2 may take away your ability to easily use the in-game menus for now).

Take a look at this eye candy:



To be continued...

These are a few great graphical mods that will turn what was a great world already into something magical. So, if there are any other mods out there that add to the magic of the Skryim world without taking anything away from the experience, then please make them known!

Gameplay Mods

Fus Ro Dah Audio Mod

As demonstrated in the video below, this mod changes the audio when you "Fus Ro Dah".

This mod switches out the regular Fus Ro Dah audio with the Fus Ro Dah + music that was in the Skyrim Trailer.

Video Demonstration by TheBeachedHippo (Nothing in the video is edited)-

Space Marine Armor

This mod currently adds in Space Marine armor from Warhammer 40k, but it plans on adding in more armor from the series in the future.

Companion Cart

This mod adds in a nice, lore friendly carriage that you can actually "drive".

Pie Arrows Mod

This mod adds a pie onto the end of a steel arrow, thus creating a new weapon that does 4 more damage than regular steel arrows.

Video demonstration by TheBeachedHippo

Rabbit Rage Mod

This mod changes the scripting of rabbits to that of dremoras, basically making them little demons.

Video demonstration by TheBeachedHippo

Riverwood Dwemer House

This mod adds a nice and cozy little Dwemer house to Riverwood. It also includes a fast travel point on the map so you want have to walk through a city to get to it (like all of the other houses).

Lord of the Rings Weapons and Ring

These two mods add in some items from Lord of the Rings, which actually fit in very well with Skyrim.

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Assassin Squads

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Trollface Troll Mod

If you have a reliable link to this mod, feel free to add it to this page.

Here is the link: http://www.skyrimnexus.com/downloads/file.php?id=834

Creation Kit

The Skyrim **Creation Kit** is a built-in tool that allows players to create mods for Skyrim. The mods are downloadable in the Steam Workshop on PC.

Click this link to see the video

http://www.ign.com/videos/2012/02/07/skyrim-creation-kit-tutorial-video

Ep.	Description
01	An overview of how to build with Bethesdas tools.
02	
03	
04	
05	
06	
07	
08	
09	
10	

You can also use the creation kit to create your very own custom Npcs. The video below shows them in action.

Fall of the Space Core

Download Link	Steam Workshop
Released By	Aperture Laboratories
Categories	Armor, Audio, Characters

The **Fall of the Space Core** Skyrim mod is a Creation Kit mod released by developer Valve. The mod puts a special Space Core item into Skyrim which resembles the Space Core from Portal 2. Using the Space Core, users can then craft the Dovahcore, a heavy-armor helmet.

Items in the mod

- Space Core
- Dovahcore

Skyrim: Total War

This video shows the full extent of what is possible within the creation kit. It showcases the powerful ability of terrain creation, the making of custom NPC's, and many more custom options not possible without the creation kit.

Achievements / Trophies

Platinum Trophy

Collect all other 50 Trophies for this Trophy

10G

Adept

Reach Level 10.

20G

Alduin's Wall

Complete "Alduin's Wall."

5G

Apprentice

Reach Level 5.

10G

Artificer

Make a smithed item, an enchanted item, and a potion.

10G

Bleak Falls Barrow

Complete "Bleak Falls Barrow."

10G

Blessed

Select a Standing Stone blessing.

10G

Blood Oath

Become a member of The Circle.

10G

Bound Until Death

Complete "Bound Until Death."

10G

Citizen

Buy a house.

10G

Daedric Influence

Acquire a Daedric Artifact.

10G

Darkness Returns

Complete "Darkness Returns."

40G

Delver

Clear 50 Dungeons.

20G

Diplomatic Immunity

Complete "Diplomatic Immunity."

10G

Dragon Soul

Absorb a Dragon Soul.

20G

Dragon Hunter

Absorb 20 Dragon Souls.

50G

Dragonslayer

Complete "Dragonslayer."

20G

Elder Knowledge

Complete "Elder Knowledge."

25G

Expert

Reach Level 25.

40G

Explorer

Discover 100 Locations.

10G

Gatekeeper

Join the College of Winterhold.

30G

Glory of the Dead

Complete "Glory of the Dead."

30G

Golden Touch

Have 100,000 gold.

30G

Hail Sithis!

Complete "Hail Sithis."

10G

Hard Worker

Chop wood, mine ore, and cook food.

30G

Hero of Skyrim

Capture Solitude or Windhelm.

30G

Hero of the People

Complete 50 miscellaneous objectives.

10G

Married

Get married.

50G

Master

Reach Level 50.

20G

Master Criminal

Bounty of 1,000 gold in all nine holds.

30G

Oblivion Walker

Collect 15 Daedric Artifacts.

30G

One with the Shadows

Returned the Thieves Guild to its former glory. 20G Reader Read 50 Skill Books. 10G Revealing the Unseen Complete "Revealing The Unseen." 20G Sideways Complete 10 Side Quests. 40G Skill Master Get a skill to 100. 10G Snake Tongue Successfully persuade, bribe, and intimidate. 30G **Standing Stones** Find 13 Standing Stones. 10G Take Up Arms Join the Companions. 10G Taking Care of Business Join the Thieves Guild. 10G **Taking Sides** Join the Stormcloaks or the Imperial Army. 30G The Eye of Magnus Complete "The Eye of Magnus." 20G The Fallen Complete "The Fallen." 20G The Way of the Voice Complete "The Way of the Voice." 30G Thief Pick 50 locks and 50 pockets. 40G Thu'um Master Learn 20 shouts. 10G

Unbound Complete

Complete "Unbound."

10G

Wanted

Escape from jail.

10G

War Hero

Capture Fort Sungard or Fort Greenwall.

10G

With Friends Like These...

Join the Dark Brotherhood.

10G

Words of Power

Learn all three words of a shout.

Source: Xbox 360 Achievements Source: PS3Trophies.org

DLC: Dawnguard

Note that the PlayStation 3 Trophies are not final and will be updated as soon as details are known.

20G

Awakening

Complete "Awakening."

20G

Beyond Death

Complete "Beyond Death."

40G

Kindred Judgment

Complete "Kindred Judgment."

30G

Lost to the Ages

Complete "Lost to the Ages."

20G

Soul Tear

Learn all three words of Soul Tear.

20G

Auriel's Bow

Use the special power of Auriel's Bow

20G

Werewolf Mastered

Acquire 11 werewolf perks

20G

Vampire Mastered

Acquire 11 vampire perks

20G

A New You

Change your face

40G

Legend

Defeat a Legendary Dragon

Frequently Asked Questions

What is the maximum level skills can reach? Some skill levels appear to cross 100.

Some items raise your skill level (e.g. Necklace of the Major Squire raises Light Armor 17 points). Without equipment or potion modifiers, the maximum level is 100.

Why don't I have a follower? Is it because my last follower is dead or because I haven't completed a quest?

While both of those things are possible reasons to not be able to have followers, sometimes the game can get bugged and all followers you approach will say "Looks like you've already got someone." There is a fix for this if you have completed the Dark Brotherhood Questline and have upgraded the Dawnstar Sanctuary. If you head to the Sanctuary and attack an initiate to the point where they will attach you back, and then pay the fine to Nazir, you will be able to pick up followers again.

How do I purchase a home?

After you defeat the Dragon near Whiterun, the Jarl will reward you with the title of Thane and allow you to purchase a home in the city. Speak to the steward. He will sell you a key to the home for 5000 gold. See: Houses.

I just bought a house in Whiterun, but where is it?

Your home is called Breezehome. It's located between Warmaiden's and Belethor's General Goods and across from The Drunken Huntsman. Walking straight on the path from the main gate, Breezehome is the second building on the right.

Can I become a werewolf-vampire?

In the base game, you cannot. Being a Werewolf will wipe out the disease that causes Vampirism. However, in the Dawnguard DLC, you can become both a vampire and a werewolf. Details are scarce on how to achieve both vampirism and lycanthropy at this time.

How do I get to High Hrothgar?

While you can make your way to the top of the highest point in Skyrim by doing the backwards butt shimmy, it's easier to take the 7000-step path up to the top. You can find the start of the trail just outside of Ivarstead to the NW of town. However, be prepared for some tough fights against Frost Trolls, Sabre Snow Cats and the like. Ivarstead is located in the SE portion Skyrim.

Is same-sex marriage in Skyrim?

In response to a tweet about whether or not Skyrim would support same-sex marriage, suggesting "the subject seems hush hush," Peter Hines, VP of Bethesda PR, wrote, "Not hush hush, just not making a huge deal out of it. You can marry anyone."

Source: Skyrim Has Same-Sex Marriage

Why is everyone saying, "By the Eight," unlike Oblivion?

Talos has been banned by the Empire of Tamriel, since he was the ninth god people can no longer say the phrase, "By the Nine," without taking a trip to the local prison in Imperial cities.

What's in the Collector's Edition of Skyrim?



Naturally, Bethesda will release a Collector's Edition of Skyrim alongside the standard version. The Collector's Edition includes a 12" statue of a dragon, an art book, a "making of" DVD and a large, cloth map of Skyrim's world. The Collector's Edition will be available for \$149.99 in the US.

Source: Skyrim Collector's Edition Revealed

What pre-order bonuses are available?

Retail Outlet	Pre-order Bonus
Amazon	\$10 store credit "Premium" physical map
Best Buy	"Premium" physical map
GameStop	"Premium" physical map

Voice Cast

Developer Bethesda revealed a handful of names for known actors providing voices in Skyrim, including some Oscar nominees. The list includes:

- Christopher Plummer
 - The Girl With The Dragon Tattoo, The Insider
- Max Von Sydow
 - The Exorcist, Minority Report
- Joan Allen
 - The Contender, The Bourne Ultimatum
- Lynda Carter
 - Wonder Woman
- Michael Hogan
 - Battlestar Galactica
- Vladimir Kulich
 - The 13th Warrior, Smoking Aces
- Claudia Christian
 - Babylon 5
- Diane Louise Salinger
 - Carnivale
- Renee Victor
 - Weeds
- George Coe
 - Transformers: Dark of the Moon
- Jim Cummings
 - Chip'n Dale Rescue Rangers, Goofy Movie

Source: Skyrim Voice Cast Announced

Where did "an arrow to the knee" originate from?

Speak to any guard in Skyrim, and they will state that they once were an adventurer like you, but then they took an arrow to the knee. There is also a video feature about this meme.

PC Graphics and Tweak Guide

This article originally appeared on GameSpy as "How to Make Skyrim Awesome(r)"

Nothing like taking apart a new toy as soon as you get home. Skyrim's been out for less than a day and there has been a flood of information on everything from mods, to tweaks, to common sense settings that never made it into the game's instruction booklet (looking at you Favorites system). So we took some time today and put together a small compilation of a variety of tweaks and guides to help you get the most out of your new toy known as Skyrim.

How to Set Favorites to Number Keys

GameSpy fan, KronicCusador, figured this out in a matter of minutes. First, assign a weapon, item, or spell to your Favorites. While in-game open your Favorites (Q) and highlight an object name. Now press a number key on to assign that object. That's it!

But what if you want to assign these objects to a specific hand? By default the above description will only hotkey something to your left. In order to assign an object to your right hand, you must press Shift + number key.

How to Change FOV

According to reddit this is a fairly simple five step process that both IGN and Rock, Paper, Shotgun>have talked about as well. In case you're not in the "know," FOV is your field of vision. In this case, it's the field of view from the perspective of your playable character.

If you want to see more of your character's hands and weapons, you'll want to follow these instructions (we found 80 to 85 to be a good range). While in-game, press the '~' key and then type "FOV=XX" minus the quotes with XX denoting the FOV number you wish to enter. Experiment with it for awhile to find a viewpoint that suits you.

Should You Turn FXAA On or Off?

This stands for Fast Approximate Anti-Aliasing. If you've been PC gaming for awhile, you've no doubt run into anti-aliasing options in the past. Typically, if you turn AA off you'll increase performance at the risk of running into a whole bunch of jagged texture images. FXAA is kind of the same thing, except its performance hit to your machine tends to be minimal with comparable quality to playing with anti-aliasing turned on.

How We Tested

To see if there really was a difference, we used a copy of FRAPS for benchmarking and then had AA and FXAA settings battle it out. The rig that we ran this test on is a decidedly mid-range machine

powered by a AMD Phenom II 1055T 2.8 GHZ processor, 6 GB of RAM, and an NVIDIA GTX 460 786 MB GPU with a resolution set to 1920 x 1080 at Skyrim's ultra settings.

Ultra Settings, FXAA On, 8 Sample Anti-aliasing Off

We completely turned off anti-aliasing and turned on FXAA, then ran around the open world of Skyrim for about a minute and came away with an average framerate of 41.6 (min: 21, max: 64).

Ultra Settings, FXAA Off, 8 Sample Anti-aliasing On

Using the exact same setup and settings, we then set anti-aliasing to 8 samples and then turned off FXAA and came away with an average framerate of 35.216 (min: 18, max: 46).

Overall it's not a huge gain but we'll continue to play the game with FXAA on instead of using antialiasing. This can vary depending on your rig of course, so see which setting works best for you.

What's Up With Radial Blur Quality?

When you are hit in combat you'll see your screen blur slightly. Well, that's Radial Blur, designed to give the effect of you becoming disoriented when you're getting knocked around by an enemy. You can reduce the quality of the effect if you want to improve combat performance, especially if you're noticing some slowdown.

How to Modify Your Skyrim.ini

GameSpy fan, wazups-2x, has provided some other nice tweaks in our comments and we've repurposed his contributions here. This involves modifying the Skyrim.ini file, so make sure you make a copy of it first in case you wind up breaking something. You can find the Skyrim.ini file in Documents -> My Games -> Skyrim. Edit the .ini file by opening it in Notepad (as seen in the screenshot above).

Fixing Mouse Lag

If your experiencing mouse lag you'll want to disable vsync -- this isn't included in the game options. To do this go to the part of the Skyrim.ini that says "[Display]." Copy "iPresentInterval=0" (minus the quotes) to the very bottom of the .ini, then save, and close the file.

Improve Shadows on Trees and Land

Open the SkyrimPrefs.ini. You won't have to look far: it's located in the same Skyrim directory and remember to make a copy of it first before you start modifying it. These instructions will allow you to improve the look and shadows of trees and some land objects by allowing them to receive shadows.

Under "[Display]" there are two commands you need to change to a value of 1:

bTreesReceiveShadows=1 bDrawLandShadows=1 There's some other variables that you can adjust as well and they're fairly descriptive as to what each one will do (i.e. improving depth of field, how many times the game will auto-save, etc.):

bDoDepthOfField=1
bShowFloatingQuestMarkers=1
bShowQuestMarkers=1
bShowCompass=1
bMouseAcceleration=1 (recommended setting is 0 for better mouse movement)
fAutosaveEveryXMins=15.0000

Know of any Good Mods or Tweaks?

Skyrim Nexus is a great place to start as well as our sister site FilePlanet. As for tweaks, SegmentNext has put together a fairly in-depth guide on how to increase performance, so we recommend you check that out as well.

Skyrim Merchandise

For every great game, there is a vast array of licensed or inspired shirts, accessories and wall art. We've surveyed some of the best Dragonborn gear available and included them below.

T-Shirts

Price: \$24.54

Available from:

RedBubble.com



Price: \$24.54

Available from:

RedBubble.com

Price: \$22.50

Available from:

RedBubble.com



Price: \$24.54
Available from:
RedBubble.com



Price: \$25.01 **Available from:** RedBubble.com



Price: \$24.99 Available from: RedBubble.com



Price: \$22.50 Available from: RedBubble.com



Price: \$23.52 Available from: Redbubble.com



Price: \$22.50
Available from:
Redbubble.com



Price: \$16.99 Available from: ThinkGeek.com



Price: \$19.95
Available from:
SplitReason.com



Price: \$25
Available from:
WeLoveFine.com



Price: \$24.54 Available from: Redbubble.com



Price: \$24.54
Available from:
RedBubble.com



Price: \$24.54 Available from: RedBubble.com







Price: \$24.54
Available from:
RedBubble

Price: \$29.31 Available from: RedBubble Price: \$15.00
Available from:
Comic Cart

Jewelry & Other



Price: \$35
Available from:
Etsy.com

Price: \$24.99
Available from:
Amazon.com

DLC & Patches

Patch Notes

These Patch Notes track the changes included in various official Patches for Skyrim.

Version Number	Date Issued
Version 1.5	March 15, 2012
Version 1.4	January 19, 2012
Version 1.3	December 7, 2011
Version 1.2	November 28, 2011

Todd Howard on Skyrim DLC

On June 29, 2011, Todd Howard, director at Elder Scrolls developer Bethesda, suggested that **DLC expansions** for Skyrim would be fewer and yet "more substantial" than expansions for Fallout 3. He went on to add that they don't yet have concrete plans for updates.

"So right now I can say that we'd like to do less DLC but bigger ones--you know, more substantial. The Fallout 3 pace that we did was very chaotic. We did a lot of them--we had two overlapping groups--and we don't know what we're going to make yet, but we'd like them to be closer to an expansion pack feel."

To further stir the pot, Howard at the 2012 DICE convention pitched a number of ideas that could very well be added in the next DLC...or not. Howard is still tight-lipped about any commitment to including these in DLC, adding "...maybe. We don't know." [1]

The ideas shown included:

- Spears
- Kill cams for magic
- Water arrows
- Giant mud crabs
- Paralysis runes
- Seasonal foliage
- Speedy water currents
- Dragon mounts
- Dark dungeons
- Adoption of children
- Advanced home building
- Epic new mounts
- Fast travel portals
- Kinect dragon shouts
- Enhanced water visuals

- Ice and fire arrowsLycanthrope perk treeVampire imp minionsGoblins

Hearthfire

The Hearthfire DLC is an expansion that lets you ... purchase a piece of land in Skyrim and build your own house. Within the custom living space you'll be able build kitchens, greenhouses, libraries, alchemy labs and trophy rooms to show off your accomplishments.

The price of Hearthfire is hinted to be 400 Microsoft Points and will be released 2012 September 4 on Xbox Live.

Click this link to see the video

http://www.ign.com/videos/2012/08/28/the-elder-scrolls-v-skyrim-hearthfire-announcement-trailer

To initiate the Hearthfire content, simply travel to the cities of Dawnstar, Falkreath or Morthal and speak to the steward there. Ask about purchasing a house and they will prompt you with the 5000 gold fee, handing over a deed to your plot of land. Note that certain quests must be completed before the Jarl will like you enough to sell you the land. Dawnstar: A Waking Nightmare, Kill the Giant (Radiant). Hjallmarch: [[Laid to Rest]]. Falkreath: Fetch Black Briar Mead, Kill the Bandit Leader (Radiant).

Follow your map marker to your new plot of land where a set of working fixtures and a book with the basics is waiting for you. Inside the chest are some materials, as well as a pile of logs behind you, enough to get you started on your house, creating a small shack with the raw materials. Aditionally you can purchase lumber, stone, and clay from your Housecarl if you make him/her your steward once you have become the Thane for Dawnstar, Falkreath, or Morthal.

Materials

Lumber

A map marker should prompt you to the nearest mill, where you can purchase more lumber in cords of 20 for 200 gold.

Falkreath	Half Moon Mill
Hjaalmarch	
The Pale	Anga's Mill

Quarried Stone

Look around for a patch in the stone that looks different, and a pick axe leaning against. This is where you can mine an unlimited amount of stone for free.

Clay

Look around again for a tan colored patch of ground, where Skyrim supplies you with all you need.

Iron

Iron Ingots are required to create fittings, hinges, nails, and other items for your household.

Corundum

Corundum is required to make locks, which are part of every door in your home.

Leather and Animal Pelts

Leather strips and animal pelts are required to make mounted animal heads. Goat horns are required to make many light fixtures.

Glass and Straw

Required to make display cases, alchemy labs, arcane enchanters, and beds in your home. You can buy these at any general store.

Building your Small House

After buying your plot of land, there will be materials shipped there for you to get started building your home. There is already enough for you to make the smallest version of what could be a great manor.

Drafting Table

This is where you draw out what you plan to build before actually building it. You'll want to start here by selecting the Small House, at which point a few stakes and a string marking where your house will be appears in the land behind you.

Carpenter's Workbench

This is where you actually build your home. Gather the materials you need from the chest nearby; all the Quarried Stone, Iron and Corundum, and four (4) Clay. If you want to save time you should now enter the Anvil and divide the ingots as so:

- 3 Iron 10 Nails each
- 1 Iron 2 Hinges
- 1 Iron 1 Fittings
- 1 Iron and 1 Corundum 1 Lock

Now you will be able to make your first home! Enter the Carpenter's Workbench and lay the foundations. After the final component, the roof, is built, you will be able to make this your humble abode or convert it into an entryway after you add the Main Hall.

Main Hall

The Main Hall is the gallant and glorious heart of your stead, and once you have this built to

completion, a wide variety of options then become available as you add wings to each side, but more on that later.

You will need:

- 55 Sawn Logs
- 12 Iron Ingots
- 1 Corundum Ingot
- 86 Quarried Stone
- 16 Clay

?When you have gathered all the materials, you'll want to go ahead and convert the Ingots into this:

- 90 Nails
- 2 Hinges
- 1 Fittings
- 1 Lock

You are now ready to build your Main Hall! It consists of a large main floor, about six times the area of the Small House layout, fit for a grand dining room and a moderate food prep area in the back. It also has an upper floor mainly comprised of bedrooms and a balcony over the dining room.

When you're done construction of the Main Hall, there are several new options made available to you via the Drafting Table.

Remodel Small House into Entryway

This may be the first thing you want to do. This changes the interior layout of the Small House from a complete house set to an entrance of chests, tables of game and produce fresh for dinner, weapon racks and shelves.

North, East, and West Wings

Three additions may be made on the sides of your Main Hall, one of each wing and only one of each, so choose wisely. Three different exterior shapes exist, tower, slanted roof, and balcony roof, if you wish to factor in strategic or aesthetic purposes. Keep in mind you can always furnish your home through your steward for cold hard cash.

North Wing - Alchemy Lab The Alchemy Lab is a tower on the back end of your abode, containing an Alchemy Lab, a few display cases, safes, cupboards and shelves. To build it you will need:

- 24 Sawn Log
- 16 Quarried Stone
- 9 Clay
- 13 Iron Ingots
- 3 Corundum Ingot

?You will want to divide the Ingots as so:

- 40 Nails
- 6 Hinges
- 3 Iron Fittings
- 3 Locks

To furnish the Alchemy Lab you will need:

- 34 Nails
- 20 Sawn Log
- 7 Goat Horns
- 27 Iron Ingots
- 4 Corundum Ingots
- 6 Steel Ingots
- 3 Glass
- 2 Mudcrab Chitin
- 1 Leather Strips
- 1 Quicksilver Ingot

?You should craft a few of the Ingots into these:

- 8 Hinges
- 12 Iron Fittings
- 4 Locks

North Wing - Trophy Room

The Trophy Room is a first-floor addition to the back which houses a number of stone stands for trophies of all kinds, as well as shelves, cupboards and display cases. Once your stone Trophy Bases are built, you can use hides among other things and straw to make a trophy display. To build it you will need:

- 18 Sawn Log
- 14 Quarried Stone
- 3 Clay
- 8 Iron Ingot
- 2 Corundum Ingot

Youll want to divide the ingots into these:

- 2 Iron Fittings
- 2 Lock
- 20 Nails
- 4 Hinge

To furnish the Trophy Room you will need:

- 24 Sawn Log
- 10 Clay

- 7 Quarried Stone
- 4 Goat Horns
- 2 Horker Tusk
- 15 Iron Ingot
- 1 Corundum Ingot
- 2 Leather Strips
- 1 Glass
- 1 Goat Hide

You'll want to make these with some of the ingots:

- 1 Lock
- 30 Nails
- 7 Iron Fittings
- 3 Hinge

North Wing - Storage The Storage Room is an addition to the back of the house with a flat roof that serves as a nice balcony, with stairs and second-floor access. Once furnished, youll find barrels, chests, tables and chairs, and shelves galore. To build it you'll need:

- 18 Quarried Stone
- 14 Sawn Log
- 3 Clay
- 11 Iron Ingots
- 3 Corundum Ingots

Youll now want to divide the ingots as so:

- 14 Nails
- 6 Hinges
- 3 Iron Fittings
- 3 Locks

To furnish the Storage Room you'll need.

- 35 Sawn Log
- 4 Glass
- 27 Iron Ingots
- 3 Leather Strips
- 2 Goat Horns
- 2 Mudcrab Chitin
- 3 Corundum Ingot
- 1 Goat Hide
- 1 Wolf Pelt

Youll want to make most of the ingots into these:

- 59 Nails
- 3 Lock
- 10 Hinge
- 9 Iron Fittings

East Wing - Library

East Wing - Kitchen (slanted)

East Wing - Armory (balcony)

West Wing - Enchanter's Tower (tower)

West Wing - Greenhouse (slanted)

West Wing - Bedrooms (balcony)

Dawnguard DLC



Dawnguard is the first official DLC / Expansion Pack for Elder Scrolls V: Skyrim.

Release Date & Price

The DLC was available for the Xbox 360 on 2012 June 26 for 1600 Microsoft Points (approximately \$20.00 USD). For those who signed up for the beta testing on Xbox 360, they have played portions of it for free.

This DLC for PS3 has yet to be announced.

Details

From the official press release:

The Vampire Lord Harkon has returned to power. Using the Elder Scrolls, he seeks to do the unthinkable - to end the sun itself. Will you join the ancient order of the Dawnguard and stop him, or will you yourself become a Vampire Lord?

Dawnguard features an all new faction quest-line, new locations, weapons, creatures and more; the ultimate choice will be yours.

Click this link to see the video http://www.ign.com/videos/2012/05/31/ign-rewind-theater-skyrim-dawnguard-trailer

Xbox 360 Beta

Bethesda will be having a close beta on the Xbox sign up at http://dawnguardbeta.elderscrolls.com/form.php

If selected you will get the DLC for free when it's released.

1.6 Update (all platforms unless specified). Source courtesy of Bethesda's official blog.

NEW FEATURES

Mounted Combat - Skyrim now allows you to use melee and ranged weapons while riding a horse.

BUG FIXES

- General stability and memory optimizations
- General Al pathfinding optimizations and bug fixes
- Optimizations and crash fixes for data leaks
- Fixed rare crash with lighting
- Fixed crashes related to loading and saving games
- Fixed crash with summoned creatures/NPCs
- Fixed rare issue where saves would be corrupted
- Improved logic for when ranged kill cams are played
- Fixed issue with ranged kill cams while killing a dragon
- Fixed rare issue with certain ranged kill cams not playing properly
- Fixed issue with nirnroot lighting not properly cleaning up
- Fixed issue where bow damage was being calculated incorrectly
- Fixed rare problem with werewolf kill moves would not finish animating properly
- In "The Break of Dawn" fixed rare issue where Meridia's Beacon would disappear from player's inventory
- Fixed occasional issue where followers would disappear after player pays off a bounty after committing a crime
- Fixed issue where certain creatures and NPCs would fail to respawn properly
- Fixed rare issue with dialogue subtitles not displaying properly
- Fixed issue with water appearing blurry when loading a saved game after creating a save

underwater

- Fixed issue where map cursor would occasionally disappear after closing a message box with Kinect enabled (Xbox 360)
- Fixed rare issue with shouts only performing the first level and not other unlocked levels with Kinect enabled (Xbox 360)
- Fixed issue where the shout buttons would stop working properly if users mashed LB and RB during cooldown with Kinect enabled (Xbox 360)

Bethesda announced Skyrim's **Version 1.5** title update on Steam (Beta Update) and will soon arrive on consoles. Update 1.5 features all-new kill cameras for magic and ranged combat, plus new melee kill moves.

New Features

- New cinematic kill cameras for projectile weapons and spells
- New kill moves and animations for melee weapons
- Shadows on grass available (PC)
- Smithing skill increases now factor in the created item's value
- Improved visual transition when going underwater
- Improved distance level-of-detail transition for snowy landscapes

Bug Fixes

- General crash fixes and memory optimizations
- Fixed issue with Deflect Arrows perk not calculating properly
- In A Cornered Rat, the death of certain NPCs no longer blocks progression
- Fixed issue where Farkas would not give Companion's quests properly
- Fixed crash when loading saves that rely on data that is no longer being loaded
- Followers sneak properly when player is sneaking
- Fixed issue with weapon racks not working properly in Proudspire Manor
- Arrows and other projectiles that were stuck in objects in the world now clean up properly
- Fixed issue where Rescue Mission was preventing Taking Care of Business from starting properly
- Fixed issue where certain NPCs would fail to become Thieves Guild fences
- Fixed issue in Diplomatic Immunity where killing all the guards in the Thalmor Embassy before starting the quest would break progress
- In Hard Answers, picking up the dwarven museum key after completing the quest, no longer restarts the quest
- Killing Viola before or after Blood on the Ice no longer blocks progression
- Fixed issue where Calixto would fail to die properly in Blood on the Ice
- In Waking Nightmare fixed occasional issue where Erandur would stop pathing properly
- Fixed issue where letters and notes with random encounters would appear blank
- Fixed rare issue where dialogue and shouts would improperly play
- Lydia will now offer Marriage option after player purchases Breezehome in Whiterun
- Fixed issue where if player manually mined ore in Cidhna Mine, jail time would not be served
- Fixed rare issue with Skills not increasing properly
- Fixed issue where the Headsman's Axe did not gain proper buff from Barbarian perk
- In A Night to Remember it is no longer possible to kill Ysolda, Ennis or Senna before starting the quest
- Fixed issue with the ebony dagger having a weapon speed that was too slow

- Fixed issue with The Wolf Queen Awakened where backing out of a conversation with Styrr too soon would block progress
- The third level of the Limbsplitter perk now properly improves all battle axes
- Fixed a rare issue where Sanguine Rose would not work properly
- In Tending the Flames, King Olaf's Verse will no longer disappear from explosions

Source: ElderScrolls.com

Newly Reported Issues

• On the PS3 whenever the Dragon Born attempts to submerge under water, the game crashes (only noticed on one system, but done in 3 separate locations).

Bethesda announced details of the Version 1.4 patch on its blog [1].

New Features

Skyrim launcher support for Steam Workshop (PC)

Bug Fixes

- General optimizations for memory and performance
- Fixed occasional issue with armor and clothing not displaying properly when placed on mannequin's in player's house. (PS3)
- Improved compiler optimization settings (PC)
- Long term play optimizations for memory and performance (PS3)
- Memory optimizations related to scripting
- Fixed crashes related to pathing and AI
- Fixed crash in Haemar's Shame if player had already completed A Daedra's Best Friend
- Fixed rare crash with loading saved games
- Fixed issue with accented characters not displaying properly at the end of a line
- Master Criminal achievement/trophy unlocks properly in French, German, Spanish and Italian
- Fixed issue where Dragon Priest masks would not render correctly
- Fixed issue where quests would incorrectly progress after reloading a save
- Fixed issues with placing and removing books from bookshelves in the player's home
- Fixed issue where weapon racks and plaques would not work correctly in player's house if player immediately visits their house before purchasing any furnishing
- Fixed issue where the player house in Windhelm would not clean up properly
- Fixed crash related to giant attacks and absorb spells
- Fixed issue with ash piles not cleaning up properly
- Fixed occasional issue where overwriting an existing save would fail
- Fixed memory crash with container menu
- Fixed infinite loop with bookshelves
- Fixed issue where traps in Shalidor's Maze would not work properly in French, German,
 Spanish and Italian versions
- Fixed issue where transforming back to human from Werewolf would occasionally not fail
- Bows and daggers will display properly when placed on weapon racks

Quest Fixes

- The Unusual Gem inside the Thalmor Embassy is now accessible after finishing Diplomatic Immunity
- In Breaching Security, the quest token is no longer required to receive a fortune reading from Olava the Feeble

- Fixed issue where Galmar would not complete Joining the Stormcloaks properly if Season Unending was an active quest
- Fixed issue where starting Season Unending after finishing Joining the Stormcloaks would prevent The Jagged Crown from starting properly
- Fixed issue progressing through Message to Whiterun while Season Unending was still open would block progression for both quests
- In Arniel's Endeavor, fixed issue where a quest journal would trigger multiple times
- In Forbidden Legend, the amulet fragment can no longer disappear after player leaves a dungeon without taking it
- Fixed rare issue in Forbidden Legend where killing Mikrul Gauldurson while sneaking would make his corpse unaccessible
- In The White Phial, the phial can no longer disappear if player leaves dungeon without taking it
- The White Phial will now start properly if player already has a briar heart in their inventory
- Player can no longer get stuck in Misty Grove after completing A Night to Remember
- Fixed issue where leaving Riften during A Chance Arrangement would prevent quest from progressing
- In Darkness Returns, a door in Twilight Sepulcher will properly open if the player leaves the dungeon for an extended period of time before completing the guest
- In Under New Management, if the player leaves the Oculory for an extended period of time after placing the focusing crystal and returns, the quest will proceed correctly
- Onmund's Request will now start properly if player has already found Enthir's staff before receiving this quest
- Fixed instance where Tonilia would stop buying stolen items and also would not give Guild Leader Armor
- Repairing the Phial will start properly if player already has unmelting snow or mammoth tusk in their inventory
- Finding Pantea's Flute before speaking with Pantea no longer prevents her quest from updating
- In The Coming of the Dawn, fixed rare instance where a quest object would spawn incorrectly on the Katariah during Hail Sithis
- Fixed rare issue in The Mind of Madness where player is unable to equip the Wabbajack
- Fixed issue in Pieces of the Past where Mehrunes Dagon's Razor will not trigger properly if player leaves the cell for extended period of time before activating it
- Blood's Honor will start properly if you visited and completed Driftshade and an extended period of time passes before starting the quest
- Fixed rare issue where Dampened Spirits would not start properly
- Fixed issue where player would be unable to become Thane of Riften if they purchased a home first
- Fixed issue where killing guards in Cidhna Mine would block progression for No One Escapes Cidhna Mine
- Fixed numerous issues with Blood on the Ice not triggering properly
- In Blood on the Ice, Calixto can now be killed if player owns a house in Windhelm
- In The Cure for Madness, killing Cicero then resurrecting him no longer impedes guest progress
- Fixed rare issue in To Kill an Empire where an NPC would fail to die properly
- Clearing Knifepoint Ridge before starting Boethiah's Champion no longer prevents quest from starting

The download for Skyrim **Version 1.3** was released December 7, 2011 for PC, December 15, 2011 for Xbox and PS3 versions of the patch is in submission with Sony.

Changelog

- General stability improvements
- Optimize performance for Core 2 Duo CPUs
- Fixed Radiant Story incorrectly filling certain roles
- Fixed magic resistances not calculating properly
- Fixed issue with placing books on bookshelves inside *player purchased homes
- Fixed dragon animation issues with saving and loading
- Fixed Y-look input to scale correctly with framerate

Source: Bethesda Official Blog

The download for Skyrim Version 1.2 was released November 28, 2011.

Changelog

- Fixed issue where projectiles did not properly fade away
- Fixed occasional issue where a guest would arrive to the player's wedding dead
- Dragon corpses now clean up properly
- Fixed rare issue where dragons would not attack
- Fixed rare NPC sleeping animation bug
- Fixed rare issue with dead corpses being cleared up prematurely
- Skeleton Key will now work properly if player has no lockpicks in their inventory
- Fixed rare issue with renaming enchanted weapons and armor
- Fixed rare issue with dragons not properly giving souls after death

Version 1.2 Platform Specific Fixes

- ESC button can now be used to exit menus (PC)
- Fixed occasional mouse sensitivity issues (PC)
- Fixed crash on startup when audio is set to sample rate other than 44100Hz (PC)
- General functionality fixes related to remapping buttons and controls (PC)
- Improved occasional performance issues resulting from long term play ()
- Fixed issue where textures would not properly upgrade when installed to drive (Xbox 360)

Newly Reported Issues

• Elemental resistances (fire, ice, poison, etc.) nullified or removed for player.

Source: Bethesda Official Blog Source: IGN

Kinect Support

Elder Scrolls V Skyrim on Microsoft's Xbox 360 features Kinect support as of May 1, 2012. The free patch released by Bethesda enables players to use 200 some voice commands in-game to enhance the experience.

Kinect Voice Commands covers: Dragon Shouts, Hotkey Equipping, Follower Commands, and all Menus (Items, Magic, Map, Barter, Container, Favorites, and Skills) ... including saving and loading games.

Skyrim's Kinect for Xbox 360 also features special map functionality, additional hotkey options, and the ability to sort inventory items by name, weight, and value.

Voice Commands

With Skyrim's recently added Kinect Support, players can now truly Shout at their Kinect and TV, organize their dastardly long and cluttered inventory with ease, and even command Followers.

Click this link to see the video

http://www.ign.com/videos/2012/05/01/the-elder-scrolls-v-skyrim-kinect-demonstration

This page lists all of the official commands. Be sure to add if you find any hidden or any ones we missed!

A couple of notes:

- When Kinect is Disabled, RB commands Shouts and Powers
- When Kinect is enabled, RB enables dragon language shouts. LB+RB allows you to use Shout/Powers
- When casting Shouts via a Kinect voice command, you need to keep in mind that it works only if you have the Shout and its constituent Words making up the complete Shout are unlocked.
- You can utter the words in either the English or Dragon language, but the English name will
 trigger the highest known level of the shout. To use the Dragon Words, you need to first hold
 down the right bumper and say one, two, or all three Words to unleash the corresponding level
 of the Shout.

Main Gameplay Commands

Usuable only during main gameplay

Command	Description
Quick Items	Opens Inventory Menu
Quick Magic	Opens Magic Menu
Quick Skills	Opens Skills Menu
Quick Map	Opens Map menu
Quick Saves	Save game quickly
Quick Load	Load game quickly
New Save	Save into a new save slot
Pause Game	Pauses the game

Shout Commands

Shout	Dragon Language
Animal Allegiance	Raan Mir Tah
Aura Whisper	Laas Yah Nir

Become Ethereal	Feim Zii Gron
Call Dragon	Od Ah Ving
Call of Valor	Hun Kaal Zoor
Clear Skies	Lok Vah Koor
Disarm	Zun Haal Viik
Dismay	Faas Ru Maar
Dragonrend	Joor Zah Frul
Elemental Fury	Su Grah Dun
Fire Breath	Yol Toor Shul
Frost Breath	Fo Krah Diin
Ice Form	liz Slen Nus
Kyne's Peace	Kaan Drem Ov
Marked For Death	Krii Lun Aus
Slow Time	Tiid Klo Ul
Storm Call	Strun Bah Qo
Throw Voice	Zul Mey Gut
Unrelenting Force	Fus Ro Dah
Whirlwind Sprint	Wuld Nah Kest

Follower Commands

Command	Description
Ally <action command=""></action>	Tells the ally to activate the thing you're looking at, as if you entered Command Mode and selected it.
Wait / WAIT HERE	Ally stays where they are
Trade / ITEMS	Opens the Teammate Menu
Follow / FOLLO W ME	Ally follows you
Open	Ally opens the container/door you're looking at
Stand	Ally stands at the spot you're looking at
Retrieve	Ally picks up the item you're looking at
Attack	Ally attacks the NPC you're looking at
Interact / USE	Does a generic Interact command with the ally. Same as if you entered Command mode and pressed A. What the ally does is dependent on what you're looking at.

Magic Menu

After opening MAGIC, the following opens the menu to the corresponding category:

- Favorites
- All
- Alteration
- Illusion
- Destruction
- Conjuration
- Restoration
- Shouts
- Powers
- Active Effects / Effects

Character Menu

After opening CHARACTER, the following opens the menu to the corresponding category

- ITEMS
- MAGIC
- SKILLS
- MAP

Map Menu

After opening MAP, the following centers the camera on the corresponding locations:

- Windhelm
- Falkreath
- Dawnstar
- Morthal
- Solitude
- Markarth
- Riften
- Whiterun
- Winterhold

map Commands

Command	Description
Player / Where am	Centers camera on you.
IIVVavnoint	Centers camera on marker set by you, if applicable.

Quest Marker /	Centers camera on active quest target. Saying it multiple times will cycle through targets.
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Skills Menu

After opening SKILLS, use the following commands to center the camera on that skill's perk tree:

- One-Handed
- Two-Handed
- Archery
- Block
- Smithing
- Heavy Armor
- Light Armor
- Pickpocket
- Lockpicking
- Sneak
- Alchemy
- Speech
- Alteration
- Conjuration
- Destruction
- Illusion
- Restoration
- Enchanting

Favorites/Hotkey Equipping

Only usable during main gameplay.

Command	Description
Equip <hotkey command=""></hotkey>	Equips item in the default hand
Equip Left <hotkey command=""></hotkey>	Equips item in the left hand, if possible.
Equip Right <hotkey command=""></hotkey>	Equips item in the Right hand, if possible.
Equip Dual <hotkey command=""></hotkey>	Equips the item in both hands, if possible.

Equip Sword And Shield, Equip Mace and Shield, Equip Axe and Shield, Equip Dagger and Shield	Equips the item assigned to the Sword/Mace/Axe/Dagger hotkey in the right hand, and the item assigned to the Shield hotkey in the left hand.
Equip Dual Weapons	Equips the item assigned to the DualWieldLeft hotkey in the left hand, and the item assigned to the DuelWieldRight hotkey in the right hand.

Favorites

Only usable in the Favorites menu.

ASSIGN <hotkey command> sets the selected item to the spoken hotkey. <hotkey command> can be any of the following:

- Health Potion
- Magicka Potion
- Stamina Potion
- Poison
- Sword
- Mace
- Axe
- Dagger
- Bow
- Shield
- DualWieldLeft
- DualWieldRight
- Soul Trap
- Greatsword
- Battle Axe
- Warhammer
- Fire spell
- Frost spell
- Lightning spell
- Ward spell
- Ritual spell
- Bound Weapon
- Summon spell
- Armor spell
- Calm spell
- Frenzy spell
- Healing spell
- Light

Items Menu Commands

After opening items, the following commands open the corresponding categories:

Command	Description
Sort By Name	Sorts the item list by name, increasing. If the list is already sorted by name increasingly, sorts it decreasingly.
Sort By Weight	Sorts the item list by weight, decreasing. If the list is already sorted by weight decreasingly, sorts it increasingly.
Sort By Value	Sorts the item list by value, decreasing. If the list is already sorted by value decreasingly, sorts it increasingly.
Close Menu	Closes menu.
Set Loot Limit <value></value>	Sets the value that the Loot ITEMS voice command should use. Loot limit defaults to 0. 0 5 10 25 50 100
Loot items	Takes all items from a container whose value-to-weight ratio is greater than or equal to the loot limit. For example, if the loot limit is 100, an object with a weight of .1 and value of 100, would have a value to weight ratio of 1000, so it would qualify. If the loot limit is 0, only weightless items with value are taken, i.e. gold.

After opening any of the above sub-menu categories, you can use the following to sort your items.

- Favorites
- All
- Weapons
- Apparel/Armor
- Potions
- Scrolls
- Food
- Ingredients
- Books
- Keys

Miscellaneous

Barter Menu

Only usable in the Barter menu THEIR <category> where <category> can be any of the vendor categories:

- Weapons
- Apparel/Armor
- Potions
- Scrolls
- Food
- Ingredients
- Books
- Keys
- Miscellaneous

MY <category> where <category> can be any of the player categories:

- Weapons
- Apparel/Armor
- Potions
- Scrolls
- Food
- Ingredients
- Books
- Keys
- Miscellaneous

Container Menu

Only usable in the Container menu THEIR <category> where <category> can be any of the container categories:

- Weapons
- Apparel/Armor
- Potions
- Scrolls
- Food
- Ingredients
- Books
- Keys
- Miscellaneous

MY <category> where <category> can be any of the player categories:

Weapons

- Apparel/ArmorPotions
- Scrolls
- Food
- IngredientsBooks

- KeysMiscellaneous

Elder Scrolls Online

The MMO version of The Elder Scrolls, currently titled Elder Scrolls Online role-playing series was officially announced on May 3, 2012. Developed by ZeniMax Online Studios, The Elder Scrolls Online will allow players to quest across the entire continent of Tamriel 1000 years before the events of The Elder Scrolls V: Skyrim. The Elder Scrolls Online is currently scheduled to be released in 2013 for Mac and PC.

• The Elder Scrolls Online Wiki