

The Elder Scrolls V

# SKYRIM



# PLAYING ADD-ON CONTENT

To play with add-on content, install the appropriate add-on content package. Be sure to pick the right language for each package, if needed. If you've already played Skyrim, you will see your saves in the Load/Save menus, so you can continue with an existing character.

## Dawnguard

Once your character is level 10 or higher, you will hear rumors from guards in major cities about an ancient order of vampire hunters known as the Dawnguard. If your character is below level 10 or you wish to find the Dawnguard on your own, you can seek out their headquarters roughly east-southeast of Riften.

## Hearthfire

If you have already completed tasks for the Jarls of Falkreath, Hjaalmarch, or Dawnstar and earned their trust, you will receive a letter from the steward of their respective towns letting you know that land has become available for purchase. You must have this letter in order to purchase land. You will receive a miscellaneous objective, and a quest target that points to the steward or relevant authority of that hold.

If you have not yet earned the trust of the Jarls, you will receive a letter via Courier once your character is level 9 or higher. The letter will encourage your character to visit and learn about the benefits of working for them and the possibility of buying land. If your character is already level 9 or above when Hearthfire is first installed, you will soon receive the letter from a Courier while visiting a town or settlement.

In order to purchase land in a hold, you must earn the trust of the Jarl. Each hold requires some specific favors or quests to be completed to earn that Jarl's trust. After doing these, you will receive a letter informing your character that the land is available for purchase. This letter is required for purchase.

What are the specific requirements for getting land in each hold?

- **For Falkreath:** You must complete the **Rare Gifts** favor, and the **Kill the Bandit Leader** favor. You may then buy land from Steward Nenyra.
- **For Hjaalmarch:** You must complete the quest **Laid to Rest**. You may then buy land from Steward Aslfur.
- **For Dawnstar:** You must complete the quest **Waking Nightmare** and then the favor **Kill the Giant**. Please note that this favor has the prerequisites of being level 22 or higher, and having previously completed the **Waking Nightmare** Daedric quest. At this point, you can then buy land directly from Jarl Skald the Elder.

## Dragonborn

To begin exploring Solstheim, travel to the Windhelm docks and locate Gjalund Salt-Sage, a sea captain that may be willing to take you to the island for a small fee.

The main questline of Dragonborn will begin soon after you have started the main game quest **The Horn of Jurgen Windcaller**, after consulting with the Greybeards for the first time. Once that quest has begun, you will encounter a group of Cultists that will discuss Dragonborn's questline.

## **⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES**

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. **IMMEDIATELY DISCONTINUE** use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- eye or muscle twitches
- disorientation
- any involuntary movement
- altered vision
- loss of awareness
- seizures or convulsion.

**RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.**

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Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation®3 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

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Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

### **NOTICE:**

Use caution when using the DUALSHOCK®3 wireless controller motion sensor function. When using the DUALSHOCK®3 wireless controller motion sensor function, be cautious of the following points. If the controller hits a person or object, this may cause accidental injury or damage. Before using, check that there is plenty of space around you. When using the controller, grip it firmly to make sure it cannot slip out of your hand. If using a controller that is connected to the PS3™ system with a USB cable, make sure there is enough space for the cable so that the cable will not hit a person or object. Also, take care to avoid pulling the cable out of the PS3™ system while using the controller.

### **WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PS3™ system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

### **HANDLING YOUR PS3™ FORMAT DISC:**

- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

## TABLE OF CONTENTS

<b>Getting Started</b> . . . . .	<b>2</b>
<b>Gameplay Controls</b> . . . . .	<b>3</b>
<b>Main Menu, Compass, Character Menu</b> . . . . .	<b>4</b>
<b>The Game Screen</b> . . . . .	<b>5</b>
<b>Skills, Increasing Your Skills And Leveling Up</b> . . . . .	<b>6</b>
<b>Perks</b> . . . . .	<b>7</b>
<b>Items Menu, Favorites</b> . . . . .	<b>8</b>
<b>Magic Menu</b> . . . . .	<b>9</b>
<b>Maps And Fast Travel</b> . . . . .	<b>10</b>
<b>Journal</b> . . . . .	<b>11</b>
<b>Dialogue, Bartering And Hirelings</b> . . . . .	<b>12</b>
<b>Combat</b> . . . . .	<b>14</b>
<b>Sneaking, Pickpocketing And Lockpicking</b> . . . . .	<b>15</b>
<b>Crime And Punishment</b> . . . . .	<b>16</b>
<b>Alchemy</b> . . . . .	<b>17</b>
<b>Enchanting</b> . . . . .	<b>18</b>
<b>Smithing</b> . . . . .	<b>19</b>
<b>Smelting, Tanning And Cooking</b> . . . . .	<b>20</b>
<b>Horses, Houses, Books And Containers</b> . . . . .	<b>21</b>
<b>Warranty Information, Technical And Customer Support</b> . . . . .	<b>25</b>

## NOTICES:

Video output in HD requires cables and an HD-compatible display, both sold separately.

## GETTING STARTED

### PlayStation®3 system

**Starting a game:** Before use, carefully read the instructions supplied with the PS3™ computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

Check that the MAIN POWER switch (located on the system rear) is turned on. Insert the THE ELDER SCROLLS V: SKYRIM disc with the label facing up into the disc slot. Select the icon for the software title under [Game] in the PS3™ system's home menu, and then press the **X** button. Refer to this manual for information on using the software.

**Quitting a game:** During gameplay, press and hold down the PS button on the wireless controller for at least 2 seconds. Then select "Quit Game" from the screen that is displayed.

**Hint** To remove a disc, touch the eject button after quitting the game.

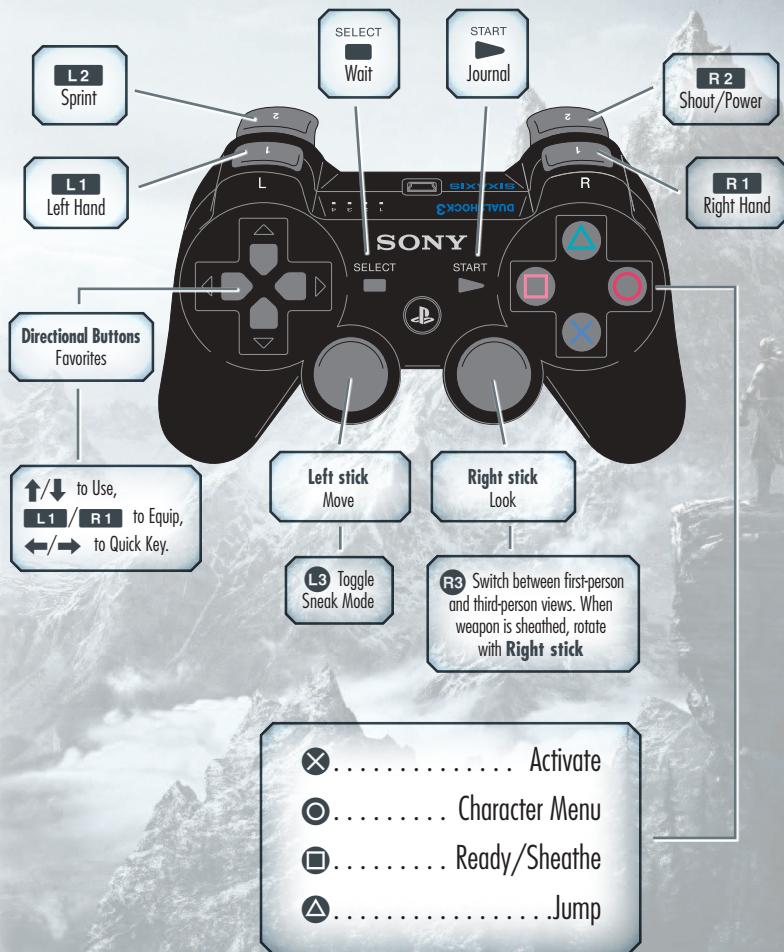


**Trophies:** Earn, compare and share trophies that you earn by making specific in-game accomplishments. Trophies access requires a PlayStation®Network account.

### Saved data for PS3™ format software

Saved data for PS3™ format software is saved on the system's hard disk. The data is displayed under "Saved Game Utility" in the Game menu.

## CONTROLS



## MAIN MENU

### CONTINUE

Continue playing from your most recent saved game.

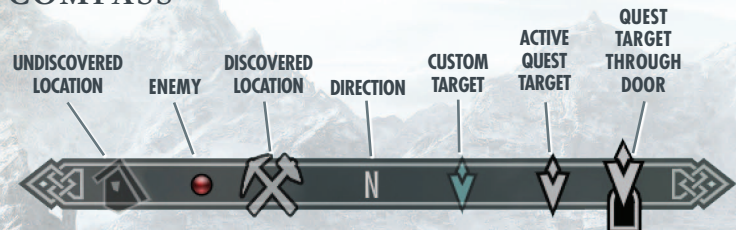
### NEW

Begin a new game of Skyrim.

### LOAD

Allows you to select from a list of previously saved games.

## COMPASS



Icons on the compass indicate nearby places of interests like dungeons, cities or farms. Quest Target markers indicate the direction of your active quest objective(s). The Custom Target marker indicates the direction of a custom target you have placed on the world map.

## CHARACTER MENU



There are four main sections to your Character Menu: Magic, Skills, Items and Map.

Bring up the Character Menu by pressing **○**. Tap **Left stick** or **Directional Buttons** in any direction to select the corresponding menu, then tap again in the same direction to enter the menu; alternately, hold **Left stick** or **Directional Buttons** in any direction to quickly snap into a menu.

## THE GAME SCREEN



- 1. COMPASS**  
Shows direction, locations, and quest markers.
- 2. TARGET NAME**  
Name of the targeted character and its associated health bar.
- 3. CROSSHAIR**  
Helps you target objects and characters.
- 4. LEFT OR RIGHT HAND**  
Shows your active weapons or spells. Shields can only be equipped in your left hand.
- 5. FAVORITES**  
A list of the inventory items tagged as your favorites.
- 6. ARROW COUNT**  
When you have a bow equipped, the total number of arrows equipped.
- 7. ENCHANTMENT CHARGE**  
Shows the remaining charge on an enchanted weapon.
- 8. MAGICKA**  
Casting spells uses Magicka. Magicka regenerates slowly over time; the regeneration rate can be increased by racial powers or enchanted items. Sleeping, waiting, or potions can also restore your Magicka.
- 9. HEALTH**  
The amount of damage you can take. Sleeping, waiting, potions, food or spells can restore your health.
- 10. STAMINA**  
Sprinting, power attacks, and bashes use Stamina. Stamina regenerates over time; racial powers and enchanted items can increase the rate it recovers. Sleeping, waiting, potions, food or spells can also help restore it.

## SKILLS



The Skills menu displays the constellations of your character's skills and Perks. Your character's name, level and race also appear.

### SKILLS

You have 18 skills. Under each skill is a bar indicating how close you are to increasing that skill. The more you use that skill, the faster it will increase.

### POSITIVE/NEGATIVE ATTRIBUTE MODIFIERS

Your Health, Magicka, and Stamina are displayed at the bottom of the screen. Values appearing in red are being negatively modified by spells, abilities, powers or other effects. Values in green are being positively modified.

### LEVEL PROGRESS BAR

How close you are to raising your character's level.

## INCREASING YOUR SKILLS AND LEVELING UP

### INCREASING SKILLS

There are three ways to increase a skill:

- Use a skill repeatedly. The lower the skill, the faster it increases from use. The higher the skill, the longer it takes to increase. You can see how far you are from increasing a skill by checking the bar in your Skills Menu.
- Train with another character. You can pay some characters to increase your skills.
- Find a Skill Book. Skill Books increase a particular skill when read.

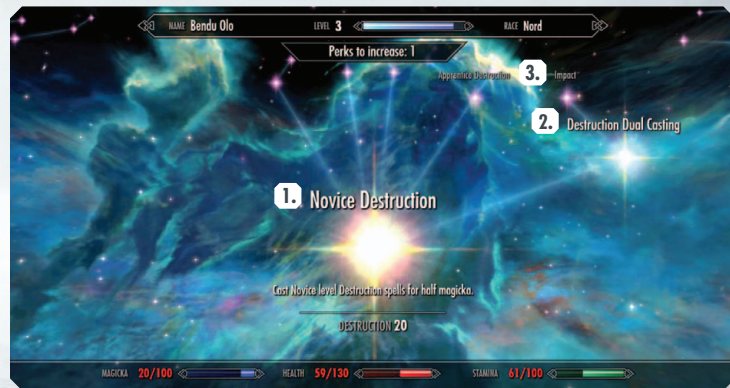
### RAISING YOUR LEVEL

To raise your level, increase any combination of your skills multiple times. Increasing higher value skills levels you up faster. You can check how far you are from raising your level by looking at the bar on your Skills Menu.

### LEVELING UP

When you level up, you must choose whether to increase your Health, Magicka, or Stamina. You also gain one Perk selection. You can select a Perk immediately or save it for later.

## PERKS



Perks are special abilities and enhancements to your skills. When you level up, you can select one Perk; you can also choose to save it for later. In order to select a perk, you must meet its skill requirement, and have any pre-requisite perks that it requires. For example, in order to select Destruction Dual Casting, you must first choose Novice Destruction.

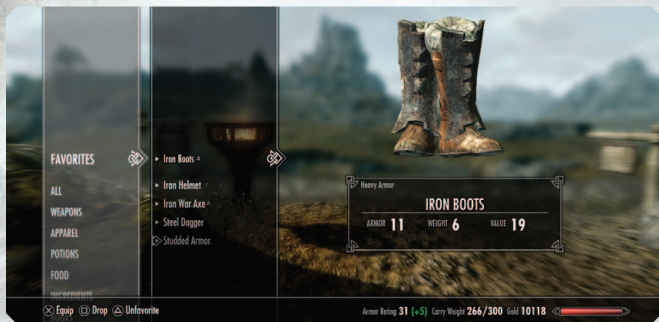
1. Perks you have chosen (Novice Destruction)
2. Perks available to you (Destruction Dual Casting)
3. Perks unavailable to you (Impact)



Each Perk displays your current skill and the skill required to select it.

Some Perks have multiple ranks and can be repeatedly upgraded.

## ITEMS MENU



The Items menu displays all of your items. You can filter your items by the following categories: All, Weapons, Apparel, Potions, Food, Ingredients, Books, Keys and Misc.

### MENU CONTROLS

**Left stick**, **←/→**, – Enter/Exit lists

**□** – Drop Item

**Left stick**, **↑/↓** – Cycle through lists

**△** – Favorite Item

**⊗** – Equip/Use/Read Item

**R3** – Examine Item

**L1 / R1** – Equip Left Hand/Right Hand

**Right stick** – Rotate Item

**Carry Weight:** The amount of weight you can carry before becoming overly encumbered. Your maximum carry weight is based on your Stamina attribute.

**Gold:** How much gold you have.

**Armor Rating:** The combined effects of your physical armor, active magical armor effects and any relevant Perks.

**Damage:** The combined damage of your current weapon or weapons.

## FAVORITES

In the Items and Magic menus, you can define your favorites by selecting the weapon, armor, spell or item you want to mark and pressing **△**.

While playing the game, you can pull up your favorites list by tapping **↑/↓ Directional Buttons**. Then you can then cycle through the list with **↑/↓**, equip or use items or spells with **⊗** or **L1 / R1**, and quickly swap weapons between your left hand (**L1**) or right hand (**R1**).

You can also assign primary and secondary Quick Keys by holding **←/→ Directional Buttons** on items in the favorites menu. Swap between the two items during gameplay by tapping **←/→**.

## MAGIC MENU



### SPELLS

Successfully casting spells will raise your skill in that spell's school. You can buy new spells from vendors or learn them from Spell Tomes you find in the world.

### POWERS

Tap **R2** to use an equipped power. Each race starts with a unique power; you may acquire additional powers over the course of your adventure. Only one Power can be equipped at a time, and most can only be used once per day.

### SHOUTS

Shouts are special combinations of dragon language that produce powerful effects. Hold down **R2** to use an equipped shout. The longer you hold it down, the more words of a shout are used, and the more powerful the shout. You can only have one power or shout equipped at a time.

After using a shout, you must wait before shouting again. Your compass will flash while recharging. When your compass stops flashing, you can shout again.

The individual words of each shout must be learned by finding Word Walls in the world. After learning a word, you must unlock it with a dragon soul before you can use it. Dragon souls are absorbed by slaying dragons.

## MAPS AND FAST TRAVEL



### WORLD MAP

The world map shows you the entire province of Skyrim. Use the **Left stick** to move around the map, **L1 / R1** to zoom in and out, and **△** to re-center the map to your current position. Use **Right stick** to move the view. Press **○** to view the local map.



**Your Position:** The arrow shows your position on the map and the direction you are facing.



**Quest target(s):** Your Active Quest Target(s) are determined by which Quests are active.



**Custom Target:** You can place this marker by pressing **⊗**.

### FAST TRAVEL

Highlight a location on the map and press **⊗** to fast travel. You cannot fast travel from interiors or while in combat. When you fast travel, time will move forward depending on how far you go. If you have a horse, it will fast travel with you. When traveling to cities, your horse will be placed in the nearest stable.



**Discovered Location:** Lightened markers can be selected for fast travel.



**Known Location:** Darkened markers are known to you, but cannot be selected for fast travel until you have visited them.

## JOURNAL



START

Press **▶** and use **L1 / R1** to access Quests, Stats, and the System menus.

### QUESTS

To set a quest as active, select it and press **⊗**. Activating a quest adds its quest target(s) to your compass and your world and local maps.

The Miscellaneous category includes special objectives that might lead to new quests, locations and rewards.

### SHOW ON MAP

Pressing **○** opens the world map and displays the location of the quest target.

### GENERAL STATS

General Stats displays information about your character's progress through the game.

### SYSTEM MENU

#### SAVE

Manually save your game at any time.

#### LOAD

Select from a list of previously saved games.

#### SETTINGS

##### GAMEPLAY

Using this menu, you can adjust the game difficulty (how hard combat is), change the look sensitivity, invert the Y axis, change the autosave settings, and enable or disable vibration.

##### DISPLAY

Brightness and HUD Opacity can be adjusted in this menu. You can also toggle the crosshair, dialogue subtitles and general subtitles.

#### AUDIO

Use this menu to adjust volume levels.

#### CONTROLS

In this menu you can reassign the game's controls.

#### HELP

This menu provides additional instructions on how to play the game.

#### QUIT

Exit to the main menu.

## DIALOGUE, BARTERING AND HIRELINGS



### DIALOGUE

To speak to someone, press **X**. To exit a conversation, press **C**.

1. Character Name
2. Topics you have not discussed
3. Topics you have discussed

### DIALOGUE OPTIONS

The list of topics you can discuss with this person. You may need to scroll down to reveal additional options. Asking about certain topics may reveal more dialogue options. Lightened dialogue options indicate topics you have not discussed yet. Darkened dialogue options mean you have already discussed this topic, though it may still contain other topics within it.

Sometimes you need to get information from a character. Special dialogue options will appear including:

**Persuade:** Convince a character to tell you something with your speech alone. A higher Speech skill grants a greater chance of persuasion.

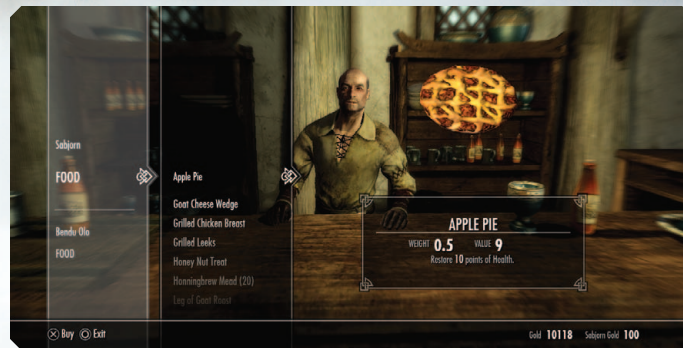
**Intimidate:** Forcefully persuade a character to talk. Success is based on your Speech skill and level.

**Bribe:** Coax a character into talking with a sum of gold.

**Brawl:** Engage in a fistfight with the character; win and get the information you need. While neither of you can die in a fistfight, if you use a weapon, the fight will turn into live combat with any associated crime.

### SKILL TRAINING

For a price, some characters can train you to improve your skills. There are a limited number of these characters for each skill, and few can teach the skill at higher levels.



### BARTERING

Choosing to barter will display both your inventory and the vendor's inventory. Items above the divider line belong to the vendor; items below the line belong to you.

Select any item(s) you want to purchase from the person and press **X** to buy them. You can also sell your items to the vendor by selecting them from your inventory and pressing **X**. Vendors will only buy items of the kind they sell, so not all of your items may be listed.

The prices you buy and sell items at depends on your Speech skill and perks. Trading increases your Speech skill.

### HIRELINGS AND FRIENDS

You will find hirelings in taverns through the world who you can hire to fight with you. Each hireling has their own combat specialty, and you can give them orders. They can also carry items for you.

Sometimes friends will allow you to take items from their inventory as gifts, or agree to join you on your journey. You can sometimes give them gifts in return.

### COMMANDING FOLLOWERS

Target your follower, then press and hold **X** to enter the command state. You can then tell your followers to:

- Wait at a specific spot on the ground
- Use an object in the world, such as a lever or chair
- Attack an enemy
- Open a locked door or container
- Pick up items in the world

Not all followers can be commanded, and some may be unable to carry out certain commands. Be warned that guards will find you responsible for crimes that your followers commit.

## COMBAT

For even the most skilled adventurer, Skyrim is a dangerous place. Learning the basics of battle is essential to your survival.

### WEAPONS

There are many types of weapons in Skyrim. The damage you do depends on the weapon itself, your skill, and any pertinent Perks. Heavier weapons take longer to swing, and may do less damage over a period of time than a faster weapon. Heavier weapons also slow you down while moving.

### MELEE ATTACKS

There are two types of attacks: Basic Attacks and Power Attacks. To perform a Basic Attack, tap **R1**. To perform a Power Attack, hold down **R1**. Power Attacks take stamina to perform, but do double damage. Power attacks also have a chance of staggering your opponent, allowing you to perform extra attacks. Heavier weapons drain more Stamina when power attacking than light ones.

### ARCHERY

To attack with a bow, hold **R1** to draw the bowstring to full extension, then release **R1** to fire the arrow. The more you pull the string back, the more damage you will do. You can cancel a shot by pressing **□**. You can select Perks under the Archery Skill to gain abilities like zooming in or slowing down time. These are done by holding **L1** while you have an arrow drawn.

### ONE-HANDED AND TWO-HANDED WEAPONS

Certain weapons like daggers, swords, maces, and war axes, are one-handed weapons, and can be used with a shield or dual wielded. Other weapons, like battleaxes, greatswords and warhammers require two hands and cannot be used with a shield or dual wielded. Two-handed weapons are slower, but do more damage.

### BLOCK

To block, hold **L1**. A shield or weapon block reduces the damage you take. Shields are more effective at blocking than weapons. To bash with your shield or weapon, hold **L1** and tap **R1**. Bashing uses Stamina and staggers an opponent, giving you an opening to strike. You can also select a Perk to gain Power Bash, a stronger bash attack which is performed by holding **R1** while blocking.

### ARMOR

Each piece of armor you wear adds to your overall protection, or Armor Rating. The higher your Armor Rating, the better you are protected. The amount of protection you receive from armor depends on the armor itself, your skill with that armor's type, and any relevant Perks you've selected.

### YIELDING

If you get into a fight with a friend or a guard, you can yield by sheathing your weapon. If your opponent is willing, he will stop the fight.

*"Block, counter, bash! Hit them when they're down! They'll show no mercy, so why should you? Battle is about the offense, about catching your foe early and never relenting."*

— Eduardo Corvus, *Killing - Before You're Killed*

## SNEAKING, PICKPOCKETING AND LOCKPICKING

### SNEAKING

Toggle sneaking by pressing **L3**. Sneaking allows you to pickpocket, as well as carry out stealthy and powerful attacks. Your stealth state is displayed when you crouch:



When the sneaking reticle is fully open, you can be detected.



When the sneaking reticle is halfway open, you are in danger of being detected.



When the sneaking reticle is fully closed, you are hidden.

When the eye opens fully and the reticle displays "DETECTED" it means that a nearby enemy has detected you and is about to attack. When the eye closes fully and the reticle displays "HIDDEN" it means that all nearby enemies have lost track of you and will stop searching.

How stealthy you are is affected by many factors:

- **Your Sneak skill only helps you when you are crouching.** The higher your Sneak skill, the easier it is to remain undetected. Increase your Sneak skill by staging successful stealth attacks, or by sneaking within range of a target. There are a number of Sneak perks that grant additional stealth bonuses.
- **Line of sight:** An enemy is much less likely to detect you if he can't see you.
- **Darkness:** You are harder to see in darker areas.
- **Movement:** You are hardest to detect when motionless, and easiest to detect when running.
- **Sound:** Two-handed weapons make the most noise. One-handed weapons are quieter; daggers and bows are silent. Casting spells makes both sound and light. Heavier armor makes more noise when moving.

Attacking an enemy that has not detected you grants a damage bonus, the amount of which depends on the weapon and can be increased through perks.

Enemies will react to sounds in the environment, like arrow impacts or traps. You can sometimes use this to your advantage to lure an enemy out of position.

### PICKPOCKETING

You must be sneaking to pickpocket. Approach the target and activate them to bring up their inventory. Select an item to steal it, or an item from your inventory to plant it on them. If you are successful, the item will be added to your inventory. If you are detected while pickpocketing, a crime will be reported and you will not take the item.

The higher your Pickpocket skill, the lower the chance you'll be caught. Just looking at a character's inventory is not a crime.

## LOCKPICKING



Use **Right stick** to rotate the lock and **Left stick** to rotate the lockpick. When the lockpick is rotated, the closer it is to the correct position, the more the lock will rotate before the lockpick breaks. Only when the lockpick is in the correct position will the lock fully rotate and open.

## CRIME AND PUNISHMENT

### CRIMES, BOUNTIES AND JAIL

The following actions are considered crimes and are reported if you are detected: Stealing items or horses, pickpocketing an item, picking a lock, trespassing, starting a fight (defending yourself is not a crime), or killing a non-aggressive character.

When a crime is reported, a Bounty is placed on your head for the city or town you are in. The amount of the Bounty depends on the seriousness of the crime you commit.

Anyone that sees you commit a crime will become a witness. If you manage to eliminate all witnesses to a crime shortly after it has been committed, the Bounty will not take effect.

With a Bounty, guards will approach and arrest you. If you run, they'll come after you. If you escape to a different city or town where you do not have a Bounty, the guards there will ignore you.

If you are caught by the guards, you typically have the following options:

- **Pay off your Bounty and avoid jail.** Any stolen items in your inventory will be removed, including items you stole while undetected.
- **Resist arrest.** Guards will attack you if you resist. If you escape, the Bounty will remain on your head in that city or town, and guards will try to arrest you if you return. If you yield by sheathing your sword, the guards may stop attacking you depending on your reputation, though they will still arrest you.
- **Go to jail and avoid the fine.** If you go to jail, you can attempt to pick the lock of your jail cell and escape undetected. To serve your time, activate the bed in your cell and you will appear outside when your time is served. Your progress towards skill increases is lost depending on how long your sentence is.

## ALCHEMY



Alchemy ingredients can be found all over Skyrim. Potions and poisons are created by mixing ingredients together that share a common effect at Alchemy Workbenches. Potions are consumed by your character to grant positive effects, while poisons are applied to your weapons to add additional poison damage.

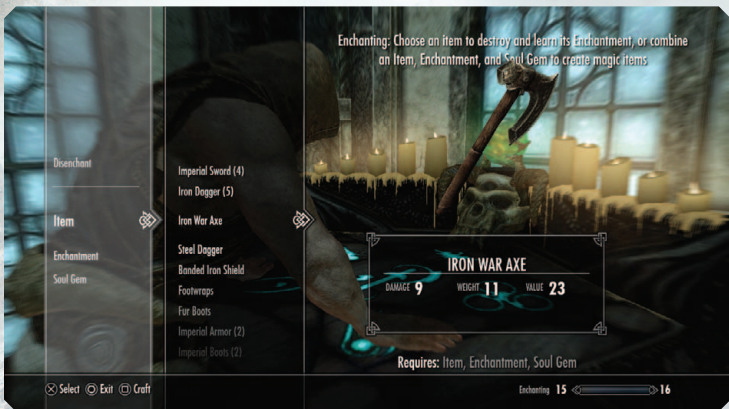
The higher your Alchemy skill, the more powerful potions and poisons you can create. You raise your Alchemy skill by eating ingredients and creating potions and poisons.

All ingredients have four different effects. Discover the first effect by eating the ingredient, and experiment with combining ingredients to discover the remaining effects. If a potion or poison fails, the ingredients had no effects in common. You can also gain Perks that allow you to discover more effects by eating.

*“The troll might be dead, but your job isn’t finished just yet. Let the flames die down and then examine the troll’s corpse. If you’re lucky, you’ll find some fat deposits that will fetch a good price in an apothecary’s shop. In fact, if you’ve got a knack for alchemy yourself, you can boil the fat down for use in all manner of potions and tonics.”*

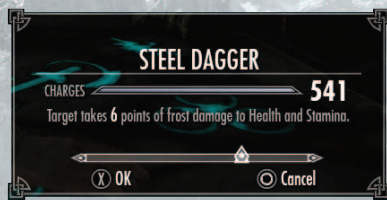
— Finn, *Troll Slaying*

## ENCHANTING



Enchanting is the art of applying magic effects to armor and weapons. To create an enchanted item, you need a learned enchantment, a filled soul gem, and an equipable item that has no enchantment. The higher your Enchantment skill, the better the enchanted item.

Enchantments are learned by destroying enchanted items. Take enchanted items to an Arcane Enchanter to destroy them.

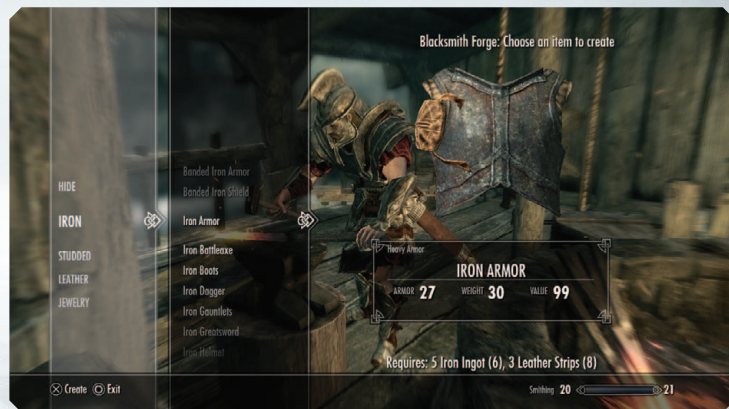


You can find filled soul gems in the world, or create them by using the Soul Trap spell to capture a creature's soul in an empty soul gem.

Some enchantments can only be placed on weapons, while others can only be placed on worn items, or particular kinds of worn items. Weapon enchantments use up charges with each hit and need to be recharged when drained. The power slider and size of the soul in the soul gem determines how many charges the enchanted weapon will hold.

Worn item enchantments are permanent and do not require recharging.

## SMITHING



Use forges to create new weapons and armor. The higher your Smithing skill, the better weapons and armor you can forge. Raise your Smithing skill by creating or improving weapons, armor, training or reading skill books.

Creating weapons and armor requires components that can be found in the world like iron or steel, as well as knowledge of how to create an item. To unlock new weapon and armor options, choose Perks from the Smithing skill constellation.



**Grindstones:** The grindstone improves the damage of weapons. To sharpen a weapon, you need the appropriate materials. The amount of improvement depends on your Smithing skills and perks.



**Workbenches:** Use workbenches to improve an item's armor rating. You need components to help upgrade your armor. The amount of improvement depends on your Smithing skill and Perks.

## SMELTING, TANNING AND COOKING

### SMELTING

Raw ore can be found throughout the world, primarily in mines. At a smelter, you can smelt this ore into metal ingots, which are needed to forge weapons and armor.



### TANNING

Tanning racks dry animal hides into raw leather. The larger the animal, the more leather a hide will yield. Raw leather is cut into leather strips, which are used as components for creating armor and weapons.



### COOKING

Cooking pots allow you to prepare food items that provide various temporary effects. Each recipe requires specific culinary ingredients that can be found throughout Skyrim.



## HORSES, HOUSES, BOOKS AND CONTAINERS



### HORSES

To ride a horse, approach it and press **X**. To gallop, hold **L2**. Press **X** while riding to dismount. To purchase a horse, visit stables outside any major city. When you fast-travel to a city, your horse is left for you at the local stable outside the city gates.

### HOUSES FOR SALE

Houses are for sale in each major city. Once you purchase a house, you can furnish it. Talk with the Jarl's steward in each major city for more information.

### BOOKS AND OTHER DOCUMENTS

When you activate a book or document, you can read it. Afterward, you can put it back (**○**) or take it (**X**). Use **Left** and **Right** sticks to flip back and forth through a book's pages.

Skill Books improve your skills the first time you read them. Spell Tomes teach you spells, and are consumed when you read them.

### CONTAINERS

Containers are chests, crates, barrels, dressers, boxes, dead bodies or creatures, and more. To open a container, press **X**. If the **OPEN** text is red, the items inside are owned by someone else.

**WARNING!** Do not leave things in containers you do not own! They may not be there when you come back for them. Buying a house is one way to own containers.



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