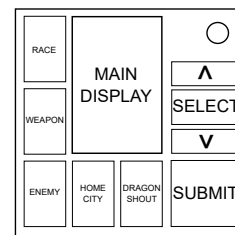# On the Subject of Skyrim

Use the power of the Dovahkin to disarm the module.

SEE APPENDIX SK75 FOR A LARGER MAP OF SKYRIM.

- The module consists of six screens, a select button, cycle buttons and a submit button.
- To disarm the module, set the correct image in each of the five categories (race, weapon, enemy, home city and dragon shout) in accordance with the below rules.
- Each category will cycle three of a potential nine images. Select the category to cycle by pushing the relevant screen. Cycle the options in each category using the up and down arrows and push the select button to set the screen.
- Once you have determined the five images, push the submit button. A strike will be incurred if any of the five are incorrect.

Races, Weapons & Enemies

- Races, weapons and enemies are calculated in the same way. Once you know the correct column to use in the relevant table, select the highest option that is present on the module.

Races

If an Imperial is present…	Otherwise, if a Nord is present…	Otherwise…
Nord	Imperial	Dunmer
Khajiit	Orc	Orc
Breton	Redguard	Argonian
Argonian	Altmer	Altmer
Dunmer	Dunmer	Khajiit
Altmer	Argonian	Breton
Redguard	Breton	Redguard
Orc	Khajiit	
Imperial	Nord	

Weapons

| If a Breton is present but not selected…	Otherwise, if an Orc is present but not selected…	Otherwise, if a Redguard is selected…	Otherwise…
Axe of Whiterun	Blade of Woe	Chillrend	Mace of Molag Bal
Dawnbreaker	Volendrung	Bow of the Hunt	Firiniel's End
Windshear	Mace of Molag Bal	Dawnbreaker	Volendrung
Blade of Woe	Axe of Whiterun	Volendrung	Windshear
Firiniel's End	Bow of the Hunt	Windshear	Axe of Whiterun
Bow of the Hunt	Chillrend	Firiniel's End	Blade of Woe
Volendrung	Dawnbreaker	Axe of Whiterun	Dawnbreaker
Chillrend	Firiniel's End	Mace of Molag Bal	Bow of the Hunt
Mace of Molag Bal	Windshear	Blade of Woe	Chillrend

Enemies

If any bow is selected...	Otherwise, if a Daedric weapon is selected...	Otherwise, if a non-Daedric sword is selected...	Otherwise, if the Axe of Whiterun is selected...	Otherwise...
Dragon Priest	Frost Troll	Draugr Overlord	Cave Bear	Blood Dragon
Alduin	Mudcrab	Cave Bear	Frost Troll	Mudcrab
Mudcrab	Frostbite Spider	Blood Dragon	Frostbite Spider	Frostbite Spider
Draugr Overlord	Draugr Overlord	Mudcrab	Blood Dragon	Alduin
Draugr	Draugr	Draugr	Draugr	Frost Troll
Blood Dragon	Dragon Priest	Dragon Priest	Draugr Overlord	Draugr Overlord
Frostbite Spider	Cave Bear	Alduin	Mudcrab	Dragon Priest
Frost Troll	Blood Dragon	Frostbite Spider	Alduin	Cave Bear
Cave Bear	Alduin	Frost Troll	Dragon Priest	Draugr

Home Cities

- Each race will have one of two de-facto home cities, depending on the conditions in the below table. However, it is possible they may be from a nearby city instead.
- If the de-facto home city is not present on the module, use it as the start point and travel the map clockwise until you reach a city that is present on the module.

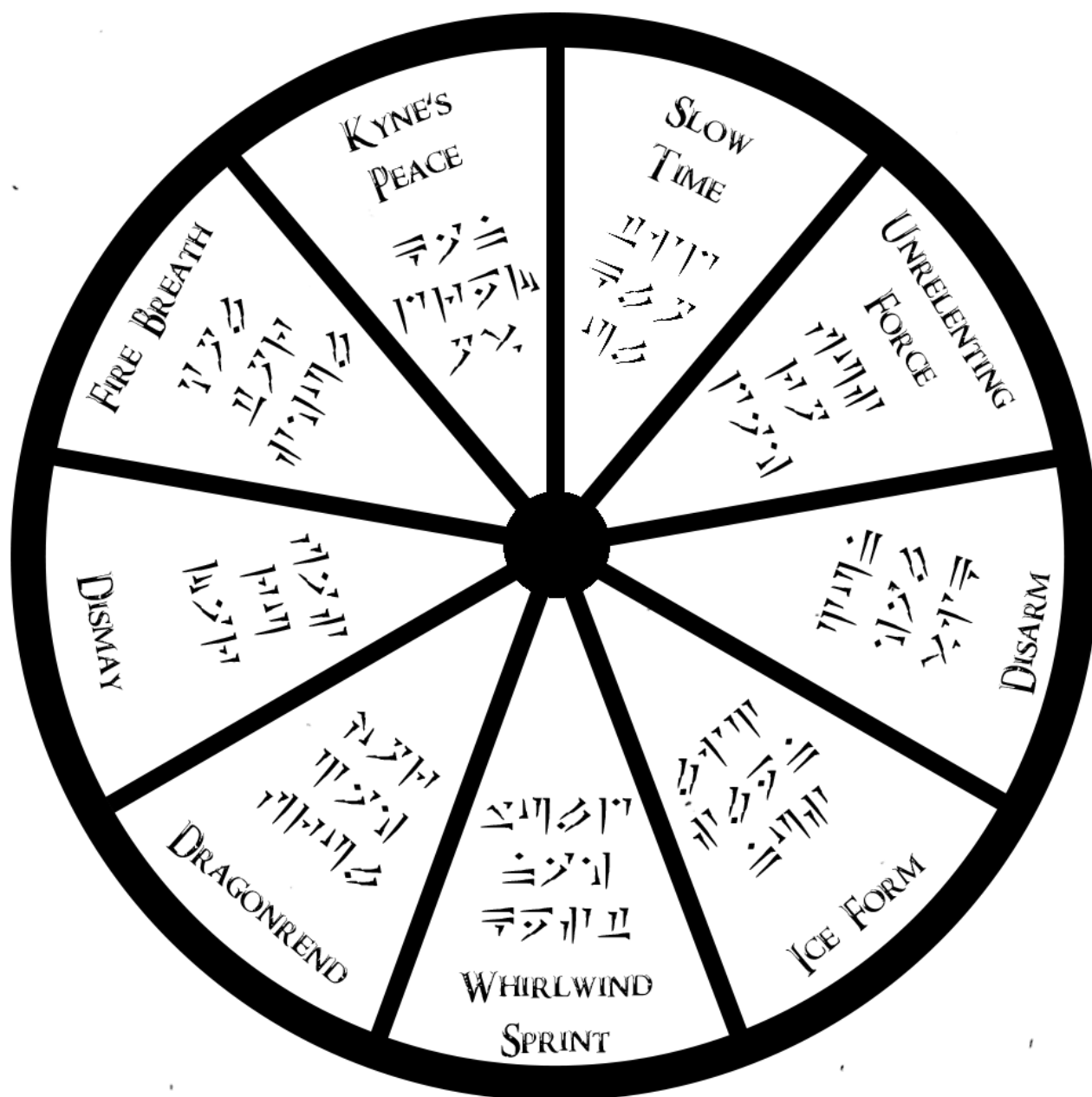|		
Nords are from Windhelm.	*UNLESS an Argonian is present, then...*	**Nords are from Whiterun.**
Khajiits are from Rorikstead.	*UNLESS a Frost Troll is present, then...*	**Khajiits are from Ivarstead.**
Bretons are from Riverwood.	*UNLESS the Blade of Woe is selected, then...*	**Bretons are from Dawnstar.**
Argonians are from Dawnstar.	*UNLESS a Draugr Overlord is selected, then...*	**Argonians are from Markarth.**
Dunmer are from Rorikstead.	*UNLESS a Mudcrab is present, then...*	**Dunmer are from Solitude.**
Altmer are from Solitude.	*UNLESS Windshear is selected, then...*	**Altmer are from Riverwood.**
Redguards are from Markarth.	*UNLESS a Daedric weapon was not present, then...*	**Redguards are from Windhelm.**
Orcs are from Ivarstead.	*UNLESS a Cave Bear is selected, then...*	**Orcs are from Winterhold.**
Imperials are from Winterhold.	*UNLESS Volendrung is present, then...*	**Imperials are from Rorikstead.**
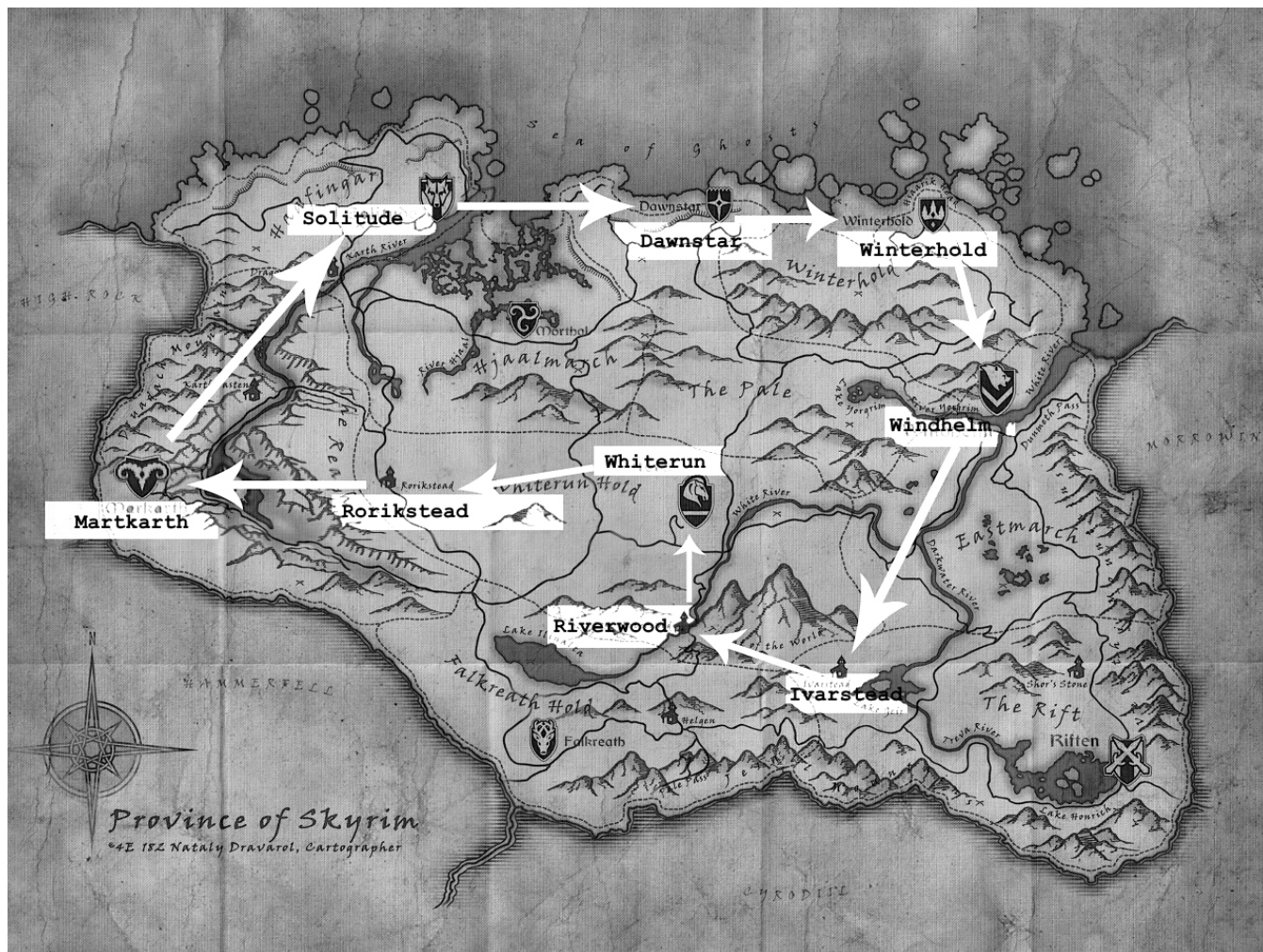
Dragon Shouts

- A dragon shout (or Thu'um) is selected in a similar way to the home city.
- Use the below table to determine the starting shout.

If the first character of the serial number is a letter and the enemy is...	Otherwise, if the first character of the serial number is an odd digit and the enemy is...	Otherwise, if the first character of the serial number is an even digit and the enemy is...	Starting Shout
Draugr Overlord	Draugr	Alduin	Unrelenting Force
Frost Troll	Dragon Priest	Mudcrab	Disarm
Blood Dragon	Mudcrab	Cave Bear	Ice Form
Frostbite Spider	Frost Troll	Draugr Overlord	Whirlwind Sprint
Dragon Priest	Alduin	Blood Dragon	Dragonrend
Mudcrab	Draugr Overlord	Draugr	Dismay
Cave Bear	Blood Dragon	Frostbite Spider	Fire Breath
Draugr	Cave Bear	Dragon Priest	Kyne's Peace
Alduin	Frostbite Spider	Frost Troll	Slow Time

- If the starting shout is not present on the module, follow the wheel clockwise until you reach a shout that is present on the module.
- The shouts are orientated the same way as the name.

KYNE'S PEACE

SLOW TIME

FIRE BREATH

UNRELENTING FORCE

DISMAY

DISARM

DRAGONREND

WHIRLWIND SPRINT

ICE FORM
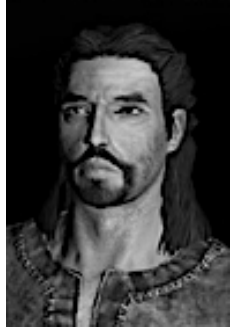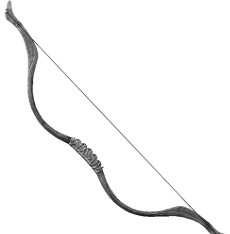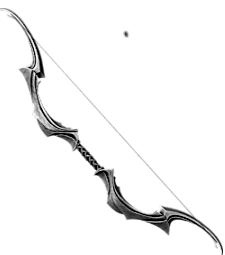
Name	Common Tongue Translation	Name	Common Tongue Translation
Disarm	*zun – haal – viik*	Kyne's Peace	*kaan – drem – ov*
Dismay	*faas – ru – maar*	Slow Time	*tiid – klo – ul*
Dragonrend	*joor – zah – frul*	Unrelenting Force	*fus – ro – dah*
Fire Breath	*yol – toor – shul*	Whirlwind Sprint	*wuld – nah – kest*
Ice Form	*liz – slen – nus*		
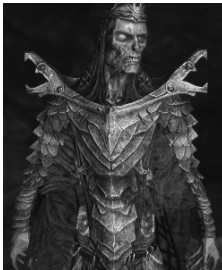
- Instances of double letters in the common tongue do not translate into the dragon language.

Skyrim: A Beginner's Guide

- The below tables can be used as a reference guide to the things you may encounter in Skyrim.

Races				
Altmer	Argonian	Breton	Dunmer	Imperial
Khajiit	Nord	Orc	Redguard	

Weapons				
Axe of Whiterun Enchanted axe	Blade of Woe Dark Brotherhood dagger	Bow of the Hunt Hunting bow	Chillrend Glass sword	Dawnbreaker Daedric sword
Firiniel's End Elven bow	Mace of Molag Bal Daedric mace	Volendrung Daedric warhammer	Windshear Enchanted sword	

Enemies

Alduin	Blood Dragon	Cave Bear	Dragon Priest	Draugr
Draugr Overlord	Frost Troll	Frostbite Spider	Mudcrab	

Home Cities

Dawnstar	Ivarstead	Markarth	Riverwood	Rorikstead
Solitude	Whiterun	Windhelm	Winterhold	

Appendix SK75