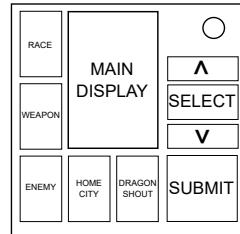


On the Subject of Skyrim

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 battery count < 3...	Otherwise, if battery count < 6...	Otherwise...
Nord	Imperial	Dunmer
Khajiit	Orc	Orc
Breton	Redguard	Nord
Argonian	Altmer	Altmer
Dunmer	Dunmer	Khajiit
Altmer	Argonian	Breton
Redguard	Breton	Redguard
Orc	Khajiit	Imperial
Imperial	Nord	Argonian

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

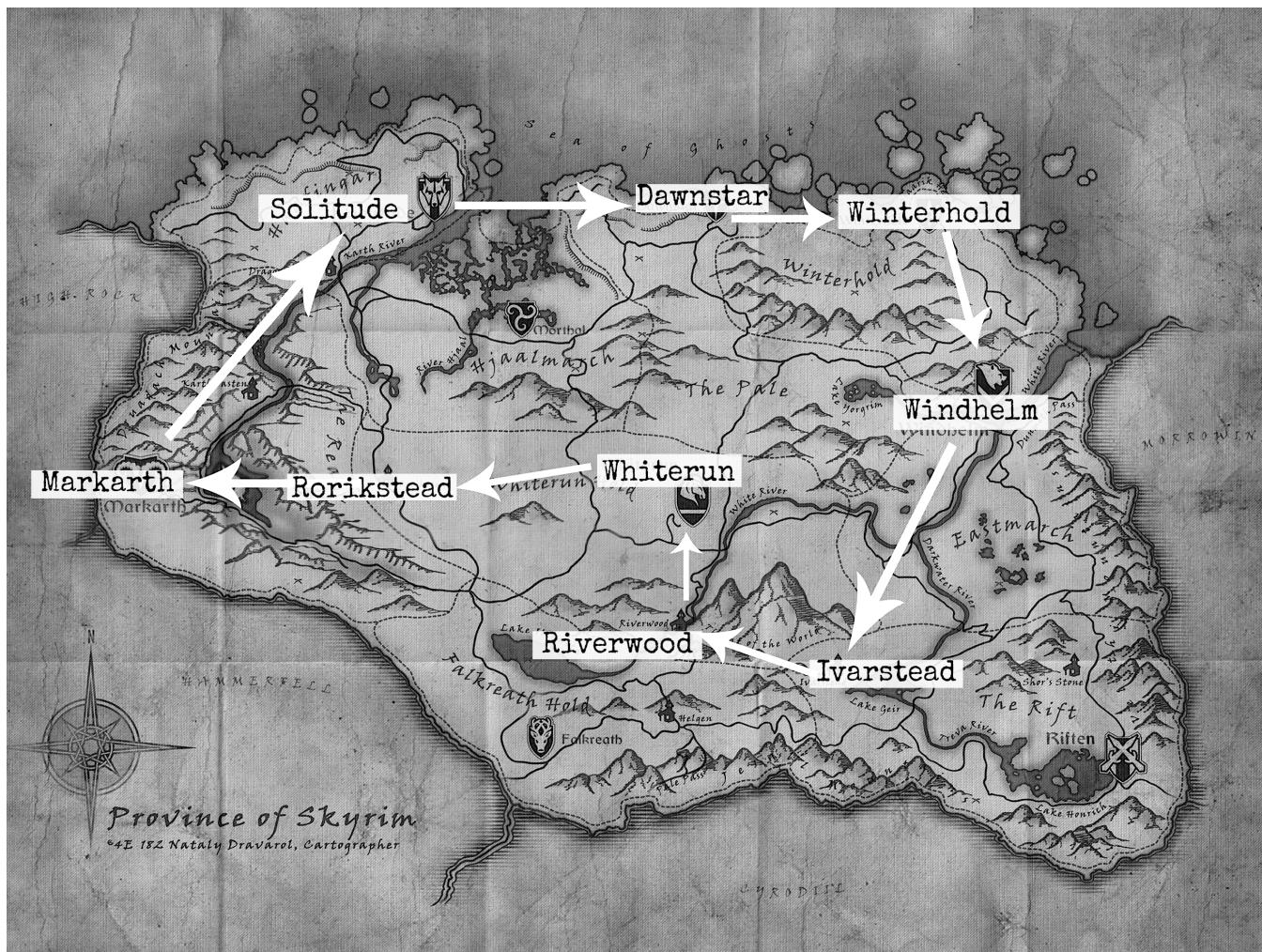
Enemies

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.

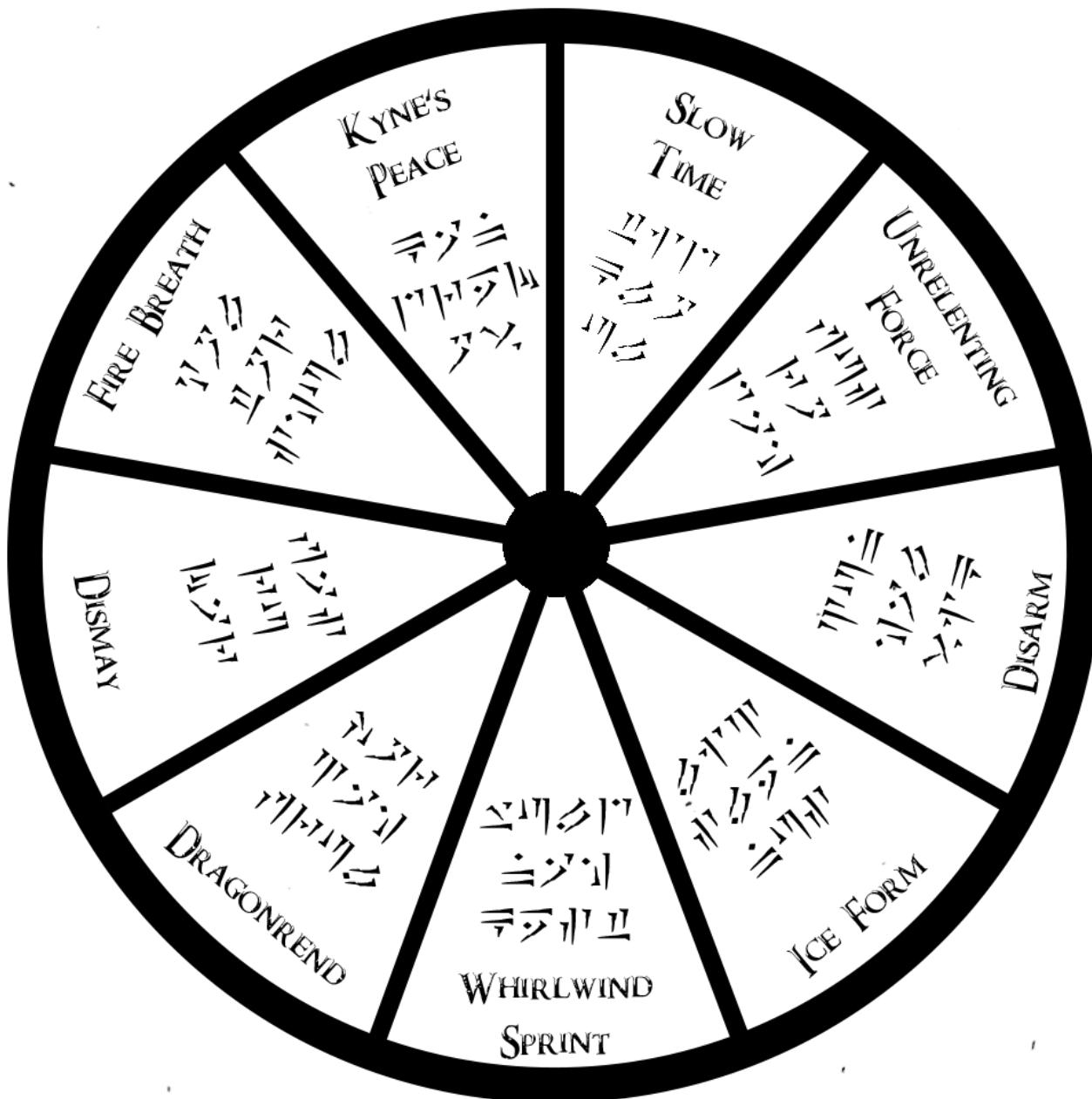


Dragon Shouts

- 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.



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
A portrait of an Altmer, a tall, thin-skinned精灵-like race with white hair and pointed ears.	A portrait of an Argonian, a fish-headed水人族 race with scales and gills.	A portrait of a Breton, a dark-skinned精灵-like race with a mustache and a slightly mischievous expression.	A portrait of a Dunmer, a dark-skinned, horned矮人族 race with a thick beard.	A portrait of an Imperial, a light-skinned, bearded人类族 race.

Khajiit	Nord	Orc	Redguard	
A portrait of a Khajiit, a cat-faced catfolk race with a long tail and whiskers.	A portrait of a Nord, a large, dark-skinned, horned北欧人族 race.	A portrait of an Orc, a dark-skinned, hairy矮人族 race with a prominent nose.	A portrait of a Redguard, a dark-skinned, bearded人类族 race.	

Weapons				
Axe of Whiterun	Blade of Woe	Bow of the Hunt	Chillrend	Dawnbreaker
An axe with a curved blade and a wooden handle.	A long, slender sword with a decorative hilt.	A traditional hunting bow with a curved wooden frame.	A long, thin sword with a sharp, serrated edge.	A long, straight sword with a decorative hilt featuring a sunburst emblem.
Enchanted axe	Dark Brotherhood dagger	Hunting bow	Glass sword	Daedric sword
A longbow with a curved wooden frame and a taut string.	A massive, ornate mace with multiple spikes on the head.	A long, curved warhammer with a leaf-shaped head.	A curved sword with a sharp, serrated edge.	
Firiniel's End	Mace of Molag Bal	Volendrung	Windshear	
An elven bow with a curved wooden frame and a taut string.	A Daedric mace with a jagged, multi-pointed head.	A Daedric warhammer with a leaf-shaped head.	An enchanted sword with a curved blade and a decorative hilt.	

Enemies				
Alduin	Blood Dragon	Cave Bear	Dragon Priest	Draugr
A massive, dark, scaly dragon with a long neck and a small head, breathing fire.	A large, light-colored dragon with a prominent crest and a long, thin neck.	A large, brown bear-like creature with thick fur and a powerful build.	A skeletal figure wearing ornate, metallic armor and holding a staff.	A undead soldier with pale skin, a skeletal face, and dark, tattered armor.
Draugr Overlord	Frost Troll	Frostbite Spider	Mudcrab	
A massive, multi-headed undead creature with multiple pairs of arms and a skeletal face.	A large, hunched, ice-covered troll with a thick beard and a single eye.	A massive, multi-legged spider with sharp fangs and a segmented body.	A large, crustacean-like creature with many legs and a segmented body, crawling through mud.	
Home Cities				
Dawnstar	Ivarstead	Markarth	Riverwood	Rorikstead
A small, coastal town built on stilts over water, with wooden houses and a bridge.	A town built on wooden stilts over a marshy area, with a large wooden archway.	A city built on a rocky cliffside, featuring tall stone buildings and a central tower.	A small town nestled in a forest, with wooden houses and a winding river.	A cluster of wooden houses with thatched roofs, surrounded by trees.
Solitude	Whiterun	Windhelm	Winterhold	
A town built into a large rock formation, with a bridge leading to it.	A large, sprawling town with many wooden houses and a prominent stone wall.	A town built around a large stone archway, with a stone wall and towers.	A large, stone castle built into a rocky cliff, with a bridge leading to it.	

Appendix SK75