



## OVERVIEW: A PLACE TO CALL HOME



Meet Jarl Siddgeir of Falkreath, one of three Jarls with whom to curry favor.

Becoming a powerful and noble member of Skyrim's society has its privileges; the title of "Thane" and a Housecarl and a home of your own are the main perks. But those seeking the approval from the Jarls of the smaller Holds — Jarl Igrud Ravenclone of Hjaalmarch, Jarl Skald the Elder of the Pale, or Jarl Siddgeir of Falkreath (or their Civil War replacements) — may be crestfallen at the lack of a property to purchase. Fortunately, this is about to change.

This chapter explains how to purchase land, improve it, construct a property you can be suitably proud of, and then stock it with as many household (and esoteric) items, ingredients, and added benefits as you wish.



## CRAFTING: BUILD YOUR OWN HOUSE



### Part 1: Land Grab

Learning about land for sale and purchasing it.



*Hjaalmarch Hold: A rather pleasing view across the salt marshes toward Solitude. Expect amazing sunsets.*



*The Pale: A swath of Tundra with exceptional views of the Loreius Farm, Dragonsreach, and the Throat of the World in the distance.*



*Falkreath Hold: The body of water is Lake Ilinalta. The view is fabulous, perched between the Shriekwind Hills.*

In order to construct a dwelling fit for an adventurer of your stature, you must begin by purchasing a plot of land in your chosen Hold.

### Learning About the Land

You can purchase land in one of two ways:

If you're Level 9, you eventually receive a letter (via a courier, when you enter a settlement) requesting you meet with the Jarl of Falkreath (provided you don't have a Bounty in that Hold). The letter mentions the possibility of land being purchased once you complete a few Favors. From this point, you must complete Thane Task: Thane of Falkreath.

If you've already attempted some Thane Tasks by working for any or all of the Jarls of Morthal, Dawnstar, or Falkreath, continue these Favors. Once you receive the title of Thane, you also receive news (delivered via courier) that land has become available. Simply return to the Steward (or Jarl) and purchase the land.



**TIP** What exactly must you do to become a Thane of Hjaalmarch, the Pale, or Falkreath? Various tasks demanded by the Jarl and his or her citizens. Refer to the Thane Task section of this book (page 404) for all the answers.

### Purchasing the Land

Once you've befriended the Jarl, they will acknowledge your service to the Hold and inform you that a piece of property is for sale. Talk to the Jarl's Steward (or, for the Pale, Jarl Skald) and tell them "I'd like to purchase a house." There isn't one available, but there is a plot of land. Agree to pay for it. Each plot is 5,000 gold. There is one plot per Hold, so your house is always in the same place. Pay the gold and you receive a charter for the land in question. Your world map updates to show the location of your plot.

◆ **MISCELLANEOUS OBJECTIVE:** Visit your new property in [the Hold in question]

- ▶ Windstad Manor Charter (Hjaalmarch Hold)
- ▶ Heljarchen Hall Charter (the Pale)
- ▶ Lakeview Manor Charter (Falkreath Hold)







**NOTE** If you visit the proposed site of your home prior to purchasing the land, it is “unimproved,” with no evidence that it’s available to buy. You can purchase all three plots of land and build one house on each plot. If you also purchase the houses in the remaining Holds, you can have a total of eight properties across Skyrim.

Only Jarl Korir of Winterhold lacks a house or a plot of land to grant you; he’s still recovering from the decimation of his capital.

## Part 2: Outstanding in Your Field

*Commencing construction on your manor house.*

The remaining information applies to each of the three building plots available.

◆ **MISCELLANEOUS OBJECTIVE:** Use the drafting table to begin building your house



*The tools of the home builder: the drafting table, carpenter's workbench, storage chest, and anvil.*

### The Right Tools for the Job:

Now that you have a deeded

property, construction can begin. When you reach the cleared area of land, you come across four important workstations to aid you in this task: the drafting table, carpenter's workbench, storage chest, and anvil.

### The Drafting Table

Approach this first, as it allows you to create the plans for a basic small house layout. After that, you can return to the drafting table and add additional structures to this first one. For now, create the small house layout.

◆ **MISCELLANEOUS OBJECTIVE:** Use the carpenter's workbench to build the foundation of your house



*The small house layout, in mid construction.*



*The final exterior construction is finished.*

### Carpenter's Workbench

This allows you to take the drafted plans and realize them. The various elements of the structure are broken down into separate pieces so you know

what components they require, much in the same way as smithing or alchemy. For now, build the “house, foundation” and “house, wall framing.” Then stop, turn around, and watch the skeletal form of your house take shape.

Return to the carpenter's workbench and construct the “house, walls.” Then add the “house, floor” and “house, roof framing.” Then finally, add the “house, roof” and “house, door.” Congratulations! You've just built yourself a home!

At this point, you can add a variety of outbuildings (from the carpenter's workbench), and your drafting table updates with another plan. This continues until you've finished a house with a main hall; a cellar; and east, west, and north wings.

### The Beginner's Guide to Homesteading:

A riveting read, this book provides information and advice on building your home, as well as who can live in it and the types of structures you can create. Refer to it (or this book) if you get stuck.

### Chest and Anvil

Inspect the chest. It is filled with components for creating the house. As you gather additional raw materials, you can store them here without fear of them being stolen. In fact, it's an excellent plan to leave all the components you're going to need in this chest so you aren't encumbered, and you'll know where all your building materials are. To help you get started, the Jarl has filled this chest with a supply of raw materials, so take the clay, Corundum Ingots, Iron Ingots, and Quarried Stone that you want from here.

Inspect the anvil (or indeed, any anvil you find in Skyrim), and you'll see an additional menu: Building Materials. This is where you can mold your raw materials into components, if required. As each component is made up of two or more materials, you're going to run out and will need to buy or forage for more. But return here and create all the hinges, iron fittings, locks, and nails you need (and many more components as your house becomes more grand).

## Part 3: Measure Twice, Cut Once

*Gathering supplies to turn into building components.*

*Taking a pickaxe to a clay deposit yields malleable building blocks.*



Raw materials are the vital and literal building blocks for your homestead. So it is important to source them. The four main types are quarried stone, clay, sawn logs, and Iron and Corundum Ingots.

**Quarried Stone:** Fortunately, your house is located near an inexhaustible supply of stone. Of course, you're the one who has to chip away at the stone quarry with a pickaxe to gather the stone you need. Quickly place the stone into your chest so you aren't encumbered.



**Clay:** The grounds of your dwelling are nestled on clay soil. This is fortunate, as you also need to unearth clay in large quantities for much of your house's structure. This is also quarried using the pickaxe. Quickly place the clay into your chest so you aren't encumbered.



**Sawn Logs:** You aren't equipped to fell trees, so you must source your supply of logs from a lumber mill. This can be done when prompted or at any time. Any settlement with a lumber mill has logs for your needs, but actual mills are perfect:



Windstad Manor is reasonably close to Solitude Sawmill.

Heljarchen Hall is in the middle of nowhere! The nearest mill is Anga's Mill in Eastmarch, though it's quite a distance up the road.

Lakeview Manor is close to Half-Moon Mill (especially handy if you're a vampire!).



Visit the proprietor of the lumber mill, and request they provide you with logs. Twenty sawn logs cost 200 gold, so carry your coin purse with you. These are automatically added to the log pile at your dwelling.

**Iron and Corundum Ingots:** All of your basic hinges, fittings, locks, and nails require Iron Ingots, while a lock also needs a lesser metal called corundum. Just like before, these are sources from ore deposits scattered throughout the realm. Fortunately, there are a couple of iron ore veins around Lakeview Manor (Falkreath), while Heljarchen Hall has a corundum deposit nearby. When those run out, locate what you need from vendors or mines.



**TIP** If you have iron or corundum ore but don't want to traipse to a smelter elsewhere in Skyrim to turn it into ingots, why not build one yourself?

There are many other necessary components as well, but those are mainly used for furnishing or augmenting your abode. All are listed below.

Don't fancy lugging rocks or mining for clay? Then have your own Steward do the dirty work for you (see below). You can hand over your mining, collecting, and locating of components, although this costs you additional funds.

In a hurry to quarry stone or dig up some clay? By far the fastest way to amass a rock collection is to equip pickaxes in both hands, use your Elemental Fury Shout, and then attack the rock with a vengeance.

## Part 4: Architectural Improvements (Advice)

The additional structures you can add to your abode.

### Extending Your Abode: Outbuildings

#### Animal Pen

A small enclosure is built against the wall of your home. Initially empty, you can ask your Steward to populate it with a cow or up to three chickens (see below).



#### Apiary

(Lakeview Manor only) For those wishing to harvest bees and honeycomb, build this beehive, which is much more flame-resistant than the ones in the Goldenglow Estate.



#### Armorer Workbench

If you want to hone your smithing, you can construct a workbench where you can improve any type of armor, provided you have the necessary Smithing Perks.



### Fish Hatchery



(Windstad Manor only) A small hatchery is constructed in the marsh lake just below Windstad Manor. Initially empty, you can add fish or fish eggs to it, which will hatch into fish of the same type after a day or so.

### Fish Hatchery Ingredients

Silverside Perch	Cyrodilic Spadetail	Slaughterfish Egg
Abecean Longfin	Histcarp	Clam Meat
River Betty	Salmon Roe	

### Garden

A large section of earth is tilled near the side of your house, and 11 patches of fertile soil are ready to receive food or ingredients that you've collected on your travels.

Once planted, wait a day, and these sprout and can be harvested for several items of the same type. This is particularly handy if you use an ingredient in your potions that is usually difficult to obtain. Note that ingredients that don't grow in regular weather conditions (such as Crimson Nirnroot) or that aren't plants (such as Giant Toes) can't be grown. For more planting spots, build a greenhouse addition.



✓	PLANTABLE INGREDIENTS	QUANTITY GROWN	✓	PLANTABLE INGREDIENTS	QUANTITY GROWN
	Bleeding Crown	3		Juniper Berries	4
	Blisterwort	4		Lavender	3
	Blue Mountain Flower	3		Leek	2
	Cabbage	2		Mora Tapinella	3
	Canis Root	4		Namira's Rot	3
	Carrot	4		Nightshade	3
	Creep Cluster	5		Potato	3
	Deathbell	3		Purple Mountain Flower	3
	Dragon's Tongue	4		Red Mountain Flower	3
	Fly Amanita	4		Scaly Pholiota	5
	Giant Luchen	4		Snowberries	4
	Glowing Mushroom	5		Swamp Fungal Pod	3
	Gourd	3		Thistle Branch	3
	Grass Pod	3		Tundra Cotton	3
	Imp Stool	4		Wheat	4
	Jazbay Grapes	3		White Cap	2





## Grindstone

A grinding wheel with a place to sit and sharpen your blades is positioned close to the other crafting stations a Blacksmith uses (such as the workbench or smelter). As with any other grindstone, you can improve your weapons here.



## Mill

(Heljarchen Hall only) A small milling stone is sunk into the earth close to your dwelling. With three sheaves of wheat, you can create a bag of flour, which you use in many of your kitchen's baking recipes. For this reason, you may wish Heljarchen Hall to be primarily a place where you grow crops in your garden and greenhouse, and you may want to install a kitchen addition.



## Smelter

As with all smelters, you can reduce ore and raw materials (such as Dwarven scrap) into metal ingots, which are required to create and improve weapons and armor. Only now, you have a smelter in your backyard.



## Stable

Do you want your Steward to purchase a horse of your own? Then construct a stable where your equine chums can whinny to their hearts' content.



## Extending Your Abode: Winging It

Choose your additions carefully; your properties can have aesthetic and functional differences, as shown in three finished home examples:



*The Enchanter's Tower, alchemy laboratory, and library create an imposing wizard's domain.*

*The bedrooms, storage room, and armory create a linked upper porch for panoramic views.*



*The greenhouse, trophy room, and kitchen create a hunter and collector's paradise.*



Once you've finished constructing a small house on your plot of land, your drafting table and carpenter's workbench both have additional structures for you to build:

**The Drafting Table:** This allows you to begin work on a main hall (a substantial, two-story extension), after which you can add a cellar and north, east, and west wings. You can also remodel your initial small house into an entryway (which opens up the far end of the original structure). As soon as you choose a plan, a series of perimeter markings appear on the ground where the section will be built.

**The Carpenter's Workbench:** This has a "Misc" menu to check out, which lists a number of outbuildings you can build (some of which are unique to that particular Hold, see above) and all the parts for the house structure you have selected in the drafting table.

Simply continue to collect the necessary components to build the structure you want. Your house can be as large or small as you wish. Once the main hall has been added and your building starts to look more like a manor and less like a hovel, inspect the various options available when constructing new "wing" additions.

When it comes to building a wing, you can build out in three directions (to the north, east, and west). For each wing, you must choose between three mutually exclusive options. For example, your west wing could house bedrooms, a greenhouse, or an Enchanter's Tower, but only one of those. Look to the Beginner's Guide to Homesteading (or the pictures below) for more information about what each wing adds to your home.

You can't demolish an addition once it is built, so plan out what you want your finished manor to look like. Here are some design decisions to think about:

**Aesthetics:** You may not think you need west wing bedrooms until you realize it comes with a large exterior porch. This offers elevated views of the scenery around your abode, so if your home is Heljarchen Hall (with arguably the best view), you might want this addition to show off the environment. Similarly, you might want a north, east, and west tower on each part of your domain so it looks imposing or symmetrical. But these decisions come down to your personal preferences.

**Functionality:** The skills you've perfected and the items you enjoy collecting should dictate the manor you construct. Consult the lists that follow to find out what interior benefits you the most. For example, the Enchanter's Tower allows you to construct an Arcane Enchanter. Is that crafting station important to you? Then favor the tower over an alternate west wing addition. Also consider how the additions relate to one another. For example, the storage room (north wing) has a porch you can connect to the east and west wings, provided you also build the bedrooms and armory additions.

**Maximizing:** If you want to fully appreciate all three of the different options for each wing of the house, then you'll need to build homes in all three Holds that offer them, and make sure you choose a different wing addition each time. This way, you can see and use every extension to your property that is available. Just don't duplicate an Enchanter's Tower if you don't need two of them!

**Buyer's Remorse:** Don't worry if you accidentally construct a bedroom when you really wanted a greenhouse! There's no "wrong" addition, as you can always construct a different combination of rooms at a different manor.

The following sections cover all the different structures you can build together to create your main house.



## Small House



This tiny cottage may be all you require, and you don't need to add to it if you aren't interested in a sprawling mansion. However, if you do want to add to it, be sure to remodel this into an entryway (as it is more aesthetically pleasing and allows for more interior furnishings).

## Main Hall



This expansion substantially improves the footprint of your house and adds a main hall with a dining area, an upstairs landing, two bedrooms, and a

back room. When further additions are made, they all connect to your main hall. Note that an Arcane Enchanter, alchemy lab, and anvil can all be placed in this area.

## Addition: Cellar

Don't overlook the musty basement you can dig out underneath the main hall (this is the last part of the main hall to be built). With more furnishings than any other addition, the cellar gives you numerous storage and forging options. Best of all, you can create a shrine to rival the Temple of the Divines in Solitude, with nine divinities to receive blessings from!



## Addition: West Wing — Bedrooms

If you plan on adopting a child or just want more space to stretch out, choose this addition. There's a master bedroom, two children's beds, and several wardrobes and display cases with which to furnish the interior. The spacious exterior porch allows access on two floors and gives an excellent view of the wilderness around your house. It can be attached to the storage room for an even bigger platform.



## Addition: West Wing — Greenhouse

For the horticulturist, the greenhouse has planters you can furnish the room with, allowing you to take the plants that you have and grow them in more clement conditions (see the Plantable Ingredients list on page 656). When used in conjunction with the garden outside, you may never again run out of ingredients for your potions.



## Addition: West Wing — Enchanter's Tower

An imposing tower designed with the magician in mind, this addition allows you to furnish the area with an Arcane Enchanter, and there are numerous racks and a mannequin for your staves and robes. The tower features an exterior viewing platform, which allows for roof access and a vista.



## Addition: North Wing — Storage Room

If you have an overabundance of items and need additional places to keep them, construct the storage room. The multitude of chests and cases gives you plenty of places to store and organize your items; you no longer need shove everything in one place. Think about the bedrooms (west) and armory (east), as the upper porch can be extended if you pick those two additions as well.



## Addition: North Wing — Trophy Room

After a titanic struggle with a particularly fearsome foe, you may want to display your conquest as a trophy. If so, this room is for you (consult the Trophies section below for all the different, life-sized effigies you can create). Choose this extension if simple "wolf heads on a wall" aren't showcasing your true hunting prowess.





## Addition: North Wing—Alchemy Laboratory



Featuring the same imposing elements as the Enchanter's Tower, this addition provides a three-floor chamber of solace for an Alchemist,

including an alchemy lab and storage for your potions and ingredients. The tower features an exterior viewing platform, too, which allows for roof access and a vista.

## Addition: East Wing—Armory



Perfect for adventurers with a penchant for weapon and apparel collecting. Use the anvil or the forge in the cellar, then hang your

martial collections throughout the mounts, cases, and mannequins in this chamber. Think about the bedrooms (west) and storage room (north), as the upper porch can be extended if you pick those two additions as well.

## Addition: East Wing—Kitchen



Chefs who crave the latest in technology should consider this kitchen, which allows you to prepare food in a brand-new device called

an "oven"! Apparently, these are all the rage in Solitude and allow you to use baking recipes (see page 653). For those who cook their own meals, this is the pinnacle of Nordic cuisine preparation.

## Addition: East Wing—Library



Have you run out of space for your rare Lusty Argonian Maid first editions? Then create this imposing tower, which has more bookcases than you

can hope to fill and a certain ambience those scholars familiar with the great book repositories of Skyrim will crave. Can you gather and display every book in Skyrim? Alphabetically?



**NOTE** What's this "remove workbench" option on the drafting table? Well, once a structure has been finished externally, it can be furnished (see below) using the interior workbench inside each of the structure sections. When you're happy with how the interior looks, you can remove the workbench if you aren't making any more improvements to that section. Don't worry; if you decide to change the decor, just reinstate the workbench at the drafting table.

## Part 5: Architectural Improvements (Tables)

The following tables provide an exhaustive list of the items needed to create the structural elements of your home.

### Drafting Table: Options

Small house layout	Addition: North Wing	Remodel house into entryway
Main hall	Storage room	
Addition: West Wing	Trophy room	Add/remove workbenches for each room
Bedrooms	Alchemy laboratory	
Greenhouse	Addition: East Wing	
Enchanter's Tower	Armory	
	Kitchen	
	Library	

### Carpenter's Workbench

✓	COMPONENTS	PRODUCES	NOTES
<b>OUTBUILDINGS</b>			
<input type="checkbox"/>	1 Sawn Log	Animal Pen	
<input type="checkbox"/>	2 Sawn Log, 1 Nail, 2 Straw	Apiary	Lakeview Manor only
<input type="checkbox"/>	2 Quarried Stone, 1 Iron Ingot, 1 Sawn Log	Armorer Workbench	
<input type="checkbox"/>	3 Quarried Stone, 3 Sawn Logs, 4 Nails	Fish Hatchery	Windstad Manor Only
<input type="checkbox"/>	1 Sawn Log	Garden	
<input type="checkbox"/>	1 Quarried Stone, 1 Sawn Log, 1 Iron Fittings	Grindstone	
<input type="checkbox"/>	2 Quarried Stone, 2 Sawn Logs, 2 Iron Fittings	Mill	Heljarchen Hall only
<input type="checkbox"/>	2 Iron Fittings, 5 Iron Ingots, 6 Clay, 4 Quarried Stone	Smelter	
<input type="checkbox"/>	3 Sawn Logs, 5 Nails	Stable	
<b>SMALL HOUSE</b>			
<input type="checkbox"/>	1 Iron Fittings, 1 Sawn Log, 1 Lock, 2 Hinges, 2 Nails	House, Door	
<input type="checkbox"/>	4 Quarried Stone	House, Floor	
<input type="checkbox"/>	1 Sawn Log, 10 Quarried Stone	House, Foundation	
<input type="checkbox"/>	10 Nails, 1 Sawn Log	House, Roof	
<input type="checkbox"/>	6 Sawn Logs	House, Roof Framing	
<input type="checkbox"/>	6 Sawn Logs, 10 Nails	House, Wall Framing	
<input type="checkbox"/>	2 Sawn Logs, 8 Nails, 4 Clay	House, Walls	
<b>MAIN HALL</b>			
<input type="checkbox"/>	1 Iron Fittings, 1 Sawn Log, 1 Lock, 2 Hinges, 2 Nails	Main Hall, Door	
<input type="checkbox"/>	4 Sawn Logs, 16 Nails, 8 Clay	Main Hall, First-Level Walls	
<input type="checkbox"/>	6 Quarried Stone	Main Hall, Floor	
<input type="checkbox"/>	4 Sawn Logs, 30 Quarried Stone	Main Hall, Foundation	
<input type="checkbox"/>	25 Nails, 2 Sawn Logs	Main Hall, Roof	
<input type="checkbox"/>	10 Sawn Logs	Main Hall, Roof Framing	
<input type="checkbox"/>	6 Sawn Logs, 10 Nails	Main Hall, Second-Floor Supports	

✓	COMPONENTS	PRODUCE	NOTES
<input type="checkbox"/>	12 Nails, 8 Clay, 4 Sawn Logs	Main Hall, Second-Level Walls	
<input type="checkbox"/>	16 Sawn Logs, 20 Nails	Main Hall, Wall Framing	
<b>WEST WING: BEDROOMS</b>			
<input type="checkbox"/>	3 Iron Fittings, 3 Sawn Logs, 3 Locks, 6 Hinges, 6 Nails	Bedrooms, Doors	
<input type="checkbox"/>	4 Quarried Stone	Bedrooms, Floor	
<input type="checkbox"/>	2 Sawn Logs, 10 Quarried Stone	Bedrooms, Foundation	
<input type="checkbox"/>	4 Quarried Stone, 1 Sawn Log	Bedrooms, Roof	
<input type="checkbox"/>	7 Sawn Logs, 8 Nails	Bedrooms, Wall Supports	
<input type="checkbox"/>	3 Clay, 1 Sawn Log	Bedrooms, Walls	
<b>WEST WING: GREENHOUSE</b>			
<input type="checkbox"/>	2 Iron Fittings, 2 Sawn Logs, 2 Locks, 4 Hinges, 4 Nails	Greenhouse, Doors	
<input type="checkbox"/>	4 Quarried Stone	Greenhouse, Floor	
<input type="checkbox"/>	2 Sawn Logs, 10 Quarried Stone	Greenhouse, Foundation	
<input type="checkbox"/>	8 Nails, 1 Sawn Log	Greenhouse, Roof	
<input type="checkbox"/>	4 Sawn Logs	Greenhouse, Roof Framing	
<input type="checkbox"/>	8 Sawn Logs, 8 Nails	Greenhouse, Wall Supports	
<input type="checkbox"/>	3 Clay, 1 Sawn Log	Greenhouse, Walls	
<b>WEST WING: ENCHANTER'S TOWER</b>			
<input type="checkbox"/>	3 Iron Fittings, 3 Sawn Logs, 3 Locks, 6 Hinges, 6 Nails	Enchanter's Tower, Doors	
<input type="checkbox"/>	1 Sawn Log, 3 Clay	Enchanter's Tower, First-Floor Walls	
<input type="checkbox"/>	4 Quarried Stone	Enchanter's Tower, Floor	
<input type="checkbox"/>	2 Sawn Logs, 8 Quarried Stone	Enchanter's Tower, Foundation	
<input type="checkbox"/>	10 Sawn Logs, 10 Nails	Enchanter's Tower, Main Supports	
<input type="checkbox"/>	1 Sawn Log, 4 Quarried Stone	Enchanter's Tower, Roof	
<input type="checkbox"/>	1 Sawn Log, 6 Nails	Enchanter's Tower, Roof Canopy	
<input type="checkbox"/>	4 Sawn Logs, 12 Nails	Enchanter's Tower, Second-Floor Supports	
<input type="checkbox"/>	2 Sawn Logs, 6 Clay	Enchanter's Tower, Second-Floor Walls	
<b>NORTH WING: STORAGE ROOM</b>			
<input type="checkbox"/>	3 Iron Fittings, 3 Sawn Logs, 3 Locks, 6 Hinges, 6 Nails	Storage Room, Doors	
<input type="checkbox"/>	4 Quarried Stone	Storage Room, Floor	
<input type="checkbox"/>	2 Sawn Logs, 10 Quarried Stone	Storage Room, Foundation	
<input type="checkbox"/>	4 Quarried Stone, 1 Sawn Log	Storage Room, Roof	
<input type="checkbox"/>	7 Sawn Logs, 8 Nails	Storage Room, Wall Supports	
<input type="checkbox"/>	3 Clay, 1 Sawn Log	Storage Room, Walls	
<b>NORTH WING: TROPHY ROOM</b>			
<input type="checkbox"/>	2 Iron Fittings, 2 Sawn Logs, 2 Locks, 4 Hinges, 4 Nails	Trophy Room, Doors	

✓	COMPONENTS	PRODUCE	NOTES
<input type="checkbox"/>	4 Quarried Stone	Trophy Room, Floor	
<input type="checkbox"/>	2 Sawn Logs, 10 Quarried Stone	Trophy Room, Foundation	
<input type="checkbox"/>	8 Nails, 1 Sawn Log	Trophy Room, Roof	
<input type="checkbox"/>	4 Sawn Logs	Trophy Room, Roof Framing	
<input type="checkbox"/>	8 Sawn Logs, 8 Nails	Trophy Room, Wall Supports	
<input type="checkbox"/>	3 Clay, 1 Sawn Log	Trophy Room, Walls	
<b>NORTH WING: ALCHEMY LABORATORY</b>			
<input type="checkbox"/>	3 Iron Fittings, 3 Sawn Logs, 3 Locks, 6 Hinges, 6 Nails	Alchemy Laboratory, Doors	
<input type="checkbox"/>	1 Sawn Log, 3 Clay	Alchemy Laboratory, First-Floor Walls	
<input type="checkbox"/>	4 Quarried Stone	Alchemy Laboratory, Floor	
<input type="checkbox"/>	2 Sawn Logs, 8 Quarried Stone	Alchemy Laboratory, Foundation	
<input type="checkbox"/>	10 Sawn Logs, 10 Nails	Alchemy Laboratory, Main Supports	
<input type="checkbox"/>	1 Sawn Log, 4 Quarried Stone	Alchemy Laboratory, Roof	
<input type="checkbox"/>	1 Sawn Log, 6 Nails	Alchemy Laboratory, Roof Canopy	
<input type="checkbox"/>	4 Sawn Logs, 12 Nails	Alchemy Laboratory, Second-Floor Supports	
<input type="checkbox"/>	2 Sawn Logs, 6 Clay	Alchemy Laboratory, Second-Floor Walls	
<b>EAST WING: ARMORY</b>			
<input type="checkbox"/>	3 Iron Fittings, 3 Sawn Logs, 3 Locks, 6 Hinges, 6 Nails	Armory, Doors	
<input type="checkbox"/>	4 Quarried Stone	Armory, Floor	
<input type="checkbox"/>	2 Sawn Logs, 10 Quarried Stone	Armory, Foundation	
<input type="checkbox"/>	4 Quarried Stone, 1 Sawn Log	Armory, Roof	
<input type="checkbox"/>	7 Sawn Logs, 8 Nails	Armory, Wall Supports	
<input type="checkbox"/>	3 Clay, 1 Sawn Log	Armory, Walls	
<b>EAST WING: KITCHEN</b>			
<input type="checkbox"/>	2 Iron Fittings, 2 Sawn Logs, 2 Locks, 4 Hinges, 4 Nails	Kitchen, Doors	
<input type="checkbox"/>	4 Quarried Stone	Kitchen, Floor	
<input type="checkbox"/>	2 Sawn Logs, 10 Quarried Stone	Kitchen, Foundation	
<input type="checkbox"/>	8 Nails, 1 Sawn Log	Kitchen, Roof	
<input type="checkbox"/>	4 Sawn Logs	Kitchen, Roof Framing	
<input type="checkbox"/>	8 Sawn Logs, 8 Nails	Kitchen, Wall Supports	
<input type="checkbox"/>	3 Clay, 1 Sawn Log	Kitchen, Walls	
<b>EAST WING: LIBRARY</b>			
<input type="checkbox"/>	3 Iron Fittings, 3 Sawn Logs, 3 Locks, 6 Hinges, 6 Nails	Library, Doors	
<input type="checkbox"/>	1 Sawn Log, 3 Clay	Library, First-Floor Walls	
<input type="checkbox"/>	4 Quarried Stone	Library, Floor	
<input type="checkbox"/>	2 Sawn Logs, 8 Quarried Stone	Library, Foundation	





✓	COMPONENTS	PRODUCES	NOTES
<input type="checkbox"/>	10 Sawn Logs, 10 Nails	Library, Main Supports	
<input type="checkbox"/>	1 Sawn Log, 4 Quarried Stone	Library, Roof	
<input type="checkbox"/>	1 Sawn Log, 6 Nails	Library, Roof Canopy	
<input type="checkbox"/>	4 Sawn Logs, 12 Nails	Library, Second-Floor Supports	
<input type="checkbox"/>	2 Sawn Logs, 6 Clay	Library, Second-Floor Walls	
<b>CELLAR</b>			
<input type="checkbox"/>	8 Sawn Logs, 50 Quarried Stone	Cellar	

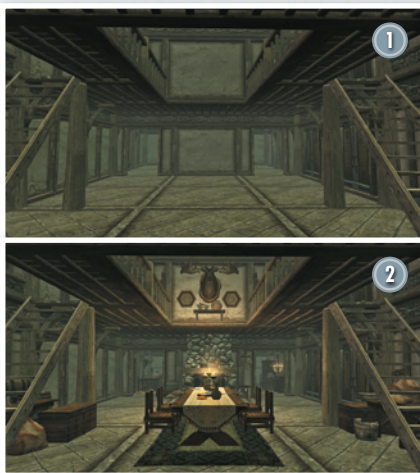
## Part 6: Home Is Where the Hearth Is (Advice)

Furnish your grand manor with fine furniture or complete clutter.

Turn a bare floor and walls (1) into an inviting interior for yourself and your family (2).

Now that the outside of your manor has been covered, it's time to head inside. Poke around inside your dwelling, and you'll notice it's rather sparse, with only a chest and workbench to be found in the small house and another workbench in each addition. The moment you complete the small house, you can furnish it with objects. This involves the use of the small interior workbench. Step over to it and inspect the menu. You have a variety of objects (such as containers, furniture, shelves, and the like) that you can construct in the same way as the structure you're standing in—by collecting components.

The tables that follow reveal every interior object you can create for each room. If you don't see them in your Workbench menu, it usually means you need to create other objects first. Continue to choose and create objects until the room you're in is staged to your satisfaction or you've constructed every furnishing available (remember that your main hall has more than one workbench). The actual components needed vary wildly: While locks and fittings can be easily crafted at any forge, you may need to scour Skyrim for other items.



Some of the more unhinged Skyrim adventurers decorate their rooms entirely in refuse, scavenged bric-a-brac, and even gore and body parts. These people aren't well.

Some of the objects you make have particular properties; for example, some rooms include crafting stations such as cooking pots or alchemy labs. Mounted heads require the pelt of a slain animal. You can sit on chairs and sleep in beds. Wardrobes, chests, bookcases, and safes can be stuffed with items you've collected. Mannequins and racks hold your apparel and weapons. Lighting is important to the ambience of your room. Trophies are displays even more impressive than mounted heads. Cellar shrines can be built and blessings received from them.

**TIP** Remember that you can pick up, place, and display objects on the top of tables, on shelves, or even scattered in a pattern on the floor. Need somewhere to show off your ingot collection? Then find a flat surface and place whatever you wish.

Don't want to spend the time building a collection of objet d'art when your trusted Steward can furnish each room for a piffling 1,500 coins? Then spend your funds finishing a room instead of doing it yourself! See the Steward section below.

## Part 7: Home Is Where the Hearth Is (Tables)

The following tables list the items needed to create different furnishings in your home.

### Small House



The perfect dwelling for one. If a bigger manor is in your future, your furnishings are repositioned in the entryway improvement instead.

✓	COMPONENTS	PRODUCES	NUMBER
<input type="checkbox"/>	1 Sawn Log, 1 Nail, 1 Iron Ingot	Barrels	
<input type="checkbox"/>	1 Sawn Log, 3 Nails	Corner Shelf	
<input type="checkbox"/>	2 Sawn Logs, 2 Nails, 4 Leather Strips, 2 Straw	Double Bed	
<input type="checkbox"/>	1 Sawn Log, 3 Nails, 1 Iron Fitting	Dresser	
<input type="checkbox"/>	1 Sawn Log, 2 Nails	End Table	
<input type="checkbox"/>	1 Quarried Stone	Firepit	
<input type="checkbox"/>	1 Iron Ingot, 1 Iron Fitting	Hanging Rack	
<input type="checkbox"/>	2 Sawn Logs, 4 Nails	Square Table and Chairs	
<input type="checkbox"/>	2 Sawn Logs, 4 Nails, 1 Glass, 1 Hinge	Tall Shelf with Display Case	
<input type="checkbox"/>	1 Iron Fitting, 1 Goat Horn	Wall Sconces (2)	x2
<input type="checkbox"/>	1 Sawn Log, 1 Nail	Wall Shelves (3)	



## Entryway



*A more suitable entrance to your manor. Remember that the exterior sconces give your home a welcoming light on the outside.*

✓	COMPONENTS	PRODUCES	NUMBER
<input type="checkbox"/>	1 Sawn Log, 1 Nail, 1 Iron Ingot	Barrels	
<input type="checkbox"/>	1 Sawn Log, 3 Nails	Corner Shelf	
<input type="checkbox"/>	2 Sawn Logs, 4 Nails, 1 Hinge, 1 Glass	Display Case on Low Table	x2
<input type="checkbox"/>	1 Sawn Log, 3 Nails, 1 Iron Fitting	Dresser	
<input type="checkbox"/>	1 Sawn Log, 2 Nails	Low Table	
<input type="checkbox"/>	1 Leather Strip, 1 Bear Pelt	Mounted Bear Head	
<input type="checkbox"/>	1 Deer Hide, 1 Large Antler, 1 Leather Strip	Mounted Elk Head	x2
<input type="checkbox"/>	1 Leather Strips, 1 Sabre Cat Pelt, 2 Sabre Cat Teeth	Mounted Sabre Cat Head	
<input type="checkbox"/>	1 Leather Strip, 1 Sabre Cat Snow Pelt, 2 Sabre Cat Teeth	Mounted Snowy Sabre Cat Head	
<input type="checkbox"/>	1 Leather Strip, 1 Wolf Pelt	Mounted Wolf Head	
<input type="checkbox"/>	2 Sawn Logs, 4 Nails	Night Tables (2)	
<input type="checkbox"/>	1 Iron Fitting, 1 Goat Horn	Wall Sconces (2)	x3
<input type="checkbox"/>	1 Sawn Log, 1 Nail	Wall Shelves (2)	
<input type="checkbox"/>	2 Sawn Logs, 2 Iron Fittings	Weapon Racks (2)	x2

## Main Hall: Main Room



*The largest room in your manor is dominated by a warm hearth, a long dining table for banquets, and two crafting stations.*

✓	COMPONENTS	PRODUCES	NUMBER
<input type="checkbox"/>	1 Sawn Log, 2 Nails, 1 Glass, 1 Quicksilver Ingot, 1 Iron Ingot	Alchemy Lab	
<input type="checkbox"/>	1 Sawn Log, 1 Nail, 1 Glass, 1 Moonstone Ingot, 1 Iron Ingot, 1 Filled Grand Soul Gem, 1 Gold Ingot	Arcane Enchanter	
<input type="checkbox"/>	1 Sawn Log, 1 Nail, 1 Quarried Stone	Armor Mannequin	
<input type="checkbox"/>	1 Sawn Log, 1 Nail, 1 Iron Ingot	Barrels	
<input type="checkbox"/>	1 Sawn Log, 1 Nail	Chair	
<input type="checkbox"/>	2 Iron Ingots, 2 Iron Fittings	Chandelier, Large	

✓	COMPONENTS	PRODUCES	NUMBER
<input type="checkbox"/>	1 Sawn Log, 1 Nail, 1 Iron Fitting, 2 Hinges, 1 Lock	Chest	x2
<input type="checkbox"/>	1 Sawn Log, 3 Nails	Corner Shelf	x2
<input type="checkbox"/>	3 Sawn Logs, 5 Nails	Dining Table and Chairs	
<input type="checkbox"/>	2 Nails, 1 Sawn Log, 1 Hinge, 1 Glass	Display Case	
<input type="checkbox"/>	2 Sawn Logs, 4 Nails, 1 Hinge, 1 Glass	Display Case on Low Table	
<input type="checkbox"/>	1 Sawn Log, 4 Quarried Stone	Fireplace	
<input type="checkbox"/>	1 Deer Hide, 1 Large Antler, 1 Leather Strip	Mounted Elk Head	
<input type="checkbox"/>	1 Leather Strip, 1 Goat Hide	Mounted Goat Head	
<input type="checkbox"/>	1 Leather Strip, 2 Horker Tusks	Mounted Horker Head	
<input type="checkbox"/>	1 Leather Strip, 2 Mudcrab Chitin	Mounted Mudcrab	
<input type="checkbox"/>	1 Leather Strip, 4 Slaughterfish Scales	Mounted Slaughterfish	
<input type="checkbox"/>	1 Sawn Log, 2 Nails	Square Table	x2
<input type="checkbox"/>	2 Sawn Logs, 4 Nails	Tall Shelf	
<input type="checkbox"/>	1 Iron Fitting, 4 Nails, 2 Sawn Logs, 1 Hinge	Tall Wardrobe	
<input type="checkbox"/>	1 Sawn Log, 1 Nail	Wall Shelves (2)	
<input type="checkbox"/>	2 Sawn Logs, 2 Nails	Wall Shelves (4)	
<input type="checkbox"/>	1 Iron Fitting, 2 Nails, 1 Sawn Log	Wardrobe, Small	
<input type="checkbox"/>	1 Sawn Log, 1 Nail, 1 Iron Ingot	Washbasin on Stand	

## Main Hall: Bedrooms



*Placing beds here is obvious, but it also gives you (and your family) places to sleep: Staring at the cold dead eyes of a mounted elk head.*

✓	COMPONENTS	PRODUCES	NUMBER
<input type="checkbox"/>	1 Sawn Log, 1 Nail	Chair	
<input type="checkbox"/>	1 Iron Ingot, 3 Goat Horns, 1 Iron Fitting	Chandelier, Small	x2
<input type="checkbox"/>	1 Sawn Log, 1 Nail, 1 Iron Fitting, 2 Hinges, 1 Lock	Chest, Long	
<input type="checkbox"/>	2 Sawn Logs, 4 Nails, 1 Iron Fitting	Cupboard	
<input type="checkbox"/>	2 Sawn Logs, 4 Nails, 1 Iron Fitting	Cupboard	
<input type="checkbox"/>	2 Sawn Logs, 4 Nails, 1 Hinge, 1 Glass	Display Case and Shelf	
<input type="checkbox"/>	1 Iron Fitting, 4 Nails, 2 Sawn Logs, 1 Hinge, 1 Glass	Display Case and Small Wardrobe	
<input type="checkbox"/>	2 Sawn Logs, 4 Nails, 1 Hinge, 1 Glass	Display Case on Low Table	
<input type="checkbox"/>	2 Sawn Logs, 2 Nails, 4 Leather Strips, 2 Straws	Double Bed	



✓	COMPONENTS	PRODUCES	NUMBER
<input type="checkbox"/>	1 Sawn Log, 3 Nails, 1 Iron Fitting	Dresser	
<input type="checkbox"/>	2 Sawn Logs, 4 Nails	End Tables (2)	
<input type="checkbox"/>	1 Deer Hide, 1 Large Antler, 1 Leather Strip	Mounted Elk Head	
<input type="checkbox"/>	1 Leather Strip, 1 Sabre Cat Snow Pelt, 2 Sabre Cat Teeth	Mounted Snowy Sabre Cat Head	
<input type="checkbox"/>	1 Leather Strip, 1 Wolf Pelt	Mounted Wolf Head	x2
<input type="checkbox"/>	1 Sawn Log, 1 Nail, 2 Leather Strips, 1 Straw	Single Bed	x2
<input type="checkbox"/>	2 Sawn Logs, 4 Nails	Tall Bookshelf	
<input type="checkbox"/>	2 Sawn Logs, 4 Nails	Tall Shelf	
<input type="checkbox"/>	2 Sawn Logs, 4 Nails, 1 Glass, 1 Hinge	Tall Shelf with Display Case	
<input type="checkbox"/>	1 Iron Fitting, 4 Nails, 2 Sawn Logs, 1 Hinge	Tall Wardrobe	x2
<input type="checkbox"/>	1 Sawn Log, 1 Nail	Wall Shelves (3)	
<input type="checkbox"/>	2 Sawn Logs, 2 Nails	Wall Shelves (4)	
<input type="checkbox"/>	1 Sawn Log, 1 Iron Fitting	Weapon Plaque	

## Main Hall: Back Room



*Note the anvil (allowing quicker smithing than heading outside), the safe and storage areas, and a trapdoor down to the cellar, if built.*

✓	COMPONENTS	PRODUCES	NUMBER
<input type="checkbox"/>	1 Sawn Log, 1 Nail, 1 Iron Ingot	Barrels	
<input type="checkbox"/>	4 Iron Ingots, 1 Sawn Log	Blacksmith Anvil	
<input type="checkbox"/>	2 Sawn Logs, 4 Nails, 1 Iron Fitting	Cupboard	
<input type="checkbox"/>	1 Iron Fitting, 2 Nails, 1 Sawn Log	Desk	
<input type="checkbox"/>	1 Iron Fitting, 4 Nails, 2 Sawn Logs, 1 Hinge, 1 Glass	Display Case and Small Wardrobe	
<input type="checkbox"/>	1 Large Antler, 1 Leather Strip	Mounted Elk Antlers	
<input type="checkbox"/>	1 Leather Strip, 4 Slaughterfish Scales	Mounted Slaughterfish	
<input type="checkbox"/>	2 Sawn Logs, 4 Nails	Round Table and Chairs	
<input type="checkbox"/>	1 Lock, 1 Hinge, 3 Steel Ingots	Safe	
<input type="checkbox"/>	2 Sawn Logs, 4 Nails	Square Table and Chairs	
<input type="checkbox"/>	2 Sawn Logs, 4 Nails	Tall Shelf	
<input type="checkbox"/>	1 Sawn Log, 1 Nail	Wall Shelves (2)	
<input type="checkbox"/>	1 Iron Fitting, 2 Nails, 1 Sawn Log	Wardrobe, Small	
<input type="checkbox"/>	1 Sawn Log, 1 Iron Fitting	Weapon Plaque	

## West Wing: Bedrooms



*Your spouse and children will prefer these more luxurious accommodations, although they aren't required if you've built the bedrooms in your main hall. But there's plenty of storage here, too.*

✓	COMPONENTS	PRODUCES	NUMBER
<input type="checkbox"/>	1 Sawn Log, 1 Nail	Bench	x3
<input type="checkbox"/>	1 Sawn Log, 1 Nail	Chair	
<input type="checkbox"/>	1 Sawn Log, 1 Nail, 1 Iron Fitting, 2 Hinges, 1 Lock	Chest	
<input type="checkbox"/>	1 Sawn Log, 1 Nail, 1 Iron Fitting, 2 Hinges, 1 Lock	Chest, Long	
<input type="checkbox"/>	1 Sawn Log, 1 Nail, 2 Leather Strips, 1 Straw	Child's Bed	x2
<input type="checkbox"/>	1 Sawn Log, 1 Nail, 1 Iron Fitting, 2 Hinges, 1 Lock	Child's Chest	x2
<input type="checkbox"/>	2 Sawn Logs, 4 Nails, 1 Hinge, 1 Glass	Display Case and Shelf	
<input type="checkbox"/>	1 Iron Fitting, 4 Nails, 2 Sawn Logs, 1 Hinge, 1 Glass	Display Case and Small Wardrobe	
<input type="checkbox"/>	2 Sawn Logs, 2 Nails, 4 Leather Strips, 2 Straws	Double Bed	
<input type="checkbox"/>	1 Sawn Log, 2 Nails	Low Table	x3
<input type="checkbox"/>	1 Leather Strip, 1 Bear Pelt	Mounted Bear Head	
<input type="checkbox"/>	1 Leather Strip, 2 Mudcrab Chitin	Mounted Mudcrab	
<input type="checkbox"/>	1 Lock, 1 Hinge, 3 Steel Ingots	Safe	
<input type="checkbox"/>	1 Sawn Log, 3 Nails	Small Shelf	
<input type="checkbox"/>	2 Sawn Logs, 4 Nails	Square Table and Chairs	
<input type="checkbox"/>	2 Sawn Logs, 4 Nails	Table with Benches	
<input type="checkbox"/>	2 Sawn Logs, 4 Nails	Tall Shelf	x2
<input type="checkbox"/>	1 Iron Fitting, 4 Nails, 2 Sawn Logs, 1 Hinge	Tall Wardrobe	
<input type="checkbox"/>	1 Iron Fitting, 1 Goat Horn	Wall Sconces (2)	x2
<input type="checkbox"/>	1 Sawn Log, 1 Nail	Wall Shelves (2)	
<input type="checkbox"/>	1 Sawn Log, 1 Nail	Wall Shelves (3)	
<input type="checkbox"/>	1 Iron Fitting, 2 Nails, 1 Sawn Log	Wardrobe, Small	x2
<input type="checkbox"/>	1 Sawn Log, 1 Nail, 1 Iron Ingot	Washbasin on Stand	x2
<input type="checkbox"/>	1 Sawn Log, 1 Iron Fitting	Weapon Plaque	



## West Wing: Greenhouse



The planters are unique to this room, as you can place food and ingredients in them for cultivation and eventual harvesting.

✓	COMPONENTS	PRODUCES	NUMBER
<input type="checkbox"/>	1 Sawn Log, 1 Nail, 1 Iron Ingot	Barrels	x2
<input type="checkbox"/>	1 Iron Ingot, 3 Goat Horns, 1 Iron Fitting	Chandelier, Small	x2
<input type="checkbox"/>	2 Sawn Logs, 4 Nails, 1 Iron Fitting	Cupboard	x2
<input type="checkbox"/>	2 Nails, 1 Sawn Log, 1 Hinge, 1 Glass	Display Case	
<input type="checkbox"/>	2 Sawn Logs, 4 Nails, 2 Hinges, 1 Iron Fitting, 2 Glasses	Display Case and Cupboard	x2
<input type="checkbox"/>	2 Clay, 2 Quarried Stone, 1 Sawn Log	Large Planter	x3
<input type="checkbox"/>	1 Leather Strip, 1 Goat Hide	Mounted Goat Head	x2
<input type="checkbox"/>	1 Leather Strip, 2 Mudcrab Chitin	Mounted Mudcrab	x2
<input type="checkbox"/>	2 Sawn Logs, 4 Nails	Night Tables (2)	x2
<input type="checkbox"/>	2 Sawn Logs, 1 Iron Fitting, 4 Nails, 2 Clay	Small Planter with Cupboard	x6
<input type="checkbox"/>	2 Nails, 1 Sawn Log, 1 Hinge, 1 Glass	Tall Shelf	
<input type="checkbox"/>	2 Sawn Logs, 2 Nails	Wall Shelves (4)	

## West Wing: Enchanter's Tower



Although the conditions can be cramped, you're able to place an Arcane Enchanter in here and can access the turret platform and view.

✓	COMPONENTS	PRODUCES	NUMBER
<input type="checkbox"/>	1 Sawn Log, 1 Nail, 1 Glass, 1 Moonstone Ingot, 1 Iron Ingot, 1 Filled Grand Soul Gem, 1 Gold Ingot	Arcane Enchanter	
<input type="checkbox"/>	1 Sawn Log, 1 Nail, 1 Quarried Stone	Armor Mannequin	
<input type="checkbox"/>	2 Iron Ingots	Brazier	x2
<input type="checkbox"/>	1 Sawn Log, 1 Nail	Chair	
<input type="checkbox"/>	1 Sawn Log, 1 Nail, 1 Iron Fitting, 2 Hinges, 1 Lock	Chest	x2
<input type="checkbox"/>	2 Sawn Logs, 4 Nails, 1 Iron Fitting	Cupboard	
<input type="checkbox"/>	2 Sawn Logs, 4 Nails, 1 Hinge, 1 Glass	Display Case on Low Table	
<input type="checkbox"/>	1 Sawn Log, 2 Nails	End Table	

✓	COMPONENTS	PRODUCES	NUMBER
<input type="checkbox"/>	1 Leather Strip, 1 Goat Hide	Mounted Goat Head	
<input type="checkbox"/>	2 Sawn Logs, 4 Nails	Tall Shelf	x2
<input type="checkbox"/>	1 Iron Fitting, 1 Goat Horn	Wall Sconce	
<input type="checkbox"/>	1 Sawn Log, 1 Nail	Wall Shelf	
<input type="checkbox"/>	1 Sawn Log, 1 Iron Fitting	Weapon Plaque	
<input type="checkbox"/>	2 Sawn Logs, 2 Iron Fittings	Weapon Racks (3)	

## North Wing: Storage Room



This is the place to store all your items! To avoid confusion, pick particular storage vessels to hold specific item types.

✓	COMPONENTS	PRODUCES	NUMBER
<input type="checkbox"/>	1 Sawn Log, 1 Nail, 1 Iron Ingot	Barrels	x3
<input type="checkbox"/>	1 Sawn Log, 1 Nail	Bench	x2
<input type="checkbox"/>	1 Sawn Log, 1 Nail, 1 Iron Fitting, 2 Hinges, 1 Lock	Chest	x7
<input type="checkbox"/>	2 Sawn Logs, 4 Nails, 1 Iron Fitting	Cupboard	x2
<input type="checkbox"/>	2 Sawn Logs, 4 Nails, 1 Hinge, 1 Glass	Display Case and Shelf	
<input type="checkbox"/>	1 Iron Fittings, 4 Nails, 2 Sawn Logs, 1 Hinge, 1 Glass	Display Case and Small Wardrobe	
<input type="checkbox"/>	1 Sawn Log, 3 Nails, 1 Iron Fitting	Dresser	
<input type="checkbox"/>	1 Sawn Log, 2 Nails	End Table	x2
<input type="checkbox"/>	2 Sawn Logs, 4 Nails, 2 Hinges, 1 Iron Fitting, 1 Lock	Large Table with Chest	
<input type="checkbox"/>	1 Sawn Log, 2 Nails	Low Table	x2
<input type="checkbox"/>	1 Leather Strip, 1 Goat Hide	Mounted Goat Head	
<input type="checkbox"/>	1 Leather Strip, 2 Mudcrab Chitin	Mounted Mudcrab	
<input type="checkbox"/>	1 Leather Strip, 1 Wolf Pelt	Mounted Wolf Head	
<input type="checkbox"/>	1 Lock, 1 Hinge, 3 Steel Ingots	Safe	
<input type="checkbox"/>	2 Sawn Logs, 4 Nails	Table with Benches	
<input type="checkbox"/>	2 Sawn Logs, 4 Nails, 2 Hinges, 2 Glasses	Table with Display Cases	
<input type="checkbox"/>	2 Sawn Logs, 4 Nails	Tall Shelf	
<input type="checkbox"/>	1 Iron Fitting, 1 Goat Horn	Wall Sconces (2)	x2
<input type="checkbox"/>	1 Sawn Log, 1 Nail	Wall Shelves (2)	x4
<input type="checkbox"/>	1 Sawn Log, 1 Nail, 1 Iron Ingot	Washbasin on Stand	x2





## North Wing: Trophy Room



*This is the only room where life-size models of enemies you've encountered can be constructed: Check the Trophies table below.*

✓	COMPONENTS	PRODUCES	NUMBER
<input type="checkbox"/>	1 Sawn Log, 1 Nail, 1 Iron Ingot	Barrels	
<input type="checkbox"/>	1 Iron Ingot, 3 Goat Horns, 1 Iron Fitting	Chandelier, Small	
<input type="checkbox"/>	1 Sawn Log, 1 Nail, 1 Iron Fitting, 2 Hinges, 1 Lock	Chest	
<input type="checkbox"/>	2 Sawn Logs, 4 Nails, 1 Iron Fitting	Cupboard	x4
<input type="checkbox"/>	2 Sawn Logs, 4 Nails, 1 Hinge, 1 Glass	Display Case and Shelf	
<input type="checkbox"/>	1 Leather Strip, 1 Goat Hide	Mounted Goat Head	
<input type="checkbox"/>	1 Leather Strip, 2 Horker Tusks	Mounted Horker Head	
<input type="checkbox"/>	1 Sawn Log, 2 Nails	Night Table	
<input type="checkbox"/>	2 Sawn Logs, 4 Nails	Tall Shelf	
<input type="checkbox"/>	1 Quarried Stone, 1 Sawn Log, 2 Clay	Trophy Base, Large	x3
<input type="checkbox"/>	1 Quarried Stone, 1 Sawn Log, 1 Clay	Trophy Base, Small	x4
<input type="checkbox"/>	1 Iron Fitting, 1 Goat Horn	Wall Sconces (2)	
<input type="checkbox"/>	1 Sawn Log, 1 Nail	Wall Shelves (2)	x2

## North Wing: Alchemy Laboratory



*A second Alchemy Lab is available here. There's a lack of room but there are three floors, including an exterior roof turret.*

✓	COMPONENTS	PRODUCES	NUMBER
<input type="checkbox"/>	1 Sawn Log, 2 Nails, 1 Glass, 1 Quicksilver Ingot, 1 Iron Ingot	Alchemy Lab	
<input type="checkbox"/>	1 Sawn Log, 1 Nail, 1 Iron Ingot	Barrels	x2
<input type="checkbox"/>	1 Iron Ingot, 3 Goat Horns, 1 Iron Fitting	Chandelier, Small	
<input type="checkbox"/>	1 Sawn Log, 1 Nail, 1 Iron Fitting, 2 Hinges, 1 Lock	Chest	
<input type="checkbox"/>	1 Sawn Log, 1 Nail, 1 Iron Fitting, 2 Hinges, 1 Lock	Chest	
<input type="checkbox"/>	2 Sawn Logs, 4 Nails, 1 Iron Fitting	Cupboard	
<input type="checkbox"/>	1 Iron Fitting, 4 Nails, 2 Sawn Logs, 1 Hinge, 1 Glass	Display Case and Small Wardrobe	x2
<input type="checkbox"/>	1 Sawn Log, 2 Nails	End Table	

✓	COMPONENTS	PRODUCES	NUMBER
<input type="checkbox"/>	2 Sawn Logs, 4 Nails	End Tables (2)	
<input type="checkbox"/>	1 Iron Ingot, 1 Iron Fitting	Hanging Rack	x2
<input type="checkbox"/>	1 Leather Strip, 2 Mudcrab Chitin	Mounted Mudcrab	
<input type="checkbox"/>	1 Lock, 1 Hinge, 3 Steel Ingots	Safe	x2
<input type="checkbox"/>	1 Sawn Log, 3 Nails	Small Shelf	
<input type="checkbox"/>	2 Sawn Logs, 4 Nails	Tall Shelf	
<input type="checkbox"/>	1 Iron Fitting, 1 Goat Horn	Wall Sconce	
<input type="checkbox"/>	1 Iron Fitting, 1 Goat Horn	Wall Sconces (2)	x3
<input type="checkbox"/>	1 Sawn Log, 1 Nail	Wall Shelf	
<input type="checkbox"/>	1 Sawn Log, 1 Nail	Wall Shelves (2)	
<input type="checkbox"/>	1 Sawn Log, 1 Nail, 1 Iron Ingot	Washbasin on Stand	

## East Wing: Armory



*Another option for those who refuse to throw anything away. Have you collected every type of weapon? Then display them here!*

✓	COMPONENTS	PRODUCES	NUMBER
<input type="checkbox"/>	2 Leather Strips, 1 Sawn Log, 4 Straws	Archery Targets (2)	
<input type="checkbox"/>	3 Sawn Logs, 5 Nails, 1 Quarried Stone, 1 Iron Fitting	Armor Mannequin with Cupboard	x5
<input type="checkbox"/>	1 Sawn Log, 1 Iron Ingot, 2 Quarried Stone	Armorer Workbench	
<input type="checkbox"/>	1 Sawn Log, 1 Nail	Bench	x2
<input type="checkbox"/>	1 Sawn Log, 1 Nail, 1 Iron Fittings, 2 Hinges, 1 Lock	Chest	x2
<input type="checkbox"/>	2 Sawn Logs, 4 Nails, 1 Iron Fitting	Cupboard	
<input type="checkbox"/>	2 Sawn Logs, 4 Nails, 2 Hinges, 1 Iron Fitting, 2 Glasses	Display Case and Cupboard	x2
<input type="checkbox"/>	2 Sawn Logs, 4 Nails, 1 Hinge, 1 Glass	Display Case on Low Table	x2
<input type="checkbox"/>	1 Sawn Log, 3 Nails, 1 Iron Fitting	Dresser	x2
<input type="checkbox"/>	1 Sawn Log, 1 Iron Fitting, 1 Quarried Stone	Grindstone	
<input type="checkbox"/>	1 Iron Ingot, 3 Goat Horns	Lamp Stand	x2
<input type="checkbox"/>	1 Leather Strip, 1 Bear Pelt	Mounted Bear Head	
<input type="checkbox"/>	1 Leather Strip, 2 Horker Tusks	Mounted Horker Head	
<input type="checkbox"/>	1 Leather Strip, 1 Sabre Cat Pelt, 2 Sabre Cat Teeth	Mounted Sabre Cat Head	
<input type="checkbox"/>	1 Leather Strip, 1 Wolf Pelt	Mounted Wolf Head	



✓	COMPONENTS	PRODUCES	NUMBER
<input type="checkbox"/>	1 Sawn Log, 2 Nails	Round Table	
<input type="checkbox"/>	1 Sawn Log, 2 Nails	Square Table	
<input type="checkbox"/>	1 Leather Strip, 1 Sawn Log	Tanning Rack	x2
<input type="checkbox"/>	1 Iron Fitting, 1 Goat Horn	Wall Sconces (2)	x3
<input type="checkbox"/>	1 Sawn Log, 1 Nail, 1 Iron Ingot	Washbasin on Stand	
<input type="checkbox"/>	1 Sawn Log, 1 Iron Fitting	Weapon Plaque	x2
<input type="checkbox"/>	3 Sawn Logs, 4 Iron Fittings	Weapon Racks (4)	x2

## East Wing: Kitchen



The oven is a unique crafting station. With it, you can experiment with baking recipes for bread, dumplings, and the fabled sweetroll!

✓	COMPONENTS	PRODUCES	NUMBER
<input type="checkbox"/>	1 Sawn Log, 1 Nail, 1 Iron Ingot	Barrels	x2
<input type="checkbox"/>	1 Iron Ingot, 3 Goat Horns, 1 Iron Fitting	Chandelier, Small	x2
<input type="checkbox"/>	2 Sawn Logs, 4 Nails, 1 Iron Fitting	Cupboard	x3
<input type="checkbox"/>	1 Sawn Log, 4 Quarried Stone	Fireplace	
<input type="checkbox"/>	1 Iron Ingot, 1 Iron Fitting	Hanging Rack	x4
<input type="checkbox"/>	1 Sawn Log, 2 Nails	Low Table	x2
<input type="checkbox"/>	1 Antler (Large), 1 Leather Strip	Mounted Elk Antlers	
<input type="checkbox"/>	1 Leather Strip, 2 Horker Tusks	Mounted Horker Head	
<input type="checkbox"/>	2 Clay, 3 Quarried Stone	Oven	
<input type="checkbox"/>	1 Sawn Log, 2 Nails	Round Table	
<input type="checkbox"/>	2 Sawn Logs, 4 Nails	Square Table and Chairs	x2
<input type="checkbox"/>	2 Sawn Logs, 4 Nails	Tall Shelf	
<input type="checkbox"/>	1 Iron Fitting, 1 Goat Horn	Wall Sconces (2)	
<input type="checkbox"/>	1 Sawn Log, 1 Nail	Wall Shelf	
<input type="checkbox"/>	1 Sawn Log, 1 Nail, 1 Iron Ingot	Washbasin on Stand	

## East Wing: Library



You want every book you've collected to be displayed in alphabetical order, right? Then you'll have to manually sort them!

✓	COMPONENTS	PRODUCES	NUMBER
<input type="checkbox"/>	2 Sawn Logs, 4 Nails	Bookshelf	x4
<input type="checkbox"/>	1 Sawn Log, 1 Nail	Chair	
<input type="checkbox"/>	1 Iron Ingot, 3 Goat Horns, 1 Iron Fitting	Chandelier, Small	
<input type="checkbox"/>	1 Sawn Log, 1 Nail, 1 Iron Fitting, 2 Hinges, 1 Lock	Chest	x2
<input type="checkbox"/>	1 Sawn Log, 3 Nails	Corner Shelf	
<input type="checkbox"/>	1 Iron Ingot, 3 Goat Horns	Lamp Stand	
<input type="checkbox"/>	1 Sawn Log, 2 Nails	Night Table	
<input type="checkbox"/>	2 Sawn Logs, 4 Nails	Tall Bookshelf	x5
<input type="checkbox"/>	1 Iron Fitting, 1 Goat Horns	Wall Sconce	

## Cellar



Masses of storage, a full forge, and a shrine to every one of the Nine Divines means the cellar should definitely not be overlooked.

✓	COMPONENTS	PRODUCES	NUMBER
<input type="checkbox"/>	1 Leather Strip, 1 Sawn Log, 2 Straws	Archery Target	
<input type="checkbox"/>	1 Sawn Log, 1 Nail, 1 Quarried Stone	Armor Mannequin	
<input type="checkbox"/>	1 Sawn Log, 1 Iron Ingot, 2 Quarried Stone	Armorer Workbench	
<input type="checkbox"/>	1 Sawn Log, 1 Nail, 1 Iron Ingot	Barrels	x4
<input type="checkbox"/>	1 Iron Fitting, 1 Iron Ingot, 2 Sawn Logs, 5 Quarried Stone	Blacksmith's Forge	
<input type="checkbox"/>	1 Sawn Log, 1 Nail, 1 Iron Fitting, 2 Hinges, 1 Lock	Chest	x3
<input type="checkbox"/>	1 Leather Strip, 1 Sawn Log, 2 Straws	Child's Practice Dummy	
<input type="checkbox"/>	2 Nails, 1 Sawn Log, 1 Hinge, 1 Vampire Dust	Coffin	





✓	COMPONENTS	PRODUCES	NUMBER
<input type="checkbox"/>	1 Sawn Log, 3 Nails	Corner Shelf	x2
<input type="checkbox"/>	2 Sawn Logs, 4 Nails, 1 Hinge, 1 Glass	Display Case on Low Table	
<input type="checkbox"/>	1 Sawn Log, 2 Nails	End Table	x2
<input type="checkbox"/>	1 Sawn Log, 1 Iron Fitting, 1 Quarried Stone	Grindstone	
<input type="checkbox"/>	1 Sawn Log, 2 Nails	Low Table	
<input type="checkbox"/>	1 Sawn Log, 1 Nail, 1 Iron Ingot, 2 Quarried Stone	Mead Barrels (2)	
<input type="checkbox"/>	1 Leather Strip, 1 Bear Pelt	Mounted Bear Head	x2
<input type="checkbox"/>	1 Large Antler, 1 Leather Strip	Mounted Elk Antlers	
<input type="checkbox"/>	1 Deer Hide, 1 Small Antler, 1 Leather Strip	Mounted Elk Head	
<input type="checkbox"/>	1 Leather Strip, 1 Sabre Cat Snow Pelt, 2 Sabre Cat Teeth	Mounted Snowy Sabre Cat Head	
<input type="checkbox"/>	5 Locks, 5 Hinges, 15 Steel Ingots	Safe (5)	x2
<input type="checkbox"/>	2 Clay, 2 Quarried Stone, 1 Sawn Log	Shrine Base	
<input type="checkbox"/>	1 Amulet of Akatosh, 1 Iron Ingot, 1 Flawless Amethyst, 1 Corundum Ingot	Shrine of Akatosh	
<input type="checkbox"/>	1 Amulet of Arkay, 1 Orichalcum Ingot, 1 Silver Ingot, 1 Iron Ingot	Shrine of Arkay	
<input type="checkbox"/>	1 Iron Ingot, 1 Amulet of Dibella, 1 Orichalcum Ingot, 1 Quicksilver Ingot	Shrine of Dibella	
<input type="checkbox"/>	2 Ebony Ingots, 1 Amulet of Julianos	Shrine of Julianos	
<input type="checkbox"/>	2 Moonstone Ingots, 1 Amulet of Kynareth, 1 Flawless Sapphire	Shrine of Kynareth	
<input type="checkbox"/>	1 Amulet of Mara, 1 Silver Ingot, 2 Malachite Ingots	Shrine of Mara	
<input type="checkbox"/>	1 Quicksilver Ingot, 1 Amulet of Stendarr, 1 Steel Ingot, 2 Silver Ingots	Shrine of Stendarr	
<input type="checkbox"/>	1 Amulet of Talos, 1 Steel Ingot, 1 Dragon Bone, 1 Dragon Scales	Shrine of Talos	
<input type="checkbox"/>	1 Amulet of Zenithar, 1 Steel Ingot, 2 Gold Ingots	Shrine of Zenithar	
<input type="checkbox"/>	2 Iron Fittings, 5 Iron Ingots, 6 Clay, 4 Quarried Stone	Smelter	
<input type="checkbox"/>	2 Sawn Logs, 4 Nails	Square Table and Chairs	
<input type="checkbox"/>	1 Sawn Log, 1 Leather Strip	Tanning Rack	
<input type="checkbox"/>	1 Iron Fitting, 1 Goat Horn	Wall Sconce	
<input type="checkbox"/>	1 Iron Fitting, 1 Goat Horn	Wall Sconces (2)	x4
<input type="checkbox"/>	1 Sawn Log, 1 Nail	Wall Shelves (2)	x2
<input type="checkbox"/>	1 Sawn Log, 1 Nail	Wall Shelves (3)	
<input type="checkbox"/>	1 Sawn Log, 1 Nail, 1 Iron Ingot	Washbasin on Stand	
<input type="checkbox"/>	1 Sawn Log, 1 Iron Fitting	Weapon Plaque	x2
<input type="checkbox"/>	4 Sawn Logs, 5 Iron Fittings	Weapon Racks (5)	

## Trophies



You can only construct trophies in the trophy room addition. Why not create "sets" of creatures (such as "animals" with a bear, cave bear, deer, sabre cat, and wolf)?

### SMALL TROPHY BASE

✓	COMPONENTS	PRODUCES
<input type="checkbox"/>	5 Bone Meal, 1 Ancient Nord Bow, 1 Straw, 6 Ancient Nord Arrows	Draugr
<input type="checkbox"/>	2 Dwemer Scrap Metal, 1 Petty Soul Gem	Dwarven Spider
<input type="checkbox"/>	1 Falmer Sword, 2 Falmer Ears	Falmer
<input type="checkbox"/>	1 Goat Hide, 2 Goat Horns, 1 Straw	Goat
<input type="checkbox"/>	2 Hagraven Claws, 6 Hagraven Feathers, 1 Straw	Hagraven
<input type="checkbox"/>	1 Ice Wolf Pelt, 1 Straw	Ice Wolf
<input type="checkbox"/>	3 Mudcrab Chitin	Mudcrab
<input type="checkbox"/>	1 Skeeever Tail, 1 Charred Skeeever Hide, 1 Straw	Skeeever
<input type="checkbox"/>	1 Skull, 5 Bone Meal, 1 Ancient Nord Bow, 1 Ancient Nord Arrow	Skeleton
<input type="checkbox"/>	1 Straw, 3 Slaughterfish Scales	Slaughterfish
<input type="checkbox"/>	1 Sawn Log, 1 Taproot	Spriggan

### LARGE TROPHY BASE

<input type="checkbox"/>	1 Straw, 2 Bear Claws, 1 Bear Pelt	Bear
<input type="checkbox"/>	1 Straw, 2 Bear Claws, 1 Cave Bear Pelt	Bear
<input type="checkbox"/>	1 Straw, 3 Chaurus Chitin	Chaurus
<input type="checkbox"/>	1 Cow Hide, 1 Straw	Cow
<input type="checkbox"/>	1 Deer Hide, 1 Large Antler, 1 Straw	Deer
<input type="checkbox"/>	1 Dragon Bone	Dragon Skull
<input type="checkbox"/>	5 Bone Meal, 1 Draugr Sword, 1 Straw	Draugr
<input type="checkbox"/>	5 Dwemer Scrap Metal	Dwarven Sphere
<input type="checkbox"/>	1 Falmer Sword, 2 Falmer Ears	Falmer
<input type="checkbox"/>	1 Troll Fat, 1 Troll Skull, 1 Straw	Frost Troll
<input type="checkbox"/>	2 Frostbite Venom, 1 Straw	Frostbite Spider
<input type="checkbox"/>	2 Horker Tusks, 2 Straws	Horker
<input type="checkbox"/>	1 Sabre Cat Pelt, 2 Sabre Cat Teeth, 1 Straw	Sabre Cat
<input type="checkbox"/>	1 Snow Bear Pelt, 2 Bear Claws, 1 Straw	Snow Bear
<input type="checkbox"/>	1 Troll Skull, 1 Straw, 1 Troll Fat	Troll
<input type="checkbox"/>	1 Wolf Pelt, 1 Straw	Wolf