

Game: The Elder Scrolls V: Skyrim
Content: Enchantments and Soul Gems
Key: DB = Dragonborn DLC
 DG = Dawnguard DLC

ARMOR ENCHANTMENTS

Learned	Enchantment	Head	Chest	Hands	Feet	Shield	Necklace	Ring
<input type="checkbox"/>	Fortify Alchemy	✓		✓			✓	✓
<input type="checkbox"/>	Fortify Alteration	✓	✓				✓	✓
<input type="checkbox"/>	Fortify Alteration & Magicka Regen		✓					
<input type="checkbox"/>	Fortify Archery	✓		✓			✓	✓
<input type="checkbox"/>	Fortify Barter						✓	
<input type="checkbox"/>	Fortify Block			✓		✓	✓	✓
<input type="checkbox"/>	Fortify Carry Weight			✓	✓		✓	✓
<input type="checkbox"/>	Fortify Conjunction	✓	✓				✓	✓
<input type="checkbox"/>	Fortify Conjunction & Magicka Regen		✓					
<input type="checkbox"/>	Fortify Destruction	✓	✓				✓	✓
<input type="checkbox"/>	Fortify Destruction & Magicka Regen		✓					
<input type="checkbox"/>	Fortify Healing Rate		✓				✓	✓
<input type="checkbox"/>	Fortify Health		✓			✓	✓	✓
<input type="checkbox"/>	Fortify Heavy Armor		✓	✓			✓	✓
<input type="checkbox"/>	Fortify Illusion	✓	✓				✓	✓
<input type="checkbox"/>	Fortify Illusion & Magicka Regen		✓					
<input type="checkbox"/>	Fortify Light Armor		✓	✓			✓	✓
<input type="checkbox"/>	Fortify Lockpicking	✓		✓			✓	✓
<input type="checkbox"/>	Fortify Magicka	✓		✓			✓	✓
<input type="checkbox"/>	Fortify Magicka Regen	✓	✓					✓
<input type="checkbox"/>	Fortify One-Handed			✓	✓		✓	✓
<input type="checkbox"/>	Fortify Pickpocket			✓	✓		✓	✓
<input type="checkbox"/>	Fortify Restoration	✓	✓				✓	✓
<input type="checkbox"/>	Fortify Restoration & Magicka Regen		✓					
<input type="checkbox"/>	Fortify Smithing		✓	✓			✓	✓
<input type="checkbox"/>	Fortify Sneak			✓	✓		✓	✓
<input type="checkbox"/>	Fortify Stamina		✓		✓		✓	✓
<input type="checkbox"/>	Fortify Stamina Regen		✓		✓		✓	
<input type="checkbox"/>	Fortify Two-Handed			✓	✓		✓	✓
<input type="checkbox"/>	Fortify Unarmed			✓				✓
<input type="checkbox"/>	Muffle				✓			
<input type="checkbox"/>	Resist Disease		✓			✓	✓	✓
<input type="checkbox"/>	Resist Fire				✓	✓	✓	✓
<input type="checkbox"/>	Resist Frost				✓	✓	✓	✓
<input type="checkbox"/>	Resist Magic					✓	✓	✓
<input type="checkbox"/>	Resist Poison		✓			✓	✓	✓
<input type="checkbox"/>	Resist Shock				✓	✓	✓	✓
<input type="checkbox"/>	Waterbreathing	✓					✓	✓

BROKEN ENCHANTMENTS

The following enchantments appear in the game but are unable to be used.

Enchantment	Note
Shadowthrive Shadowstrength Shadowsight Shadowstrike	Received by disenchanting Linwe's armor set acquired during <i>Summerset Shadows</i> , however the enchantments cannot be used to enchant other items. As of version 1.0 of the Unofficial Skyrim Patch, the items can no longer be disenchanted.
Blessing of Mara	Learned by disenchanting The Bond of Matrimony ring received after marriage, however the enchantment cannot be used. As of version 1.0 of the Unofficial Skyrim Patch, the ring can no longer be disenchanted.

WEAPON ENCHANTMENTS

Learned	Enchantment	Note
<input type="checkbox"/>	Absorb Health	Transfers some of the target's health to the player.
<input type="checkbox"/>	Absorb Magicka	Transfers some of the target's magicka to the player.
<input type="checkbox"/>	Absorb Stamina	Transfers some of the target's stamina to the player.
<input type="checkbox"/>	Banish	Sends conjured daedra back to Oblivion. Daedra include Flame, Frost, Storm Atronach and Dremora.
<input type="checkbox"/>	Chaos Damage ^{DB}	Learned by disenchanting purchased or looted weapons with the Chaos enchantment. 50% chance for each element of fire, frost, and shock to do a variable amount of damage based on enchanting skill.
<input type="checkbox"/>	Fear	Creatures and people flee from combat.
<input type="checkbox"/>	Fiery Soul Trap	Learned by disenchanting the Steel Battleaxe of Fiery Souls acquired during <i>Coming of Age</i> . Traps souls and burns targets.
<input type="checkbox"/>	Fire Damage	
<input type="checkbox"/>	Frost Damage	
<input type="checkbox"/>	Huntsman's Prowess	Learned by disenchanting the Poacher's Axe found in Halted Stream Camp. 3 points of extra damage to animals.
<input type="checkbox"/>	Magicka Damage	Decreases the target's Magicka.
<input type="checkbox"/>	Notched Pickaxe	Learned by disenchanting the Notched Pickaxe found at the Throat of the World. Enchantment is always +5 to smithing with a variable on shock damage based on enchanting skill. Cannot raise smithing above 100, and dual wielding weapons with this enchantment doesn't stack the effect. Enchantment doesn't work as expected unless at least version 2.0.0 of the Unofficial Skyrim Patch is installed. If version 1.3.3 is installed, the pickaxe cannot be disenchanted.
<input type="checkbox"/>	Paralyze	Chance to paralyze the target.
<input type="checkbox"/>	Shock Damage	
<input type="checkbox"/>	Silent Moons Enchant	Learned by disenchanting a Lunar weapon found at Silent Moons Camp. Burns the target between the game hours of 9:00 pm and 5:00 am regardless of lunar phase, weather, or indoor/outdoor location. However, this enchantment won't actually do damage unless at least version 1.0 of the Unofficial Skyrim Patch is installed.
<input type="checkbox"/>	Soul Trap	Traps the soul of the target if an empty soul gem of the correct size is available.
<input type="checkbox"/>	Stamina Damage	Decreases the target's stamina.
<input type="checkbox"/>	Turn Undead	Causes undead enemies, such as draugr, skeletons, and vampires to flee.

TYPES OF SOUL GEMS

Soul Gem	Description
Petty Soul Gem	Can hold petty souls.
Lesser Soul Gem	Can hold lesser and petty souls.
Common Soul Gem	Can hold common, lesser and petty souls.
Greater Soul Gem	Can hold greater, common, lesser and petty souls.
Grand Soul Gem	Can hold any soul, excluding those of humanoids.
Black Soul Gem	Can hold any soul, including those of humanoids.
Azura's Star	Reward during <i>The Black Star</i> if you purify the star by returning to the shrine. Acts like a reusable Grand Soul Gem.
The Black Star	Reward during <i>The Black Star</i> if you purify the star by talking to Nelacar. Acts like a reusable Black Soul Gem.
Wylandriah's Soul Gem	This soul gem is fillable and can be used for enchanting, but doing so will consume the gem and make the <i>Hunt and Gather</i> quest impossible to complete.
Soul Gem Fragment	Minor loot. Cannot be used for enchanting or holding souls.

HOW TO EMPTY A SOUL GEM

To empty a soul gem, drop it on the ground. When it is picked up, it will be empty. This is useful when you have a lower level soul trapped in a large soul gem (e.g. a petty soul in a grand soul gem).

SOUL LEVELS BY CREATURE

Petty	Lesser	Common	Greater	Grand
Chicken	Ash Hopper ^{DB}	Ash Spawn ^{DB}	Ash Spawn Skirmisher ^{DB}	Ash Spawn Immolator ^{DB}
Cow	Bear	Cave Bear	Bull Netch ^{DB}	Betty Netch ^{DB}
Deer	Bristleback ^{DB}	Chaurus Reaper	Burnt Spriggan ^{DB}	Daedra
Dog	Chaurus	Draugr Scourge	Chaurus Hunter ^{DG}	Dragon Priest
Draugr	Death Hound ^{DG}	Draugr Scourge Lord	Draugr Death Overlord (Levels 34-44)	Draugr Death Overlord (Level 45+)
Draugr Thrall	Draugr Overlord	Falmer Gloomlurker	Draugr Deathlord (Levels 30-39)	Draugr Deathlord (Level 40+)
Elk	Draugr Restless	Falmer Nightprowler	Giant	Falmer Warmonger ^{DG}
Fox	Draugr Wight	Falmer Shadowmaster	Spriggan Earth Mother ^{DG}	Mammoth
Frostbite Spider	Falmer	Frost Atronach	Storm Atronach	Riekling Charger ^{DB}
Goat	Falmer Skulker	Frost Troll	Wispmother	Soul Fissures ^{DG}
Horker	Flame Atronach	Hagraven		
Mudcrab	Gargoyle ^{DG}	Hulking Draugr ^{DB}		
Rabbit	Giant Frostbite Spider	Netch Calf ^{DB}		
Skeever	Horse	Riekling		
Skeleton	Ice Wolf	Riekling Hunter		
Slaughterfish	Ice Wraith	Snow Bear		
Snow Fox	Restless Draugr	Spriggan Matron		
Wisp	Riekling	Werebear ^{DB}		
Wolf	Sabre Cat			
	Shade			
	Snowy Sabre Cat			
	Spriggan			
	Troll			
	Werewolf			

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