SOFTWARE & TECH

Skyrim Building A House Materials List

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Introduction: The Dream of Homeownership in Skyrim

After countless hours battling dragons, delving into ancient Nordic ruins, and climbing the ranks of the Thieves Guild or the Companions, every Dragonborn eventually craves a place to call their own. While inns like the Bannered Mare in Whiterun offer a warm bed, nothing compares to the satisfaction of building your own homestead from the ground up. The **Hearthfire** expansion for The Elder Scrolls V: Skyrim introduced this deeply rewarding feature, allowing players to purchase land, construct a home, and furnish it exactly as they see fit. However, before you can sit by your own hearth, you need to understand the **Skyrim building a house materials list**. Gathering these resources is a journey in itself, requiring you to mine ore, chop wood, and hunt for pelts across the nine holds. This comprehensive guide will walk you through every plank, nail, and clay lump you will need, ensuring your construction project proceeds without a hitch.

Getting Started: Purchasing Land and the Initial Plot

Before you can start worrying about the finer details of your **Skyrim building a house materials list**, you must first acquire a piece of land. You have three distinct choices, each located in a different hold. To purchase a plot, you generally need to be a thane or have completed specific quests for the local Jarl.

- Lakeview Manor (Falkreath Hold): Located southwest of Falkreath. Purchase after completing "Kill the Bandit Leader" for the Jarl.
- Heljarchen Hall (The Pale): Located south of Dawnstar. Purchasable after completing "Waking Nightmare" and "Kill the Giant" for the Jarl.
- Windstad Manor (Hjaalmarch): Located northeast of Morthal. Available after completing "Laid to Rest" and a favor quest for the Jarl.

Once you have purchased the land for 5,000 gold from the Jarl's steward, you will receive a small chest containing the initial building materials. This chest is just the beginning. The real work starts when you visit the drafting table and carpenter's workbench. Your first task is to build the **Small House**. This basic structure is the foundation for everything that follows, providing a bed, a fire, and a chest before you expand into a Main Hall and luxurious wings.

The Core Materials: Breaking Down the Essentials

Understanding the **Skyrim building a house materials list**for the core structure is vital. Every building phase relies on a combination of raw resources. You will spend a significant amount of time chopping wood at a wood chopping block, mining ore, and harvesting stone. Let's break down the primary materials you will need.

Sawn Logs

Sawn Logs are arguably the most fundamental resource. You cannot build a single wall or floor without them. They are produced by taking **Firewood** (which you chop from logs) to a Lumber Mill. You can purchase them from lumber mill owners like Gerdur in Riverwood or Hert in Half-Moon Mill, or you can chop firewood yourself and convert it. For a full house build-out, including all wings and additions, you will need approximately **100 to 120 Sawn Logs**. This is a significant number, so prepare for a lot of chopping.

Quarried Stone

Quarried Stone is the second pillar of your construction project. It is used for the foundation, exterior walls, and the smelter. You can mine this stone from specific stone quarries located on your property. Each homestead has a unique quarry that yields an infinite supply. You will need roughly **60 to 80 Quarried Stones** to complete the main building and the exterior additions, such as the walls and animal pen.

Clay

Clay is essential for creating the plaster and mortar that holds your stone walls together. It is also used in the construction of the smelter and the grain mill. Clay deposits look like brownish-yellow mounds of dirt and can be found scattered across Skyrim, with a notable abundance near the town of Morthal. For a complete build, plan on gathering **30 to 40 pieces of Clay**.

Iron Fittings

Iron Fittings are the hardware of your house—the hinges, handles, brackets, and nails. They are crafted at a Smelter using **Iron Ingots** and a lump of **Corundum** (or purchased from blacksmiths). You will use iron fittings for nearly every piece of furniture, from doors to bookshelves. A full project will consume at least **40 to 50 Iron Fittings** .

Nails

While technically a type of fitting, nails deserve their own mention due to their sheer volume. You will craft nails at the Forge from **Iron Ingots**. They are used in almost every single building section and piece of furniture. You will likely need over **200 nails** to fully complete a house with all wings and furnishings. Always keep a stock of iron ingots on hand.

Goat Horns and Glass

These materials are used for specific decorative and functional items. **Goat Horns** are used for chandeliers and wall sconces, requiring you to hunt goats across the tundra. **Glass** is used for windows and display cases. You can purchase glass from general goods merchants or find it in dungeons.

Phase 1: Building the Small House

The very first structure you build is the Small House. This is a non-negotiable step; you cannot skip to the Main Hall. The **Skyrim building a house materials list** for this phase is relatively modest.

Materials for the Small House Foundation and Structure:

- Sawn Logs: 10
- Quarried Stone: 20
- Clay: 10
- Iron Fittings: 2
- Nails: 30

Once the shell is up, you can build the interior furnishings for the Small House. This includes a bed, a firepit, a chest, and a few basic containers. This initial home is cramped but functional, giving you a safe place to store your loot while you plan the grand expansion.

Phase 2: Expanding to the Main Hall

After you have the Small House, you can use the drafting table to destroy it (recovering some materials) or build an

addition to convert it into a **Main Hall**. The Main Hall is the central, two-story core of your manor. This is a massive undertaking and requires a substantial investment of resources.

Materials for the Main Hall Addition:

- Sawn Logs: 20
- Quarried Stone: 30
- Clay: 20
- Iron Fittings: 8
- Nails: 50
- Lock: 1 (Crafted from an Iron Ingot, Corundum Ingot, and a Stripped Corundum Ingot)

Building the Main Hall unlocks the ability to add three wing additions to your house. This is where your home truly becomes personalized. You can choose from a variety of wings, but you can only build three total (one on the left, one on the right, and one in the back).

Phase 3: The Wings - Choosing Your Specialty

This is the most exciting part of the building process. Each wing offers unique rooms and benefits. Your choice will depend on your playstyle—whether you are a warrior, a mage, a thief, or a family-oriented Dragonborn. Here is the **Skyrim building a house materials list** for each wing option.

East Wing Options

Armory: For the weapons enthusiast. Displays weapon racks and mannequins.

- Sawn Logs: 8, Quarried Stone: 10, Nails: 20, Iron Fittings: 5, Corundum Ingot: 1

Greenhouse: Perfect for alchemists. It features a soil plot for growing rare ingredients like Jaz Bay Grapes and Canis Root.

- Sawn Logs: 5, Quarried Stone: 10, Clay: 5, Nails: 15, Glass: 3

Library: Showcases your collection of skill books and contains an Arcane Enchanter.

- Sawn Logs: 8, Quarried Stone: 5, Nails: 15, Iron Fittings: 5, Goat Horns: 2

West Wing Options

Alchemy Laboratory: Another alchemy-focused room, but with a built-in Alchemy Lab and a garden.

- Sawn Logs: 5, Quarried Stone: 10, Clay: 5, Nails: 15, Glass: 3

Bedrooms: Adds multiple beds for your spouse, children, and a personal steward.

- Sawn Logs: 8, Quarried Stone: 5, Nails: 20, Iron Fittings: 5, Linen: 1

Storage Room: A massive, multi-level room with shelves and mannequins for hoarding items.

- Sawn Logs: 8, Quarried Stone: 10, Nails: 20, Iron Fittings: 5

North Wing (Back of the House) Options

Enchanting Tower: A two-story tower with an Arcane Enchanter on the upper floor.

- Sawn Logs: 8, Quarried Stone: 10, Nails: 20, Iron Fittings: 5

Cellar: Adds a large basement with a smelter, forge, and a staff enchanter.

- Sawn Logs: 5, Quarried Stone: 15, Clay: 10, Nails: 15, Iron Fittings: 3

Kitchen: Adds an oven and cooking fire, plus a large dining table.

- Sawn Logs: 8, Quarried Stone: 5, Nails: 20, Iron Fittings: 5, Goat Horns: 2

Trophy Room: Displays the heads of slain creatures like bears, sabre cats, and trolls.

- Sawn Logs: 8, Quarried Stone: 10, Nails: 20, Iron Fittings: 5, Clay: 5

Phase 4: Exterior Constructions and Furnishings

Once your house is structurally complete, the work is far from over. You can build a variety of exterior additions that enhance your homestead. These are built at the carpenter's workbench outside your home. They add functionality and aesthetic appeal.

Exterior Additions Materials List

- Animal Pen (for cows, chickens, goats): 5 Sawn Logs, 3 Nails.
- Garden: 1 Sawn Log, 2 Clay, 5 Nails. (Gives you access to soil plots).
- Beehive: 1 Sawn Log, 5 Nails. (Produces honey and honeycomb).
- Smelter: 5 Quarried Stone, 5 Clay, 5 Iron Fittings.

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