

Pocket Guide to Dragon Taming

A comprehensive guide to taming dragons without the *Thu'um*.

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Dovah.

What do you think of when you hear this word?

For most people, the *Dov* are fearsome creatures that should be avoided at all costs. Only the most skilled or the most foolhardy warriors can dream of combat with these beasts. Their *Thu'um* allows them to do things beyond even the most skilled wizards, ranging from breathing fire and frost to summoning thunderstorms, and even manipulating time itself. Some mortals, either through extensive meditation or God-given natural abilities, can harness these powers for themselves. It's common knowledge that the *Dovahkiin* can use his *Thu'um* to bend the *Dov* to his will, and even ride them, using their wings and claws as his own. What of the rest of us mortals? Can we harness these powers for ourselves? The answer is yes.

The first step is to know the *Dov*. What do they want? For most *Dovah*, all they want is power. Every dragon naturally wants to be the most powerful dragon, and you can use this to your advantage. For the *Dov*, there is no difference between being powerful, and being right. Weaker dragons will submit to stronger ones. You first need to practice combat. Whether you use a sword and shield or the arcane arts to attack, you need to hone your skills as much as you can. Become powerful. Become right.

The second step is to find a *Dovah*. Now that you're powerful enough to fight a dragon, you must seek one out. Search the mountains, the snowy northern wastelands, or wilds of Skyrim to have the best chance of finding one. KEEP YOUR WEAPONS SHEATHED. Once a dragon appears, it will land in front of you and prepare for combat. Resist the urge to attack the beast or run away, and instead remain perfectly still. Dragons will always expect their target to fight back or flee, so simply not reacting will render the dragon very confused, and it won't attack. This is your chance. Face the dragon, and say something to the effect of:

"Hold, beast. I mean you no harm. I wish to ally myself with you. Alone, we are powerful, but together, we can be unstoppable."

Note: while confronting the *Dovah*, try to avoid getting eaten, burned, frozen, maimed, ripped in half, or otherwise killed by the *Dovah*. This will drastically lower your chances of success.

At this point, the dragon will most likely want to challenge your power, and formally challenge you to a duel. This is when you put your combat skills to good use, because you're in for the fight of your life. Do whatever you can to survive, and try to wound the *Dovah* while you're at it. Once you have proven your power (assuming you're still breathing at this point), the dragon will recognize you as his *thur*, his overlord. The dragon should now submit to your will, and you didn't even need to say any fancy dragon words to do it!

You can have your newly tamed *Dovah* fight for you, give you rides, or just sit there and look majestic as *gjok*. Be warned, under your servitude, your dragon will want to overthrow you, and constantly train in an attempt to grow more powerful than you. You must train just as hard, to ensure that you can control your dragon. If you fear that your dragon is too powerful to handle, don't get overconfident. Release it from your service immediately. You may have just lost your pet *Dovah*, but you've saved your own life in the process.

By now, the *Dov* will have gotten word of your power of controlling them and attempt to assassinate you for growing too powerful. You will now be hunted down constantly as 20-foot long, fire-breathing, town-destroying, hyper-intelligent winged lizards of death try to eliminate the mortal powerful enough to control them. Get used to it; it's your life now. I've been on the run for 25 years, but I think I've finally escaped-

(The last page is burnt on the edges and splattered with blood.)