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Easy alchemy leveling guide skyrim

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Alchemy is one of the toughest level skills in Skyrim, as unlike Conjurers and illusionists an alchemist can't just walk around cast spells until they fully max their skills. It's much more work needed, which is why we've gathered this Skyrim alchemy guide so that you can increase your alchemy skills as quickly as possible. There are four ways to level Alchemy's skill level: Crafting potions (experience is given based on the value of the potion you create), skill paying trainers, reading skill cards, or completing various specific quests. Before you start intentionally boosting your Alchemy skills, however, you should at least look for Stone Thief, which is found among Guardian Stones, southwest of Riverwood. Activating this stone makes Alchemy leveling (among other abilities) 20% faster. You should also make sure that you have well rested buff for an extra 10% boost or Lover's Comfort buff (earned sleeping with your spouse) for 15%. Depending on how much you want to boost your skills, you may want to first increase your Feeric skills as to create alchemy-stimulating tools. We have a Skyrim Feeric guide for those looking to quickly grow their Feeric skill as well. IMPORTANT: As you are stimulating, be sure to add skill points to the following Alchemy advantages to further increase the leveling speed: Alchemist, Physician, Benefactor, and Poisoner Skyrim cheats | Best Skyrim Mods | install Skyrim mods | Best Companions Skyrim | Skyrim Daedric Quest guideContent table: Leveling methods Feeric to improve Alchemy Trainers, Book Locations and Quests It has been suggested that this article or section be merged with Alchemy (Skyrim) because: Most information is on the main page already. (Discuss) This article or section be merged with Alchemy (Skyrim) because: Most information is on the main page already. (Discuss) This article or section be merged with Alchemy (Skyrim) because: Most information is on the main page already. the first or second person when a third indirect person is required. See the style sheet and writing guide for suggestions. Main article: Alchemy (Skyrim) Alchemy is effective for leveling, making money, and crafting powerful armor and weapons when paired with Feeric and Smithing. Getting ingredients [editing | source editing] Due to the wide variety of ingredients, obtaining them can be time-consuming and, depending on the ingredients from displays in stores without cost or consequences. In addition, the stock displayed in all stores will respawn every ten days, offering a frequent stock of ingredients, some of which are hard to find. For this to happen, suppliers each need a search to be completed: Merchant perk [edit | edit source] More ingredients cannot be purchased from suppliers without Merchant Speech perk. These ingredients include: Harvesting Pearls [edit | edit source] With the addition of The Elder Scrolls V: Dragonborn, Pearls and Small Pearls can be harvested from Pearl Oysters found on the shores of Solstheim. Alchemy [editing | editing | e Alchemy skill increases proportionally to the value/cost of potion being prepared. The value of the potion depends on the following attributes: Its type of effect – A slow effect is valuable, while the effect of damage on health is inexpensive. The power of the potion (either % or duration), which is determined by the skill level, advantages and enchanted clothing. If the potion has several effects that occurs when the ingredients used in a potion have similar effects, even if the effects that occurs when the ingredients used in a potion than others. Some of the most valuable include: Potions containing these effects are usually more valuable in terms of awarding skill points. Valuable ingredients have additional modifiers and are particularly valuable for creating effective potions. These include: Giant's Toe Salmon Roe confirmation required Giant's Toe [editing | edit source] When used in a Fortify Health potion, Giant's toe adds almost five times the base value of a potion. A player character with a sufficiently high Alchemy skill can create potions, including giant, which are worth over 4,000. Most traders most likely won't have this much gold on hand, unless the skill talking tree is of a sufficiently high level. The process of leveling [editing | editing source] Making multiple potions at a time is an effective method for leveling. Leveling. — The Thief guardian stone accelerates the improvement of Alchemy skills by 20%, as well as the benefits of a good night's sleep (+10% for Well Rested or +15% for Beloved Comfort). Potion Effects - There are no Fortify Alchemy potions in the game. Constantly using alchemy skill to make better potions to fortify the enchanting, and so on, you level Alchemy skill quickly. Example of leveling[editing | editing source] A way to level Alchemy to 100 involves the following steps: Alchemy Skill Level 1-75 - Suggested to buy skills from Arcadia in Whiterun. After buying a single skill level, you can get their Alchemy to level 75 for free. If done earlier in the game, this can be done all at once, as leveling pickpocket + alchemy leveling will potentially level a player up faster than one can be trained. The player can collect Giant's Toes and Wheat during this period, and make sufficient potions to sell to Arcadia to cover the costs of buying skills. Alchemy Skill Level 76-90 - It is suggested to buy skills from Babette of the Dark Brotherhood. You can't pick her pocket like she's considered a child, despite being hundreds of years old. You should also make potions with Giant's Toes/Wheat found Alchemy Skill Level 90-100 - There are 5 skill cards and 3 quests that increase Alchemy Skill, including one that raises it by 5 points. They will improve Alchemy Skill the rest of the way. Leveling to 272[editing | editing source] Alchemy can be easily leveled using the potions can be obtained by alchemists and harvesting during exploration. Several gear parts can be charmed with Fortify Alchemy, effectively stacking the bonus. With equipped equipment, you can create a Fortify restoration potion. The player can be repeated until the gear buff is large enough for the player's intentions. Once this is done, a Fortify Feeric potion can be made with the bonus in effect. The Fortify Feeric potion disappear, the old fortific alchemy equipment can be removed and replaced with the new fortification alchemy equipment. After that, it's just a matter of getting or buying multiple reagents. Note: If steps 3 through 5 are repeated sufficiently, you can Alchemy from 15 with the introduction of the ability to Legendary a skill back to 15, this process each successful potion can quickly increase a player's level, allowing him to gain all the advantages in a few hours at a mass of alchemy and enchanting. Tips: If alchemy enchantment is too high, the potions that created will level to a normal level. If this happens, the process needs to be restarted and less loops of steps 3-5 should be done. A good rule of thumb is if the value of the tools is a negative number, it is usually too high. It's a great idea to get The Perk Experimenter maxed out and eat as many ingredients as you can before resetting the alchemy. With this, one can create a greater variety of potions without as much trial and error. Making money [editing | edit source] Overview [editing | editing source] Alchemy is arguably the most time-efficient and most efficient way to make money in Skyrim; The ability to make money is limited by the money each provider has (which in turn is a function of time), the advantages that the player has and the strange way in which potions are the price of the game over time. In general, making money from potions is determined by: Expenses (cost of raw materials, cost of time to gather ingredients or travel to suppliers), the effectiveness of the potion-beer process and the basic value of potions made, and the ability to sell potions over time (for example, finding a trade route that will leave sellers replenish money as you get to them). To reach the level of 100 Alchemy, about 200,000 septims worth of potions must be prepared. From level 10 you could make over 1,000 of a single potion. For example: from a single Falmer-infested dungeon, 100 or more Chaurus eggs could be extracted, and a simple walk around Whiterun's outskirts at dusk can provide more moth moon wings. This leads to a pretty valuable invisibility potion. In addition, the combination of salmon, garlic and a nordic Barnacle makes the most expensive basic potion, but requires The Elder Scrolls V: Hearthfire. Expenses [editing] Purchasing raw materials from suppliers is generally effective because it avoids much of the cost of time associated with finding many raw materials in the wild. However, for rare ingredients, a lot of time can be wasted traveling to specific traders. In general, you should buy each ingredient (except elementary salts) in stores that are less than about 60 septims, since the return ratio is astronomically high for even the weakest types of potion. There is almost no correlation between an ingredient cost or rarity and the potential value of the most expensive and rare ingredients make the smallest evaluated potions and vice versa. The Giant's Toe (cheap, but somewhat rare), in particular, has the potential to create the highest value potions in the game at low levels (Giant's Toe + Wheat + Creep Cluster). Another way to Starting expenses, along with the slight increase in the level of player alchemy is like this: In the tutorial, all spider eggs should be taken from the Spider Frostbite nest. Upon exit, many blue butterflies can be seen walking to Riverwood and Whiterun. They can be collected as well. Nearest beer stand then used in the Arcadia Boiler, and the reagents can be prepared together. Gold made here can usually be used to pay for additional ingredients for other, more advanced recipes. Ownership is another worthwhile investment for busy alchemists: it provides a convenient storage location for potions, ingredients, and buff equipment. The most affordable house in Skyrim is Breezehome in Whiterun at 5000 for the base house, 500 more for an alchemy room. With DLC Hearthfire, the player can easily grow ingredients for the most valuable potions in the garden and with the greenhouse respawning every 3 days. For a 5000 gold and respect from Jarl in a Morthal, Falkreath, or Dawnstar, you can get a plot of land with enough materials for a small house and a garden with 11 pitches of fertile soil. Owning all 3 construction sites of Skyrim grants 33 pitches of fertile soil. Owning all 3 construction sites of Skyrim grants 33 pitches of fertile soil. brewing process [editing | source editing] The same general tips used for leveling are applicable to improve potions that sellers are willing to buy. It should be noted, however, that each supplier has a limited amount of money, and it is possible to empty the pockets of a supplier with a single potion. One way to refill gold a gold supplier available, is to wait 48 hours, or, exploit: Buy, save, attack the supplier wants can be prepared more strongly, for a better selling price. Sales and trade routes [editing | source editing] All in-game vendors, even with advantages, have a limited amount of money; Thieves Guild fences have deeper pockets (about 4,000 septims), but very valuable potions will leak even those quite quickly. Once one has calculated and produced the most valuable potions, the remaining effort will be spent developing trade routes, which will allow each vendor money to refill as the player comes around to sell their merchandise. Alternatively, players can save immediately after clearing a trader's inventory, kill the trader, and reload the game just saved- this resets both available gold, and merchant inventory. This saves considerable time from fast journeys from location to location and associated loading times. Advanced Alchemy-Feeric-Smithing Power-Crafting[editing | source editing] Step 1: Set the initial alchemy buffs[edit | source editing] Usually the player delight a set of four items with a skill fortification (Fortify and Indiana Indi Alchemy and Fortify Smithing only; Fortify Feeric exists only as a potion). +25% Fortify Alchemy spells can be added to a ring, necklace, gloves/braces and a circus. The effect should be on all four pieces of enchanted equipment. If one is unable to get maximum +25% bonus, bonus, at just +20% instead, the player may need to install patches on Xbox or PS3. Step 2: Create stronger Fortify Potions Feeric [edit | edit source] A Fortify Feeric potion can be made with the appropriate ingredients (Hagraven Claw, Snowberries, and Spriggan Sap are some simple reagents that can be purchased). This should be done with all the delightful materials and armor on hand, as the effects of the potion last only for 30 seconds. With this potion, one will be able to delight +29% Fortify Alchemy and +29% Fortify Smithing to your gear (29% is the best possible buff without exploits). With the enchanting Dual Effect perk, three pieces can serve double duty: a ring, a necklace and gloves/bracers will hold both spells. He's wearing the new Alchemy gear. Step 3: Create Stronger Fortify Smithing Potions [edit | edit source] With +29% alchemy tools, one will be able to create and improve powerful weapons and armor. Use 37% Fortify enchanting potions to further enhance this equipment. Gear.

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