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Chapter 2 (2.1-2.2): Character Building Rundown for Legendary Difficulty 2.1 Game State: Early, Mid and Late GameBefore jumping into Build Schematics, it's worth looking at the big picture of 'what to focus on during a character's leveling arc'. Where the character is up to in their skill and perk progression, is roughly what I used as a benchmark for 'early/mid/late game'. Of course, it is easy enough in Skyrim to short-circuit these conventions by artificially power-levelling via 'interesting' game mechanics (pickpocketing and level in an organic manner, and follow a fairly predictable 'game state'. Here is how I roughly define game-state in Skyrim: Early Game: From level 1, up to the point where a character procures BOTH the Expert Conjuration perk (see 3.5), and Conjure Dremora Lord spell (see 6.1). The transition from Early to Mid Game should occur around Level 15-25, depending on what the character has decided to focus on. IMO, Expert Conjuration + Conjure Dremora Lord serves as an important benchmark for Legendary characters. It marks the point where defeating Dragons becomes easier (which is why the Dragon Rising quest is held off until then), and also the point where it is safe enough to invest almost all future perk points into crafting skills (without sacrificing much combat power). A decent follower plus one (and eventually two) Dremora Lords are more than capable of carrying a fledgling crafter character into the higher levels, once other early skills and perks have been factored in. Mid-Game: From Expert Conjuration + Conju Souls perk (and thus increased Conjuration to 100, see 6.1), various artifacts that maximise crafted item quality (see 7.4), and spending on what the character has decided to focus on. Whilst leveling up for this milestone, perk points will be primarily saved and spent on crafting skills, which means that an adequate set of combat-oriented perks are required to carry the character through this period. Late-Game: The point where all 3 crafting skills have been mastered, sufficient Alchemy/Enchanting ingredients/effects have been discovered/purchased/gathered, and all possible items that boost crafting skills have been created or found. Once a character has reached this point, they can craft themselves out of basically any problem that the game throws at them, branch out into any skill that they wish, and boost their character level until their heart's content. Basically any playstyle and equipment combination become possible, and for those who are inclined, exploits can provide game-breaking equipment. 2.2 Race RundownTechnically, any race is a viable choice for this build. There are, however, some races which are better than others in my opinion, mainly because they provide the character with additional defensive options in the early and mid game. Here are my recommendations for the powergamers out there. Breton was my choice for the Max Difficulty Oblivion build, and is still a great choice of race for Legendary Difficulty in Skyrim. We're at 25% magic resistance now instead of 50% (probably a good thing because 50% free magic resistance wasn't exactly balanced, lol), the Magicka boost is gone, and Dragon Skin is a Spell Absorption power (again, probably for the best!). Bretons hold the distinction of being able to achieve 85% magic resistance cap', without requiring any additional Enchanted items (via Alteration Perks + Book of Love Mara Quest + Lord Stone). High Elf is also a decent choice for this build. It gets a little running speed boost (8%, which is still something), 50 bonus magicka (which effectively translates to '50 extra attribute points' down the line), and a once/day ability to become a magic spam-cannon for 60 seconds. The Highborn Power comes in handy at early levels for difficult fights, and the 50 bonus Magicka allows for the build to pivot into taking Health sooner. This means that in comparison to other racial choices, High Elves couldn't be tanky, eh? Dunmer gets 50% fire resistance, which is handy for tanking dragon breath and Fire Spells, and/or if one plans to become a Vampire. This build can most certainly become a Vampire (Necromage is a nice perk), making this race a solid choice. The 'Ancestor' power is basically worthless on Legendary Difficulty however, as you would rather not be the focus of enemy fire if you can avoid it (and 'cloak' spells are terrific at grabbing enemy attention). Nord gets 50% cold resistance, which is useful against mages that like to lob Ice spells around and cripple your movement speed, as well as enemy NPC's. It doesn't affect Undead or Daedra however, so in the event that a follower is occupied 60ft away from you, you can safely use Battle Cry without affecting Summons and Thralls.Orc is, funnily enough, a potential choice for a 'mage/archer' Legendary character, purely because of the 'Berserker Rage' power. Berserk halves enemy physical damage and doubles yours for 60 seconds, which means it can be used both in situations where the player is required to 'emergency tank' high physical damage attacks, as well as situations where the player might want to use a physical weapon (including Bows) to kill a tough enemy. Berserk has no effect on anything magic-related however, so a decent weapon (such as a Bound Bow) is required to make full use of this Power. Carl's Skyrim Guide for PC, Xbox 360, and PS3 Skyrim's Alchemy will teach you how to make the most of your Alchemyst's skills. Alchemy Labs are found around the world of Skyrim. This one is in the Hall of Countenance of the College of Winterhold. Making Potions and Poisons in Skyrim Potions are produced by mixing two or three ingredients at an Alchemy Lab. If the ingredients share one or more magical properties, a potion or poison is created. With nothing in common, the mixture will fail. A successful product will have one or more effects, depending on how many of the ingredients' various magical properties match up. Potions (green) are applied to weapons and their effects used up through charges. Striking an enemy removes a charge. The strength of your potions and poisons are determined by your current alchemy level (with Fortify helping appropriately) and the perks you've learned from the Alchemy perk tree. To learn How to Learn Ingredient Effects First, though they exist in the game, you do not need recipes to create potions. All herbs and food ingredients have set effects. If they match, you will unlock knowledge of that property. Eating a raw ingredient by using it in the menu will reveal the first property of an item. Later, with the Experimenter Perk, you can reveal the second, third, and fourth effects of items. You'll always unlock the top left property first, top right second and so on. So, you have two choices for unlocking the properties of ingredients - either eat it, or use foreknowledge of properties or trial and error to combine potions to find matching effects. Powerleveling Alchemy Perks both help the power of effects, they also produce more expensive potions - thus more skill XP. Some effects are more valuable than others. For example, Paralyze is an expensive effect while Restore Stamina is not. A potion's value goes up based on the sum of all its effects, positive and negative, no matter how much sense they make (a Fortify Restoration + Damage Magicka potion, for example). Arcadia's Cauldron in Whiterun features a shop, Expert Alchemy Trainer and an Alchemy Lab or making Potions. In general, Alchemy is one of the easiest skills in Skyrim to level, especially with perks and gear enchanted with Fortify Alchemy. You can buy out all the ingredients from an Alchemy ingredient vendor, craft all your potions, then sell those back for a profit. In fact, you can even afford to do training and still turn a profit in some cases as vendors won't often have enough money to buy all the potions you create. Alchemy Trainers There are two good trainers for Alchemy in Skyrim. The easiest to access is Arcadia, an Expert Alchemy Trainers There are two good trainers for Alchemy in Skyrim. with Babette, a Master level trainer. She also sells the Daedra Heart alchemy ingredient from time to time. Alchemy Each) (level 0/20/40/60/80 Alchemy Skill required) Increases the strength or duration of potions by 20% per rank. Take all five points if your Dovahkiin is going to use Alchemy Skill required) Boosts Health, Magicka, and Stamina potions by 25% in power. This perk will pay off with higher potion values, whether you use the potions to heal or not. Poisoner(level 30 Alchemy Skill required) Gives poisons +25% more power. Again, this could pay off with higher potion yields at the shop whether you're using poisons on weapons or not. Concentrated Poison(level 60 Alchemy Skill required) Poisons applied to weapons last for twice as many hits. This Perk's usefulness really depends on your build. I'm not aware that this boosts the value of potions. Green Thumb(level 70 Alchemy Skill required) Two ingredients are gathered from plants. Absolutely take this perk if you've got the prerequisites! Some rather rare herbs can be found in pairs, which is a great boost to you in terms of supplies and finances. Benefactor(level 30 Alchemy Skill required) Potions you mix with beneficial effects have 25% greater magnitude. So, Fortify Enchanting potions will have a bigger kick, helping you to Enchant and produce better potions. Better take this perk if you're going that route. Experimenter (3 Ranks, reveals 2/3/4 effects on eating an ingredient)(level 50/70/90 Alchemy Skill required) This perk isn't necessary if you use an Alchemy ingredients list, which I have in a table below. Snakeblood(level 80 Alchemy Skill required) Gives you 50% resistance to all poisons - a slightly helpful defensive Perk. Purity(level 100 Alchemy Skill required) This is a perk that will impact your potions' final values, but ultimately helps from a gameplay perspective. All positives will be removed from poisons you create, but more importantly, all negatives are removed from potions, allowing for some better custom combinations. Alchemy Ingredients Each Alche challenging to find, as they are found on various ingredients. There is one ingredient in particular that is tough to find: the Daedra Heart. These are used to craft Daedra Hearts is to get to level 20 and do the Pieces of the Past quest. Toward the end are a few Dremora who, after the quest's completion, will respawn once every few days. The trouble is, there are out there are scattered around the world. As the expensive option, Daedra Hearts can be bought from Enthir as well as Babette of the Dark Brotherhood. Otherwise, most alchemist merchants have a chance to sell them once in a while, though they are expensive. 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Like other skills in Skyrim, Alchemy will also require you to perform certain tasks or activities. While reaching level 100 in Alchemy might sound like a daunting task, the game offers players different methods through which they can level up this skill quickly. Then there are some exploits and glitches as well. In this guide, we are going to discuss different methods and want to level up alchemy through regular means, you can use the following methods. When crafting, it is important to remember that the higher the value of a crafted potion, the more alchemy experience you gain. Craft potions of different levels, and you gain experience accordingly. Each potion has its pros and cons, so be sure to read the description of the potion before its use. Crafting potions will grant you experience points for your Alchemy skill leveling. To craft a potion, head over to a crafting table and start your crafting. It's better to know what you are about to craft as aimless crafting will only lose your ingredients and some ingredients are tough to get in comparison to others. You can use one of the Fan-Made Alchemy Calculators found online, which identify craftable items and their properties along with instructions on what is required to craft them. The Alchemy skill has perks as well. Perks grant simple boosts to your crafted potions. Skyrim's Purity Perk is the highest perk in Alchemy and eliminates the negative effects of the potions. The Experimenter Perk (which has 3 levels) reveals the effects of the eaten ingredient. The Physician Perk increases the amount of Health, Magicka, or Stamina restored by potions. The Alchemist Perk (has 5 levels) increases the effectiveness of both potions and poisons by 20%, 40%, 60%, 80%, and twice as strong Potion crafting is the fastest way to level up Alchemy; however, you will need to have an ample supply of resources. Worry not; you can always sell the extra potions to recover your investments. As to what potions are best to craft, Giant's Toes and Wheat can give you the best option to level the Alchemy Skill, and finding these two materials isn't that hard. You can also check our Skyrim Potion Recipes guide to have a better idea on which potions to craft. Another way to increase your Alchemists not only buy/sell you ingredients, but they also can train you to become a better Alchemist yourself. Of course, this is not done for free; rather, they demand a certain fee. There's also a trick for that which you can do to counter this expense. The trick is to save your game once you have learned something from the Alchemist and try to pickpocket him. This way, you can always load the game you save earlier. Here are the names of the Alchemists that can train you. We have Alchemy Trainers locations as well if you want know where you can find them: Lami Milore Ienth Arcadia Babette (To unlock Babette, you will need to join the Dark Brotherhood faction) Enchantment is another skill players can use in Skyrim. They boost different aspects of a character when fused with certain items. Alchemy can grant significant buffs in the effects of potions and poisons. To get the most out of any potion, it is important to understand and invest time into enchantment use. Charms can be found by various sources in the game, but it's a player's enchanting skills that fully utilize its capabilities. Fortify Alchemy Enchantment can be used to boost potions and poisons crafted. Other enchantment skills also help boost the overall aspect of items in the game. Here are some enchantment skills and alchemy skills also help boost the overall aspect of items in the game. Here are some enchantment skills and alchemy skills also help boost the overall aspect of items in the game. Here are some enchantments which aid in alchemy skills also help boost the overall aspect of items in the game. and archery) Just like any other skill in Skyrim, you can also level up Alchemy books. There are 5 types of skill book for Alchemy, but thankfully, there are multiple copies of them scattered throughout the game, which you can obtain. Each skill book levels up your skill by 1, and unlike the Trainers, you can read as many books as you please to gain skill levels. There is a way to obtain two skill points per book. For that, you need to complete The Winds of Change quest and obtain the Scholar's Insight ability in the Dragonborn DLC. \*One tip to consider when trying to level up your skill with books is that it's better to use the book at a higher skill level than a small skill level. To go from level 10 to 11 on a certain skill is easier than level 90 to 91, so it is better to utilize a skill book to get to 91 than 100. For this glitch to work effectively, ensure your level is enough to have Alchemist perk to level 3 and Benefactor and Physician perks unlocked. You will first obtain a fortify alchemy enchantment to fortify your armor later on. Then, start the quest for the Ring of Pure Mixtures at the Mortar and Pestle to obtain a ring from Frieda by pickpocketing her. Now head on over to an enchantment table and fortify restoration potion. Be sure to have the ingredients in a good amount, as you will be crafting the same item a couple of times. Once crafted, drink the potion, and unequip then equip method for a good 5-7 times, and you will notice that not only the value of your armor is increasing significantly, but also your skill level is increasing. Throughout the game, you come across different ingredients that you can either eat or store to use in crafting. Eating those ingredients directly (if you are unsure) will also give you some Alchemy Skill experience so you literally eat whatever ingredients you find. However, since some ingredients can also render negative effects, it's always wise to know the effects beforehand. Also, we found out that crafting with ingredients gives better XP than consuming them directly so the priority should be brewing those potions. The best potion to level up Alchemy in Skyrim? It's the humble yet surprisingly powerful combination of Giant's Toe and Wheat. This unassuming duo creates a potion with a high gold value, directly translating to significant Alchemy experience points (XP). While other potions might offer marginal XP gains, the sheer abundance of these ingredients and the potion's high value make it the most efficient and fastest way to grind your Alchemy skill to 100.## Why Giant's Toe and Wheat Reign Supreme: An Alchemist's PerspectiveForget chasing rare ingredients and complex recipes. When it comes to efficiently leveling Alchemy, simplicity is key. The Giant's Toe + Wheat potion stands out for several reasons: Ingredient Availability: This is the biggest factor Wheat is incredibly common. You'll find it growing in abundance at farms like the Loreius Farm near Whiterun and the Katla's Farm near Solitude. Giant's Toes, while not as common, are readily available through several means. Giants frequently drop them, and they can be purchased from alchemists or found in chests and dungeons. This easy accessibility means you can mass-produce these potions without tedious ingredient hunts. High Gold Value: Alchemy XP is directly tied to the gold value compared to other easily crafted potions. Skill Progression: As you level up your Alchemy skill, the value and XP gained from this potion will increase even further. Investing in perks like Benefactor will also boost the value of your potions, making this method even more effective. Early Game Viability: This method even more effective. quests to access the ingredients. Alternatives and Why They Fall ShortYou might be thinking, "What about those complex, multi-effect potions with rare ingredients?" While some potions have a slightly higher base value, their difficulty to craft often outweighs the minimal XP difference. Combining rarer ingredients might yield potions with a marginally higher value, but the time spent acquiring those ingredients is often better spent farming Wheat and Giant's Toes. The Enchanted Blaze Rod + Strength potion (mentioned in the original text) is not a recipe found in Skyrim. Pro Tips for Maximizing Your Alchemy Leveling Farm Smart: Focus on farms for Wheat and hunt Giants strategically. Consider radiant quests from the Companions or traveling to Giant camps. Alchemy Training: Invest in Alchemy training from your potion quality and XP gains. Fortify Alchemy Gear: Seek out gear with the Fortify Alchemy enchantment to your own gear. The higher the percentage on your gear, the more potent your potions will be. The maximum enchantable Fortify Alchemy is 29% per item, but players can exploit it for around 31%. Rest Bonus: Sleep in an owned bed or an inn for the Well Rested bonus (+10% skill XP gain). The Thief Stone: Early in the game, use the Thief Stone to boost your Alchemy skill progression by 20%. Alchemy FAQ: Your Burning Questions AnsweredWhat other ingredients combine well with Giant's Toe for high-valued. potions?While Wheat is the optimal choice for efficient leveling, other ingredients can be combined with Giant's Toe for valuable potions. Some good options include Creep Cluster, Imp Stool, and Scaly Pholiota. However, these ingredients might be harder to obtain in bulk compared to Wheat. Is there a potion that increases Alchemy skill?There isn't a potion that directly increases your Alchemy skill level. However, you can create more potions with the Fortify Alchemy effect. These potions with higher values, thereby accelerating your leveling progress. What is the fastest way to make money with Alchemy in Skyrim? The Giant's Toe + Wheat potion is also a fantastic source of income. Once you've leveled up your Alchemy and have access to perks like Benefactor, each potion is also a fantastic source of income. Once you've leveled up your Alchemy and have access to perks like Benefactor, each potion is also a fantastic source of income. Once you've leveled up your Alchemy and have access to perks like Benefactor, each potion is also a fantastic source of income. Once you've leveled up your Alchemy and have access to perks like Benefactor, each potion is also a fantastic source of income. find Giant camps scattered throughout Skyrim, often guarding Mammoth herds. The Steamcrag Camp near Windhelm is a reliable location. Additionally, alchemists and general goods merchants sometimes sell Giant's Toes, but their stock is limited. Look in chests, particularly in dungeons, for potential loot. Can I improve the quality of my potions? Absolutely! Investing in Alchemy perks like Alchemist will increase the base strength of your potions. The Physician perk makes your potions to boost their potency and value. Are there any Alchemy glitches or exploits in Skyrim? Yes, there are several known Alchemy glitches and exploits. The most popular involves the Fortify Restoration loop, which allows you to create incredibly powerful Fortify Alchemy enchantments and potions. However, using these glitches can sometimes break the game's balance and reduce the overall enjoyment. What are the most useful potions to have besides the ones for leveling?Besides leveling potions, several other potions are incredibly useful:Fortify Smithing: Essential for improving your gear at the forge.Fortify Enchanting: Allows you to create more powerful enchantments.Invisibility: For stealthy approaches and escaping dangerous situations.Healing Potions: A must-have for any adventurer.Resist Magic Provides valuable protection against magical attacks. How does Alchemy skill affect poison creation? Your Alchemy skill directly impacts the potency of your poisons. The higher your poisons. What's the best way to find rare Alchemy skill directly impacts the potency of your poisons. The higher your poisons. What's the best way to find rare Alchemy skill directly impacts the potency of your poisons. The higher your poisons will inflict. ingredients?Exploration is key to finding rare Alchemy ingredients. Explore caves, dungeons, and remote areas. Completing quests for alchemists can also reward you with rare ingredients. Explore caves, dungeons, and remote areas. Completing quests for alchemists can also reward you with rare ingredients. Explore caves, dungeons, and remote areas. Completing quests for alchemists can also reward you with rare ingredients. Explore caves, dungeons, and remote areas. Completing quests for alchemists can also reward you with rare ingredients. Explore caves, dungeons, and remote areas. inventory when gathering Alchemy ingredients? Alchemy ingredients? Alchemy ingredients can quickly fill up your inventory. Consider investing in perks like Extra Pockets to increase your crafted potions to free up space. Keep a stash of your most commonly used ingredients near an Alchemy table for easy access. Conclusion: Become an Alchemy in Skyrim is a rewarding journey. By focusing on the efficient Giant's Toe and Wheat potion, utilizing Alchemy perks, and strategically gathering ingredients, you'll quickly reach level 100 and unlock the full potential of this versatile skill. So, get out there, gather your ingredients, and start brewing your way to Alchemy mastery! Want to become a master alchemy to combine various and poisons that can bring mighty dragons to their knees? Then, you need to use alchemy to combine various and poisons that can bring mighty dragons to their knees? Then, you need to use alchemy to combine various and poisons that can bring mighty dragons to their knees? Then, you need to use alchemy to combine various and poisons that can bring mighty dragons to their knees? Then, you need to use alchemy to combine various and poisons and poisons and poisons and poisons that can bring mighty dragons to their knees? Then, you need these Alchemy to combine various and poisons and poiso ingredients with solvents. Some examples of effects provided by Alchemy include: Restoration — Revage Health, Magicka; and Alteration — Invisibility, Waterbreathing, Paralysis. Mixing ingredients with complementary effects produces the desired potions and poisons. Advancing Alchemy takes a great deal of experimentation to learn ingredient traits, but it is highly rewarding. By selling potent creations, alchemists can make big money. Additionally, you can save money by making potions and poisons. Whether you want to level up this tricksy skill organically through strategic crafting and perk selection, speed things along by chumming it up with an alchemy trainer, or straight-up cheat using certain sneaky exploits, we've got you covered. From where to find rare crafting ingredients like the mythical Giant's Toe to clever tricks for enhancing your potion-making powers, these tips will have you cackling with witchy glee as you unlock new heights of alchemical prowess. The more Alchemy experience you gain. Here are some tips: Certain ingredients like Giant's Toe, River Betty, and Salmon Roe significantly boost potion value. Giant's Toe increases duration, River Betty boosts damage, and Salmon Roe enhances restoration effects. Combining Wheat, Giant's Toe, and Creep Clusters easily in bulk. Potions with beneficial effects like Fortify, Restore, and Regenerate give more Alchemy XP than damaging poisons. You should prioritize crafting helpful potions. Enchantment and boost your equipment. Perks like Benefactor, Physician, and Alchemist increase potion magnitude and value, speeding up leveling Paying trainers to increase Alchemy skill is faster, but expensive. Useful trainers include: Lami in Morthal (up to level 75) Arcadia in Whiterun (up to level 70) You can pickpocket trainers after each session to regain gold spent on training. However, this only works on human trainers, not Babette. Finding ingredients and recipes to expand your arsenal of potions is critical. Some key sources include: Merchants: Buy all available recipes and ingredients and recipes to expand your arsenal of potions is critical. Some key sources include: Merchants: Buy all available recipes and ingredients and recipes for materials. Guild Fences: Unlock fences through the Thieves Guild quests; they have 4000 gold. Giant Camps: Giant's Toe ingredients are abundant at camps. Farms: Many farms scattered across Skyrim grow Wheat, an essential ingredient across Skyrim grow Wheat, and essential ingredient across Skyrim grow Wheat across Skyrim Potion Loop: Fortify Restoration potions enhance enchantments. Drinking them while reequipping boosted gear strengthens enchantments infinitely. Each reequip grants massive XP. Enchanting Gear Exploit: Equip multiple helmets and circlets at once to break armor slot limitations. Allows wearing several Fortify Alchemy items together for overpowered effects. Misc tips that help with Alchemy progression: Guardian and Lover Stones: Choose these Standing Stones for boosted skill gain rates. Well Rested Bonus: Sleep in owned bed for an extra 10% increase in progression. Books Before Level-Ups: Reading skill books grants more XP at lower levels, since leveling up requires less XP Save books for early levels. Hearthfire DLC: Plant a garden with alchemy ingredients at your homestead; harvest every 3 days. Saves gathering time. As one can see, advancing the ability to boost your power tremendously or debilitate foes with devastating poisons. You should follow this guide to understand all available avenues for rapidly improving Alchemy proficiency. With the right methods and commitment, reaching level 100 is attainable for any player. You're browsing the GameFAQs Message Boards as a guest. Sign Up for free (or Log In if you already have an account) to be able to post messages, change how messages are displayed, and view media in posts.i know wheat and giant toe is really good but what else? Regenerate Stamina, Health and Magicka are good potions to make and are made out of pretty common ingredients for that Slow Potions with Deathbells and Salt piles which are pretty commonThe Alchemy FAQ says:444 - Glow Dust + Glowing Mushroom + Hanging Moss NOTE: this is one of 5 mixtures that creates a potion with 5 effects. All but one of the others are also in this list and are marked. The last is Daedra Heart + Eye of Sabre Cat + Silverside Perch, but is only worth a base value of 182.433 - Creep Cluster + Large Antlers + River Betty417 - Deathbell + River alchemy guides in the faqs section has a lot of info about potions that sell for very high amounts. Pardon me, I have Scuderia Try to combine Hawk Feathers, Luna Moth Wing, and Vampire Dust. This one should have 4 effects. You can also try Bear Claws and Hanging Moss. I'm not too sure how good this one is but try it out. Klobzi posted... Credit goes to Ahlyis. There's a much bigger list in the FAO. Thanks. :) I want to do the testing again with a full Alchemy perk tree and 100% Alchemy to see which effects like Cure Disease won't increase in value since there's no such thing as a power increase for them. But effects like Fortify Health definitely do gain in value as their power increases. I just haven't gotten around to it yet. Skip to main content Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising, and measure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. Alchemy skills in Skyrim allow players to brew valuable potions with common ingredients for easy alchemy leveling. Gathering ingredients in bulk is a convenient way to level up quickly at the alchemy experience for skill progression. In Skyrim, improving the alchemy skill can be beneficial in a multitude of ways. Not only does a higher alchemy level mean players can brew potions and poisons with better effects, but they can also choose perks that will allow them to sell potion, the more it will improve the players' alchemy level. While the skill can be learned from books and NPCs, gathering ingredients in bulk while traveling can be a more convenient way to quickly gain experience at the alchemy table. Related There are lots of established builds that were created for Skyrim over the years, but these unique builds are for players craving something different. There is an abundance of different potions each beneficial to different builds (archer, warrior, mage), but for players who simply want to level their alchemy skill before making more advanced recipes, the following are the easiest and quickest to make with common and accessible ingredients. There's no need to risk taking on high-level enemies or waste time searching for rare ingredients The value and effects of these recipes are subject to change according to alchemy level and perks; the stats for these potions are according to level 25 alchemy with no skill tree perks. Updated on February 9, 2025, by Rachael Phillips: Thirteen years after the release of The Elder Scrolls: Skyrim, and with TES VI still on the horizon, alchemy remains are according to level 25 alchemy with no skill tree perks. popular skill among players of all kinds of builds. Not only can potions replenish Health, Stamina, and Magicka, but they can also help improve other skills like archery or lockpicking, and offer invaluable buffs during combat. Whether players enjoy roleplaying as an alchemist, making money, or reaping the benefits of potions during their playthrough it is worth learning some of the easier recipes in order to make the most of accessible ingredients. 25 Potion Of Fortify Enchanting Ingredients: Blue Butterfly Wing, Snowberries Effects: Fortify Enchanting Value: 11 The Potion of Fortify Enchanting Ingredients: Blue Butterfly Wing, Snowberries Effects: Fortify Enchanting Ingredients: Blue Bu Snowberries, as their name suggests, can be found in snowy regions such as Dawnstar and Winterhold, while blue butterfly wings can be found all over Skyrim during the day. With such abundant ingredients, this potion is simple to make for some initial alchemy experience. It's also particularly useful for players looking to level up their enchanting skill, as it temporarily improves enchantment strength. Effects: Fortify Lockpicking Value: 18 Although it doesn't have a particularly high starting value, this Potion of Fortify Lockpicking has a simple recipe that not only provides the player with experience, but also with a practical effect. As the name suggests, it makes picking locks temporarily easier, which is especially handy when coming across a master level lock without a very high lockpicking level. Unsurprisingly, Spider Eggs are most commonly found in spider nests, meaning there is a risk of running into eight-legged foes. However, these can be effectively slain with fire or brute force. For those looking to avoid conflict altogether, there is also a chance that alchemists will have some Spider Eggs for sale (or to steal). Effects: Restore Stamina Value: 18 Not every fauna ingredient has to involve a risky battle; there is plenty of wildlife wandering Skyrim's hills that offer some equally useful items. Male deer and elk, distinguished by their size, often drop Large Antlers, and can be found most commonly in meadows and forests. Ivarstead is a particularly hot spot for deer. Related There are tons of alchemy ingredients in Skyrim, just waiting for you to mix into a potion. But some of them are incredibly rare finds. Beyond the stamina restoring effects of large antlers, going hunting is a sure way to improve and level up players' when paired together they create a Potion of Restore Magicka. While there are other more potent recipes for this potion involving Dwarven Oil and Fire Salts, this one is a quick, easy way to get the benefits without the hassle of exploring dangerous Dwarven ruins. Effects: increase HA skill by 9 points for 60 seconds Value: 40 White Caps are slightly and the hassle of exploring dangerous Dwarven ruins. more uncommon than other fungi such as Mora Tapinella and Fly Amanita, but still grow in masses in caves. When paired with the common Thistle Branch (found all across Skyrim's roadsides), players can brew the Potion of Fortify Heavy Armor. This is a useful potion for players going for a tank build as it will temporarily increase the heavy armor travels, as it can be found on plains where snow and trees don't obstruct its growth. For those frequently snooping in hostile mage's caves and picking fights with magical creatures, the Potion of Resist Magic will come in very handy; it will temporarily reduce the amount of damage taken from magic attacks. Effects: Fortify Magicka Value: 51 The Potion of Fortify Magicka offers a surprising amount of alchemy experience, considering how common the ingredients required to make it are. It is also particularly handy for players looking for a temporary magicka boost. Related The land of Skyrim is filled to the brim with powerful spells. Here's a look at some of the absolute best, ranked. Like the Tundra Cotton, Red Mountain Flowers are found all over Skyrim, particularly around Riften, but also frequently along most paths. They are also sold by vendors more often than many other ingredients, making this recipe a firm staple for traveling alchemists. Effects: Fortify Conjuration, Damage Stamina Value: 56 If players don't mind going the extra mile, they can take on skeletons to get the bone meal ingredient for a Potion of Fortify Conjuring. Although this requires engaging in combat, skeletons are a low level enemy with weak health pools, making them totally tackle-able for players just starting out. The plus side to this recipe is that the Lavender can be swapped out for a number of other common ingredients, such as Blue Mountain Flower or Frost Salts. This makes it great for players who collect whatever ingredients they stumble across and might already have in their inventory, and mages looking to hone their conjuring skills. Effects: Resist Fire Value: 65 Although not as common as the blue variety, the Purple Mountain Flower car still easily be harvested from mountains below the snow line, often without needing to deviate from the paths. Likely dangers include bears, wolves, and sabre cats, but these typically don't attack in groups, which makes them easier to handle. Related There are several animals that live in Skyrim, and while some are peaceful, others can be extremely dangerous to even a Dragonborn While not yielding as much experience as some other potions, for a recipe that uses easier-to-find, common ingredients, Potion of Resist Fire Value: 65 Players looking for a simple single effect potion while leveling up their melee might want to try this alternative to the above Potion of Resist Fire. This recipe only has two ingredients but, like the Potion of Fortify Conjuring, requires a bit of bone crunching. Fortunately, players won't need to venture far; Skeletons can be found in each city's Hall of the Dead (though often accompanied by Draugr). This is a particularly useful potion to make early in the game for a helping hand when fighting fire dragons while still at a low level. Not only will making lots of these potions speed up alchemy leveling, but arm the player with a useful inventory for magic battles. Alchemists are often associated with old wizards who try their best to turn mundane items to gold, but that's not the case in Skyrim. It doesn't matter what class you're playing in Skyrim; alchemy is a must-have skill that will aid you in any situation that you can imagine! 15. Fortify Enchanting Sure, you can go on with your enchanting business without drinking a potion first, but you won't be getting the best out of it. The potion of enchanting will stop your enchanting will be extra effects, this useful brew will help you sneak past any enemy or foe without having to worry about being noticed. The effect usually doesn't last for too long, but if you make the best of your time, you'll surely find a lot of use in this potion if you're a thief or an assassin! Recipe: Vampire Dust + Chaurus Egg Getting those pesky locks open can prove to be quite troublesome, especially when trying to get your hands on the most precious of stones. Thankfully, that's what the potion of lockpicking is for. Drink this mysterious substance to open a closed door or chest, and watch your skills suddenly become much better. No lock is too hard to pick if you create one of these potions beforehand! Recipe: Snowberries + Hagraven Claw Smithers might not be seen as the craftiest in Skyrim when it comes to potions, but there are many rewards for those smiths who take the time to level up their alchemy skill. You can use the potion of smithing to get your hands on Daedric and Dragonbone armor many levels before they can actually be crafted. Use this to your advantage! Recipe: Sabercat Tooth + Spriggan Sap Let's get one thing straight before you craft one of these potions: you're not supposed to drink it! Most multi-effect potions that have more than four effects will usually give you at least one damaging debuff in the mix. But crafting potions with many effects will greatly increase your alchemy level, so be sure to craft these if you want to level up quickly! There are many recipes that can be used to create this potion, so be sure to combine as many materials as possible to provide various effects! The potion of bartering is one of the best ways to make a larger profit on your sales without having to level up so much. A sip of this mystical potion before talking to a vendor will allow you to buy items at a much lower price and then sell them at a much higher rate than you would without the effects of this magical brew. Recipe: Dragon's Tongue + Hagraven Claw Did you happen to bring more than you should during your adventures? Perhaps you killed a dragon and you need to carry its scales and bones, but you don't want to drop anything from your inventory. The Potion of Fortify Weight practically weighs nothing, so just keep it on you at all times if you want to avoid any potential loss of items while on your adventures! Recipe: Trama Root + Wisp Wrappings This potion is a reminder of why it's important to learn alchemy, even if you're a bowman. It will allow your shots to do far more damage than they would at your current level. Be sure to learn the recipe for this brew if you plan to play as an archer (or if you're one already). Recipe: Elves' Ear + Spider Egg Effects: Fortify Two-Handed + Regenerate Stamina This dual-effect potion is the ideal companion of every two-handed warrior in the game. It doesn't matter if you're a mighty Nord looking to slash a horde of undead foes or if you're an Orc on a mission to slay whatever's in sight - this potion will allow you to kill as much as you want without having to worry about your stamina. Recipe: Bee + Fly Amanita + Troll Fat Effects: Regenerate Health + Regenerate Magicka Have you ever been in one of those situations where your health is draining and you need! Quickly regenerate your health and magicka with this simple concoction! Recipe: Garlic + Namira's Rot + Salt Pile Effects: Fortify Magicka + Restore Magicka + Restore Magicka Get more magicka, have it regenerated quicker, and increase the size of your spells. Recipe: Jazbay Grapes, Moon Sugar, Red Mountain Flower Effects: Fortify Health + Restore Health Although this potion will ensure that your health drops slower and restores quicker, which will allow you to go on fighting for longer without having to worry about experiencing sudden death. What's not to love about this brew? Recipe: Blue Mountain Flower + Wheat Effects: Resist Frost + Resist Fro that slow you down; this combination of items will ensure that no one can stop you. Be sure to try different combinations of resistance buffs, depending on the type of foe that you're facing - you might want Resist Fire if you're going against Flame Atronachs! Recipe: Hawk Beak + Moon Sugar + Pearl Effects: Regenerate Health + Invisibility This potion will get you out of trouble in an instant. Fight for as long as your body can resist, and then drink this potion quickly to get out of these potions to keep around, so be sure to craft a stack of these potions to keep you healthy, regardless of where you are. You may also use this potion if you're infiltrating an area where you fear that you'll eventually be found. Just chug it when you what's arguably the best healing potion in the game. This powerful potion will free you of any malicious effects that you might've picked up during your journeys. It does take three different items to craft this potion, so be sure to get a decent supply of each before heading to your alchemy table. This ultimate brew will serve you from the beginning of the game to even after beating Alduin. Craft as many as you can; they'll prove to be quite useful! Recipe: Charred Skeever Hide + Eye of Sabre Cat + Mudcrab Chitin Skip to main content Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies, Reddit may still use certain cookies, Reddit may still use certain cookies.

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