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Expensive potions skyrim

» Fri Jun 15, 2012 4:35 am Hello, currently I am thinking of the following thing: I am a hunter with my new character and one of my main activities is of course collecting ingredients and creating potions. Now I've found a combination of ingredients that makes a really expensive elixir and these ingredients are really easy and can often be found (put in a spoiler) Spoiler This blue mountain flower + blue butterfly wingsThis elixir is worth a ridiculous amount of money (over 300 of alchemy at 27 and only one perk in alchemy) and usually find about 30 ingredients both on the hunt. I can sell them for about 100 zlotys, or about 3000 zlotys only from this type of elixir. Now I have to ask what would you do. I'm a hardcore roleplayer and I wanted my character to be a hunter and a thief, but after this easy find I no longer need to be a thief because I only get rich with alchemy. Do you think this is game abuse or cheating? I mean, im not specifically looking for these ingredients, but they are literally everywhere in Skyrim, and as my character type I'm finding them constantly. Why did Bethesda give us such an easy source of money? Thanks in advance for your thoughts on this. CYCO JO-NATE Posts: 3431Joined: Fri Sep 21, 2007 12:41 pm » Fri Jun 15, 2012 1:40am Sounds like your role as a hunter/chemist, nothing wrong with that. You can still thief, if you like, more on the thrill of it though than money. The good thing about this amazing game is that you can play a role any way you want. Soph Posts: 3499Joined: Fri Oct 13, 2006 8:24am » Fri Jun 15, 2012 7:07am I think being a thief is great when a fugitive comes past and hands me something to kill him and booty him and then the hunter comes in and gets an arrow in his knee as well and plundered. Or wealthy people passing by get the same thing. Alchemy is just a cool thing to have by your side, the juice of a sipped tree is great. I feel like my character has just received surveillance and tremendous power. Louise tagg Posts: 3394Jointed: Sun Aug 6, 2006 08:32 »Fri Jun 15, 2012 4:58am Well, thanks for the money-making tip I don't think i use it; you are not cheating or anything. And it is the joy of theft that makes it worth presuming, as does the joy of murder. Len swann Posts: 3466Availability: Mon Jun 18, 2007 5:02 pm » Thu Jun 14, 2012 6:39pm Now I have to ask the question of what you want to do. I'm a hardcore roleplayer and I wanted my character to be a hunter and a thief, but after this easy find I no longer need to be a thief because I only get rich with alchemy. Well, if you are that in rp your character, you may not decide to sell potions. (Or, you can only sell enough of them to fund additional Alchemy training at a store in Whiterun). Or (if they are useful potions) you can hold in a box to justify their storage when you need them. Do you think this is game abuse or cheating? Not. But then, I never bothered having money in Beth games. I've never tried rp poor guy, or cared that I have nothing I want to buy. Why did Bethesda give us such an easy source of money? You probably don't look at it from the same direction/point of view you are. They may not consider it too much money. Or they don't think that giving people ways to make money half-easily is wrong. Or they designed elixir value formulas to simply calculate the value from what the elixir does, not how often the components occur. Kelly John Posts: 3413Joined: Tue Jun 13, 2006 6:40am » Thu Jun 14, 2012 11:25pm To make this elixir even more valuable to add butterfly wings to it. Monarchs and blues fly together so you don't go out of your way to collect them. No, this is not a scam. It's just a way to make money if you want to put time in it. Besides, unless you have a perk merchant you are limited on who you sell potions to. Alchemist stores generally don't have a lot of money to buy things from, and general force stores choose what they will sell because of their money limit. Natalie Taylor Posts: 3301Joined: Mon Sep 11, 2006 7:54pm »Thu Jun 14, 2012 9:15pm Want a really incredibly expensive elixir for no reason? Mix the foam giant with the blue butterfly. I used this to rocket me to 100 alchemies. Emmie Cate Posts: 3372Jointed: Sun Mar 11, 2007 12:01am » Fri Jun 15, 2012 5:16am Roleplay as kleptomaniac. Bitter End Posts: 3418Joined: Fri Tue 08, 2006 11:40am » Thu Jun 14, 2012 5:36PM Potions/poisons that can be made when you have perks are ridiculously expensive.. and im pretty sure that selling more expensive things increases speech skills faster than other things.. so quickly become immensely rich.. how about 100k + after buying and modernizing houses Taylrea Theodor Posts: 3378Joined: Sat November 18, 2006 12:20 am » Thu 14 Jun 2012 8:31 pm 100 septims each? It's chickenfeed. There are potions that you can create that are worth 40 times more. Adam Porter Posts: 3532Joined: Sat Jun 02, 2007 10:47am » Fri Jun 15, 2012 12:45 am I am like how you can make a living in different ways in this game, so if you have found a viable way to use your alchemy skills then I say go for it! Also, I think the Thieves Guild has one of the most interesting quest lines, so if you want rp thief you should definitely try it. I am my own posts: 3344Jointed: Tue Oct 10, 2006 2:55am »Fri Jun 15, 2012 5:36am Some other good ones are Spoiler Salt + Deathbell and slightly less common but equally valuable bear claws + hanging moss. Then there are the creeping clusters that are common in Eastmarch, and they can be combined with a bit of this giant, hawk beak or flaky porophilia (sp?), these mushrooms on the trunks in the life long observer post slot: 3476Jointed: fri. 2006 19:07 » Fri Jun 15, 2012 08:28 I know giants toe and wheat give a good return for their money, wheat is located most places and giants toes are on giants -of course- or you can buy when you have perk merchants -I think- ... but I'm sure everyone already knows that one Rachel Hall Posts: 3396Joined: Thu June 22, 2006 3:41 PM » Fri Jun 15, 2012 3:22 am 100 am septims each? It's

chickenfeed. There are potions that you can create that are worth 40 times more. Exactly. Each elixir combination is listed. Well, the most expensive (and beneficial) ones have on uesp. danni Marchant Posts: 3420Availability: Sat Claw 07, 2006 2:32 am » Fri Jun 15, 2012 3:28 am I came across a bear claw + blue mountain flower the other day. It gave a nice boost and a decent return on prices. Chica Cheve Posts: 3411Joined: No August 27, 2006 10:42 pm »Fri Jun 15, 2012 7:32 am I almost responded to a post about how I discovered that enemies die when they swing weapons at them, but instead I will be helpful. For those who are new to the game here is a combination of ingredients that are worth the most combined and level up the fastest spoiler any of the following two ingredients combined are worth the most money. Combine any two with the Giants Toe, and the price can triple (sometimes even more). Bear claws, blue butterfly wing, blue mountain flower, dust egg, glowing dust, hanging moss, human heart, jarrin root, nightshade, spider eggs, spriggan sap. Again, add the Giants Toe has seriously increased \$. Jacob Phillips Posts: 3430Joined: Wt August 14, 2007 9:46 AM back to V - Skyrim It has been suggested that this article or section be linked to Alchemy (Skyrim) because: Most of the information is already on the home page. (Discuss) This article or section requires immediate attention because: Sections of this page must be rewritten in the right tone and style suitable for wikis. Please correct this article however you can and remove this notification when you are finished. This article or section is not written in a formal tone expected to enter the encyclopedia, which means it relies heavily on colloquialism and unprofessional vocabulary. A perspective may be written from the point of view of the first or second person when an intermediate third party is required. Suggestions can be found in the style sheet and writing guidelines. Main article: Alchemy (Skyrim) is effective in leveling, making money and producing strong armor and weapons in combination with Enchanting and Smithing. Sourcing ingredients[edit | source] Due to the wide range of ingredients, obtaining them can be time-consuming and, depending on the ingredients, expensive. However, it is possible to help collect Sourcing components from suppliers[edit | | Source] Many alchemy retailers in Skyrim will allow Dragonborn to take some ingredients from displays in stores without cost or consequence. In addition, inventory displayed in stores will spawn every ten days, providing frequent inventory of ingredients, some of which are difficult to find. For this to happen, vendors require a task to complete: Perk Sellers[edit | edit source] Several components cannot be purchased from vendors without the Merchant speech perk. These ingredients include: Harvesting Pearls[edit | edit source] With The Elder Scrolls V: Dragonborn, Pearls and Small Pearls can be harvested from Pearl Oysters found off the coast of Solstheim. Alchemy Leveling[edit | source] How the Alchemy Mechanic works[edit | edit source] Alchemy skill increases in proportion to the value/cost of the brewed potion. The value of the elixir depends on the following attributes: Its effect type – Slow Effect is valuable and the health damage effect is inexpensive. Potion strength (% or duration), which depends on skill level, perks, and enchanted clothing. If the elixir has many effects that occur when the ingredients used in the elixir have similar effects, even if the effects themselves are contradictory (such as health damage and restoring health). Valuable individual effects[edit | edit source] Some effects contribute more to potion values than others. Some of the most valuable are: Potions containing these effects are usually more valuable in terms of awarding skill points. Valuable components[edit | edit source] Some components have additional modifiers and are especially valuable for creating effective potions. These include: Roe's confirmation of the giant salmon toe required giant's toe[edit | editing source] When used in the Fortify Health elixir, the giant's toe adds nearly five times the base value of the elixir. A player with high enough Alchemy skills can create potions, including a giant toe, that are worth more than 4,000. Most merchants most likely won't have as much gold at hand unless the speech skill tree is high enough. Leveling process[edit | edit source] Creating multiple potions at once is an effective balancing method. Buffs – Thief's Guardian Stone accelerates alchemy skills by 20%, as do the benefits of good sleep (+10% for a Well-Rested or +15% for Lover's Comfort). Elixir Effects – There are no Alchemy Fortify potions in the game. Consistently using alchemy skills to make better potions strengthen charming, to make better equipment to strengthen alchemy, to make better potions strengthen charming, and so on, will level the skills of Alchemy quickly. Leveling example[edit | edit source] One way to align Alchemy to 100 is by following these steps: Alchemy alchemy skills – It is recommended to purchase skills from Arkady in Whiterun. After purchasing one skill level, you can smuggle and pocket gold back. If it is done every time and with several points invested in pocket money, you can get their Alchemy to level 75 for free. If this is done earlier in the game, then everything can be done at once, like a pickpocket leveling + leveling alchemy potentially level the player faster than you can train. The player can collect pawns and giant wheat during this period and make enough potions to sell to Arcadia to cover the cost of purchasing skills. Alchemy Skill Level 76–90 – It is recommended to purchase skills from Babette from the Dark Brotherhood. You can't pocket her because she's considered a child, even though she's hundreds of years old. You should also make potions from Giant's Toes/Wheat to find alchemy skill level 90-100 – There are 5 skill manuals and 3 quests that increase alchemy skills, including one that raises it by 5 points. They will improve alchemy's ability to the end of the road. Leveling up to 272[edit | edit source] Alchemy can be easily aligned with the restore mix loop. The process is as follows: Ingredients for several restaurant potions and enchanting potions can be obtained through alchemists and harvests during exploration. Many pieces of equipment can be enchanted by Alchemy's Fortify, effectively stacking the bonus. With equipped equipment, you can create a Fortify Restoration elixir. The elixir can then be used. The player can un-equip and re-equip the armor and see the effect place. Steps 3 through 5 can be repeated until the inventory bonus is high enough for its intentions to be sufficient. Once you have reached this goal, you can make a Fortify Enchanting elixir with a bonus. You can then use the Fortify Enchanting potion and create another Alchemy Fortify toolkit. When all active elixir effects go away, the old fortify alchemy equipment can be removed and replaced with a new fortify alchemy tool. Later it is just a matter of obtaining or purchasing multiple reagents. Note: If steps 3 to 5 are repeated enough, you can max alchemy with 15 with the creation of a simple elixir. With the introduction of the ability to legendary skills back to 15, this process of each successful elixir can quickly increase the level of the player, allowing you to get all the perks in a few hours at the alchemy and inspiring table. Tips: If the enchantment of fortify alchemy is too high, the potions they created will level at a normal rate. If this happens, the process must be restarted and fewer loops of steps 3 through 5 must be performed. A good rule of hand is that if the value of your run is a negative number, it is usually too high. It is a very good idea to get Experimenter Perk and eat as many ingredients as you can before resetting the alchemy. This allows you to create a variety of potions without as many attempts and errors. Making Money[edit | editing source] Alchemy's review[edit | editing source] is probably the most time-saving and cost-effective way to make money with Skyrim; The ability to make money is limited by the money that each seller has (which in turn is a function of time), the perks that the player has and the strange way that potions are valued by the game over time. In general, earning on potions depends on: Expenses (the cost of raw materials, the cost of time to collect ingredients or travel to suppliers), the effectiveness of the elixir brewing process and the base value of finished potions, and the ability to sell potions over time (i.e. finding a trade route that will allow sellers to make money when you reach them). To reach the level of 100 alchemy, about 200,000 septims worth of potions must be brewed. Already at level 10 it was possible to make more than 1000 from one potion. For example, from one falmer-infested dungeon, you can extract 100 or more chaurus eggs, and a simple walk through the outskirts of Whiterun at dusk can provide several Luna's Wing. This results in a rather valuable elixir of invisibility. In addition, the combination of salmon roe, garlic and Nordic barnak makes it the most expensive basic elixir, but requires The Elder Scrolls V: Hearthfire. Expenses[edit | editing source] Purchasing raw materials from suppliers is generally efficient because it avoids the many costs associated with finding multiple raw materials in the environment. However, with rare ingredients, a lot of time can be lost when traveling to specific merchants. In general, you should buy each ingredient (except elementary salts) in stores that are smaller than about 60 septims, because the return ratio is astronomically high even for the weakest types of potions. There is almost no correlation between the cost or rarity of ingredients and the potential value of the elixir that can be created from it. In fact, some of the most expensive and rare ingredients make the lowest value potions and vice versa. This Giant (cheap but somewhat rare) in particular has the potential to create the highest potions value in the game at low levels (Giant's Toe + Wheat + Creep Cluster). Another way to cover the initial expenses along with slightly increasing the level of alchemy of the player is this: In the tutorial all spider eggs should be taken from the nest Frostbite Spider. After leaving, many Blue Butterflies you can see will be Riverwood and Whiterun. They can also be collected. The nearest brewing rack can then be used in the Arcadia cauldron, and the reagents can be brewed together. Gold made here can usually be used to pay for additional ingredients for other, more advanced recipes. Home ownership is another valuable investment busy alchemists: provides a convenient location for storing potions, ingredients and buffs The most affordable house in Skyrim is breezehome in Whiterun at 5000 for the basic house, 500 more for the alchemy room. With dod Hearthfire, the player can easily grow the ingredients of the most valuable potions in the garden and resurgent greenhouses every 3 days. For 5000 zlotys and respect from Jarla in Morthal, Falkreath or Dawnstar, you can get a ground pitch with enough materials for a small house and garden with 11 pitches of fertile soil. Having all 3 Skyrim construction sites provides 33 pitches of fertile soil, which is enough to make more potions than you can sell without investing points in the Speech perk tree. Beer brewing process[edit | editing source] The same general guidelines used for leveling apply to improving the profitability of potions with a high manufacturer price: buffs and reinforcement of Alchemy equipment will help improve the potions that sellers are willing to buy. However, it should be noted that each seller has a limited amount of money and it is possible to empty the supplier's pocket with a single elixir. One way to replenish an available gold supplier is to wait 48 hours or use: Buy, save, attack the supplier and reload the record. As mentioned earlier, the base value of the elixir does not always reflect the price of the supplier, but the elixir that the seller wants to be brewed stronger, for a better selling price. Sales & Trade Routes[edit | edit source] All in-game sellers, even perks, have limited money; Thieves Guild fences have deeper pockets (about 4,000 septims), but very valuable potions will flow even those pretty quickly. Once someone has calculated and produced the most valuable potions, the remaining effort will be spent on developing trade routes that will allow each seller's money to replenish when a player comes to sell their products. Alternatively, players can save as soon as the merchant's inventory is cleared, kill the merchant, and reload the game that has just been saved - resetting both the available gold and the merchant's inventory. This saves a lot of time compared to fast travel from location to location and charging times associated with them. Advanced Alchemy-Enchanting-Smithing Power-Crafting[edit | edit source] Step 1: Set Initial Alchemy Buffs[edit | source] Typically, a player can enchant a set of four items with skill fortifications (Alchemy Fortify and Fortify Smithing only; Enchanting Fortify exists only as an elixir). +25% alchemy enchantment fortify can be added on ring, necklace, gloves/braces and circlet. The effect should be on all four pieces of enchanted equipment. If someone is unable to get the maximum +25% bonus, limited to +20%, the player may need to install the patch on Xbox or PS3. Step 2: Create stronger inspiring fortifications | source] A Fortify Enchanting elixir can be made from the right ingredients (Hagraven (Hagraven Berries and Spriggan Sap are some simple reagents that you can buy). This should be done with all the enchanting materials and armor at hand, as the elixir effect will only last 30 seconds. With this elixir you will be able to enchant +29% Alchemy Fortify and +29% Fortify Smithing to your equipment (29% is the best possible bonus without exploits). With dual effect glamorous perk, three pieces can serve double duty: ring, necklace and gloves/braces will contain both spells. Wear new Alchemy gear. Step 3: Create stronger fortifying blacksmith potions[edit | edit source] With +29% Alchemy hardware, you will be able to create +147% smithing potions and 37% Inspirational Potions. With +29% reinforcement of anvil equipment and +147% of smithy enhancement potions, you'll be able to create and upgrade powerful weapons and armor. Use 37% Fortify Enchanting Potions to further improve this equipment. Run.

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