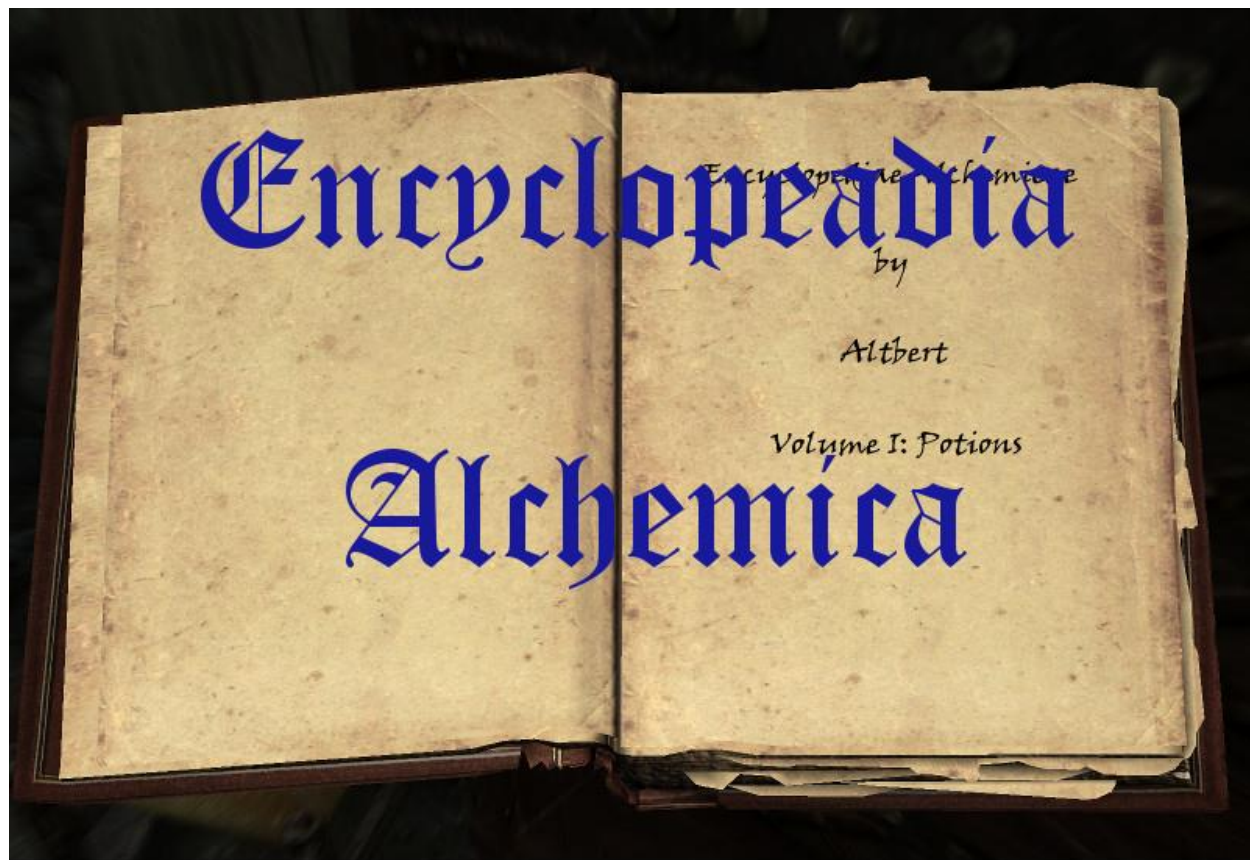


Encyclopeadia Alchemica



Volume I: Potions

Ingredients with a multiplier and capital letter C or M behind the name are non-standard ingredients, that effect the magnitude and/or cost of the potion or poison, compared to a standard potion or poison. Behind the ingredient this effect is marked with an M for magnitude and a C for costs. In front of this capital letter you will then find a multiplier. If the multiplier effects magnitude, it will also effect costs. If the multiplier effects costs, the magnitude will remain the same as with a standard potion or poison. A multiplier greater than 1.0 will increase costs or magnitude and a multiplier less than 1.0 will decrease costs or magnitude of a potion or poison.

The first ingredient mentioned in the following pages is always the ingredient that determines the properties. Only two ingredients are needed to create a potion or poison, where the first ingredient determines the effect of that potion or poison.

Cure Disease

Mudcrab Chitin, Vampire Dust, Charred Skeever Hide (0.36C), Hawk Feathers (0.36C)

Fortify Alteration

Grass Pod, River Betty, Spriggan Sap

Fortify Barter

Butterfly Wing, Dragon's Tongue, Hagraven Claw, Tundra Cotton

Fortify Block

Bleeding Crown, Pearl, Slaughterfish Scales, Tundra Cotton, Briar Heart (0.5M), Honeycomb (0.5M)

Fortify Carry Weight

Creep Cluster, Giant's Toe, Hawk Beak, Poison Bloom, River Betty, Scaly Pholiota, Wisp Wrappings

Fortify Conjuration

Ancestor Moth Wing, Berit's Ashes, Blue Butterfly Wing, Blue Mountain Flower, Bone Meal, Chaurus Hunter, Antennae, Frost Salts, Hagraven Feathers, Lavender

Fortify Destruction

Beehive Husk, Glow Dust, Glowing Mushroom, Wisp Wrappings, Ectoplasm (0.8M), Nightshade (0.8M)

Fortify Enchanting

Ancestor Moth Wing, Blue Butterfly Wing, Chaurus Hunter, Antennae, Hagraven Claw, Snowberries, Spriggan Sap

Fortify Health

Giant's Toe (5.9C), Bear Claws, Blue Mountain Flower, Glowing Mushroom, Hanging Moss, Wheat, Yellow Mountain Flower

Fortify Heavy Armor

Ice Wraith Teeth, Sabre Cat Tooth, Slaughterfish Scales, Thistle Branch, White Cap

Fortify Illusion

Dwarven Oil, Mora Tapinella, Scaly Pholiota, Taproot, Dragon's Tongue

Fortify Light Armor

Beehive Husk, Hawk Feathers, Honeycomb, Luna Moth Wing, Skeever Tail

Fortify Lockpicking

Falmer Ear, Namira's Rot, Pine Thrush Egg, Spider Egg

Fortify Magicka

Briar Heart, Ectoplasm, Histcarp, Jazbay Grapes, Red Mountain Flower, Tundra Cotton, Void Salts

Fortify Marksman

Canis Root, Elves Ear, Juniper Berries, Spider Egg

Fortify One-Handed

Bear Claws, Canis Root, Hanging Moss, Hawk Feathers, Rock Warbler Egg, Small Pearl

Fortify Pickpocket

Blue Dartwing, Nordic Barnacle, Orange Dartwing, Slaughterfish Egg

Fortify Restoration

Abecean Longfin, Cyrodilic Spadetail, Salt Pile, Small Antlers, Small Pearl, Yellow Mountain Flower

Fortify Smithing

Blisterwort, Glowing Mushroom, Sabre Cat Tooth, Spriggan Sap

Fortify Sneak

Abecean Longfin, Frost Mirriam, Hawk Feathers, Human Flesh, Powdered Mammoth Tusk, Purple Mountain Flower, Beehive Husk

Fortify Stamina

Chaurus Eggs, Garlic, Large Antlers, Lavender, Slaughterfish Egg, Torchbug Thorax

Fortify Two-Handed

Dragon's Tongue, Fly Amanita, Troll Fat

Invisibility

Chaurus Eggs, Crimson Nirnroot, Ice Wraith Teeth, Luna Moth Wing, Nirnroot, Vampire Dust

Regenerate Health

Garlic, Gleamblossom, Juniper Berries, Luna Moth Wing, Namira's Rot, Nordic Barnacle, Vampire Dust

Regenerate Magicka

Dwarven Oil, Fire Salts, Garlic, Jazbay Grapes, Moon Sugar, Salt Pile, Taproot

Regenerate Stamina

Bee, Fly Amanita, Mora Tapinella, Scaly Pholiota

Resist Fire

Berit's Ashes, Bone Meal, Dragon's Tongue, Fire Salts, Fly Amanita, Mudcrab Chitin, Snowberries, Elves Ear

Resist Frost

Frost Mirriam, Frost Salts, Hawk Beak, Moon Sugar, Purple Mountain Flower, Silverside Perch, Slaughterfish Scales, Small Pearl, Snowberries, Thistle Branch

Resist Magic

Bleeding Crown, Chicken's Egg, Crimson Nirnroot, Gleamblossom, Hagraven Claw, Lavender, Nirnroot, Tundra Cotton, Void Salts, Wisp Wrappings

Resist Poison

Charred Skeeve Hide, Falmer Ear, Garlic, Grass Pod, Mudcrab Chitin, Slaughterfish Egg, Troll Fat, Yellow Mountain Flower, Beehive Husk (0.5M), Thistle Branch (0.75M)

Resist Shock

Blue Dartwing, Glow Dust, Glowing Mushroom, Hawk Beak, Pearl, Pine Thrush Egg, Snowberries, Swamp Fungal Pod

Restore Health

Blue Dartwing, Blue Mountain Flower, Butterfly Wing, Charred Skeeve Hide, Daedra Heart, Eye of Sabre Cat, Rock Warbler Egg, Swamp Fungal Pod, Wheat, Blisterwort (0.6M), Imp Stool (0.6M)

Restore Magicka

Briar Heart, Creep Cluster, Dwarven Oil, Ectoplasm, Elves Ear, Fire Salts, Giant Lichen, Grass Pod, Human Flesh, Moon Sugar, Mora Tapinella, Pearl, Red Mountain Flower, Taproot, Vampire Dust, White Cap

Restore Stamina

Bear Claws, Bee, Charred Skeeve Hide, Eye of Sabre Cat, Hawk Beak, Histcarp, Honeycomb, Large Antlers, Mudcrab Chitin, Orange Dartwing, Pearl, Pine Thrush Egg, Powdered Mammoth Tusk, Purple Mountain Flower, Sabre Cat Tooth, Silverside Perch, Small Pearl, Torchbug Thorax, Wisp Wrappings

Waterbreathing

Chicken's Egg, Histcarp, Nordic Barnacle

Volume II: Poisons

Ingredients with a multiplier and capital letter C or M behind the name are non-standard ingredients, that effect the magnitude and/or cost of the potion or poison, compared to a standard potion or poison. Behind the ingredient this effect is marked with an M for magnitude and a C for costs. In front of this capital letter you will then find a multiplier. If the multiplier effects magnitude, it will also effect costs. If the multiplier effects costs, the magnitude will remain the same as with a standard potion or poison. A multiplier greater than 1.0 will increase costs or magnitude and a multiplier less than 1.0 will decrease costs or magnitude of a potion or poison.

The first ingredient mentioned in the following pages is always the ingredient that determines the properties. Only two ingredients are needed to create a potion or poison, where the first ingredient determines the effect of that potion or poison.

Damage Health

Jarrin Root (100.0M), River Betty (2.5M), Nirnroot (12.6C), Crimson Nirnroot (3.0M), Deathbell (1.5M), Ectoplasm, Falmer Ear, Human Flesh, Human Heart, Imp Stool, Nightshade, Poison Bloom, Read Mountain Flower, Skeeever Tail, Small Antlers, Troll Fat, Void Salts

Damage Magicka

Butterfly Wing, Chaurus Eggs, Daedra Heart, Eye of Sabre Cat, Glow Dust, Hagraven Feathers, Hanging Moss, Human Heart, Jarrin Root, Luna Moth Wing, Namira's Rot, Nordic Barnacle

Damage Magicka Regen

Ancestor Moth Wing, Bear Claws, Blue Butterfly Wing, Blue Mountain Flower, Chaurus Hunter, Antennae, Chicken's Egg, Glow Dust, Hanging Moss, Human Heart, Jarrin Root, Nightshade, Spider Egg, Spriggan Sap

Damage Stamina

Crimson Nirnroot (3.0M), Berit's Ashes, Blisterwort, Blue Butterfly Wing, Bone Meal, Canis Root, Chaurus Hunter, Antennae, Cyrodilic Spadetail, Giant's Toe, Jarrin Root, Nirnroot, Rock Warbler Egg, Spider Egg

Damage Stamina Regen

Creep Cluster, Daedra Heart, Frost Mirriam, Giant's Toe, Histcarp, Juniper Berries, Large Antlers, Silverside Perch, Skeeever Tail, Wheat, Yellow Mountain Flower

Fear

Blue Dartwing, Cyrodilic Spadetail, Daedra Heart, Gleamblossom, Namira's Rot, Poison Bloom, Powdered Mammoth Tusk

Frenzy

Blisterwort, Falmer Ear, Fly Amanita, Hagraven Feathers, Human Heart, Troll Fat

Lingering Damage Health

Imp Stool, Mora Tapinella, Orange Dartwing, Slaughterfish Egg, Slaughterfish Scales

Lingering Damage Magicka

Hagraven Claw, Purple Mountain Flower, Swamp Fungal Pod, Torchbug Thorax, Wheat

Lingering Damage Stamina

Ancestor Moth Wing, Butterfly Wing, Chicken's Egg, Nightshade, Small Antlers

Paralysis

Briar Heart, Canis Root, Gleamblossom, Human Flesh, Imp Stool, Swamp Fungal Pod

Ravage Health

Cyrodilic Spadetail, Eye of Sabre Cat, Giant Lichen, Jazbay Grapes, Silverside Perch, Skeever Tail

Ravage Magicka

Frost Mirriam, Grass Pod, Lavender, Orange Dartwing, Red Mountain Flower, White Cap

Ravage Stamina

Deathbell (2.1C), Bee, Berit's Ashes, Bone Meal, Honeycomb, Thistle Branch

Slow

Deathbell, Poison Bloom, River Betty, Salt Pile, Large Antlers

Weakness to Fire

Bleeding Crown, Frost Salts, Ice Wraith Teeth, Juniper Berries, Moon Sugar, Powdered Mammoth Tusk

Weakness to Frost

Abecean Longfin, Fire Salts, Ice Wraith Teeth, White Cap, Elves Ear

Weakness to Magic

Creep Cluster, Dwarven Oil, Jazbay Grapes, Rock Warbler Egg, Salt Pile, Scaly Pholiota, Taproot, Torchbug Thorax

Weakness to Poison

Abecean Longfin, Bleeding Crown, Chaurus Eggs, Deathbell, Giant Lichen, Pine Thrush Egg, Sabre Cat Tooth, Small Antlers

Weakness to Shock

Bee, Giant Lichen, Hagraven Feathers, Void Salts

Volume III: Ingredients

This volume contains a complete listing of all ingredients that can be used to create potions and/or poisons and their effects (1 = primary, 2 = secondary, 3 = tertiary, and 4 = quaternary)

Abecean Longfin

- 1: Weakness to Frost
- 2: Fortify Sneak
- 3: Weakness to Poison
- 4: Fortify Restoration

Ancestor Moth Wing

- 1: Damage Stamina
- 2: Fortify Conjunction
- 3: Damage Magicka Regen
- 4: Fortify Enchanting

Bear Claws

- 1: Restore Stamina
- 2: Fortify Health
- 3: Fortify One-Handed
- 4: Damage Magicka Regen

Bee

- 1: Restore Stamina
- 2: Ravage Stamina
- 3: Regenerate Stamina
- 4: Weakness to Shock

Beehive Husk

- 1: Resist Poison
- 2: Fortify Light Armor
- 3: Fortify Sneak
- 4: Fortify Destruction

Berit's Ashes

- 1: Damage Stamina
- 2: Resist Fire
- 3: Fortify Conjunction
- 4: Ravage Stamina

Bleeding Crown

- 1: Weakness to Fire
- 2: Fortify Block
- 3: Weakness to Poison
- 4: Resist Magic

Blisterwort

- 1: Damage Stamina
- 2: Frenzy
- 3: Restore Health
- 4: Fortify Smithing

Blue Butterfly Wing

- 1: Damage Stamina
- 2: Fortify Conjunction
- 3: Damage Magicka Regen
- 4: Fortify Enchanting

Blue Dartwing

- 1: Resist Shock
- 2: Fortify Pickpocket
- 3: Restore Health
- 4: Fear

Blue Mountain Flower

- 1: Restore Health
- 2: Fortify Conjunction
- 3: Fortify Health
- 4: Damage Magicka Regen

Bone Meal

- 1: Damage Stamina
- 2: Resist Fire
- 3: Fortify Conjunction
- 4: Ravage Stamina

Briar Heart

- 1: Restore Magicka
- 2: Fortify Block
- 3: Paralysis
- 4: Fortify Magicka

Butterfly Wing

- 1: Restore Health
- 2: Fortify Barter
- 3: Linger Damage Stamina
- 4: Damage Magicka

Canis Root

- 1: Damage Stamina
- 2: Fortify One-Handed
- 3: Fortify Marksman
- 4: Paralysis

Charred Skeeve Hide

- 1: Restore Stamina
- 2: Cure Disease
- 3: Resist Poison
- 4: Restore Health

Chaurus Eggs

- 1: Weakness to Poison

- 2: Fortify Stamina
- 3: Damage Magicka
- 4: Invisibility

Chaurus Hunter Antennae

- 1: Damage Stamina
- 2: Fortify Conjunction
- 3: Damage Magicka Regen
- 4: Fortify Enchanting

Chicken's Egg

- 1: Resist Magic
- 2: Damage Magicka Regen
- 3: Waterbreathing
- 4: Linger Damage Stamina

Creep Cluster

- 1: Restore Magicka
- 2: Damage Stamina Regen
- 3: Fortify Carry Weight
- 4: Weakness to Magic

Crimson Nirnroot

- 1: Damage Health
- 2: Damage Stamina
- 3: Invisibility
- 4: Resist Magic

Cyrodilic Spadetail

- 1: Damage Stamina
- 2: Fortify Restoration
- 3: Fear
- 4: Ravage Health

Daedra Heart

- 1: Restore Health
- 2: Damage Stamina Regen
- 3: Damage Magicka
- 4: Fear

Deathbell

- 1: Damage Health
- 2: Ravage Stamina
- 3: Slow
- 4: Weakness to Poison

Dragon's Tongue

- 1: Resist Fire
- 2: Fortify Barter
- 3: Fortify Illusion
- 4: Fortify Two-Handed

Dwarven Oil

- 1: Weakness to Magic
- 2: Fortify Illusion
- 3: Regenerate Magicka
- 4: Restore Magicka

Ectoplasm

- 1: Restore Magicka
- 2: Fortify Destruction
- 3: Fortify Magicka
- 4: Damage Health

Elves Ear

- 1: Restore Magicka
- 2: Fortify Marksman
- 3: Weakness to Frost
- 4: Resist Fire

Eye of Sabre Cat

- 1: Restore Stamina
- 2: Ravage Health
- 3: Damage Magicka
- 4: Restore Health

Falmer Ear

- 1: Damage Health
- 2: Frenzy
- 3: Resist Poison
- 4: Fortify Lockpicking

Farengar's Frost Salt

- 1: Weakness to Fire
- 2: Resist Frost
- 3: Restore Magicka
- 4: Fortify Conjunction

Fine-Cut Void Salts

- 1: Weakness to Shock
- 2: Resist Magic
- 3: Damage Health
- 4: Fortify Magicka

Fire Salts

- 1: Weakness to Frost
- 2: Resist Fire
- 3: Restore Magicka
- 4: Regenerate Magicka

Fly Amanita

- 1: Resist Fire
- 2: Fortify Two-Handed
- 3: Frenzy
- 4: Regeneate Stamina

Frost Mirriam

- 1: Resist Frost
- 2: Fortify Sneak
- 3: Ravage Magicka
- 4: Damage Stamina Regen

Frost Salts

- 1: Weakness to Fire
- 2: Resist Frost
- 3: Restore Magicka
- 4: Fortify conjuration

Garlic

- 1: Resist Poison
- 2: Fortify Stamina
- 3: Regenerate Magicka
- 4: Regenerate Health

Giant Lichen

- 1: Weakness to Shock
- 2: Ravage Health
- 3: Weakness to Poison
- 4: Restore Magicka

Giant's Toe

- 1: Damage Stamina
- 2: Fortify Health
- 3: Fortify Carry Weight
- 4: Damage Stamina Regen

Gleamblossom

- 1: Resist Magic
- 2: Fear
- 3: Regenerate Health
- 4: Paralysis

Glow Dust

- 1: Damage Magicka
- 2: Damage Magicka Regen
- 3: Fortify Destruction
- 4: Resist Shock

Glowing Mushroom

- 1: Resist Shock
- 2: Fortify Destruction
- 3: Fortify Smithing
- 4: Fortify Health

Grass Pod

- 1: Resist Poison
- 2: Ravage Magicka
- 3: Fortify Alteration
- 4: Restore Magicka

Hagraven Claw

- 1: Resist Magic
- 2: Linger Damage Magicka
- 3: Fortify Enchanting
- 4: Fortify Barter

Hagraven Feathers

- 1: Damage Magicka
- 2: Fortify Conjunction
- 3: Frenzy
- 4: Weakness to Shock

Hanging Moss

- 1: Damage Magicka
- 2: Fortify Health
- 3: Damage Magicka Regen
- 4: Fortify One-Handed

Hawk Beak

- 1: Restore Stamina
- 2: Resist Frost
- 3: Fortify Carry Weight
- 4: Resist Shock

Hawk Feathers

- 1: Cure Disease
- 2: Fortify Light Armor
- 3: Fortify One-Handed
- 4: Fortify Sneak

Hawk's Egg

- 1: Resist Magic
- 2: Damage Magicka Regen
- 3: Waterbreathing
- 4: Linger Damage Stamina

Histcarp

- 1: Restore Stamina
- 2: Fortify Magicka
- 3: Damage Stamina Regen
- 4: Waterbreathing

Honeycomb

- 1: Restore Stamina
- 2: Fortify Block
- 3: Fortify Light Armor
- 4: Ravage Stamina

Human Flesh

- 1: Damage Health
- 2: Paralysis
- 3: Restore Magicka
- 4: Fortify Sneak

Human Heart

- 1: Damage Health
- 2: Damage Magicka
- 3: Damage Magicka Regen
- 4: Frenzy

Ice Wraith Teeth

- 1: Weakness to Frost
- 2: Fortify Heavy Armor
- 3: Invisibility
- 4: Weakness to Fire

Imp Stool

- 1: Damage Health
- 2: Linging Damage Health
- 3: Paralysis
- 4: Restore Health

Jarrin Root

- 1: Damage Health
- 2: Damage Magicka
- 3: Damage Stamina
- 4: Damage Magicka Regen

Jazbay Grapes

- 1: Weakness to Magic
- 2: Fortify Magicka
- 3: Regenerate Magicka
- 4: Ravage Health

Juniper Berries

- 1: Weakness to Fire
- 2: Fortify Marksman
- 3: Regenerate Health
- 4: Damage Stamina Regen

Large Antlers

- 1: Restore Stamina
- 2: Fortify Stamina
- 3: Slow
- 4: Damage Stamina Regen

Lavender

- 1: Resist Magic
- 2: Fortify Stamina
- 3: Ravage Magicka
- 4: Fortify Conjuration

Luna Moth Wing

- 1: Damage Magicka
- 2: Fortify Light Armor
- 3: Regenerate Health
- 4: Invisibility

Moon Sugar

- 1: Weakness to Fire
- 2: Resist Frost
- 3: Restore Magicka
- 4: Regenerate Magicka

Mora Tapinella

- 1: Restore Magicka
- 2: Linging Damage Health
- 3: Regenerate Stamina
- 4: Fortify Illusion

Mudcrab Chitin

- 1: Restore Stamina
- 2: Cure Disease
- 3: Resist Poison
- 4: Resist Fire

Namira's Rot

- 1: Damage Magicka
- 2: Fortify Lockpicking
- 3: Fear
- 4: Regenerate Health

Nightshade

- 1: Damage Health
- 2: Damage Magicka Regen
- 3: Linging Damage Stamina
- 4: Fortify Destruction

Nirnroot

- 1: Damage Health
- 2: Damage Stamina
- 3: Invisibility
- 4: Resist Magic

Nordic Barnacle

- 1: Damage Magicka
- 2: Waterbreathing
- 3: Regenerate Health
- 4: Fortify Pickpocket

Orange Dartwing

- 1: Restore Stamina
- 2: Ravage Magicka
- 3: Fortify Pickpocket
- 4: Linging Damage Health

Pearl

- 1: Restore Stamina
- 2: Fortify Block
- 3: Restore Magicka
- 4: Resist Shock

Pine Thrush Egg

- 1: Restore Stamina
- 2: Fortify Lockpicking
- 3: Weakness to Poison
- 4: Resist Shock

Poison Bloom

- 1: Damage Health
- 2: Slow
- 3: Fortify Carry Weight
- 4: Fear

Powdered Mammoth Tusk

- 1: Restore Stamina
- 2: Fortify Sneak
- 3: Linging Damage Magicka
- 4: Resist Frost

Purple Mountain Flower

- 1: Restore Stamina
- 2: Fortify Sneak
- 3: Linging Damage Magicka
- 4: Resist Frost

Red Mountain Flower

- 1: Restore Magicka
- 2: Ravage Magicka
- 3: Fortify Magicka
- 4: Damage Health

River Betty

- 1: Damage Health
- 2: Fortify Alteration
- 3: Slow
- 4: Fortify Carry Weight

Rock Warbler Egg

- 1: Restore Health
- 2: Fortify One-Handed
- 3: Damage Stamina
- 4: Weakness to Magic

Sabre Cat Tooth

- 1: Restore Stamina
- 2: Fortify Heavy Armor
- 3: Fortify Smithing
- 4: Weakness to Poison

Salmon Roe

- 1: Restore Stamina
- 2: Waterbreathing
- 3: Fortify Magicka
- 4: Regenerate Magicka

Salt Pile

- 1: Weakness to Magic
- 2: Fortify Restoration
- 3: Slow
- 4: Regenerate Magicka

Scaly Pholiota

- 1: Weakness to Magic
- 2: Fortify Illusion
- 3: Regenerate Stamina
- 4: Fortify Carry Weight

Silverside Perch

- 1: Restore Stamina
- 2: Damage Stamina Regen
- 3: Ravage Health
- 4: Resist Frost

Skeever Tail

- 1: Damage Stamina Regen
- 2: Ravage Health
- 3: Damage Health
- 4: Fortify Light Armor

Slaughterfish Egg

- 1: Resist Poison
- 2: Fortify Pickpocket
- 3: Linger Damage Health
- 4: Fortify Stamina

Slaughterfish Scales

- 1: Resist Frost
- 2: Linger Damage Health
- 3: Fortify Heavy Armor
- 4: Fortify Block

Small Antlers

- 1: Weakness to Poison
- 2: Fortify Restoration
- 3: Linger Damage Stamina
- 4: Damage Health

Small Pearl

- 1: Restore Stamina
- 2: Fortify One-Handed
- 3: Fortify Restoration

- 4: Resist Frost

Snowberries

- 1: Resist Fire
- 2: Fortify Enchanting
- 3: Resist Frost
- 4: Resist Shock

Spider Egg

- 1: Damage Stamina
- 2: Damage Magicka Regen
- 3: Fortify Lockpicking
- 4: Fortify Marksman

Spriggan Sap

- 1: Damage Magicka Regen
- 2: Fortify Enchanting
- 3: Fortify Smithing
- 4: Fortify Alteration

Swamp Fungal Pod

- 1: Resist Shock
- 2: Linger Damage Magicka
- 3: Paralysis
- 4: Restore Health

Taproot

- 1: Weakness to Magic
- 2: Fortify Illusion
- 3: Regenerate Magicka
- 4: Restore Magicka

Thistle Branch

- 1: Resist Frost
- 2: Ravage Stamina
- 3: Resist Poison
- 4: Fortify Heavy Armor

Torchbug Thorax

- 1: Restore Stamina
- 2: Linger Damage Magicka
- 3: Weakness to Magic
- 4: Fortify Stamina

Troll Fat

- 1: Resist Poison

- 2: Fortify Two-Handed
- 3: Frenzy
- 4: Damage Health

Tundra Cotton

- 1: Resist Magic
- 2: Fortify Magicka
- 3: Fortify Block
- 4: Fortify Barter

Vampire Dust

- 1: Invisibility
- 2: Restore Magicka
- 3: Regenerate Health
- 4: Cure Disease

Void Salts

- 1: Weakness to Shock
- 2: Resist Magic
- 3: Damage Health
- 4: Fortify Magicka

Wheat

- 1: Restore Health
- 2: Fortify Health
- 3: Damage Stamina Regen
- 4: Linger Damage Magicka

White Cap

- 1: Weakness to Frost
- 2: Fortify Heavy Armor
- 3: Restore Magicka
- 4: Ravage Magicka

Wisp Wrappings

- 1: Restore Stamina
- 2: Fortify Destruction
- 3: Fortify Carry Weight
- 4: Resist Magic

Yellow Mountain Flower

- 1: Resist Poison
- 2: Fortify Restoration
- 3: Fortify Health
- 4: Damage Stamina Regen

Volume IV: Locations - Part I

Abecean Longfin - Honeycomb

This volume provides an overview of the locations where to find the ingredients used to create potions and poisons, described in the volumes 2 and 3.

Ingredient: name of the ingredient (alchemy reagent)

Source: the plant or creature to obtain the ingredient from

Merchants: the chance to buy the ingredient from apothecary merchants

- **Common:** a 36% chance to buy 1-5 samples

- **Uncommon:** a 15% chance to buy 1-5 samples

- **Rare:** a 21% chance to buy 1-4 samples

- **None:** no chance to buy any sample

None may sometimes become common or uncommon if the Merchant perk has been acquired.

Containers: the chance to find the ingredient in barrels, satchels, chests, sacks, etc.

Locations: locations where to find the greatest number of a certain ingredient, although there might be a larger number of spawning or growing sites; the total number of spawning sites is mentioned under source.

Guaranteed samples: locations where guaranteed (already-harvested) samples can be found.



Abecean Longfin

Source: can be caught in ponds, lakes and other bodies of water; look for dragonflies, as longfins will usually right beneath them.

Merchants: common

Containers: may randomly be found in fish barrels (25% chance) and apothecary's satchels

Locations: around Apprentice Stone (30), Abandoned Shack (22), Wreck of the Winter War (22), Goldenglow Estate (17), Geirmund's Hall (15), Robber's Gorge (15), Solitude Sawmill (15), Gloomreach (14), Heartwood Mill (13), Folgunthur (12), the Lady Stone (12), Reachwater Rock (12)



Ancestor Moth Wing

Source: can be acquired by catching Ancestor Moths around Ancestor Glade

Merchants: None

Containers: None

Locations: Ancestor Glade



Bear Claws

Source: can be acquired by killing bears

Merchants: None or Uncommon; uncommon requires a level 50 speech

Containers: rare-type apothecary's satchels have a 2% chance of containing bear claws

Locations: bears of all types, all around Skyrim

Other: randomly encountered peddlers have an 8% chance of carrying 1-3 samples; Warlocks and Forsworn have a 0.5% chance of carrying 1 sample



Bee

Source: can be caught flying around or collected from beehives

Merchants: Common

Containers: can be randomly found in barrels and apothecary's satchels

Locations: around Honeystand Cave, Haldir's Cairn, North Shriekwind Bastion, Tolvald's Cave, Lost Knife Hideout, Pinewatch, Bleakwind Basin, Greywater Grotto, Kynesgrove, Goldenglow Estate, the Guardian Stones, Redoran's Retreat (1 to 2 spawning sites and 1 to 4 hives)



Beehive Husk

Source: can be collected from beehives

Merchants: None or Common; common requires the Merchant perk

Containers: apothecary's satchels and cooking pots have a 3% chance of 1 sample

Locations: around Honeystand Cave (4), Haldir's Cairn (2), the Guardian Stones (2), Redoran's Retreat (2)

Other: randomly encountered peddlers have a 25% chance of carrying 1-5 samples; Vaermina devotees have a 3% chance of carrying 1 sample; Warlocks have a 0.9% chance of carrying 1 sample



Berit's Ashes

Source: remains of Berit, a friend of Thadgeir

Locations: Dengeir's House (1), Valerica's Study (1)



Bleeding Crown

Source: can be commonly found on cave floors

Merchants: Uncommon

Containers: may also be randomly found in uncommon and rare apothecary's satchels

Locations: Chillwind Depths (40), Geirmund's Hall (34), Tolvald's Cave (21), Irkngthand Grand Cavern (19), Gloomreach Hive (18), Redoran's Retreat (12), White River Watch (11), Blackreach (10)

Guaranteed samples: Alftand Animonculory (3), Tolvald's Gap (3), Fort Snowhawk (2), the Hag's Cure (2), Liar's Retreat (2), Sarethi Farm (2) around Bilegulch Mine (2)



Blisterwort

Source: can commonly be found in caves

Merchants: Uncommon

Containers: may also randomly be found in uncommon and rare apothecary's satchels

Locations: Chillwind Depths (59), Blackreach (18), Tolvald's Cave (14), Gloomreach Hive (11), Halldir's Cairn (10), Labyrinthian (10), Lost Prospect Mine (10)

Guaranteed samples: Arcadia's Cauldron (3), Chillwind Depths (3), Alftand Animonculory (2), Saarthal (2), Sinderion's Field Laboratory (2)



Blue Butterfly Wing

Source: can be acquired by catching blue butterflies in 515 spawning sites

Merchants: Uncommon

Containers: may also randomly be found in uncommon and rare apothecary's satchels

Locations: around Talking Stone Camp (21), Broken Fang Cave (14), Lund's Hut (13), Sleeping Tree Camp (13), Swindler's Den (12), Whiterun Imperial Camp (11), Whitewatch Tower (11), Autumnshade Clearing (10), Rorikstead (10), and inside Bloated Man's Grotto (17) and Shadowgreen Cavern (11)

Guaranteed samples: Fort Snowhawk (2), Palace of the Kings Upstairs (2)



Blue Dartwing

Source: can be acquired by catching dragonflies above bodies of water at 769 spawning site in 138 different locations

Merchants: None or Uncommon; uncommon requires the Merchant perk

Containers: Uncommon

Locations: around Apprentic Stone (30), Abandoned Shack (22), Wreck of the Winter War (22), Goldenglow Estate (17), Geirmund's Hall (15), Solitude Sawmill (15), Robber's Gorge (15), Gloomreach (14)

Guaranteed samples: in Lund's Hut (3), Drelas' Cottage (2), Arcadia's Cauldron (1), Cragslane Cavern (1), Dustman's Cairn (1), Hag Rock Redoubt Ruin (1), Sinderion's Field Laboratory (1), and near Lund's Hut (1)



Blue Mountain Flower

Source: are commonplace in the foothills and lower elevations of mountains, below the snowline, a total of 1739 plants found in 260 different locations

Merchants: Common

Containers: may also be randomly found in some barrels and apothecary's satchels

Locations: around Sleeping Tree Camp (28), Morthal (26), Whiterun Imperial Camp (26), Autumnshade Clearing (25), Heartwood Mill (25), Goldenglow Estate (23), Boulderfall Cave (22), Broken Fang Cave (20), Dragon Bridge Overlook (18), Helgen (18), North Brittlechin Pass (18), Treva's Watch (17), and inside Sovngarde (20)
Guaranteed samples: in Solitude Catacombs (6), Katariah (5), Aeri's House (4), and around High Hrothgar (4)



Bone Meal

Source: can be obtained from undead creatures, always from dragon priests, and possibly from draugr, skeletons, wrathmen and corrupted shade; 132 guaranteed samples in 74 different locations

Merchants: Common

Containers: randomly in some barrels and in apothecary's satchels

Locations: all around Skyrim in barrows, tombs, crypts and ruins

Guaranteed samples: Hag's Cure (7), Dustman's Cairn (5), White Hall (5), Elgrim's Elixirs (4), Fellglow Keep (4), Labyrinthian Chasm (4), Valthume (4)



Briar Heart

Source: can be acquired from Forsworn Briarhearts

Merchants: Rare

Containers: randomly found in rare-type apothecary's satchels

Locations: Forsworn camps

Guaranteed samples: in Gallows Rock (2), Japhet's Folly Towers (2) Fellglow Keep (1), Glenmoril Coven (1), Sinderion's Field Laboratory (1), Soljund's Sinkhole (1) and near Lost Valley Redoubt (2)



Butterfly Wing

Source:

Merchants: Uncommon

Containers: randomly found in uncommon and rare-type apothecary's satchels

Locations: around Talking Stone Camp (21), Broken Fang Cave (14), Lund's Hut (13), Sleeping Tree Camp (13), Swindler's Den (12), Whiterun Imperial Camp (11), Autumnshade Clearing (10), Rorikstead (10), and inside Bloated Man's Grotto (17), Shadowgreen Cavern (11)

Guaranteed samples: Nightcaller Temple (4), Fort Snowhawk (2), Lund's Hut (2), Palace of the Kings Upstairs (2)



Canis Root

Source: can be harvested from small, gnarled bushes in birch woods in the Rift and swampy regions like Hjaalmarch; 551 canis root plants in 84 different locations

Merchants: Uncommon

Containers: randomly found in uncommon and rare-type apothecary's satchels

Locations: around Folgunthur (24), Apprentice Stone (20), Pinepeak Cavern (20), Movarth's Lair (19), Autumnshade Clearing (18), Ruins of Bthalf (17), Shor's Stone (17), Fort Greenwall (15)

Guaranteed samples: Hall of Countenance (5), Broken Tower Redoubt (3), Cragwallow Slope (3), Dead Men's Respite (3), the Midden (3)



Charred Skeever Hide

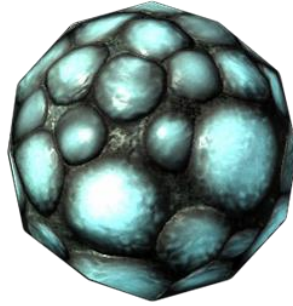
Source: can be collected from charred skeevers roasting over bonfires in bandit camps or giant camps; 39 charred skeevers in 25 different locations

Merchants: Uncommon

Containers: randomly in uncommon and rare-type apothecary's satchels

Locations: around Stonehill Bluff (6), Red Road Pass (3), Bleakwind Basin (2), Blizzard Rest (2), Sleeping Tree Camp (2), Talking Stone Camp (2), and in Irkngthand Slave Pens (3), Fort Dunstad (2)

Guaranteed samples: in Alftand Animonculory (6), Tolvald's Cave (6), Fort Dunstad (5), Forelhost Refectory (3), Guldun Rock Cave (3), Raldbthar Deep Market (3); a 14% chance of 1-3 samples carried by Silver Hand members



Chaurus Egg

Source: can be harvested from chaurus egg sacs, found in large numbers in all Falmer hives; can also be dropped by chaurus, chaurus reapers and chaurus hunters

Merchants: Uncommon

Containers: randomly found in uncommon and rare-type apothecary's satchels

Locations: in Frostflow Abyss (516), Tolvard's Cave (243), Chillwind Depths (158), Irkngthand Slave Pens (100), Raldbthar Deep Market (86), Liar's Retreat (86), Shimmermist Grotto (72), Alftand (71), Duskglow Crevice (65)

Guaranteed samples: Alftand Cathedral (13), Tolvald's Cave (11), Forsaken Crypt (10), Jorrvaskr Living Quarters (10)



Chaurus Hunter Antennae

Source: can be obtained from chaurus hunters and chaurus hunter fledglings

Merchants: None

Containers: None

Locations: in some specific Falmer hives

Guaranteed samples: None



Chicken's Egg

Source: can be harvested from chicken's nests found at most farms; 68 nests in 38 different locations, 132 guaranteed samples in 53 locations

Merchants: Common

Containers: randomly found in uncommon and rare-type apothecary's satchels

Locations: Mixwater Mill (3), Salvius Farm (3), Anga's Mill (2), Battle-Born Farm (2), Black-Briar Lodge (2), Brandy-Mug Farm (2), Darkwater Crossing (2), Drelas' Cottage (2), Goldenglow Estate (2), Half-Moon Mill (2), Heartwood Mill (2), Hlaalu Farm (2), Katla's Farm (2), Kolskegger Mine (2), Marryfair Farm (2), Pelagia Farm (2), Sarethi Farm (2), Shor's Stone (2),

Snow-Shod Farm (2), Solitude Sawmill (2), and near Dragon Bridge (2), Ivarstead (2), Karthwasten (2), Kynesgrove (2), Left Hand Mine (2), Morthal (2), Rorikstead (2), Stonehills (2)

Guaranteed samples: in Thalmor Embassy (8), Corpselight Farm (6), Hlaalu Farm (6), Lylvieve Family's House (6), Rorik's Manor (5), Rustleif's House (4), Old Hroldan Inn (4)



Creep Cluster

Source: can be obtained from strange orange-brown roots growing over rocks in Eastmarch; 245 plants found in 16 different locations; 25 guaranteed samples found in 17 different locations

Merchants: Uncommon

Containers: randomly found in uncommon and rare-type apothecary's satchels

Locations: around Steamcrag Camp (39), Cronvangr Cave (38), Riverside Shack (25), Bonestrewn Crest (23), Eldergleam Sanctuary (22), Atronach Stone (21), Witchmist Grove (21), Kynesgrove (18), Mistwatch (14), Broken Limb Camp (12)

Guaranteed samples: in Fellglow Keep (3), Dawnstar Sanctuary (2), Hag Rock Redoubt (2), Jorrvaskr Living Quarters (2), Midden Dark (2), Thaumaturgist's Hut (2), White Hall (2)



Crimson Nirnroot

Source: can be found exclusively in Blackreach; 44 crimson nirnroot plants

Merchants: None

Containers: None

Locations: only Blackreach (42), Sinderion's Field Laboratory (1), Silent Ruin (1)

Guaranteed samples: None



Cyrodilic Spadetail

Source: can be caught in ponds, lakes and other bodies of water

Merchants: Common

Containers: randomly in some barrels and apothecary's satchels; fish barrels have a 25% chance of containing Cyrodilic spadetails

Locations: around Apprentice Stone (30), Abandoned Shack (22), Wreck of the Winter War (22), Goldenglow Estate (17), Geirmund's Hall (15), Robber's Gorge (15), Solitude Sawmill (15), Gloomreach (14), Heartwood Mill (13), Folgunthur (12), Lady Stone (12), Reachwater Rock (12)

Guaranteed samples: Riften Fishery (1)



Daedra Heart

Source: can be obtained from slain Dremora, all types both named and unnamed

Merchants: Rare; Enthir (2), Babette (38% chance of 1-6 samples), Sleeping Giant Inn (9% chance of 1-2 samples), Balbus (1), Atronach Forge (1 can be created)

Containers: randomly found in rare-type apothecary's satchels

Locations: Shrine of Mehrunes Dagon, The Black Star, Labyrinthian

Guaranteed samples: in Nightcaller Temple (2), Hall of the Vigilant (1), Jorrvaskr Living Quarters (1), Sinderion's Field Laboratory (1)



Deathbell

Source: can be obtained from the deathbell plant, common in swampy areas; 193 plants in 30 different locations; 169 guaranteed samples in 61 different locations

Merchants: Rare

Containers: randomly in rare-type apothecary's satchels

Locations: around Apprentice Stone (32), Folgunthur (31), Morthal (18), Movarth's Lair (14), Ustengrav (11), Meeko's Shack (10), Abandoned Shack (9), Fort Snowhawk (9), and in Shalidor's Maze (9)

Guaranteed samples: in Forelhost Refectory (21), Angeline's Aromatics (7), Arcadia's Cauldron (7), Forsaken Crypt (7), Grave Concoctions (6), Jorrvaskr Living Quarters (6), Thalmor Embassy - Elenwen's Solar (6), Erikur's House (5), Hall of Countenance (5), Vittoria Vici's House (5), and sold by Enthir (3)



Dragon's Tongue

Source: can be found in Eastmarch's volcanic tundra and sometimes as an ornamental plant; 606 plants in 27 different locations; 44 guaranteed samples in 26 different locations

Merchants: Common

Containers: randomly found in some barrels and in apothecary's satchels

Locations: around Steamcrag Camp (94), Witchmist Grove (64), Bonestrewn Crest (55), Atronach Stone (51), Kynesgrove (51), Mistwatch (41), Eldergleam Sanctuary (38), Cronvangr Cave (37), Riverside Shack (35), Broken Limb Camp (33)

Guaranteed samples: in Inner Sanctum (5), Hall of Countenance (3), Treasury House (3), Understone Keep (3), Ansilvund Burial Chambers (2), Arch-Mage's Quarters (2), Fellglow Keep (2), Hag's Cure (2), White Phial (2), around High Hrothgar (3), near Twilight Sepulcher (2)



Dwarven Oil

Source: can be obtained from Dwarven automatons; 11 guaranteed samples in 3 different locations

Merchants: Uncommon

Containers: randomly found in uncommon and rare-type apothecary's satchels

Locations: Dwarven ruins; Dwarven centurions, including guardians and masters, contain at least one sample; other automatons have a 50% chance of containing one sample

Guaranteed samples: Mzinchaleft (8), Irkngthand Arcanex (2), Alftand Animonculory (1)



Ectoplasm

Source: uncommon, found in ghosts and other ethereal undead; 40 guaranteed samples in 27 different locations

Merchants: Uncommon

Containers: randomly found in uncommon and rare-type apothecary's satchels

Guaranteed samples: in Hall of Countenance (5), Arch-Mage's Quarters (2), Forsaken Crypt (2) Fort Snowhawk (2), Hall of Attainment (2), Hjerim (2), Mortal and Pestle (2), Palace of the Kings Upstairs (2), Thaumaturgist's Hut (2), Yngvild Throne Room (2)



Elves Ear

Source: can be harvested from branches of dried elves ear, found hanging to dry inside homes, inns, castles and other buildings, near the fireplace, often side by side with garlic and frost mirrium; 71 guaranteed samples in 40 different locations; 437 dried elves ear branches in 168 different locations

Merchants: Common

Containers: randomly in some barrels and apothecary's satchels

Locations: in Dragonsreach (12), Castle Dour - Emperor's Tower (10), Bee and Barb (7), Black-Briar Lodge (7), Thalmor Embassy (7), Angeline's Aromatics (6), Bannered Mare (6), Burguk's Longhouse (6), and inside East Empire Company Warehouse (6)

Guaranteed samples: in Burguk's Longhouse (4), Angeline's Aromatics (3), Braidwood Inn (3), Dead Man's Drink (3), Four Shields Tavern (3), Frozen Heart (3), Moorside Inn (3), Nightgate Inn (3), Old Hroldan Inn (3), Vilemyr Inn (3), Windpeak Inn (3)



Eye of Sabre Cat

Source: can be obtained from all varieties of sabre cat, including snowy and vale; upon killing a sabre cat you will obtain either an eye or a tooth

Merchants: None or Uncommon; uncommon requires the Merchant perk

Containers: 2% chance in uncommon and rare-type apothecary's satchels

Locations: all around Skyrim in the wilderness; 8% chance of peddlers carrying 1-3 samples; 0.5% chance of Warlocks and Forsworn to carry 1 sample

Guaranteed samples: in Froki's Shack (1), Sinderion's Field Laboratory (1), and near Karthspire Camp (2)



Falmer Ear

Source: can be obtained from dead Falmer; 43 guaranteed samples in 17 different locations

Merchants: Uncommon

Containers: randomly in uncommon and rare-type apothecary's satchels

Locations: all Falmer hives

Guaranteed samples: in Alftand Animonculory (7), Forelhost Stronghold (6), Tolvald's Crossing (5), Hall of Countenance (3), Irkngthand Arcanex (3), Liar's Retreat (3), Black-Briar Manor (2), Dawnstar Sanctuary (2), Hjerim (2), Nightcaller Temple (2), Sinderion's Field Laboratory (2)



Farengar's Frost Salts

Source: same as frost salts, but with a different name (Farengar asks you to deliver some frost salts to Arcadia)



Fine Cut Void Salts

Source: same as regular void salts, but may cause regular void salts to become unuseable

Locations: randomly located in Brood Cavern, Clearspring Tarn, Forsaken Cave, Harmugstahl, Hillgrund's Tomb, Rebel's Cairn, Swindler's Den or Yngvild Cave



Fire Salts

Source: can be obtained from flame atronachs and flame thralls; 50 guaranteed samples in 30 different locations

Merchants: Rare

Containers: randomly in rare-type apothecary's satchels

Guaranteed samples: in Hjerim (3), Midden (3), Mortar and Pestle (3), Nightcaller Temple (3), Proudspire Manor (3), Septimus Signus's Outpost (3), Sunderstone Gorge (3), Arcadia's Cauldron (2), Forelhost Stronghold (2), Hall of Countenance (2), High Gate Ruins (2), Honeyside (2), Labyrinthian Chasm (2), Thaumaturgist's Hut (2), Vlindrel Hall (2)



Fly Amanita

Source: can commonly be harvested in caves; 444 plants in 70 different locations; 43 guaranteed samples in 33 different locations

Merchants: Uncommon

Containers: randomly in uncommon and rare-type apothecary's satchels

Locations: in Pinemoon Cave (66), Geirmund's Hall (44), Chillwind Depths (34), Steamscorch Mine (22), Irkngthand Grand Cavern (15), Orotheim (13), Rebel's Cairn (13), Tolvald's Cave (13), Reachwater Rock (12)

Guaranteed samples: in Tolvald's Cave (4), Alftand Animonculory (2), Cragslane Cavern (2), Irkngthand Grand Cavern (2), Jala's House (2), Solitude Lighthouse (2), Solitude Sawmill (2), Thalmor Embassy (2)



Frost Mirrium

Source: can be obtained from branches hanging to dry in homes; 260 branches in 162 different locations; 37 guaranteed samples in 30 different locations

Merchants: Uncommon

Containers: randomly in uncommon and rare-type apothecary's satchels

Locations: in Black-Briar Lodge (5), Bee and Barb (4), Burguk's Longhouse (4), Temple of Mara (4), Vlindrel Hall (4)

Guaranteed samples: in Elgrim's Elixirs (2), Fellglow Keep (2), Hall of the Dead Falkreath (2), Lemkil's Farmhouse (2), Odfel's House (2), Sven and Hilde's House (2), Vlindrel Hall (2)



Frost Salts

Source: can be obtained from frost atronachs and frost thralls; 47 guaranteed samples in 33 different locations

Merchants: Rare

Containers: randomly in rare-type apothecary's satchels

Locations:

Guaranteed samples: in Grave Concoctions (3), Mistveil Keep (3), Calixto's House of Curiosities (2), Hall of Attainment (2), Hall of Countenance (2), Harmugstahl (2), Honeyside (2), Knifepoint Mine (2), Palace of the Kings Upstairs (2), Proudspire Manor (2), Vlindrel Hall (2), White Hall (2)



Garlic

Source: can be harvested from braids hanging to dry in homes and other buildings; 490 braids in 191 different locations; 369 guaranteed samples in 140 locations

Merchants: Common

Containers: randomly in some barrels and apothecary's satchels

Locations: in Thalmor Embassy (20), East Empire Company Warehouse (9), Vittoria Vici's House (8), Bits and Pieces (7), Black-Briar Lodge (7), Fletcher (7), Fort Dunstad Commander's Quarters (7), Hall of the Dead Solitude (7), Proudspire Manor (7)

Guaranteed samples: in Thalmor Embassy (24), Boulderfall Cave (16), House Gray-Mane (11), Blue Palace (9)



Giant Lichen

Source: can be harvested from a fungus in the marshes of Hjaalmarch; 143 plants in 12 different locations; 28 guaranteed samples in 17 different locations

Merchants: Uncommon

Containers: randomly in uncommon and rare-type apothecary's satchels

Locations: around Movarth's Lair (40), Morthal (20), Apprentice Stone (19), Ustengrav (12), Kjenstag Ruins (8), Hjaalmarch Imperial Camp (6), in Arch-Mage's Quarters (3), Dawnstar Sanctuary garden (3), and near Fort Snowhawk (16), Abandoned Shack (14)

Guaranteed samples: around Dainty Sload (5), Narzulbur (2), in Dawnstar Sanctuary (2), Forsaken Crypt (2), Hag's Cure (2), Hall of Countenance (2), Honeyside (2), Mortar and Pestle (2)



Giant's Toe

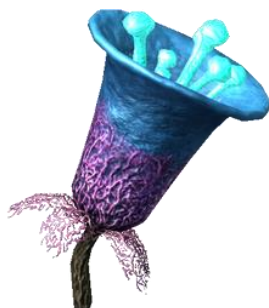
Source: can be obtained from dead giants (all varieties); 33 guaranteed samples in 24 different locations

Merchants: Rare

Containers: randomly in rare-type apothecary's satchels

Locations: around Bleakwind Basin, Blackreach, Blizzard Rest, Broken Limb Camp, Cradlecrush Rock, Guldun Rock, Red Road Pass, Secunda's Kiss, Sleeping Tree Cave, Steamcrag Camp, Stonehill Bluff, Talking Stone Camp, Tumble Arch Pass

Guaranteed samples: in White Hall (3), Calixto's House of Curiosities (2), Castle Dour - Emperor's Tower (2), East Empire Company Warehouse (2), Honeyside (2), Nightcaller Temple (2), Palace of the Kings Upstairs (2), Proudspire Manor (2), and at a camp south of Sundered Towers (2)



Gleamblossom

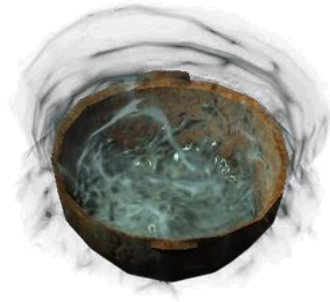
Source: can be harvested from the gleamblossom flower; 66 flowers in 2 different locations; 2 guaranteed samples in 1 location

Merchants: None

Containers: None

Locations: inside Darkfall Passage (34), Forgotten Vale (32)

Guaranteed samples: Forgotten Vale - Inner Sanctum (2)



Glow Dust

Source: can be obtained from dead wisps and wispmothers, as well as left behind wisp cores; 50 guaranteed samples in 38 different locations

Merchants: Uncommon

Containers: randomly in uncommon and rare-type apothecary's satchels

Guaranteed samples: in Palace of the Kings Upstairs (3), Proudspire Manor (3), Shrine of Mehrunes Dagon (3), Hjerim (2), Honeyside (2), Thalmor Embassy - Elenwen's Solar (2), Vittoria Vici's House (2), Vlindrel Hall (2), White Hall (2)



Glowing Mushroom

Source: can be harvested from the walls of caves; 858 plants in 30 different locations; 40 guaranteed samples in 14 different locations

Merchants: Uncommon

Containers: randomly in uncommon and rare-type apothecary's satchels

Locations: in Tolvald's Cave (282), Frostflow Abyss (93), Lost Echo Cave (57), Shimmermist Cave (56), Gloomreach Hive (41), Honningbrew Basement (36), Liar's Retreat (36), Chillwind Depths (35), Greenwall Cave (34), Forelhost Crypt (30)

Guaranteed samples: in Lost Echo Cave (10), Tolvald's Gap (10), Liar's Retreat (4), Frostflow Abyss (3), Irkngthand Grand Cavern (3), Dwemer Museum (2)



Grass Pod

Source: can be harvested from spiky grass that grow along the northern coasts and along the rivers around Morthal; 509 plants in 44 different locations; 7 guaranteed samples in 5 different locations

Merchants: Uncommon

Containers: randomly in uncommon and rare-type apothecary's satchels

Locations: around Ravenscar Hollow (32), Steepfall Burrow (25), Northwatch Keep (24), Widow's Watch Ruins (24), Wreck of the Brinehammer (24), Orphan's Tear (22), Tower Stone (22), Pilgrim's Trench (20)
Guaranteed samples: in Japhet's Folly Towers (2), White Phial (2), Alftand Animonculory (1), Fellglow Keep (1), Thaumaturgist's Hut (1)



Hagraven Claw

Source: can possibly be obtained from dead hagravens; all hagravens have a 26% chance of providing 1-3 hagraven claws; 52 guaranteed samples in 21 different locations

Merchants: Rare

Containers: randomly in rare-type apothecary's satchels

Locations: hagraven nests

Guaranteed samples: in Grave Concoctions (6), Hall of Countenance (5), White Hall (5), Arch-Mage's Quarters (4), Blue Palace (4), Highmoon Hall (3), Thaumaturgist's Hut (3), Angeline's Aromatics (2), Darklight Tower (2), Elgrim's Elixirs (2), Hag's Cure (2), Markarth Inner Sanctum (2), Understone Keep (2), Vlindrel Hall (2), White Phial (2)



Hagraven Feathers

Source: can be obtained from dead hagravens or found around hagraven nests; 64 guaranteed samples in 30 different locations

Merchants: Rare

Containers: randomly found in rare-type apothecary's satchels

Locations: hagraven nests

Guaranteed samples: in Hag's End (9), Serpent's Bluff Ruins (5), Deepwood Redoubt (3), Deepwood Vale (3), Hall of Countenance (3), Nightcaller Temple (3), and around Witchmist Grove (7), Cradle Stone Tower (4), Orphan Rock (3)



Hawk Beak

Source: can be obtained from dead hawks; 1 guaranteed sample; 67 nests in 17 different locations

Merchants: Uncommon

Containers: randomly in uncommon and rare-type apothecary's satchels

Locations: flying in the sky or near their nests; around East Empire Company Warehouse (17), Wreck of the Pride of Tel Vos (4), Hela's Folly (3), Orphan's Tear (3), Traitor's Post (3), Volunruud (3), Wayward Pass (3), Yngol Barrow (3), in Bloated Man's Grotto (4), and near Solitude (10), Automnwatch Tower (3), Froki's Shack (3)

Guaranteed samples: Alftand Animonculory (1)



Hawk Feathers

Source: can be obtained from dead hawks; see Hawk Beak

Merchants: Uncommon

Containers: randomly in uncommon and rare-type apothecary's satchels

Locations: see Hawk Beak

Guaranteed samples: Alftand Animonculory (1)



Hawk's Egg

Source: can only be obtained from hawk's nests on the roofs of Heljarchen Hall and Lakeview Manor after having built the main hall

Merchants: None

Containers: None

Locations: Heljarchen Hall, Lakeview Manor

Guaranteed samples: None



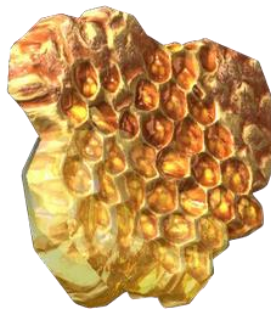
Histcarp

Source: can be caught in ponds, lakes and other bodies of water; 691 spawning sites in 128 different locations

Merchants: Common

Containers: randomly found in some barrels and apothecary's satchels; 25% chance of finding histcarp in fish barrels

Locations: around Apprentice Stone (30), Abandoned Shack (22), Wreck of the Winter War (22), Goldenglow Estate (17), Geirmund's Hall (15), Robber's Gorge (15), Solitude Sawmill (15), Gloomreach (14), Heartwood Mill (13), Folgunthur (12), Lady Stone (12), Reachwater Rock (12)



Honeycomb

Source: can be harvested from beehives; 22 hives in 18 different locations; 2 guaranteed samples in 2 locations

Merchants: None or Uncommon; uncommon requires the Merchant perk (apothecary merchants only)

Containers: all types of apothecary's satchels and pots at cooking spits have a 3% chance of containing 1 sample

Locations: around Honeystrand Cave (3), Redoran's Retreat (2), and near Halldir's Cairn (2)

Guaranteed samples: in Sinderion's Field Laboratory (1), and carried by Arngeir (1)

Volume V: Locations - Part II

Human Flesh - Yellow Mountain Flower

This volume provides an overview of the locations where to find the ingredients used to create potions and poisons, described in the volumes 2 and 3.

Ingredient: name of the ingredient (alchemy reagent)

Source: the plant or creature to obtain the ingredient from

Merchants: the chance to buy the ingredient from apothecary merchants

- **Common:** a 36% chance to buy 1-5 samples

- **Uncommon:** a 15% chance to buy 1-5 samples

- **Rare:** a 21% chance to buy 1-4 samples

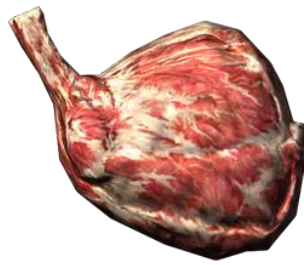
- **None:** no chance to buy any sample

None may sometimes become common or uncommon if the Merchant perk has been acquired.

Containers: the chance to find the ingredient in barrels, satchels, chests, sacks, etc.

Locations: locations where to find the greatest number of a certain ingredient, although there might be a larger number of spawning or growing sites; the total number of spawning sites is mentioned under source.

Guaranteed samples: locations where guaranteed (already-harvested) samples can be found.



Human Flesh

Source: can be found in places where the Black Sacrament has been performed; 24 guaranteed samples in 8 different locations

Merchants: None

Containers: rare-type apothecary's satchels have a 6% chance of containing 1 sample; Falmer magic casters, Warlocks and Forsworn have a 0.7% chance of carrying 1 sample; dead werewolves (Dawnguard required) will carry 1 sample

Guaranteed samples: Volkihar Keep (10), Alftand Animonculory (3), Tolvald's Cave (3), Dawnstar Sanctuary (2), Reachcliff Cave (2), Aretino Residence (1), Black-Briar Manor (1), Raldbthar Deep Market (1), Volunruud (1)



Human Heart

Source: can be found in places where the Black Sacrament has been performed; 16 guaranteed samples in 13 different locations

Merchants: None

Containers: randomly in rare-type apothecary's satchels

Locations: 20% chance of the giant in Giant's Grove carrying 1 sample; 6% chance of rare-type apothecary's satchels containing 1 sample; 0.7% chance of Falmer magic casters, Warlocks and Forsworn carrying 1 sample

Guaranteed samples: in Volkihar Keep (4), Aretino Residence (1), Black-Briar Manor (1), Brittleshin Pass (1), Broken Fang Cave (1), Bruca's Leap Redoubt (1), Ilinaltha's Deep (1), Liar's Retreat (1), Redwater Spring (1), Sunderstone Gorge (1), Volunruud (1), and near Dragontooth Crater (1), Lost Valley Redoubt (1)



Ice Wraith Teeth

Source: can be obtained from ice wraiths, ; 40 guaranteed samples in 20 different locations

Merchants: Rare

Containers: randomly in rare-type apothecary's satchels

Locations: generally in snowy, cold areas

Guaranteed samples: in Hall of Attainment (5), Jorrvaskr Living Quarters (5), White Hall (4), Arch-Mage's Quarters (3), Nightcaller Temple (3), Hall of Countenance (2), Hall of the Vigilant (2), Sleeping Giant Inn (2), Thaumaturgist's Hut (2), Vlindrel Hall (2)



Imp Stool

Source: can be found in caves, near the edges where wall and floom meet; 283 plants in 54 different locations; 20 guaranteed samples in 15 different locations

Merchants: Rare

Containers: randomly in rare-type apothecary's satchels

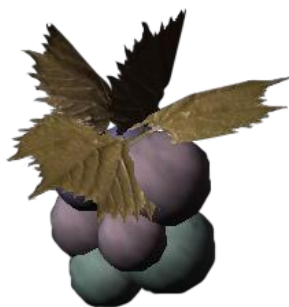
Locations: in Chillwind Depths (51), Haldir's Cairn (23), Tolvald's Cave (20), White River Watch (19), Orotheim (17), Irkngthand Grand Cavern (14), Rebel's Cairn (14), Gloomreach Hive (9), Lost Prospect Mine (9)

Guaranteed samples: in Angeline's Aromatics (2), Chillwind Depths (2), Hag's Cure (2), Tolvald's Gap (2), Understone Keep (2)



Jarrin Root

Source: only available from Astrid of the Dark Brotherhood when assigned to assassinate the Emperor



Jazbay Grapes

Source: can be harvested from vines, growing on top of rocky outcroppings in Eastmarch's volcanic tundra; 364 plants in 22 different locations; 66 guaranteed samples in 36 different locations

Merchants: Rare

Containers: randomly in rare-type apothecary's satchels

Locations: around Steamcrag Camp (49), Witchmist Grove (47), Eldergleam Sanctuary (35), Atronach Stone (33), Bonestrewn Crest (31), Kynesgrove (26), Mistwatch (25), Broken Limb Camp (24), Cronvangr Cave (23), Riverside Shack (22)

Guaranteed samples: in Vlindrel Hall (7), Broken Tower Redoubt (4), Burguk's Longhouse (4), Fellglow Keep (4), Largashbur Longhouse (4), Niranye's House (4)



Juniper Berries

Source: can be harvested from juniper, a small tree growing in the Reach; 1030 juniper trees in 63 different locations; 43 guaranteed samples in 27 different locations;

Merchants: Common

Containers: randomly in some barrels and apothecary's satchels

Locations: around Dushnikh Yal (58), Valthume (57), Reachcliff Cave (49), Karthwasten (48), Old Hroldan (43), Gloomreach (40), Reach Imperial Camp (40)

Guaranteed samples: in Temple of Dibella (5), Treasury House (4), Hag's Cure (3), Sunderstone Gorge (3), Angeline's Aromatics (2), Bards College (2), Burguk's Longhouse - Cellar (2), Erikur's House (2), Sarethi Farm (2)



Large Antlers

Source: can be obtained (50% chance) from dead male deer and elk;

Merchants: None or Uncommon; uncommon requires the Merchant perk

Containers: all types of apothecary's satchels and pots hanging from cooking spits have a 3% chance of containing 1 sample

Locations: all around the Skyrim wilderness; peddlers have a 25% chance of carrying 1-5 samples; Vaermina devotees have a 3% chance of carrying 1 sample; Warlocks have a 0.9% chance of carrying 1 sample

Guaranteed samples: None



Lavender

Source: can be harvested from plants in cold steppe climates, in particular in Whiterun Hold; 530 plants in 73 different locations; 254 guaranteed samples in 95 different locations

Merchants: Common

Containers: randomly in some barrels and apothecary's satchels

Locations: in Whiterun (26), around Chillwind Depths (22), Rorikstead (19), Sleeping Tree Camp (19), Greenspring Hollow (17), Loreius Farm (17), Whitewatch Tower (17), Gjukur's Monument (16), Robber's Gorge (15)

Guaranteed samples: in Thalmor Embassy (17), Blue Palace (16), Hall of the Dead Solitude (14)



Luna Moth Wing

Source: can be obtained by catching luna moths; 526 spawning sites in 144 different locations; 18 guaranteed samples in 4 different locations

Merchants: Uncommon

Containers: randomly in uncommon and rare-type apothecary's satchels

Locations: around Talking Stone Camp (22), Broken Fang Cave (14), Lund's Hut (13), Sleeping Tree Camp (13), Swindler's Den (12), Whiterun Imperial Camp (11), Whitewatch Tower (11), Autumnshade Clearing (10), Rorikstead (10), and inside Bloat Man's Grotto (17), Shadowgreen Cavern (11)
Guaranteed samples:



Moon Sugar

Source: unrefined form of skooma

Merchants: Uncommon; leaders of Khajiit trading caravans sell 1-6 guaranteed samples; skooma dealers (randomly encountered along roads) sell 3 guaranteed samples

Containers: randomly in uncommon and rare-type apothecary's satchels

Guaranteed samples: Riften Warehouse (6), Cragslane Cavern (2), Sinderion's Field Laboratory (1), Sunderstone Gorge (1)



Mora Tapinella

Source: can be harvested from tree stumps and fall trees in forested regions; 527 plants in 177 different locations; 1 guaranteed sample

Merchants: Uncommon

Containers: randomly in uncommon and rare-type apothecary's satchels

Locations: around Riverwood (26), Northwatch Keep (17), Apprentice Stone (9), Broken Limb Camp (9), Evergreen Grove (8), Bonestrewn Crest (7), Half-Moon Mill (7), Witchmist Grove (7), inside Frostmere Crypt (14), Shadowgreen Cavern (12), Moss Mother Cavern (8), and near Rimerock Burrow (7)

Guaranteed samples: Sinderion's Field Laboratory (1)



Mudcrab Chitin

Source: can be obtained from dead mudcrabs, 1 or 2 samples, depending on their size; 8 guaranteed samples in 6 different locations

Merchants: None or Common; common requires the Merchant perk; peddlers have a 25% chance of carrying 1-5 samples; Silver Hand members have a 14% chance of carrying 1-3 samples; Vaermina devotees have a 3% chance of carrying 1 sample; Warlocks have 1 0.9% chance of carrying 1 sample

Containers: all types of apothecary's satchels and pots hanging from cooking spits have a 3% chance of containing 1 sample

Locations: near bodies of water

Guaranteed samples: in Driftshade Refuge (1), Fort Snowhawk (1), Riften Fishery (1), Sinderion's Field Laboratory (1), near Pale Imperial Camp (2), around Riverside Shack (2)



Namira's Rot

Source: can be found on the floors of caves; 262 plants in 49 different locations; 11 guaranteed samples in 7 different locations

Merchants: Uncommon

Containers: randomly in uncommon and rare-type apothecary's satchels

Locations: in Chillwind Depths (64), Haldir's Cairn (21), Tolvald's Cave (17), Irkngthand Grand Cavern (13), Liar's Retreat (12), Lost Prospect Mine (9), Saarthal Excavation (9), Dark Brotherhood Sanctuary (7), Reachwater Rock (7), Rebel's Cairn (7)

Guaranteed samples: in Tolvald's Gap (3), Alftand Animunculory (2), Angeline's Aromatics (2), Arch-Mage's Quarters (1), Fort Snowhawk (1), Hall of Attainment (1), Irkngthand Grand Cavern (1)



Nightshade

Source: can be harvested from the nightshade plant, commonly found in graveyards; 178 plants in 49 different locations; 61 guaranteed samples in 38 different locations

Merchants: Rare

Containers: randomly in rare-type apothecary's satchels

Locations: in Volkihar Courtyard (17), Solitude (11), Labyrinthian Thoroughfare (10), Riften (8), around Hall of the Dead Falkreath (10), Hamvir's Rest (8), Cragslane Cavern (6), Halldir's Cairn (6), Dark Brotherhood Sanctuary (5), Falkreath Watchtower (4), South Cold Rock Pass (4), inside Labyrinthina Chasm (9), Labyrinthian Tribune (5), and near Arcwind Point (6), Refugees' Rest (5), Mistwatch (4)

Guaranteed samples: in Mzulft Aedrome (4), Volkihar Keep (4), Alva's Cellar (3), Glenmoril Coven (3), Hall of Attainment (3), Nightcaller Temple (3), Vlindrel Hall (3), and outside High Hrothgar (3)



Nirnroot

Source: can be harvested near bodies of water; nirnroots glow and emit a chiming sound; 161 plants in 85 different locations; 22 guaranteed samples in 19 different locations

Merchants: Rare

Containers: randomly in rare-type apothecary's satchels

Locations: around Sarethi Farm (9), Northwatch Keep (8), Steepfall Burrow (6), Dawnstar Sanctuary (5), Bruca's Leap Redoubt (4), Evergreen Grove (4), Abandoned Shack (3), Bleakcoast Cave (3), Bleakwind Basin (3), Brinewater Grotto (3), Broken Oar Grotto (3), Gloomreach (3), Heartwood Mill (3), Ravenscar Hollow (3), Redoran's Retreat (3), Wreck of the Brinehammer (3), Wreck of the Icerunner (3), and near Mor Khazgur (3), Rimerock Burrow (3)

Guaranteed samples: in Angeline's Aromatics (2), Sarethi Farm (2), Sinderion's Field Laboratory (2), and on an island north of Dawnstar (3)



Nordic Barnacle

Source: can be obtained by harvesting nordic barnacle clusters found underwater; 734 cluster in 80 different locations; 33 guaranteed samples in 16 different locations

Merchants: Uncommon

Containers: randomly in uncommon and rare-type apothecary's satchels

Locations: around Hela's Folly (61), Wreck of the Brinehammer (59), Dawnstar Sanctuary (48), Orphan's Tear (45), Wreck of the Winter War (42), Broken Oar Grotto (30), Pilgrim's Trench (29), Solitude Lighthouse (27), Northwatch Keep (23), Septimus Signus's Outpost (20), Serpent Stone (20)

Guaranteed samples: in Arch-Mage's Quarters (4), Nightcaller Temple (4), Honeyside (3), Proudspire Manor (3)



Orange Dartwing

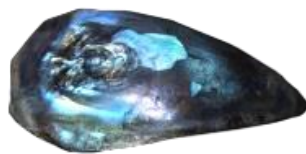
Source: can be obtained by catching dragonflies, found above and near ponds, lakes and other bodies of water; 769 spawning sites in 138 different locations; 51 guaranteed samples in 33 different locations

Merchants: None or Common; common requires the Merchant perk

Containers: unknown

Locations: around Apprentice Stone (30), Abandoned Shack (22), Wreck of the Winter War (22), Goldenglow Estate (17), Geirmund's Hall (15), Robber's Gorge (15), Solitude Sawmill (15), Gloomreach (14)

Guaranteed samples: in Hall of the Dead Solitude (7), Forsaken Crypt (5), Angeline's Aromatics (2), Castle Dour - Emperor's Tower (2), Dustman's Cairn (2), High Hrothgar (2), Jala's House (2), Solitude Lighthouse (2), Solitude Sawmill (2), Thalmor Embassy (2)



Pearl

Source: can be found as already-harvested samples or harvested from pearl oysters in Solstheim; 2 guaranteed samples in 1 location

Merchants: None or Uncommon; uncommon requires the Merchant perk; Warlocks and Forsworn have a 0.5% chance of carrying 1 sample

Containers: uncommon and rare-type apothecary's satchels have a 2% chance of containing 1 sample

Guaranteed samples: in Geirmund's Hall (2)



Pine Thrush Egg

Source: can be harvested from birds' nests found in forested regions, in particular throughout the Rift; 136 nests in 40 different locations; 107 guaranteed samples in 44 different locations

Merchants: Common

Containers: randomly found in some barrels and apothecary's satchels

Locations: around Heartwood Mill (26), Treva's Watch (12), Angarvunde (11), Falkreath Imperial Camp (9), Froki's Shack (5), North Shriekwind Bastion (4), and near Avanchazel (6), Largashbur (5), Orphan's Tear (4), Falkreath Watchtower (4)

Guaranteed samples: in Sylgja's House (6), Sorli's House (5), Dengeir's House (5), Lemkil's Farmhouse (5), Odfel's House (4), Hall of the Dead Falkreath (4), Thalmor Embassy (4), Mzulft Aedrome (4), Falion's House (4)



Poison Bloom

Source: can be harvested from poison bloom plants found exclusively in Darkfall Passage; 12 plants

Merchants: None

Containers: None

Locations: Darkfall Passage - Forgotten Vale

Guaranteed samples: None



Powdered Mammoth Tusk

Source: can only be obtained in random loot; 6 possible guaranteed samples

Merchants: None or Uncommon; uncommon requires the Merchant perk; peddlers have a 8% chance of carrying 1-3 samples; Warlocks and Forsworn have a 0.5% chance of carrying 1 sample;

Containers: uncommon and rare-type apothecary's satchels have a 2% chance of containing 1 sample

Locations: random

Guaranteed samples: in Forgotten Vale (4), Fort Dawnguard (2) (after full renovation)



Purple Mountain Flower

Source: can be harvested from the purple mountain flower, commonplace in the foothills and lower elevations of mountains, below the snowline; 1935 plants in 250 different locations; 88 guaranteed samples in 47 different locations

Merchants: Common

Containers: randomly in some barrels and apothecary's satchels

Locations: around Pinewatch (40), Heartwood Mill (36), Mistwatch (30), Rorikstead (28), Treva's Watch (27), Swindler's Den (26), Dragon Bridge Overlook (24), Goldenglow Estate (24), Half-Moon Mill (24), Sleeping Tree Camp (24), Embershard Mine (23), and inside Shadowgreen Cavern (26)

Guaranteed samples: in Frostflow Lighthouse (11), Solitude Catacombs (6), Katariah (5), and near Red Road Pass (4)



Red Mountain Flower

Source: can be harvested from the red mountain flower, commonplace in the foothills and lower elevations of mountains, below the snowline; 1213 plants in 180 different locations; 98 guaranteed samples in 45 different locations

Merchants: Common

Containers: randomly in some barrels and apothecary's satchels

Locations: around Heartwood Mill (29), Evergeen Grove (26), Ruins of Bthalf (24), Dragon Bridge Overlook (23), Lost Knife Hideout (23), Goldenglow Estate (21), Honningbrew Meadery (21), Snow-Shod Farm (21), Sarethi Farm (20), Snapleg Cave (20), Treva's Watch (20), and in Shadowgreen Cavern (41), Palace of the Kings (22)

Guaranteed samples: in Yngvild Throne Room (16), Vlindrel Hall (6), and near Dawnstar Sanctuary (16)



River Betty

Source: can be caught in ponds, lakes and other bodies of water; 691 spawning sites in 128 different locations; 5 guaranteed samples in 3 different locations

Merchants: Common

Containers: randomly in some barrels and apothecary's satchels; fish barrels have a 25% chance of containing 1 or more samples

Locations: around Apprentice Stone (30), Abandoned Shack (22), Wreck of the Winter War (22), Goldenglow Estate (17), Geirmund's Hall (15), Robber's Gorge (15), Solitude Sawmill (15), Gloomreach (14), Heartwood Mill (13), Folgunthur (12), Lady Stone (12), Reachwater Rock (12)

Guaranteed samples: in Dawnstar Sanctuary (3), Riften Fishery (1), and around Orphan Rock (1)



Rock Warbler Egg

Source: can be harvested from birds' nests found in rocky regions, in particular throughout the Reach; 133 nests in 46 different locations; 102 guaranteed samples in 58 different locations

Merchants: Uncommon

Containers: randomly in uncommon and rare-type apothecary's satchels

Locations: around Valthume (20), Reach Stormcloak Camp (11), Salvius Farm (9), Left Hand Mine (9), Reachcliff Cave (8), Karthwasten (7), Blind Cliff Cave (5), and near Dushnikh Yal (5)

Guaranteed samples: in Grave Concoctions (6), Vlindrel Hall (5), Hall of Countenance (5), Windhelm (4), Helgen Keep (4)



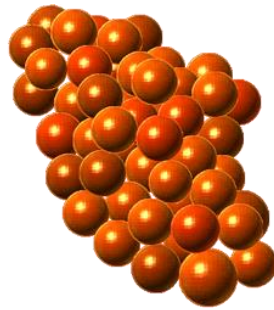
Sabre Cat Tooth

Source: can be obtained from all varieties of sabre cat, sabre cats provide either a tooth or an eye; 5 guaranteed samples in 4 different locations

Merchants: none of uncommon; uncommon requires the Merchant perk; peddlers have an 8% chance of carrying 1-3 samples; Warlocks and Forsworn have a 0.5% chance of carrying 1 sample

Containers: 2% chance of uncommon and rare-type apothecary's satchels to contain 1 sample

Guaranteed samples: in Drelas' Cottage (2), Bruca's Leap Redoubt (1), High Hrothgar (1), Sinderion's Field Laboratory (1)



Salmon Roe

Source: can be harvested from jumping salmon in streams

Merchants: None

Containers: None

Locations: unknown

Guaranteed samples: None



Salt Pile

Source: cannot be harvested; 350 guaranteed samples in 162 different locations

Merchants: Common

Containers: commonly found in many containers; fish and meat barrels always contain 1 salt pile; standard food barrels and most small sacks have a 40% chance of containing 1-3 salt piles

Guaranteed samples: in Riften (13), The Midden (9), Mistveil Keep (9), Fellglow Keep (8), Bee and Barb (6), Riften Warehouse (6), Haelga's Bunkhouse (6), Temple of Mara (6), and near Merryfair Farm (14)



Scaly Pholiota

Source: can be harvested from tree stumps and fallen trees, in particular in the birch forest of the Rift; 180 plants in 41 different locations; 51 guaranteed samples in 32 different locations

Merchants: Uncommon

Containers: randomly in uncommon and rare-type apothecary's satchels

Locations: around Darklight Tower (17), Honeystrand Cave (16), Boulderfall Cave (14), Largashbur (11), Rift Watchtower (8), Snow-Shod Farm (8), Geirmund's Hall (7), Sarethi Farm (6), Shor's Stone (6)

Guaranteed samples: in Fellglow Keep (4), Mistveil Keep (4), Nightcaller Temple (4), Drelas' Cottage (3), White Phial (3)



Silverside Perch

Source: can be caught in ponds, lakes and other bodies of water; 691 spawning sites in 128 different locations; 3 guaranteed samples in 3 different locations

Merchants: Common

Containers: randomly in some barrels and apothecary's satchels; 25% chance of fish barrels containing 1 sample

Locations: around Apprentice Stone (30), Abandoned Shack (22), Wreck of the Winter War (22), Goldenglow Estate (17), Geirmund's Hall (15), Robber's Gorge (15), Solitude Sawmill (15), Gloomreach (14), Heartwood Mill (13), Folgunthur (12), Lady Stone (12), Reachwater Rock (12)

Guaranteed samples: Orphan Rock (1), Riften Fishery (1), Shrine to Peryite (1)



Skeever Tail

Source: can be obtained from dead skeevers and any spider web sac containing mummified skeevers; 69 guaranteed samples in 35 different locations

Merchants: Common

Containers: randomly found in some barrels and apothecary's satchels

Locations: dark areas, such as caves and dungeons and sewers, as well as Skyrim's wilderness

Guaranteed samples: in Fort Dunstad Commander's Quarters (8), Honningbrew Basement (8), Liar's Retreat (4), Nightcaller Temple (4), Volskygge Passages (4), Bleak Falls Barrow (6), Bleak Falls Temple (6), Tolvald's Cave (3), Helgen Keep (2), Skybound Watch Pass (2); (including those found in spider web sacs)



Slaughterfish Egg

Source: can be harvested from slaughterfish egg nests found underwater or half-submerged; 606 nests in 89 different locations; 116 guaranteed samples in 33 different locations

Merchants: Uncommon

Containers: randomly in uncommon and rare-type apothecary's satchels

Locations: around Wreck of the Brinehammer (61), Serpent Stone (30), Pilgrim's Trench (24), Geirmund's Hall (24), Solitude Lighthouse (23), Wreck of the Icerunner (23), Broken Oar Grotto (21), Dawnstar Sanctuary (20)

Guaranteed samples: in Arch-Mage's Quarters (11), Jorrvaskr Living Quarters (7), Calixto's House of Curiosities (7), Black-Briar Manor (6), Labyrinthian - Tribune (5), Hag's Cure (5), Hall of the Vigilant (5), Nepos's House (5), Sleeping Giant Inn (5)



Slaughterfish Scales

Source: can be obtained from dead slaughterfish; 71 guaranteed samples in 32 different locations

Merchants: Uncommon

Containers: randomly in uncommon and rare-type apothecary's satchels

Guaranteed samples: Glenmoril Coven (6), Tolvald's Cave (6), Proudspire Manor (5), Japhet's Folly Towers (4), Thalmor Embassy - Elenwen's Solar (4), Vittoria Vici's House (4)



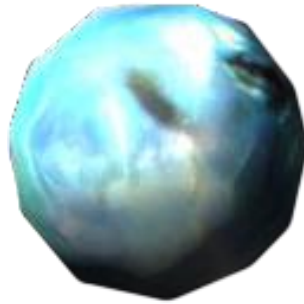
Small Antlers

Source: can be obtained from female elk; 3 guaranteed samplers in 3 different locations

Merchants: None or Common; common requires the Merchant perk; peddlers have an 8% chance of carrying 1-3 samples; Warlocks and Forsworn have a 0.5% chance of carrying 1 sample

Containers: various ingredient-specific barrels have a 17% chance of containing 1-4 samples

Guaranteed samples: Japhet's Folly Towers (1), Rimerock Burrow (1), Volkihar Keep (1)



Small Pearl

Source: only available as already-harvested samples or can be harvested from pearl-oysters in Solstheim; 2 guaranteed samples in 2 different locations

Merchants: None or Uncommon; uncommon requires the Merchant perk; peddlers have an 8% chance of carrying 1-3 samples; Warlocks and Forsworn have a 0.5% chance of carrying 1 sample

Containers: uncommon and rare-type apothecary's satchels have a 2% chance of containing 1 sample

Guaranteed samples: Alftand Animonculory (1), Geirmund's Hall (1)



Snowberries

Source: can be harvested from the snowberry plant, commonly found near the snowline; 1578 plants in 208 different locations; 142 guaranteed samples in 66 different locations

Merchants: Common

Containers: randomly in some barrels and apothecary's satchels

Locations: around Bloodlet Throne (40), Windward Ruins (37), Driftshade Refuge (31), Greywater Grotto (30), Weynon Stones (29), Morthal (28), Traitor's Post (28), Haemar's Shame (27), Nightgate Inn (27), Pale Imperial Camp (27)

Guaranteed samples: in Yngol Barrow (15), Solitude Catacombs (12), Broken Tower Redoubt (7), Aeri's House (5), Bards College (5), Brandy-Mug Farm (5)



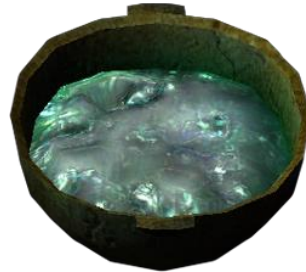
Spider Egg

Source: can be harvested from egg sacs and web sacs of frostbite spiders; 86 sacs in 28 different locations; 151 guaranteed samples in 44 different locations

Merchants: Uncommon

Containers: randomly in uncommon and rare-type apothecary's satchels

Locations: in Chillwind Depths (8), Volskygge Passages (7), Helgen Keep (7), Southfringe Sanctum (6), Skybound Watch Pass (5), Cronvangr Cave (5), Harmugstahl (4), Valthume (4), Skuldafn Temple (4), Tolvald's Cave (4)
Guaranteed samples: in Harmugstahl (12), Ironbind Barrow (12), Chillwind Depths (8), Reeking Tower (7), Helgen Keep (7), Volskygge Passages (7), Jorrvaskr Living Quarters (7), Valthume (6), Southfringe Sanctum (6)



Spriggan Sap

Source: only available as already-harvested samples; 18 guaranteed samples in 13 different locations

Merchants: Uncommon

Containers: randomly in uncommon and rare-type apothecary's satchels

Guaranteed samples: in Honeyside (3), Proudspire Manor (3), Hall of Countenance (2), Ansilvund Excavation (1), Arcadia's Cauldron (1), Arch-Mage's Quarters (1), Grave Concoctions (1), Jorgen and Lami's House (1), Mistveil Keep (1), Mortar and Pestle (1), Ragged Flagon (1), Soljund's Sinkhole (1), Tower of Mzark (1)



Swamp Fungal Pod

Source: can be harvested from a fungus found in the marshes of Hjaalmarch; 139 plants in 13 different locations; 24 guaranteed samples in 12 different locations

Merchants: Uncommon

Containers: randomly in uncommon and rare-type apothecary's satchels

Locations: around Movarth's Lair (36), Morthal (29), Apprentice Stone (26), Folgunthur (13), Hjaalmarch Imperial Camp (9), Fort Snowhawk (5), and near Abandoned Shack (7)

Guaranteed samples: in Arch-Mage's Quarters (4), Mortar and Pestle (3), Elgrim's Elixirs (2), Hall of Attainment (2), Hall of Countenance (2), Honeyside (2), Proudspire Manor (2), Sarethi Farm (2), Vlindrel Hall (2)



Taproot

Source: can be obtained from dead spriggans, including matrons and earth mothers; 28 guaranteed samples in 22 different locations

Merchants: Uncommon

Containers: randomly in uncommon and rare-type apothecary's satchels

Guaranteed samples: in Ansilvund Excavation (2), Fort Snowhawk (2), Honeyside (2), Nightcaller Temple (2), Proudspire Manor (2), and around Clearpine Pond (2)



Thistle Branch

Source: can be harvested from thistle plants, found at lower elevations, in particular in the southern pine forests; 775 plants in 119 different locations; 46 guaranteed samples in 36 different locations

Merchants: Common

Containers: randomly in some barrels and apothecary's satchels

Locations: around Riverwood (41), Falkreath (23), North Shriekwind Bastion (20), Pinewatch (20), Anise's Cabin (18), Guardian Stones (18), Lost Knife Hideout (18), Cragslane Cavern (16), Embershard Mine (16), Evergreen Grove (15), and inside Blue Palace (16)

Guaranteed samples: in Drelas' Cottage (3), Bryling's House (2), Dark Brotherhood Sanctuary (2), Mortar and Pestle (2), Nepos's House (2), Potema Catacombs (2), Radiant Raiment (2), Thalmor Embassy (2), and around High Hrothgar (2)



Torchbug Thorax

Source: can be obtained by catching torchbugs at night in most non-snowy areas; 576 spawning sites in 153 different locations; 33 guaranteed samples in 13 different locations

Merchants: None or Common; common requires the Merchant perk

Containers: unknown

Locations: around Talking Stone Camp (22), Broken Fang Cave (14), Lund's Hut (13), Sleeping Tree Camp (13), Swindler's Den (12), Apprentice Stone (11), Whiterun Imperial Camp (11), Whitewatch Tower (11), and inside Bloated Man's Grotto (17), Shadowgreen Cavern (11)

Guaranteed samples: in The Midden (9), Forsaken Crypt (6), Proudspire Manor (3), White Hall (3), Cragwallow Slope (2), Hall of Countenance (2), Hjerim (2)



Troll Fat

Source: can be obtained from dead trolls (all varieties); 83 guaranteed samples in 53 different locations

Merchants: Uncommon

Containers: randomly in uncommon and rare-type apothecary's satchels

Guaranteed samples: in East Empire Company Warehouse (17), Alvor and Sigrid's House (2), Calixto's House of Curiosities (2), Hall of Countenance (2), Hjerim (2), Honeyside (2), Jorrvaskr Living Quarters (2), Knifepoint Mine (2), Mortar and Pestle (2), Nightcaller Temple (2), Palace of the Kings Upstairs (2), Proudspire Manor (2), Sadri's Used Wares (2), Valhume (2), Vlindrel Hall (2)



Tundra Cotton

Source: can be harvested from a plant, mostly growing in the plains of the Whiterun Hold; 710 plants found in 61 different locations; 157 guaranteed samples in 55 different locations

Merchants: Common

Containers: randomly in some barrels and apothecary's satchels

Locations: around Broken Fang Cave (46), Whitewatch Tower (37), Sleeping Tree Camp (34), Bloated Man's Grotto (32), Loreius Farm (31), Swindler's Den (30), Redoran's Retreat (24), Fort Greymoor (23), Talking Stone Camp (23)

Guaranteed samples: in Thalmor Embassy (15), Blue Palace (12), Erikur's House (10), Vittoria Vici's House (10)



Vampire Dust

Source: can be obtained from all types of vampires; 30 guaranteed samples in 22 different locations

Merchants: Rare

Containers: randomly in rare-type apothecary's satchels

Guaranteed samples: in Dawnstar Sanctuary (2), Drelas' Cottage (2), Hjerim (2), Honeyside (2), Mortar and Pestle (2), Nightcaller Temple (2), Palace of the Kings Upstairs (2), and around Autumnwatch Tower (2)



Void Salts

Source: can be obtained from storm atronachs; 49 guaranteed samples in 32 different locations

Merchants: Rare

Containers: randomly in rare-type apothecary's satchels

Guaranteed samples: in Proudspire Manor (4), Angeline's Aromatics (3), Arch-Mage's Quarters (3), Blue Palace (3), Hjerim (3), Honeyside (3), Arcadia's Cauldron (2), Solitude Blacksmith (2), Thalmor Embassy (2), Vittoria Vici's House (2)



Wheat

Source: can be obtained from wheat bushels in the fields of farms; 84 bushels in 13 different locations; 78 guaranteed samples in 45 different locations

Merchants: Common (guaranteed samples sold by Grave Concoctions, Arcadia's Cauldron and Sleeping Giant Inn)

Containers: randomly in some barrels and apothecary's satchels

Locations: Cowflop Farmhouse (12), Hollyfrost Farm (11), Brandy-Mug Farm (8), Chillfurnow Farm (7), Battle-Born Farm (6), Hlaalu Farm (6), Loreius Farm (6), Fellstar Farm (5), Merryfair Farm (5), Lylvieve Family's House (4), Snow-Shod Farm (4), Katla's Farm (3), and near Darkwater Crossing (7)

Guaranteed samples: in Fellglow Keep (4), Mauhulakh's Cellar (4), Ogmund's House (4), Treva's Watch (4), Blind Cliff Bastion (3), Dawnstar Sanctuary (3), Gallows Rock (3), Guard Tower Markarth (3), Hag Rock Redoubt (3), Mzulft (3), Thalmor Embassy - Barracks (3)



White Cap

Source: can be commonly harvested in caves; 387 plants in 66 different locations; 21 guaranteed samples in 14 different locations

Merchants: Uncommon

Containers: randomly in uncommon and rare-type apothecary satchels

Locations: in Chillwind Depths (43), Frostflow Abyss (34), Tolvald's Cave (25), Rebel's Cairn (24), Halldir's Cairn (22), Geirmund's Hall (18), Irkngthand Slave Pens (17), White River Watch (17)

Guaranteed samples: in Dustman's Crypt (4), Arcadia's Cauldron (3), Alftand Animonculory (2), Tolvald's Gap (2)



Wisp Wrappings

Source: can be obtained from wispmothers

Merchants: None or Uncommon; uncommon requires the Merchant perk; peddlers have an 8% chance of carrying 1-3 samples; Falmer magic casters, Warlocks and Forsworn have a 0.5% chance of carrying 1 sample

Containers: uncommon and rare-type apothecary's satchels have a 2% chance of containing 1 sample



Yellow Mountain Flower

Source: can be harvested from the rare yellow-flowered variety of mountain flower; 29 plants in 2 different locations; 3 guaranteed samples in 1 location

Merchants: None

Containers: None

Locations: Ancestor Glade (27), Volkihar Courtyard (2)

Guaranteed samples: in Forgotten Vale - Inner Sanctum (3)

Volume VI: Appendices

Appendix A: Perks

Perk: Alchemist

Rank: 1

Potions and poisons you make, are 20% stronger.

No skill or perk requirements.

Perk: Alchemist

Rank: 2

Potions and poisons you make, are 40% stronger.

Skill requirement: 20 Alchemy

Perk requirement: Alchemist rank 1

Perk: Alchemist

Rank: 3

Potions and poisons you make, are 60% stronger.

Skill requirement: 40 Alchemy

Perk requirement: Alchemist rank 2

Perk: Alchemist

Rank: 4

Potions and poisons you make, are 80% stronger.

Skill requirement: 60 Alchemy

Perk requirement: Alchemist rank 3

Perk: Alchemist

Rank: 5

Potions and poisons you make, are 100% stronger.

Skill requirement: 80 Alchemy

Perk requirement: Alchemist rank 4

Perk: Physician

Potions, restoring Health, Magicka or Stamina, you make, are 25% more powerful.

Skill requirement: 20 Alchemy

Perk requirement: Alchemist

Perk: Benefactor

Potions you mix with beneficial effects have an additional 25% greater magnitude.

Skill requirement: 30 Alchemy

Perk requirement: Physician

Perk: Experimenter

Rank: 1

Eating an ingredient reveals the first two effects.

Skill requirements: 50 Alchemy

Perk requirement: Benefactor

Perk: Experimenter

Rank: 2

Eating an ingredient reveals the first three effects.

Skill requirement: 70 Alchemy

Perk requirement: Experimenter rank 1

Perk: Experimenter

Rank: 3

Eating an ingredient reveals all four effects.

Skill requirement: 90 Alchemy

Perk requirement: Experimenter rank 2

Eating an ingredient before gaining the Experimenter perk reveals only the first effect.

Perk: Poisoner

Poisons you make, are 25% more effective.

Skill requirements: 30 Alchemy

Perk requirement: Physician

Perk: Concentrated Poison

Poisons applied to weapons last for twice as many hits.

Skill requirements: 60 Alchemy

Perk requirement: Poisoner

Perk: Green Thumb

You gather two ingredients from plants, and you also get extra ingredients from crops, egg nests, barnacle clusters, etcetera, but not from creatures or nirnroot.

Skill requirements: 70 Alchemy

Perk requirement: Concentrated Poison

Perk: Snakeblood

You have a 50% resistance to all poisons.

Skill requirements: 80 Alchemy

Perk requirement: Experimenter or Concentrated Poison

Perk: Purity

Created potions have no negative effects and created poisons have no positive effects.

Skill requirements: 100 Alchemy

Perk requirement: Experimenter

Appendix B: Skill Books

De Rerum Dirennis

- north of Evergreen Grove
- Grave Concoctions
- Sinderion's Field Laboratory
- The Midden Dark
- Valerica's Study
- on the body of a dead alchemist at Clearpine Pond

A Game at Dinner

- Dead Crone Rock
- Forsake Crypt
- Harmugstahl
- Honningbrew Meadery
- New Gnisis Cornerclub

Herbalist's Guide to Skyrim

- Arcadia's Cauldron
- Boulderfall Cave
- Journeyman's Nook
- The Hag's Cure

Mannimarco, King of Worms

- Evergreen Grove
 - south of Haafingar Stormcloak Camp
 - Nightcaller Temple
 - next to the corps of Rundi
 - in an apothecary's satchel
- Last two copies are found eastsoutheast of Winterhold.

Song of the Alchemists

- Anise's Cabin
- Bards College (after accepting Lami's request)

Appendix C: Most valuable potions

- 1: Hanging Moss, Bear Claws and Giant's Toe
- 2: Blue Butterfly Wing, Blue Mountain Flower and Giant's Toe
- 3: Glow Dust, Glowing Mushroom and Hanging Moss
- 4: Creep Cluster, Large Antlers and River Betty