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## Skyrim special edition how to level up alchemy fast

Skyrim Special Edition is out now for PS4, Xbox One, and PC leading to an influx of brand new players for the five year old game. While The Elder Scrolls V: Skyrim was hugely popular in its time, Skyrim Special Edition looks to still be adding a bunch of newbies anyway. So, with new players come a lot of old questions, and with everyone just starting out their adventures in Skyrim, the biggest on on everyone's mind is how to level up fast in Skyrim Special Edition. First, some notes. Leveling up fast in Skyrim Special Edition might seem enticing, but it can also impact the game in a number of ways. Most enemies are at fixed levels, so if you jump a ton of levels they will be super easy. You may enjoy this though. However, a few enemies, including some dragons, level up with you. This means that as you level up, they still remain a threat. Also, the way Skyrim has you leveling up, you need to focus on specific attributes in order to boost that stat. We've broken down this guide into those specific stats with a tip for how to level it up fast. Some of these require other things, so if you have any questions, let us know in the comments. How to Level Up Fast in Skyrim Special Edition Magic: First up are the Magic stats, be sure to go to set the Mage Stone as active if you've discovered that location. If you're married, you'll also want to sleep with your wife to trigger an XP bonus. If you're not, check out this guide on how to get married in Skyrim Special Edition. Illusion: Once you have the Muffle spell (buy it from Farengar at Dragonsreach in Whiterun) simply use it constantly. It should always be active on your character. If you run out of Magicka just wait an hour or so to refill it. Alteration: Obtain the Detect Life spell through any of a number of ways (check the shop at Winterhold). Find a highly populated area, such as an Inn, and cast the spell. Do this until you run out of Magicka, then head to a bed and rest. Just repeat this process. Restoration: Head to the Labyrinthian Chasm to obtain the Equilibrium spell. This deals damage to yourself. Set your healing spell on your other hand and cast both over and over again, making sure not to kill yourself. Destruction: This one requires you to be a little mean. Do the Dark Brotherhood questline to the point where you can purchase a Torture Chamber. Then you can use Destruction magic spells against the prisoners there. Be sure not to kill them, using healing spells if necessary. Repeat this process. Conjuratation: Obtain the Soul Trap spell. Once you have it, just find some random, wild animal. Kill it, then continue to cast Soul Trap on its dead body. Enchanting: The only real trick here, other than constantly enchanting weapons, is to find a weapon that can trap souls on its own, along with Azura's Star (a soul gem that will not disappear upon use). Killing animals and enemies with the weapon will recharge Azura's Star, which you can keep using to recharge your weapon. Combat: Be sure to head back to the stones and select the Warrior Stone. One-handed and two-handed weapons: Complete the Dark Brotherhood questline and you'll get Shadowmere, an invincible horse. Now you can just spam attacks against him with whichever type of weapon you want to level up. Light and Heavy armor: These also just require constant use. If you want, find a giant or a guard tower, somewhere where you can take a ton of damage in a relatively short amount of time. Keep an eye on your health, equip the armor you want to level up, and start taking punches. Smithing: There are a few ways to do this one. My favorite is to use Iron Ingot and Leather Strips to creat as many Iron Daggers as you can, selling them off and using the proceeds to buy more Iron and Leather. You can also kill a bunch of animals to get leather, using just that to make Hide Bracers. Just craft as many small, easy to make items as you can and your smithing ability should level up fast. However, this was nerfed by an update at some point. It's still helpful, but not nearly as much. Thief: Activate the Thief Stone for these. Sneak: Find large groups of people, then sneak around them. Some might notice you, but the ones that don't will feed your XP for your Sneak stat. Lockpicking/Pickpocket: Another one of those that has little trickery to it. To level these up just do them as often as possible. For pickpocket, maybe focus on cheaper items. Archery: Another one where Shadowmere is helpful. Just fire as many iron arrows at him as you can. It's OK, he can't die. Alchemy: Become a hoarder. Every flower or other ingredient that you see, pick it up. Head to an alchemy table and create as many cheap potions as possible. Hopefully this helps you out in your quest to level up fast in Skyrim Special Edition. The game has been out for a while, and updates change some stuff. I tried to investigate whether these still worked, but if I missed anything please shout it out in the comments. If you have a method that you think is better, please let me know as well. It has been suggested that this article or section be merged with Alchemy (Skyrim), because: Most of the information is on the main page already. (Discuss) This article or section is not written in the formal tone expected of an encyclopedia entry, meaning it relies heavily on colloquialisms and unprofessional verbiage. The perspective may be written from a first- or second- person point of view, when third person indirect is required. See the style sheet and the writing guideline for suggestions. The introductory paragraph, or lead, does not offer sufficient coverage of the article's topic. It is either too short, gives undue weight to certain aspects of the article, or needs to be completely rewritten. Main article: Alchemy (Skyrim) Alchemy is effective for leveling, making money, and crafting strong armor and weapons when paired with Enchanting and Smithing. Ingredient collection strategies[] Obtaining ingredients from vendors[] Many Alchemy Vendors in Skyrim, once befriended or invested in, will allow certain ingredients from their shops to be taken without cost or consequence. The following quests will allow this: The Merchant perk[] Several ingredients require the "Merchant" Speech perk to appear in Vendor shop inventories. These ingredients include: Harvesting Pearls[] With the addition of The Elder Scrolls V: Dragonborn, Pearls and Small Pearls can be harvested from Pearl Oysters found on the coasts of Solstheim. The Green Thumb perk will yield two Pearls or Small Pearls per Pearl Oyster, instead of just one. Leveling Alchemy[] How the Alchemy mechanic works[] The Alchemy skill gain experience proportional to the value/cost of resultant potions, determined by the following attributes: Effects - A Slow effect is valuable, while Damage Health effect is inexpensive. Crafted potions can have multiple effects if their ingredients have similar effects. Even conflicting effects on a single potion (such as Damage Health and Restore Health) will still increase its value. Strength - Measured by percentage or duration time, potion strength is determined by Alchemy skill level, Alchemy perks, and Fortify Alchemy enchantments equipped. Valuable single effects[] Certain effects contribute more to the value of a potion than others. Some of the most valuable include: Valuable ingredients[] Certain ingredients have additional modifiers and are particularly effective for creating valuable potions. These include: Giant's Toe Salmon Roe confirmation needed Giant's Toe[] Giant's Toes cause any potion with a duration to have its duration increased to 300 seconds, greatly increasing the potion's value. Additionally, when used in a Fortify Health potion, Giant's Toes provide a much greater increase to health than other ingredients with that effect. With a high enough Alchemy skill, Giant's Toes can produce Fortify Health potions worth more than 4,000 . Process for leveling[] Making many potions at a time is an effective method for leveling. Leveling example[] Alchemy 1-75 - Receive Alchemy training from Arcadia in Whiterun. After training once, pickpocket the gold back. This can be repeated to raise Alchemy to level 75 for free. If done early in the game, the Pickpocket and Alchemy leveling may increase Character Level faster than one can be trained. The player can craft valuable potions to sell to Arcadia to cover the cost of training. Alchemy skill level 76-90 - Buy skills from Babette of the Dark Brotherhood. Unfortunately, because she is considered a child despite her age, she cannot be pickpocketed. Continue crafting valuable potions to supplement the training. Alchemy skill level 90-100 - There are 5 skill books and 3 quests that increase Alchemy Skill, including one that raises it by 5 points. These will improve Alchemy Skill the remainder of the way. Making money[] Overview[] Alchemy is arguably the most time and cost efficient way to make money in Skyrim. Profit gained is determined by: The cost of ingredients. The time cost of gathering ingredients and traveling to vendors. The value of potions made, determined by equipment worn and perks chosen. The ability to sell the potions as vendors replenish their money on hand. To reach level 100 Alchemy, approximately 200,000 septims worth of potions needs to be brewed. As early as level 10, potions worth over 1,000 can be crafted. For example: Falmer infested dungeons contain many Chaurus Eggs, and Luna Moth Wings can be obtained outside throughtout Skyrim at night. These result in valuable Invisibility potions. Additionally, the combination of Salmon roe, Garlic, and a Nordic Barnacle make the most expensive base potion, but this requires The Elder Scrolls V: Hearthfire. Expenses[] Purchasing raw materials from vendors is generally efficient, because it avoids much of the time cost of finding raw materials in the wild. However, for rare ingredients, a lot of time can be lost traveling to specific merchants. Buying all ingredients less than 60 septims from vendors creates an astronomically high return ratio for even the weakest of potion types. There is almost no correlation between ingredient cost or rarity and the value of potions crafted with them. Another way to cover beginning expenses, along with slightly increasing the player's alchemy level, is to take all the the Spider Eggs during the tutorial, and to catch all the Blue Butterflies outside between Riverwood and Whiterun. The brewing stand at Arcadia's Cauldron can be used to brew them together. The gold made there can pay for additional ingredients for more valuable potions. Houses (Skyrim), especially an inexpensive one like Breezehome, provide a convenient storage location for potions, ingredients, and buff equipment. With the Hearthfire DLC, Homesteads can be built with a garden and greenhouse. Ingredients planted there can be harvested every 3 days. For 5000 septims and respect from the Jarl in Morthal, Falkreath, or Dawnstar, a Small House and a garden with 11 patches of fertile soil can be built. Owning all 3 Homesteads, for 33 total patches of soil, is enough to make more potions than can be sold without additional Speech perks. Brewing process[] The same general tips used for leveling are applicable for improving the profitability of potions, as Alchemy leveling is determined by potion value. Sales and trade routes[] Each vendor has a limited amount of gold, and it is possible to empty a vendor's till with a single potion. The Thieves' Guild fences have deeper pockets (up to 4,000 septims), but very valuable potions will drain even those quite quickly. A merchant's gold and inventory replenishes after 48 in-game hours. A long, cyclic trade route will allow every vendor to have time to replenish. Alternatively, there is an exploit that involves buying out a merchant, saving, attacking them, and reloading the save to reset their gold and inventory as needed. This saves considerable time versus fast traveling between vendors. Leveling Alchemy by brewing mixtures is fastest if you've maxed enchanting first. At 100 skill, 5/5 enchanter and insightful enchanter you can make a set of gear (head, neck, hands and ring) with +25% alchemy each. The total 100% means you double potion strength (thus gold value and xp). Seeker of Shadow from black book Sallow Regent (Dragonborn DLC) can boost potion strength to 220% with that set of gear. With the Hearthfire DLC, the strongest potion possible is Salmon Roe, Garlic and Nordic Barnacle. Salmon Roe can be gotten from leaping salmon on the way from Riverwood to Whiterun or at most other waterfalls across the province. Garlic can be found all over the place, and can be taken for free from Carlotta's stall or Dragonsreach by talking to Mikael and or advancing the main quest line some respectively. Nordic barnacle can be found in the pools outside Dragonsreach, or lakes, rivers, the sea shore and shipwrecks. When you brew potions, you want to make the most valuable ones you can with ingredients on hand and work your way down to less valuable ones until you can't make anything else. An app helps with this. I use android devices myself, and have Alchemy Advisor For Skyrim on my tablet and smartphone. Just enter the quantity of each ingredient and set it to calculate the most valuable potions. Brew all the ones for the top mixture and recalculate. It works pretty well, but not sure if it includes ingredients from the DLCs. That's why I'm listing a few simple mixtures worth a lot along with the most valuable. You can look up Alchemical Effects on uesp.net and sort by gold value from highest to lowest to see the ingredients which make the most valuable potion and poison effects. While fortify health potions with Giant's Toe are great, the best source can be dangerous (especially for a low level character). It was mentioned that poisons of damage magicka regen can be made from Blue Butterfly Wing and Blue Mountain Flower. These are also quite valuable and the ingredients are easy to gather in bulk. There are butterfly spawns both by Honningbrew Meadery and the nearby road sign during the day. Walk in to the meadery and back out to respawn. The relative mix of butterflies is random, but monarch butterfly wings make decent minor loot in addition to being an alchemical ingredient. You can find blue mountain flower all over Whiterun hold, but there is a high concentration along the northern road between Windhelm and Morthal (more so from Dawnstar to Morthal). You can find some on the way to that road by following the road outside Honningbrew meadery north. There is also a massive butterfly spawn around Stone Hills (on road between Dawnstar and Morthal) as well as one right behind Riften (if you consider the lake to be the front). Forgot to add something mentioned before with more. Unlock every rank of alchemist, physician, benefactor and poisoner as soon as you can to increase the strength (plus gold value and xp) of your mixtures. Get green thumb when you can so you can get 2x ingredients from plants (excludes varieties of Nirnroot, but also works for all manor of egg nests, Salmon Roe and herbs hanging indoors). Luna Moths and Chaurus Eggs are another couple ingredients that can be harvested in abundance and make valuable invisibility potions. With Hearthfire, it is possible to make both a garden and a greenhouse at all three properties, as well as the Fish Hatchery at Windstad Manor and Apiary at Lakeview Manor. You can plant lots of less common ingredients, which will then respawn quickly (just a few days) with improved yields compared to harvesting in the wild. For max xp gain, you will want the Aetherial Crown from the Dawnguard DLC. Read the book Aetherium Wars at any one of many locations (Fort Dawnguard has one in the central sleeping area for example) to get Arkngthamz on your map. Complete Lost to the Ages and forge the crown (materials needed are in little areas on either side of the forge). Store the Lover's Stone on the crown and get the Thief Stone as your constant stone. Sleep near your spouse with the crown unequipped to get that rested bonus, then don the crown for 50% xp bonus. You can buy training from Arcadia in Whiterun (expert, to level 75) and Babette in the Dark Brotherhood Sanctuary (Master, to level 90). You can sell potions to get your money back. You can even buy everything in stock and brew mixtures to sell, regaining what you spent and all the merchant's gold. You can fast travel between Riften and Markarth to do that if you want (round trip is a little over 2 days, giving vendors time to restock gold and ingredients). When you get to 90 you can read skill books. There are 5. If you have Scholar's Insight from another black book, you get 2 skill points every time you read a skill book (save all 5 alchemy books until last, and you get from 90 to 100 very easy).

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