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Skyrim high level enchanting guide

Title says it all. Thank you! Enchanting Skyrim is the best way to get the most powerful weapons and armor in the game. The stuff you can find, steal or buy is good, but it's the effects of Skyrim that will make it great. By enchanting, you will be able to push all your gear beyond its innate abilities in Skyrim. However, you must become a Master Enchantr before you can do so, which means you'll experience a skill level of 100. There are three main routes to take advantage of your enchanting skill: disenchanting enchanted items (which also unlock the associated enchantment), enchanting items, and loading weapons with soul gems. We'll show you how to boost your skills with the two previous methods. However, before you intentionally begin to increase your enchanting skill, you should at least look for the Magierstein found under the Guardian Stones southwest of Riverwood. Activating this tile makes leveling Enchanting (among other abilities) 20% faster. You should also make sure you have the Well Rested Buff for an additional 10% Boost or the Lover's Comfort Buff (won by Sleeping with your spouse) for 15%. Skyrim Cheats | Best Skyrim Mods | How to Install Skyrim Mods | Best Skyrim Companion | Skyrim Armor | Skyrim Perks | Skyrim Charming Guide | Skyrim Alchemy Guide | Skyrim Hidden Chest Locations | Skyrim Hidden Quest Locations | Skyrim Black Books Travel Guide | Skyrim Daedric Quest guideDisenchanting and Soul Gems Methods of Levelling Enchanting Trainer, book locations and skill boosting quests in: Skyrim: Skills, Skyrim: Magic, Skyrim: Enchanting For other uses, see Enchanting. Don't you think you would enchant my sword? Stump old blade could hardly cut butter. Hold Guard[src] Enchanting is a skill in The Elder Scrolls V: Skyrim and is one of six abilities that falls under the Mage category. Enchanting is a kind of arcane craft and one of Skyrim's three craftsmanship. Enchantingly, the Dragonborn allows you to add certain magical enhancements and buffs to weapons, armor, and jewelry. Mechanics[edit | edit source] The act of enchantment requires an item without existing enchantments, a filled soul jewel, knowledge of enchantment, and the use of an arcane enchanter. The law of the first states that once an item is enchanted, it can no longer be enchanted and cannot accept further enchantment. [1] There are certain items that can be enchanted even though they already have an enchantment. These include the amulet of Gargoyle (in Dawnguard), Horksbane (from Dragonborn), the Silver Sword, Wuuthrad and the Langhammer. To enchant an object, you have that object and a filled soul jewel in the inventory, and then activate an arcane enchanter. The charming menu appears with four tabs. The first tab is the Disenchant screen, which lists all the seductive objects that Dragonborn has in its inventory. Selection Selection here they will destroy and add their enchantment to the list of known enchantments of the dragon-born. Objects with already known enchantments are grayed out. The next tab lists objects that can be enchanted. Select the desired object here. The next tab lists the known enchantments, selects the desired one, or if the benefit has been given extra effect, two can be selected. Note that all the numeric bonuses listed on this tab are the maximum as if a large soul was used. On the last tab, select a filled soul jewel from the list. When a smaller gem is selected, the corresponding smaller bonus is displayed. Press the craft button to create the enchanted item. Arcane enchanters can be found in all major cities, typically jarl's Palace or Longhouse, in the courtyard wizard's quarters. They can also be found in many places that have humanoid, magical enemies such as necromancers, vampires and magicians. Most of the houses Dragonborn can buy, with the exception of Breezehome in Whiterun, can be equipped with an arcane wizard. There is even one in Sinderions Field Laboratory in Blackreach. Court Wizards can sell Dragonborn's enchanted items as well as Soul Jewels, and the Dragonborn can also sell enchanted items and soul jewels to them. There is no court magician in Falkreath or Winterhold. Racial bonuses[edit | edit source] Altmer, Imperial and Orsimer characters receive a +5 bonus to charm at the start of the game. Enchantment Types[Edit | Edit Source] Enchantments fall into two categories based on the type of item: Weapons have charged enchantments that captivate the weapon's target when it strikes. Larger Soul Jewels lead to more loads for enchantment, allowing more blows before the charge is used up. Soulmates, or the Perk Soul Siphon, can be used to charge exhausted enchantments. Once exhausted, a message at the top left of the screen will tell your item does not have enough charge. The enchanting meter appears either above Dragonborn's Stamina or Magicka Bar. If an enchanted weapon or artifact weapon does not have the full amount, a Charge option will appear in the Weapon Inventory, unless the item is fully charged. An exception is the dagger Keening. Armor and other garments constantly affect the wearer as long as the item is worn. Larger Soul Gems create larger size effects. Muffle and waterbreathing, all or nothing effects, are not dependent on the size of the soul gemstone used, so a small soul would do as good as a grand. In contrast to armor/clothing enchantments are permanent and do not require recharging. However, the desired set can only be changed with a different type of Soul Jewel. Obtaining enchantments[edit | edit source] The Dragonborn has no knowledge of enchantments at first. To learn enchantment, a magical item with the enchantment the Dragonborn wants to learn must be disenchanted by an arcane wizard. The Power of Enchantment on the Item the power of enchantment learned through disenchantment. Disenchantingly destroys the item, but grants permanent knowledge about the basic enchantment, allowing its use when enchanting. Some items cannot be disenchanted to experience their effects, including Quest items, Daedric Artifacts, Amulets of the Nine Divines, Thieves Guild Armor, and many, but not all, items with unique names. Rods cannot be disenchanted either. Employees enchanting[edit | edit source] You can create sanot systems at the Atronach Forge in the base game by using broom instead of non-enchanted snot systems. Dragonborn allows you to buy unenchanted rods and enchant them with the Bar Enchantr. The Staff Wizard is only on the island of Solstheim, and there are none in Skyrim. The Staff Wizard in Solstheim is locked in a room that is only accessible to Master Neloth after completing the Quest Reluctant Steward. It can be found in Tel Mithryn, in the southeastern part of the island. Enchanting bars increase the enchanting ability, but enchanting perks are not applied. For example, the Storm Enchanter advantage does not increase the amount of damage caused by a Storm Personnel (a Shock Damage Personnel). The same applies to fire enchanters or frost wizards. Leveling[edit | edit source] The following actions increase the Ability to Enchant. It should be noted that some enchantments such as Banish Daedra, Fortify Destruction, Paralyze, Fortify Sneak and Absorb Health produce remarkably more valuable enchantments that can be turned upside down and sold to buy soul jewels and other raw materials to speed up the leveling process. However, the increase in skill gained by the perseverance depends strictly on the size of the soul used and not on the chosen enchanting effect. Also note that sourcing Azura's Star or The Black Star will save a lot of money when buying Soul Jewels to enchant them, and that they can be replaced for any use of a Soul Gem below. Disenchanting items bring enchanting experience and the ability to use this enchantment on other items, but destroy the item in the process. The qualifying win from the Disenchantment is based on the power of enchantment, not necessarily on the value of the item. Each enchantment can only be learned once. Use a Soul Gem to charge weapons (Soul Siphon doesn't count). Skill gains by charging weapons are based on the size of the soul used, regardless of the load actually won. To charge an enchanted weapon, select the weapon from the items menu and press the specified button (usually the Power Activate button and and select a filled soul jewel. The bigger the soul, the more a weapon is charged. The Soul Jewel is destroyed. One of the most efficient ways to train Enchanting and earn a good amount of money is to enchant cheap items. After acquiring these items, some soul jewels, and knowing about at least one enchantment effect, the Dragonborn can trap an enemy, enchant, sell, and receive new blanks. Get. and repeat this process. An advanced approach to charm cheap items is as follows. Get a weapon with the soul that takes enchantment. Use them or enchant the preferred weapon of choice with Soul Trap, stock up on Soul Jewels, and then Soul Trap until a reasonable amount of them are filled. Then go to The Halted Stream Camp and purchase the Transmute Mineral Ore Spell. Mine iron from any source, turn it into gold, and then melt the ore into bars. Craft the bars in rings and then simply enchant the rings with every enchantment. Sell the rings to each dealer and repeat. If more iron ore is needed to transmute, buy it from a blacksmith or mine more. This technique also resembles alteration, smithing and speech, producing a plentiful amount of gold. Enchanting boots with the muffle spell can prove beneficial, as the size of the Soul Jewel with Muffel is irrelevant and the skill gain is a constant. Another method is available if Dragonborn is installed or the game version is the special edition. Travel to Tel Mithryn and complete the Quest From the Ashes on arrival. Be sure to conjure up the Spell Ash Guardian as soon as it is available. Summon the Ash Guardian, use Soul Trap on it and kill him. Whether it is summoned friendly or hostile (depending on whether the DragonBorn has a Heartstone in its inventory), the Ash Guardian is the only creature the Dragonborn can summon that may be affected by the Soul Trap. The soul of the Ash Guardian is bigger. Books[edit | edit source] Books that increase the Enchanting skill: Quests[edit | edit source] Trainer[edit | edit source] Main article: Trainer (Skyrim) Perks [edit | edit source] Enchanting tree perks[edit | edit source] The following enchanting perks that become available to select when the skill is zined up. Enchanting Perk Perk (Ranks) Requirements Description Enchanter (5) Enchant0y 0/20/40/60/80 New Enchantments are 20/40/60/80/100% stronger (+20% per rank) Soul squeeze Enchanting 20Enchanter Soul Gems offer additional Magicka to recharge Fire Enchanter Enchanter 30Enchanter Fire Enchantments on Weapons and Armor are 25% Stronger Soul Siphon Enchanting 40Soul Squeezer Death Strikes on Creatures, but Not Humans, 5% of the Soul of the Sacrifice to Catch, Recharging the Weapon Frost Enchanter Enchanter 40Fire Enchanter Frost Enchantments on Weapons and Armor are 25% Stronger Insightful Enchanter Enchanting 50Enchanter Skill Enchantments on Armor are 25% Stronger Storm Enchanter Enchantment 50Frost Enchanter Shock Enchantments on Weapons and Armor are 25% Stronger Corpus Enchanter Enchantinger Enchanter Health, Magicka and Stamina Enchantments on Armor are 25% Stronger Extra Effect Enchantment 100Storm Enchanter or Corpus Enchanter Can put two enchantments on the same item in addition to perks increasing enchanting powers, leveling Enchanting increases them. For each 10 levels, enchantments become enchantments Stronger. Benefits from other trees[edit | Edit Source] The following perks from other trees affect weapon enchantments. Note that while there are gun effects from the Alteration and Conjuration schools, there are no relevant perks that amplify the effects of these schools. Perk (Ranks) Requirement Description Augmented Flames (2) Destruction 30/60Novice Destruction Fire enchantments do 25% more damage (50% for second rank) Augmented Frost (2) Destruction 30/60Novice Destruction Frost enchantments do 25% more damage (5 0% for Second Rank) Augmented Shock (2) Destruction 30/60Novice Destruction Shock enchants 25% more damage (50% for second place) Master of Spirit Illusion 90RageQuiet Casting Illusion Enchantments work on Undead, Daedra and Automata. Necromage Restoration 70Regeneration All enchantments are 25% stronger and 50% longer against undead enchantments[edit | edit source] Weapons[edit | edit source] 18 weapon enchantments are available. The enchantments wear out after successive use, and to keep the enchantment in fact, it must be replenished using Soul Gems to add more applications. The larger the soul is used, the more uses are given by charging. Apparel[edit | edit source] There are 38 apparel enchantments available. The types of enchantments allowed on clothing are determined by the body part that the garment covers. Unlike weapon enchantments, garment enchantments do not require charging and remain enchanted indefinitely. The power of enchantment depends on the size of the soul used to enchant it and the enchanters, with the exception of muffle and water breathing. Usefulness[Edit | Edit Source] Click to show that Soul Gems are destroyed when used to enchant or charge weapons (except Azura's Star or the Black Star). Fortify <magic school=>Enchantments also affect the amount of charge that an associated offensive spell will use. For example, a ring enchanted by The Fortress Destruction also reduces the loading cost of a weapon enchanted with fire damage. This can be used to give enchanted weapons unlimited uses. If there are two weapon enchantments on a weapon, reduce the Magicka cost by 100% for the enchantment that a higher cost school of magic has (unless both enchantments come from the same school. Z.B. if a weapon is enchanted with both paralysis and frost damage, the paralysis spell consumes more energy per strike, so the entire spell is classified as an alteration and you should use the reinforcement to rehabilitate 100% instead of increasing the destruction 100% to costs). The enchanting <magic school=>Fortress on 100 skill levels and 5/5 Enchanter Perk with a great soul leads to a 25% casting cost reduction for this school. This stacks additively, which means that with four items (chest, ring, amulet and head) spells can be cast in this school for free. Combined with the Perk Extra effect, spells from up to two schools can be cast free of charge with the same gear set. Even more combined with potions of</magic> </magic> </magic> Enchanting, the 100% requirement can be achieved with three pieces, which means that they can fill two schools and most of others. Soul Trap Enchanted Weapons is a cost-effective way to collect souls without having to learn or equip the Soul Trap spell in battle. (Bound weapons with the Magic Perk Soul Stealer are similarly effective.) Weapons also do not require a strong enchantment level to effectively use a Soul Trap Enchantment: Even if the placed enchantment is only target dies within 1 second(s), landing a kill strike (including sneak attacks) will cause the target to die instantly, leaving their soul trapped. Buying empty soul jewels and then filling them offers a good return; Get an even better win by using the filled gems to enchant the many ancient Northern weapons that have accumulated from looting and other undead. While everything with enchanting, these special weapons will be almost worthless, even if enhanced with blacksmith, but enchant them greatly increases their value, even with small soul gems. Iron weapons, especially daggers, are also good for this path to great wealth. If they are renamed aaa at the beginning of their name, they are placed at the end of the inventory, out of the way until they can be sold. Permanent single-level enchantments such as water breathing and muffle can be applied just as well with a filled little soul jewel as with a full big soul jewel, making them a good choice for training. Soul Trap is another good choice for training – although scaled with the Enchanter's ability, it doesn't require a strong level of enchantment to be effective in practice. Giving a pendant empty soul jewels and equipping them with a weapon enchanted with A Soul Trap can help fill Soul Jewels more easily so that the Dragonborn can have other enchanted weapons free. Followers are only affected by some clothing enchantment, including strengthening health, magicka, and stamina. Water breathing is superfluous, as followers cannot drown. Use Azura's Star or the Black Star with a Soul Trap Enchanted Weapon to capture a soul and then charge the weapon after each soul trap to ascend faster. Enchanting items made to improve The Smithing ability are a cost-effective way to level both, even if all base materials are purchased. This is often done through enchanting iron daggers with the Banish Daedra spell or the more frequent damage endurance. The Transmute spell can be combined with the above to turn iron into gold, forge the gold into rings, enchant the rings, and then sell them. Raises Smithing, Speech and enchanting. Windhelmet is a good place to do this, because the arcane wizard behind Niranye's stand is convenient for the forging districts and the enchanted items can be sold to both aval Atheron. For melee classes, The Fiery Soul Trap can be a useful enchantment as it fills a soul jewel while inflicting additional fire damage, but it adds Damage than the regular fire damage enchantment. It can also be set to give a second to fill the Soul Jewel because it focuses on fire damage and gives unlimited time to kill the enemy and capture his soul. Some enchantments will improve the sales price of the base item more than others. In descending order: Weapons: Banish Paralyze Absorb Health Damage Stamina Absorb Magicka Damage Magicka Damage Magicka Fear Frost Damage Shock Damage Fiery Soul Trap Fire Damage Soul Trap Huntsman's Prowess Chest: Fortify Destruction Fortify Healing Rate Fortify Conjury Smithing Fortify Restoration Circlet: Fortify Ify Archery Waterbreathing Fortify Destruction Fortify Conjuration Fortify Restoration Hands/Feet: Fortify Sneak Muffle Fortify Carry Weight Fortify One-Handed Fortify Two-Handed Fortify Stamina Jewelry: Water Breathing, (the Most Valuable in Lower Enchanting Levels) Fortify Sneak, Fortify Carry Weight Fortify Bartify One-handed Fortify Two-Handed Fortify Fortify Fortify Archery Fortify Destruction Fortify Healing Rate Fortify Conjuration Resist Magic (larger) Fortify Block Fortif Y Smithing Fortify Restoration Fortify Illusion Fortify Change Fortify Health Resist Shock Strength Magicka Resist Frost Resist Magic (Less) Fortify Alchemy Fortify Endurance Fortify Light Armor Fortify Unarmed Fortify Magicka Rain Fortify Magicka Shield : Resist Magic (larger) Fortify Block Fortify Health Resist Shock Resist Magic (less) Resist Frost Resist Fire to maximize skill gain, activate the Magistein and sleep in a bed to get a rested effect (unless a werewolf). Method for maximum strength potions and enchantments[edit | edit source] Requirements: Level 100 in Alchemy and Enchantment, five perks in Alchemist, one advantage in Benefactor, five perks in Enchanter, one funnable in Insightful Enchanter, three pieces per head and handwear without enchantments, three rings without enchantments, three amulets without enchantments and twelve large souls. Craft a range of Fortify Alchemy equipment. Craft multiple potions of Fortify Enchanting with 30% boost. Create a new set of Fortify Alchemy gear with 28% boost with the help of potions. Craft multiple potions of Fortify Enchanting with 32% boost with the new set of equipment. Craft a final set of Fortify Alchemy equipment with 29% boost with the help of potions. Vampires who have the Restoration Perk Necromage can achieve up to 33% Alchemy Gear Boost and 46% Magic Potion Boost. Vampires who have the Necromage Restoration Advantage and wear Ahzidal's boots and all three other relics of Ahzidal can use the Sorcery Boost viewfinder to get up to 49% magic gear with Viewer of Shadows 39% Alchemy Potion Boost. The last course will not improve the results of a Fortify Enchanting potion, but will improve the results for other potions. Additional potions can be brewed to enhance enchantments of all kinds. Improve. The usual application is to enchant a range of Fortify Smithing gear and combine them with maximum strength to improve weapons and armor. If you enchant a Stalhrim helmet and a pair of Stalhrim cuffs with the combined enchantments of Fortify Alchemy and Resist Frost, the enchantment will be 25% stronger. This is due to innate features of Stalhrim armor boosting ice-related enchantments. There is an alternative that is to use the Fortify Restoration potions, which improves several states, including Fortify Enchanting. There's also an additional ability called Sorcery Viewfinder from the Dragonborn DLC that makes enchanting 10% more effective. The ability can be purchased upon completion of the Quest Black Book: The Sallow Regent. It fits very well with Hzididal's armor set as it increases the ability in Enchanting by 10. Gallery[edit | edit source] Add a photo to this gallery Trivia[edit | edit source]. Some enchantment and element combinations that cannot be created on the arcane wizard can be found in enchanted loot. PC PS3 A space or special character (e.B. ! -%&*) before the name of the item sorts it at the top of the corresponding inventory list. It also appears at the bottom of the list when you start an item with lowercase letters. Once an enchantment is selected for an item, it remains in place until the wizard finishes or the item is enchanted. For individual enchantments that have a pair of effects, such as .B Fiery Soul Trap or Fortify <spell school=> and Magicka Regeneration, the second effect is constant and the number of charges, if applicable, is based on the first effect. Enchantments are influenced by the perks of their respective spell schools, e..B. Shock damage is affected by increased shock, including enchantments with secondary damage effects. Drain and damage effects are all destruction school effects. With a higher enchantment level, the Dragonborne's defense against enchanted weapons increases slightly. This can be anywhere between 1%-15% and does not show up as an active effect. Guardians can ask to enchant their weapons. This can't actually be done because it's simply a line spoken by the guard when the dragon-born's magic skill is high enough. Even with the Extra Effect advantage, you can't add a spell to an already enchanted item. All enchantments must be placed when an item is enchanted for the first time. Vampires, with the Necromage advantage of Restoration and the Extra Effect Advantage, can get 50% magic cost reduction for a single garment by enchanting it with Fortify (School) and Fortify (School) and Magicka Rain. If the Dragonborn Enchanting and extra effect perks, he can have spells from two schools that don't cost Magicka. 25% Fortify (Schools) x 4 (breast, circle, ring, necklace) = 100% magic cost reduction. If the Dragonborn has two enchantments from another school on one weapon, they must have 100% cost reduction in both schools for the fee to be infinite. Destruction </spell> </spell> perhaps the best school to do this, as it allows to throw powerful spells like fireball and combustion for free, as well as allows you to put fire, frost or storm damage on a weapon for infinite loads. If the Dragonborn uses a potion that strengthens a particular school of magic, he can further increase the power of his weapon as long as the potion lasts. A Fortress Destruction Potion increases the damage done by each Destruction School. A strengthening illusion potion will raise the level of the NPC, which is affected by a fear weapon spell. A Potion of The Fortress Summon increases the time you have to kill an enemy to fill a Soul Jewel per strike. A potion of fortress restoration will enchant the power of turning undead and enchant all armor. Equipment with a 1.740% boost for alchemy allows the production of potions of Fortify Enchanting with an enchanting boost of 276%, which give 100% discount on the Magicka cost of a particular school of magic in a single enchantment. Like using ingots to improve items with Smithing, stolen gems used in charming ones do not cause the enchanted object to be stolen. A stolen item remains stolen, whether the jewel is stolen or not. There are technically two enchantments for Absorb Health, Absorb Magicka and Absorb Stamina. One is the default type acquired by disenchanting most random loot with each of the respective enchantments, the other is found by disenchanting the Drainheart Sword, The Drainspell Bow, and the Drainblood Battleaxe. With the Extra Effect Perk, the two enchantments can be combined with the same name and effect for a stack ingescost. Bugs[edit | edit source] This section contains bugs related to Enchanting (Skyrim). Before adding an error to this list, you should note the following: Please reload an old memory to confirm if the error is still happening. If the error still occurs, please post the bug report with the appropriate system template 360 / XB1 , PS3 / PS4 , PC / MAC , NX , depending on which platform(s) the error occurred. Be descriptive when listing the bug and bug fixes, but avoid conversations in the description and/or the use of first-person anecdotes: such discussions belong in the appropriate forum board. Click here to see the list of errors that occurred The sales value of the enchanted items falls each time an additional item is made with the same enchantment. This makes mass enchanting for profit gradually less profitable. This error can be bypassed using the following method: Save the game if you first time learn the enchantment intended for winning (usually an expensive weapon spell like Banish), but before you enchant items. It helps to store next to an enchanting table with materials for at least one enchantment. Keep this storage. If mass enchanting in the future, when finished with the batch, save, then download the save from above, enchant once *only* with the enchantment used for Profit and then then store the newer mass enchantment. The items have returned their correct, full value. 360 The Gargoyle's amulet in Dawnguard can be enchanted, regardless of its initial enchantment. The effect on the amulet is not displayed when it is displayed in the inventory. However, the effects appear on the Active Effects menu. The Bonus to Summon Gargoyle will still work in Vampire Lord form, but the custom enchantments won't. This also happens with Wuuthrad on some game versions. 360 Enchanted Items Equipped Items can make all Dragonborn's weapons appear enchanted, even if they aren't. Soul Siphon does not seem to work with certain Daedric weapons (e.B. Dawnbreaker). Enchanting bonuses of perks may not always work properly, e.B. allow only 22% enchantments in alchemy and/or smithing, as opposed to 25%. PS3 Deleting all Skyrim game data and game updates and reinstalling this can fix multiple enchantments that can't be set to anything or duplicate existing enchantments. These have been marked with an * at the top. The enchantments Shadowsight, Shadowstrength, Shadowstrike and Shadowthrive learn linwes armor, boots, gloves and hood. The blessing of Mara is preserved by the disenchantment of the Bond of Matrimony. Known items that cause double enchantmentare are the Briarheart Weapons and the Shield of Loneliness. With the Extra Effect advantage, you can select both a weapon and an armor enchantment before selecting an item to enchant you. When a weapon is selected and enchanted as an item, it appears as an enchantment. However, the Armor Enchantment on the weapon has no effect and is not listed in the Active Effects section of the Magic Menu. The value of enchanted items may decrease as the Enchanting Skill increases; sometimes, however, it can register a higher value after the game restarts; also, with a dead thrall, store these items in them, resurrect, kill and then plunder the items, they can be of higher value (only worked on clothes). Two elements of the same type with the same enchantment, but different names can both have one of the two names. With the Extra Effect advantage, changing the enchantment order can prevent this. Movement disorders can occur when they leave an enchanting table. On the PC, they seem to be related to scrolling through lists with the mouse wheel when the game adjusts the camera perspective incorrectly at the same time. Reloading a previous memory resolves this issue, but is not always necessary because the error temporary. If the camera in the menu is controlled by the mouse wheel, switch to the third person's view when you leave the table menu. Then the camera controls normally, no reloading required. When a companion uses a Soul trap enchanted weapon with (x) Soul Jewels in their inventory to conquer an (x) soul and the Dragonborn, then each (x) Soul Gems in the Companion's inventory uses fast journeys that can be filled, x = petty, etc. etc. Destruction benefits that improve damage to a particular magic damage type have strange stacking behavior when these damage types are applied as enchantments to weapons. The bonus can apply to effects to which it should not apply, based on the damage description and stacking with other bonuses from the other damage benefits. Fortress enchantments do not interact with weapon enchantments in the same way on all platforms. On the PC, weapons always seem to empty loads when they are used. On the PS3 and 360, 100% or more attachments in a school will reduce the loading cost of a weapon enchantment to zero. Fortify Restoration Potions improve the results of alchemy. This can be used to create stronger sets of Fortify Alchemy and/or Smithing equipment by creating stronger Fortify Enchanting potions. 360 Fortify Restoration potions can be stacked with two sets of increased alchemy armor, available in different strengths to create two different power potions. Use the two potions alternately in a set of three (seems to reset/fall after three potions). Fortress Restoration Potions improve the strength of enchantments when equipped. If a potion is taken immediately before the armor is equipped, the effects are permanently improved until the equipment is removed. This can also be used to create stronger Fortify Smithing and/or Alchemy effects. PC Fortify Conjuration potions or some perks in this school may have an effect on Banish, making it an extended effect. With Absorb Health/Stamina/Magicka along with Banish, these effects can also be prolonged. PS3 Sometimes Enchanted Items from Dragonborn will cause them to permanently lose their enchantment. Characters with Vampireism and the Restoration Perk Necromage will see an enhanced power of enchantment when equipped. The Fortify Alchemy gear can be reached at 33%, the magic potion at 46% and the Smithing potion at 184% (in conjunction with the Falmer Helmet + Circlet exploit). With Necromage, the bonuses from the 33% gear are displayed as 41% in the active effects. PC 360 Fortify One-handed hatias has no effect on daggers. Sometimes the enchantment with fortify magic will cause the item to give infinite magicka when the Dragonborne Magicka appears empty. PC 360 Sometimes, when an improved weapon charms, the enhancement disappears into the enchanting menu, but will be there when it is manufactured or enchanted abandoned. Combining Fortify Enchantment with Magicka Regeneration does not improve the Magicka regeneration rate. PS3 Enchanted Weapons can all Rid. If, for example.B, a blade sword is enhanced by forging and then enchanted, the basic damage may be the same as the unimproved Blade Sword. PS3 The Enchantments Absorb Magicka and Resist Magic can be obtained more than once. PS3 An enchanted weapon can suddenly reset its name to its name before it enchants when dropped or placed on a weapon rack. 360 If are manually enchanted items in the inventory that are not stacked, and even if there is a stack of unenchanted items of the same type at the same time, when selling the unenchanted stack, the remaining enchanted versions of this weapon can all lose their enchantment. The Elemental Fury Call can become a permanent enchantment that allows the Dragonborn to disenchant and enchant other weapons. This does not replicate the effect of the scream, but only the visual effects and sounds. Achievements[edit | Edit source] ArtificerMake a smithed item, an enchanted item, and a Potion Points 10 Trophy See also[edit | edit source] External links[edit | edit source] Appearances[edit source] References[edit | edit source] Skyrim: Skills Skyrim: Magical German Espa'ol Fran'ais Italiano Polski Portugu's *Disclosure: Some of the links above are affiliate links, i.e. Fandom will earn a commission. Community content is available under CC-BY-SA unless otherwise noted. Noted.

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