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The background of the cover is a detailed illustration of a warrior character from The Elder Scrolls Online. The character is a Nord, wearing ornate golden armor with a prominent horned helmet and a large, bushy brown beard. He is holding a large, curved sword in his right hand and a wooden shield in his left. A red cape is draped over his shoulders. The background is a cloudy, grey sky.

THE UNOFFICIAL THE ELDER SCROLLS ONLINE CRAFTING GUIDE

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The Unofficial the Elder Scrolls Online Crafting Guide

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ALCHEMY

The Basics Of Alchemy

Alchemy is one of the most interesting and profitable crafting professions in ESO. An alchemist's job is to craft potions that enhance a character's abilities. They can also give players abilities they would not have without the potion. Potions are created using plant ingredients called reagents and liquid ingredients called solvents. Solvents are much rarer in the game world than reagents are. All potions use one solvent and two or three reagents. Solvents determine a potion's strength and potency, and reagents determine the potion's effects.

Reagents and solvents are harvested from resource nodes throughout the world map or in dungeons. They can also be found as loot in containers, and they are occasionally dropped as loot off of creatures or bosses. No special equipment or skills are required to gather reagents or solvents. From a gold making standpoint, it is well worth gathering these ingredients even if you don't plan to use them. Certain reagents will be in very high demand and can be sold for excellent profit.

Potion crafting takes place at an alchemy station. Most alchemy stations are found inside buildings at towns, and they may be near other crafting stations in a hub location. Alchemy stations and buildings are marked with a plant-like symbol on the banner. The station itself appears as a wooden bench with alchemy equipment, potions brewing and a set of empty vials. No special equipment or skills are needed to start brewing potions. Any character can jump right in so long as they have the necessary ingredients.

The crafting interface for alchemy is very simple. Creation of new potions is the only option in alchemy. Unlike the products of most of the other professions that have a deconstruction option, potions cannot be deconstructed or recycled in any way. Once a potion is created, it is final. The other selections on the interface include listing all reagents and solvents together or filtering for just reagents or just solvents. Take note that the game automatically lists all

ingredients stored in the bank for ease of use and access. The bank can be a great place to store the vast quantities of alchemy ingredients that are needed, and you do not have to run back to the bank before crafting. You will still need to have inventory space in your bags for the created

Alchemy is also the only profession that can result in a failed creation. A successful potion requires that both reagents have at least one of the same effect. If two reagents are combined that do not have a similar effect, then the potion is a failure, and all of the ingredients used are lost. A failure still grants a small amount of crafting experience, called inspiration in ESO, but it is much less efficient than actually creating a successful potion.

Leveling Alchemy

Leveling alchemy is somewhat more difficult than with the other professions because creation is the only means of getting inspiration. Leveling alchemy to maximum will require the creation of many, many potions. The good news is that since reagents are generally the same throughout all zones, you will never out-level your alchemy reagents. This means that you should harvest as many reagents as possible all the time, even if you don't immediately have a use for them.

The other important part of alchemy leveling is discovery. Discovery is a somewhat hidden mechanic in the game, but it occurs each time a new effect is discovered on a reagent. This was intended to be a form of experimentation that would likely result in many failed potions before all reagent effects were discovered. It is far better to use reagent lists, such as the one included in this guide, to ensure that every potion created is successful. When you create a potion that reveals a new reagent effect, you receive a substantial one-time bonus to the inspiration received from creating that potion. Due to this mechanic, it is worthwhile to create at least one potion that will reveal a new reagent effect, even if you have no real use for that potion. You will receive the bonus so long as at least one of the reagents did not have the effect revealed. Each reagent has four possible effects to be discovered.

Making Gold With Alchemy

Alchemy may be one of the most profitable of all of the crafting professions because it is relatively difficult to level, and it will be in very high demand. When you are looking to make gold with alchemy, you will have several things to consider.

Early Skill Point Investment

If your goal for crafting is to make gold, rather than just using your creations for personal use, then early skill point investment is important. There are a variety of skills in alchemy that make hunting for ingredients easier and make potion creation more efficient. Since the majority of alchemy ingredients are not level specific, early investment in skills that improve harvesting can have big payoffs later on.

PvP Guild Store

If you plan to make money selling potions, then having access to a guild store in the PvP zone is essential. The majority of potion buyers will be PvP players looking to maximize their performance on the battlefield. In order to have a store, you must be part of a guild large enough and powerful enough to capture and hold a keep on the Cyrodiil map.

You should also consider joining multiple guilds for the express purpose of selling potions to that guild. Since ESO does away with the classic global auction house system common in many games, the economy dynamics are quite different. It is likely that you will find many PvP guilds looking to invite focused crafters for the express purpose of having them supply items to the guild. These will be your best bet in terms of finding steady customers, although you may need to offer your potions at a slight discount or at prices set by the guild's leadership.

Valuable Potions

Not all potions are created equal in terms of value. Potions that restore health, magicka and stamina will be needed often but their value will be relatively low. This is because the game provides many of these potions as free drops from mobs. On the other side of the spectrum, potions that provide abilities that few classes will have any access to, such as invisibility, will be very valuable. Potions that increase speed or provide immunity to stun will also be highly valued. The other potions effects that increase armor, critical chance or power will have mixed usefulness. At very high levels, many of these stats on players are already overcharged, so they may not be willing to pay a premium for a potion that will give only a fraction of its benefit. With that said, having a wide variety of potions is always a good idea because every player will need something different based on their character build. There is no potion effect that is useless except negative effects currently.

Potion Ingredients

Here we will discuss in detail the solvents and reagents used to create potions. The following tables will help you to sort your ingredients and figure out the effects of each.

Reagents

Reagents are the plant ingredients used to make potions. Reagents grow throughout the game world and are not zone specific. You will find many of the same reagents across all zones. Where reagents grow tends to make sense. You will find flower reagents in grassy areas and around trees. You will find fungal reagents along rocks, stone walls and in caves. Some reagents only grow on or near watery areas. Practical experience is your best tool when finding reagents. As you go out and gather reagents, you will develop a feel for how they are spread across the world. The appearance of reagents is semi-random within the parameters described above. This means that just because you found wormwood near a certain tree one day that does not mean you will always find wormwood near that tree.

Traits.

Before listing the reagents, it is important for any alchemist to understand the reagent's traits. Each reagent has four traits. When a potion is made, any trait that is shared between at least two of the ingredients will be included in the potion unless a third ingredient that contains the anti-trait is used. All traits have a positive effect, commonly called the trait, and a negative effect, commonly called the anti-trait. If an anti-trait is shared between two ingredients, then the potion will have the resulting negative effect. This is important to understand because careful use of traits and anti-traits is needed to cancel out the negative effect of certain combinations.

Poisons, applied by anti-traits, are a part of ESO's alchemy system but are not yet implemented in the game as anything useful. Unlike in previous TES games, a poison cannot be applied to a weapon. So there is no practical benefit to creation a potion with only negative effects, although this is possible to do. The fact that poisons can be created hints that a future update will involve applying poisons to weapons. It is possible to create any potion with no negative effects so long as three reagents are used. This will be discussed more in the potion section.

Traits Table

Trait	Anti-Trait
Restore Health	Ravage Health
Restore Magicka	Ravage Magicka
Restore Stamina	Ravage Stamina
Increase Weapon Power	Lower Weapon Power
Increase Spell Power	Lower Spell Power
Increase Weapon Critical	Lower Weapon Critical
Increase Spell Critical	Lower Spell Critical
Increase Armor	Lower Armor

Increase Spell Resistance	Lower Spell Resistance
Unstoppable	Stun
Increase Running Speed	Reduce Running Speed
Invisibility	Detection

Reagents Table

Reagent Name	Effects	Location Notes
Blessed Thistle	1. Restore Stamina 2. Ravage Health 3. Increase Weapon Power 4. Increase Running Speed	Flowering Ingredient
Blue Entoloma	1. Ravage Magicka 2. Restore Health 3. Invisibility 4. Lower Spell Power	Fungal Ingredient
Bugloss	1. Increase Spell Resistance 2. Lower Spell Power 3. Restore Health 4. Restore Magicka	Flowering Ingredient
Columbine	1. Restore Health 2. Restore Stamina 3. Restore Magicka 4. Unstoppable	Flowering Ingredient
Cornflower	1. Restore Magicka 2. Ravage Health 3. Increase Spell Power 4. Detection	Flowering Ingredient
Dragonthorn	1. Increase Weapon Power 2. Lower Armor 3. Restore Stamina 4. Increase Weapon Critical	Flowering Ingredient
Emetic Russula	1. Ravage Health 2. Ravage Stamina 3. Ravage Magicka 4. Stun	Fungal Ingredient
Imp Stool	1. Lower Weapon Power 2. Increase Armor 3. Ravage Stamina 4. Lower Weapon Critical	Fungal Ingredient
Lady's Smock	1. Increase Spell Power 2. Lower Spell Resistance 3. Restore Magicka 4. Increase Spell Critical	Flowering Ingredient
Luminous Russula	1. Ravage Stamina 2. Restore Health 3. Lower Weapon Power 4. Reduce Running Speed	Fungal Ingredient
Mountain Flower	1. Increase Armor 2. Lower Weapon Power 3. Restore Health 4. Restore Stamina	Flowering Ingredient

Namira's Rot	1. Increase Spell Critical 2. Invisibility 3. Increase Running Speed 4. Unstoppable	Fungal Ingredient
Nirnroot	1. Ravage Health 2. Lower Weapon Critical 3. Lower Spell Critical 4. Invisibility	Water Plant
Stinkhorn	1. Lower Armor 2. Increase Weapon Power 3. Ravage Health 4. Ravage Stamina	Fungal Ingredient
Violet Coprinus	1. Lower Spell Resist 2. Increase Spell Power 3. Ravage Health 4. Ravage Magicka	Fungal Ingredient
Water Hyacinth	1. Restore Health 2. Increase Weapon Critical 3. Increase Spell Critical 4. Stun	Water Plant
Whitecap	1. Lower Spell Power 2. Ravage Magicka 3. Increase Spell Resistance 4. Lower Spell Critical	Fungal Ingredient
Wormwood	1. Increase Weapon Critical 2. Reduce Running Speed 3. Detection 4. Unstoppable	Flowering Ingredient

Solvents.

Solvents are the more valuable liquid components of a potion. They are determined by level range, but there is a great deal of overlap between zones. The solvent determines the potions level and potency.

There are several common sources of solvents.

Water Nodes: The harvestable crafting nodes for solvents are small bubbling pools found within fresh water sources across the game world. They are most common near rocks or bridges. It can be easy to confuse these nodes with fishing nodes. Fishing nodes are used only to collect fish and are unrelated to alchemy. If you are unsure about a node from a distance, always walk into range. If the node says "collect" then it is a solvent resource node. It will contain a random number of leveled solvents. Like reagents, these nodes are semi-random and spawn over time.

Chests, Barrels and Other Containers. These containers are found mostly in towns, although they are also common in dungeons that contain humanoid enemies and in camps. These containers are very common, but they are not the most reliable source of solvents. They share their loot tables with lockpicks, racial style items and provisioning ingredients. Solvents tend to be the rarest drop in the table. It is certainly worthwhile to go looking in these containers, but be prepared for disappointment if you are only hunting for solvents. Stealing does not matter in ESO, so you're free to venture into any house or building and take whatever you want out of the containers.

Water Flasks. Flasks or sacks can also be encountered near some containers. Generally, they do not appear in towns or dungeons and are more commonly found at overland camps. Unlike other containers, flasks or sacks always contain solvents and are highlighted with the keen eye trait.

Solvents Table.

Solvent Name	Potion Level	Potion Prefix
Natural Water	Level Three	Sip
Clear Water	Level 10	Tincture
Pristine Water	Level 20	Dram
Cleansed Water	Level 30	Potion
Filtered Water	Level 40	Solution
Purified Water	Level Veteran Rank One	Elixir
Cloud Mist	Level Veteran Rank Six	Elixir

Potions.

The following tables list the most beneficial potions in the game. There are a great variety of possible potion recipes, but many of them include a mix of positive and negative effects. This list includes only those potions with positive effects, since there is little need or benefit to ever making a potion with negative effects. The only time you may want to create a position with a negative effect is if you are desperate for that potion and do not have the ingredients needed to make an alternative recipe. You may also create mixed or negative potions for the inspiration and then discard the potion. This is useful if you have extra reagents and simply want to use the up for inspiration gain. Due to this, the following tables do not represent every possible potion combination. In order to make everything more comprehensive and useful, these lists are limited to the most useful potions.

Potions with Two Ingredients.

The following table describes potions with two ingredients. These are mostly basic potions that only scratch the surface of what alchemy can do. The real potential is in the potions with three ingredients. Those potions will be in a separate table. I have added some creativity to the potion names in the list to help them stand out. The game usually describes a potion based on its first effect, which can be misleading for multiple-effect potions.

Potion Name	Reagent 1	Reagent 2	Effect
Potion of Detection	Cornflower	Wormwood	Increase Detection
Health Potion 1	Bugloss	Mountain Flower	Restore Health
Health Potion 2	Columbine	Water Hyacinth	Restore Health
Health Potion 3	Luminous Russula	Imp Stool	Restore Health
Health Potion 4	Mountain Flower	Water Hyacinth	Restore Health
Mage's Friend	Bugloss	Columbine	Restore Health and Magicka
Fighter's Friend	Columbine	Mountain Flower	Restore Health and Stamina
Invisibility Potion	Namira's Rot	Nirnroot	Invisibility

1			
Invisibility Potion 2	Nirnroot	Blue Entoloma	Invisibility
Magicka Potion 1	Bugloss	Cornflower	Restore Magicka
Magicka Potion 2	Bugloss	Lady's Smock	Restore Magicka
Magicka Potion 3	Columbine	Cornflower	Restore Magicka
Magicka Potion 4	Columbine	Lady's Smock	Restore Magicka
Mage's Power	Cornflower	Lady's Smock	Restore Magicka and Increase Spell Power

Potions with Three Ingredients.

These are the best potions in the game. They allow for multiple effects in a single potion, and they are the only way to get some effects without having a negative effect in the potion. These potions can only be created once the Laboratory Use skill has been unlocked. I have again used some creative names for many of the potions in order to help them stand out to readers.

Potion Name	Reagent 1	Reagent 2	Reagent 3	Potion Effects
Mage's Eyes	Cornflower	Lady's Smock	Wormwood	Increase Detection and Spell Damage and Restore Magicka
Ultimate Restoration 1	Bugloss	Columbine	Dragonthorn	Restore Health, Magicka and Stamina
Ultimate Restoration 2	Bugloss	Columbine	Mountain Flower	Restore Health, Magicka and Stamina
Ultimate Restoration 3	Columbine	Lady's Smock	Mountain Flower	Restore Health, Magicka and Stamina
Survivor's Potion 1	Blue Entoloma	Namira's Rot	Luminous Russula	Invisibility and Restore Health
Survivor's Potion 2	Blue Entoloma	Mountain Flower	Namira's Rot	Invisibility and Restore Health
Spell Critical	Lady's Smock	Namira's Rot	Water Hyacinth	Increase Spell Critical
Super Mage's Potion of	Columbine	Lady's Smock	Water	Increase Spell Critical, Restore Health

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Rejuvenation 1			Hyacinth	and Magicka
Super Mage's Potion of Rejuvenation 2	Bugloss	Lady's Smock	Water Hyacinth	Increase Spell Critical, Restore Health and Magicka
Super Mage's Potion of Power 1	Cornflower	Lady's Smock	Water Hyacinth	Increase Spell Damage and Critical and Restore Magicka
Super Mage's Potion of Power 2	Cornflower	Lady's Smock	Namira's Rot	Increase Spell Damage and Critical and Restore Magicka
Unstoppable Potion	Columbine	Namira's Rot	Wormwood	Immune to Knockback and Disabling Effects
Ultimate Escape Potion	Blue Entoloma	Columbine	Namira's Rot	Immune to Knockback and Disabling Effects, Invisibility and Restore Health
The Unstoppable Mage Potion 1	Bugloss	Columbine	Namira's Rot	Immune to Knockback and Disabling Effects, Restore Health and Magicka
The Unstoppable Mage Potion 2	Bugloss	Columbine	Wormwood	Immune to Knockback and Disabling Effects, Restore Health and Magicka
The Unstoppable Fighter Potion	Columbine	Mountain Flower	Namira's Rot	Immune to Knockback and Disabling Effects, Restore Health and Stamina
The Unstoppable Rogue Potion	Blessed Thistle	Columbine	Namira's Rot	Immune to Knockback and Disabling Effects, Restore Stamina and Increase Speed
Weapon Critical	Dragonthorn	Stinkhorn	Wormwood	Increase Weapon Critical
The Ultimate Fighter Potion 1	Columbine	Dragonthorn	Water Hyacinth	Increase Weapon Critical, Restore Health and Stamina
The Ultimate Fighter Potion 2	Dragonthorn	Mountain Flower	Water Hyacinth	Increase Weapon Critical, Restore Health and Stamina
Potion of Spell Resistance	Bugloss	Cornflower	Whitecap	Increase Spell Resistance
Increase Armor	Blessed Thistle	Imp Stool	Mountain Flower	Increase Armor
Mage's Detection	Cornflower	Lady's Smock	Wormwood	Increase Detection, Increase Spell Damage and Restore Magicka
Mage's Hunter	Blue	Namira's Rot	Water	Invisibility, Increase Spell Critical,

	Entoloma		Hyacinth	Restore Health
Fighter's Hunter	Cornflower	Water Hyacinth	Wormwood	Detection and Increase Weapon Critical

Alchemy Crafting Skills

There are a total of six skills related to alchemy crafting. They have varying usefulness depending on how focused you want to be in crafting. If you plan to sell potions, then you should invest in most if not all of the skills as early as possible.

Solvent Proficiency:

This is the only required skill to advance in the profession. It essentially allows the use of higher level solvents. You start with level one automatically, allowing for the creation of level three and level 10 potions. Each investment of a skill point after that unlocks the next level range of solvents. A certain level of alchemy skill is required in order to unlock each level, but character level has no effect beyond the obvious fact that higher level characters tend to have more skill points to invest. If you focus on crafting, it is possible to craft very high level potions on a relatively low level character provided you could get the ingredients.

Keen Eye: Reagents:

This is a skill you will want to invest in early if you plan to do anything serious with alchemy. It works exactly the same as the other "Keen Eye" skills in other professions. It allows you to more easily spot alchemy ingredient nodes in the game world by highlighting them with a glowing mist. There are three possible points that can be invested, causing the mist to appear at increased distances from the character. The first is 20 meters, the second is 30 meters and the third is 40 meters. Since reagents can be especially difficult to pick out from the background vegetation, this skill is perhaps more useful to starting alchemists than any other.

Medicinal Use.

This skill increases the duration of potions by 10 percent per level, and there are three levels of the skill. This dramatically increases the value of each potion and is a very useful skill to have if you are commonly creating potions. It is essential if you want to sell potions because anything less than the full 30 percent will be an inferior product on the market.

Chemistry.

This skill is for those who want to mass produce potions, probably for selling purposes. It creates one extra potion per crafting attempt per level, and there are three levels of the skill. Even if you are not selling potions, it is useful to have in order to cut down on the total number of ingredients you need. Altogether, it simply makes crafting easier and more efficient.

Laboratory Use.

This is perhaps the most useful of all the skills on the list as can be plainly seen from the startling differences in the potion tables above. This skill should be unlocked as soon as possible in order to create the full range of potions in the game. It requires only alchemy rank 15, so it can be acquired fairly early.

Snakeblood.

This skill currently is the least useful of all the skills for the most part. It decreases the negative effects of potions by 50 percent at level one, 80 percent at level two and 100 percent at level three. If you constantly find that you are forced to create a potion with a negative effect, then the skill may have some use, but since this probably can be largely worked around by following the tables above, the skill is unnecessary for the most part. Unless you have excess skill points to use on perfecting your character's options, I would not advise advancing the skill.

Final Crafting Notes.

As we wrap up this section on alchemy, there are some final tips and tricks that are useful to point out to all young alchemists.

Hunt for Reagents at Night.

For harvesting purposes there is no better tip than this. Once you have unlocked the Keen Eye. Reagents skill, the reagents will glow. They are especially noticeable at night with this glowing effect, and they can be picked out easily. The glowing effect is much less noticeable during the day.

Do Not Craft Poisons.

Currently, it is possible to create many potions with only negative effects, but there is no way to use them as you would expect. If you create a potion with only negative effects and try to use it, you will always use it on yourself, which serves no purpose in the game whatsoever.

Stock Up On Reagents.

Avoid the feeling that just because you have a reagent that you should use it to create whatever you can at the moment. Unless you are leveling crafting, you should also avoid crafting potions that you will out-level soon. For the most part, only potions of level 40 and higher are going to be useful for profit. Since the same reagents are used for those potions as the lower level potions, it is always better to save. Building up a stock of reagents is like putting money in an investment account. As your alchemy skills and level grow, so will the value of those reagents.

Do Not Sell Ingredients.

For the most part, you will want to avoid selling ingredients. There are so many ways to multiply the value of an ingredient for alchemy that selling off individual reagents or solvents will almost certainly result in a loss of profit.

Favorite Ingredient: Columbine.

Every alchemist tends to have their favorite ingredient, a certain plant that finds its way into so many potions. Depending on the types of potions you like to craft, your personal favorite ingredient may differ. In looking at many potions, my favorite ingredient is columbine. This lovely red flower has only positive effects, and is the ultimate restorative reagent. It is useful in the widest variety of restorative potions and will be a staple ingredient for any alchemist. You should never pass up an opportunity to harvest this plant.

Useful Android App.

Alchemy is complicated, and even with the benefit of this guide, it is still helpful to have a secondary reference when you are sitting on a pile of reagents and are not sure where to begin. If you have an Android device, then the ESO Alchemy Utility is a simple and free app that can help you manage potion creation on the fly and avoid making a bad combination.

You now have everything you need to become a great alchemist. You will very likely be rich off of your potion sales and always have an advantage over your potion-lacking enemies on the battlefield.

ENCHANTING

Enchanting is one of the most useful crafting professions in ESO. It allows regular gear to be enhanced with special abilities. Enchantments can be applied to weapons, armor and jewelry items. The enchantments are applied using glyphs. The purpose of the enchanting profession is to create glyphs. Once a glyph is created, no special skills or items are needed to use it. This is helpful because it means that crafters need only focus on the creation and selling of glyphs. They do not need to worry about enchanting any selling actual gear items. Gear enchantments can be overridden, so if you have a good piece of gear that you want a better enchantment on, you can apply a new enchantment that will replace the current enchantment on the item.

Glyphs are created by combining various runes, which are essentially the raw ingredients of enchanting. Three runes are used in the creation of all glyphs. Two of the runes determine the enchantment's effect and the third determines the glyph's level. Runes are harvested from various nodes throughout the game world. These nodes appear as small stone obelisks with a colored flame inside them. No special skills or gear are needed to harvest runes, so any character can harvest them and sell those that are not used. Runes rarely appear as loot anywhere, although glyphs can often appear as loot. If you loot a glyph that you do not want to use, it can be deconstructed to get runes. Glyphs can also be purchased from enchanter vendors and extracted, essentially allowing you to buy runes from NPCs. This is however an extremely expensive process, and there is no guarantee you will get a rune that you want from the extracting.

Glyph creation is performed at an enchanting table. Such tables are usually found inside structures in towns and villages. The enchantment building is usually marked with a sign or banner that displays a three-pronged crystal shape. The actual enchanting table appears with an open spell book, gems and a distinctive glowing stone. In some towns, the enchanting station is in the same building as the alchemy station or in a hub with all of the other crafting stations.

Experience for enchanting is gained by successfully creating glyphs or deconstructing them. It is one of the most straightforward of all of the crafting professions. There is no need to wait for research, no chance of failure and few special tricks to remember. This makes it a very accessible profession for newer players.

Leveling Enchanting

There are two options for gaining crafting experience, called inspiration, for enchanting. The best way to get inspiration is to craft glyphs. As you are leveling enchanting, you should just focus on crafting as many glyphs as possible. You will likely not use most of your early glyphs because they will not be valuable enough to sell, and you can only use as many glyphs as you have items to enchant. Enchantments never wear out, so glyphs are not needed in as high a quantity as most other consumable crafting items like potions or food. Your best bet is to simply hold onto the runes that have effects you are likely to use and just craft whatever glyph you can with the remainder. This fact is compounded at low levels by the fact that many of the early enchantments are for jewelry items. Jewelry itself cannot be created, and there are only a handful of jewelry items awarded as quests or found in loot at the lower levels. Do not worry if you are creating many glyphs that are not useful.

You can squeeze extra inspiration out of your rune stocks by deconstructing the useless glyphs. This process is called extraction, and the glyph is destroyed in the process. Extraction gives more experience, and it will usually result in runes. Keep in mind, however, that the chance of runes is random. Glyphs do not necessarily give the runes used in their creation, and they may not give any runes at all. Due to this, crafting for extraction almost always results in a net loss of runes, so be careful not to use up your more valuable runes this way.

Extraction is an important part of leveling enchanting for the additional reason that in certain circumstances it can actually award more inspiration than creation. ESO has a system where if you extract your own glyph it awards the minimum amount of inspiration, but if you extract a looted glyph, purchased glyph or glyph created by another player, it awards more inspiration. For this reason, it is highly recommended that you team up with other enchanters to extract each other's glyphs. If you have excess gold, it may also be beneficial to buy glyphs from NPCs or other players for the purpose of extracting them.

Similar to alchemy, the profession also awards discovery inspiration for runes. When you see a rune for the first time, it is written in an unknown language. Unless you already know the translation, you cannot tell what the rune does. By using a new rune to create a glyph, the rune is permanently translated and you gain a one-time bonus to inspiration for translating that rune. Leveling the enchanting profession seems to be much slower in general compared to the other professions. This may be due to the fact that enchanting becomes extremely useful at the later stages of the game when most of the best gear will have player enchantments on it. It may also be because enchanting does not have a time-consuming research component, so this slow inspiration gain balances that out. Whatever the reason, the best advice for leveling this profession is to simply stick with it, knowing that there will be excellent payouts at the end. Some players have gone so far as to state that they are going to wait for a patch to improve the leveling rate of enchanting, but since it may very well be working as intended, the best advice I can give is to collect what materials you can and just continue to level using the tips presented in this guide.

Making Gold With Enchanting

Enchanting has a moderate payout compared to alchemy or provisioning, but will pay slightly better than blacksmithing, woodworking or clothing due to demand. Enchanting will likely not pay off until the later levels due to the fact that demand at the lower levels will be particularly low. Low level players will often be able to find suitable enchanted gear in loot that they will quickly out level anyway. Most players will probably not invest heavily in gear until at least level 30 when their leveling rate will slow down enough to make the investment worthwhile. Players will also be in competition at the lower levels with glyphs that can be bought off of NPC merchant enchanters. While they do not offer as wide a variety of glyphs as players may produce, they do set the minimum price for basic glyphs like elemental damage. Your primary goal, if you plan to make gold from enchanting, is to level the skill as quickly as possible, so you can produce higher level glyphs. Unfocused players may find that they out-level the zones where the runes they need drop, so be sure to collect runes everywhere.

Using Guild Stores

Guild stores are essential to making money as a crafter. ESO does away with the traditional global auction house, so there are only three options for selling player made goods. The first is to sell directly to players using the chat system and trading with that player in person. This is the least efficient method because it relies on the right player being online at the right time and reading your chat message. The second is to use a regular guild store. Guild stores in the general game world only allow players to trade within the guild, so it is not a public store. As a crafter, you will want to join multiple guilds in order to get your wares seen by the most players. Some guilds will leave open spots in their roster just for dedicated crafters to supply the guild. The third, and best, option for crafters is the PvP guild store. These stores are setup in Cyrodiil, and unlike regular guild stores, they are publicly available to a certain faction. There is no way to trade across factions. The trick to these stores is that they require the guild to own a fortress on the map. This is no easy feat, and it will require a large and rather dedicated PvP guild to keep it. While this third option is the best as far as exposure to players, it is the least consistent of any of the methods. You should be in at least one guild that has a consistent PvP presence because PvP players will always be hungry for the best enchantments and be willing to pay a premium.

Runes

Runes are the building blocks of glyphs, and they are the only ingredient you need to worry about as an enchanter. Runes come in three varieties. There are potency, essence and aspect runes. One of each rune is required to make a glyph, and each rune determines a portion of the glyph's effects. The potency rune determines what a glyph does, such as apply damage, and the glyph's level. The essence rune determines the type of effect that is applied, such as fire or poison. The aspect rune determines the overall quality and strength of the glyph.

When gathering runes it is important to realize that all runes are randomly generated, so they are not zone specific. The game tends to drop potency runes more often in the correct level range, but since there is incredible overlap within these ranges, it is not very predictable. You will commonly find runes that are higher or lower than your level. The essence runes in particular are essentially like alchemy reagents and do not have a level association. All types of

runes follow the same spawning rules. They are commonly found along rocks or ruin walls and are rarely, if ever, out in the open. They also tend to crop up in clusters where you will find several runes within sight range of each other. The spawn points for runes, like all crafting nodes, are not constant, so you cannot consistently farm a single location for runes.

Potency Runes

Potency runes come in two varieties. Additive potency runes produce an increase in effect. This can be used both offensively and defensively. If used on a weapon, the additive rune can produce a damaging effect, such as fire. If used on armor, the additive rune can add to an attribute, such as health. Subtractive potency runes can be used to absorb stats, provide a damage shield or increase resistances.

There are a few things to notice about the potency runes. First, while there are a variety of translations that seem to have slightly differing meanings, the actual translation of the rune does not matter. All additive potency runes have exactly the same function regardless of the particular translation. Second, the level of the rune tells the range of gear levels that the rune can be applied to. This is important to remember when crafting runes, as it is impossible to put a very strong rune on a low level item or a very weak rune on a high level item. Third, the glyph prefix simply provides an easy way to remember and organize the rune levels.

Additive Potency Runes.

Rune Name	Rune Translation	Glyph Prefix	Gear Level
Jora	Develop	Trifling	Level 1-10
Porade	Add	Inferior	Level 5-15
Jera	Increase	Petty	Level 10-20
Jejora	Raise	Slight	Level 15-25
Odra	Gain	Minor	Level 20-30
Pojora	Supplement	Lesser	Level 25-35

Edora	Boost	Moderate	Level 30-40
Jaera	Advance	Average	Level 35-45
Pora	Augment	Strong	Level 40-50
Denara	Strengthen	Strong	Level 40-50
Rera	Exaggerate	Greater	Level VR1-VR3
Derado	Empower	Greater	Level VR1-VR3
Recura	Magnify	Grand	Level VR5-VR8
Cura	Intesify	Munmental	Level VR8-VR10

Subtractive Potency Runes.

Rune Name	Rune Translation	Glyph Prefix	Gear Level
Jode	Reduce	Trifling	Level 1-10
Notade	Subtract	Inferior	Level 5-15
Ode	Shrink	Petty	Level 10-20
Tade	Decrease	Slight	Level 15-25
Jayde	Deduct	Minor	Level 20-30
Edode	Lower	Lesser	Level 25-35
Pojode	Diminish	Moderate	Level 30-40
Rekude	Weaken	Average	Level 35-45
Hade	Lessen	Strong	Level 40-50
Idode	Impair	Strong	Level 40-50
Pode	Remove	Greater	Level VR1-VR3
Kadeko	Drain	Greater	Level VR3-VR5
Rede	Deprive	Grand	Level VR5-VR8
Kude	Negate	Monumental	Level VR8-VR10

Essence Runes

Essence runes determine the stat or attribute that is affected by the rune. It may also determine the type of effect the rune has, such as whether it does fire damage or poison damage. When combined with the potency rune, the essence rune determines the glyph's final effect.

Rune Name	Rune Translation
Dekeipa	Frost
Deni	Stamina
Denima	Stamina Regeneration
Deteri	Armor
Haoko	Disease
Kaderi	Shield
Kuoko	Poison
Makderi	Spell Harm
Makko	Magicka
Makkoma	Magicka Regeneration
Meip	Shock
Oko	Health
Okoma	Health Regeneration
Okori	Power
Oru	Alchemist
Rakeipa	Fire
Taderi	Physical Harm

Aspect Runes

Aspect runes determine the quality of the rune. Combined with the potency rune, the aspect rune determines the overall power of the glyph. For those familiar with other professions, such as blacksmithing, aspect runes determine the glyph's essential quality level and color very much like improvement items in those professions. Unlike the items in those other professions, glyphs cannot be improved. The aspect rune determines this quality at creation. This means that aspect runes also do not have the same level of rarity. At all levels, you will find more base aspect runes than legendary runes, for example.

Rune Name	Rune Translation	Resulting Glyph Quality
Ta	Base	White
Jejota	Fine	Green
Denata	Superior	Blue
Rekuta	Artifact	Purple
Kuta	Legendary	Gold

Glyphs

Now that you understand the building blocks of glyphs, let's look at all the types of glyphs you can create as an enchanter. There are essentially three types of glyphs: those that can be applied to armor, those that can be applied to weapons and those that can be applied to jewelry.

The following tables, one for each type of glyph, will use some generic language, such as additive potency rune. This is because you can use any additive rune to produce that effect. The rune you choose will determine the level of the glyph created.

Armor Glyphs

There are only three types of armor glyphs, and they affect the direct attributes of the character. One important consideration for armor glyphs is that their potency can change based on the specific piece of armor they are used on. The feet, shoulders, hands and waist are all considered “minor” armor slots. When a glyph is applied to these armors, the effect is applied at only around 40 percent of the maximum. The remaining armor slots of the head, chest, legs and shield are “normal” armor slots. Glyphs applied to these pieces are applied at the full effect.

The following table helps to represent this concept.

Armor Slot	Enchantment Effect
Head	Full Effect
Chest	Full Effect
Legs	Full Effect
Shield	Full Effect
Feet	Minor Effect
Shoulders	Minor Effect
Hands	Minor Effect
Waist	Minor Effect

Table of Armor Glyphs.

Glyph Name	Glyph Description	Potency Rune Used	Essence Rune Used (Translation)
Glyph of Magicka	Increases Maximum Magicka	Any Additive Potency Rune	Makko (Magicka)
Glyph of Health	Increases Maximum Health	Any Additive Potency Rune	Oko (Health)
Glyph of Stamina	Increases Maximum Stamina	Any Additive Potency Rune	Deni (Stamina)

Weapon Glyphs

Weapon glyphs are where enchanting shines. There are a variety of glyphs to choose for a weapon, and not all of these choices are the common offensive damage types. There are also enchants that increase your raw weapon damage, lower your target's armor, or give you a damage shield.

Glyph Name	Glyph Description	Potency Rune Used	Essence Rune Used (Translation)
Glyph of Frost	Deals frost damage	Any additive potency rune	Dekeipa (Frost)
Glyph of Foulness	Deals disease damage	Any additive potency rune	Haoko (Disease)
Glyph of Poison	Deals poison damage	Any additive potency rune	Kuoko (Poison)
Glyph of Shock	Deals shock damage	Any additive potency rune	Meip (Shock)
Glyph of Rage	Increases your Power by a certain amount for a certain number of seconds	Any additive potency rune	Okori (Power)

Glyph of Flame	Deals fire damage	Any additive potency rune	Rakeipa (Fire)
Glyph of Hardening	Grants a damage shield of a certain amount of points for a certain number of seconds	Any additive potency rune	Deteri (Armor)
Glyph of Absorb Magicka	Deal magic damage and restores magicka	Any subtractive potency rune	Makko (Magicka)
Glyph of Absorb Health	Deals magic damage and restores health	Any subtractive potency rune	Oko (Health)
Glyph of Decrease Health	Deals irresistible damage	Any subtractive potency rune	Okoma (Health Regeneration)
Glyph of Weakening	Reduces targets power by a certain amount for a certain number of seconds	Any subtractive potency rune	Okori (Power)
Glyph of Absorb Stamina	Deals magic damage and restore stamina	Any subtractive potency rune	Deni (Stamina)
Glyph of Crushing	Reduces target's armor by a certain number of points for a certain number of seconds	Any subtractive potency rune	Deteri (Armor)

Jewelry Glyphs

Jewelry glyphs are among the most versatile of all glyphs in the game and account for the majority of enchantment benefits. It is important to remember that jewelry enchantments also stack, so if you wear three rings of 15 percent disease resistance, you will have 45 percent resistance. The greatest disadvantage to jewelry enchanting is the relative rarity of jewelry gear compared to other types of gear. Jewelry cannot be crafted, so it must be gathered as loot.

Glyph Name	Glyph Description	Potency Rune	Essence Rune Used
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		Used	(Translation)
Glyph of Increase Physical Harm	Increases weapon damage	Any additive potency rune	Taderi (Physical Harm)
Glyph of Health Regeneration	Increases health regeneration	Any additive potency rune	Okoma (Health Regeneration)
Glyph of Magicka Regeneration	Increases magicka regeneration	Any additive potency rune	Makkoma (Magicka Regeneration)
Glyph of Bashing	Increases bash damage	Any additive potency rune	Kaderi (shield)
Glyph of Potion Boost	Increase potion effect	Any additive potency rune	Oru (Alchemist)
Glyph of Increase Magical Harm	Increases spell damage	Any additive potency rune	Makderi (Spell Harm)
Glyph of Frost Resistance	Increases frost resistance	Any subtractive potency rune	Dekeipa (Frost)
Glyph of Poison Resistance	Increases poison resistance	Any subtractive potency rune	Kuoko (Poison)
Glyph of Decrease Spell Harm	Increases spell resistance	Any subtractive potency rune	Makderi (Spell Harm)
Glyph of Decrease Physical Harm	Increases armor	Any subtractive potency rune	Taderi (Armor)
Glyph of Reduce Fear Cost	Reduces stamina cost of abilities	Any subtractive potency rune	Denima (Stamina Regeneration)
Glyph of Disease Resistance	Increases disease resistance	Any subtractive potency rune	Haoko (Disease)
Glyph of Shielding	Reduces the stamina cost of bash and blocking	Any subtractive potency rune	Kaderi (Shield)
Glyph of Reduce Spell Cost	Reduces the magicka cost of spells	Any subtractive potency rune	Makkoma (Magicka Regeneration)
Glyph of Shock Resistance	Increases shock resistance	Any subtractive potency rune	Meip (Shock)
Glyph of Potion	Reduces the cool down of potions below	Any subtractive	Oru (Alchemist)

Speed	the glyph level by a certain number of seconds	potency rune	
Glyph of Fire Resistance	Increases fire resistance	Any subtractive potency rune	Rakeipa (Fire)

Enchanting Skills

Investing in the various enchanting skills is necessary to advance the profession and make crafting easier and more efficient. Two of the following skills, potency improvement and aspect improvement, are vital to advancing the profession and crafting more powerful glyphs. The remaining skills simply make the profession easier to manage.

Potency Improvement.

A total of nine skill points can be invested into this vital skill. Each investment unlocks the next level of potency runes. Since potency runes determine the “level” of the resulting glyph, this skill is vital to be able to advance the profession and use the full range of available runes.

Aspect Improvement.

There are a total of four skill points that can be invested into this skill. Each investment allows for the next level of aspect runes to be used. While not technically as vital to advancement as potency improvement, it will need to be fully unlocked in order to make use of the best aspect runes and thus to craft most powerful glyphs.

Keen Eye: Rune Stones.

This skill works identically to the other similar “keen eye” traits in other professions. It illuminates the rune stones with a glowing, silvery mist that helps them to stand out in the landscape. There are a total of three skill points that can be invested into this skill. The first skill marks rune stones within 20 meters. The second marks rune stones within 30 meters. The third marks rune stones within 40 meters. This skill is somewhat less useful than the other keen eye skills simply because rune stones, with their interior flame, are naturally easier to spot than any other crafting node. It still makes hunting for rune stones easier, but when skill points are scarce, it is probably the least important of the enchanting skills to invest in.

Enchanter Hireling.

This skill works identically to the hireling skills in some of the other professions. It is a very useful skill to unlock, and you will want to invest in it as early as possible. The skill creates a hireling, an otherwise invisible NPC that sends a random assortment of runes to you each day through the mail system. There are a total of three skill points that can be invested into the skill. Each point increases the value of the items given by the hireling. Investing in all three points causes the hireling to send two shipments of materials each day. There is no better boon to your crafting ease than this skill. The materials are free and can cut down on the time you have to spend hunting for rune stones.

Aspect Extraction.

This skill increases the chance of extracting aspect runes from glyphs by 5 percent per level. There are a total of three skill points that can be invested into the skill. This skill is useful for a number of reasons. First, aspect runes are among the rarest of the all of the rune types and can present a serious bottleneck to your crafting while you are leveling. Anything that increases your supply of aspect runes is valuable for that reason alone. Second, enchanting is more focused on extraction than any of the other professions. You will be aiming to do a lot of extraction as an enchanter as a focus for your leveling. Maximizing the payout from that extraction is only logical.

Final Crafting Notes

As we wrap up this section on enchanting, there are some useful tips and tricks that are helpful to point out to all young enchanters.

Find a Friend.

It was mentioned before, but it bears mentioning again, a fellow enchanter is one of your strongest advantages in this profession. Due to how experience is given through the extraction system for enchanting, having another player to swap glyphs with expressly for extraction is of incredible importance to leveling. Enchanting is an especially hard and long road to go alone.

Save Your Aspect Runes.

Since runes are not as strictly dictated by level range as other profession's ingredients, you may find yourself in possession of a high level aspect rune fairly early in the game. Tempting as it may be to use your legendary aspect rune to supercharge a piece of level 20 gear, I advise against this strongly. Enchanting hit its greatest value in the later stages of the game, and the price of legendary veteran glyphs will be staggering. It is far better to save such precious early finds so that they payoff in the late game when it really matters.

Discover Every Rune.

Some runes are far more valuable and useful than others, but no enchanter should forget the large one-time bonus they get for discovering a new rune. Use the tables in this guide to avoid wasting a powerful rune, but you should otherwise use any unknown rune as soon as you find it for the experience bonus.

Buy Glyphs.

I normally do not recommend buying NPC gear, because it is far inferior to crafted gear and for most other professions does not result in any serious benefits. This is not the case with glyphs. Glyphs purchased from an NPC are subject to the same inspiration bonuses when they are extracted as other player's glyphs. If you cannot find a good friend to trade glyphs with, then spending some gold early on to supercharge your crafting experience is well worth it. I would even go so far as to say you are better off spending your time getting gold to buy glyphs for leveling than spending time hunting down rune stones for leveling.

Now you know everything you need to be successful as an enchanter in The Elder Scrolls Online. It may take time, but by walking the hard road of the enchanter, your skills will be in demand all across Tamriel.



PROVISIONING



rovisioning involves the creation of food and drink in ESO. These are the long-term buffs that compliment short term boosts like potions. Players will classically consume these items before a large battle or a dungeon to carry them through. They may also use provisions as a standard enhancement to make all their playing easier if they have enough access to the goods. A provisioning buff lasts about 30 minutes at first and up to two hours with high quality recipes.

A provisioning crafter will turn raw food and drink ingredients into cooked foods and beverages. Food items are divided into the categories of breads and pies, grilled and soups and stews. Drinks are divided into the categories of beer, wine and spirits. Each category has a slightly different focus in terms of the buffs it provides, but all buffs affect health, magicka, stamina or a combination of the three.

Provisioning materials are some of the most plentiful in the game and have an altogether different collection style than the other professions. This also makes provisioning one of the easiest professions to get into. The ingredients for provisioning are found primarily in the chests, barrels and crates in towns and inhabited dungeons. These ingredients commonly share their loot table with other items like lockpicks and alchemy solvents. Players looking for these other items, or other random loot, may end up collecting a large quantity of provisioning materials that they may choose to sell. This system is bound to make provisioning materials a common part of the market and economy, so players will likely be able to buy them off players that are not pursuing the profession.

The other remarkable difference between provisioning and the other professions is the use of recipes in the traditional sense. In order to truly advance your abilities in the profession, you need to find recipes as loot drops from monsters or in chests. Once you have acquired a recipe, you can craft that recipe so long as your provisioning skills have unlocked the necessary level.

This makes provisioning somewhat harder than other profession because all crafting options are not immediately available. The trading of recipes is likely to be a large part of the market value of this profession, perhaps greater than the price of the ingredients themselves. You can and likely will find multiple instances of a recipe that can be sold or traded.

Finding a crafting station for provisioning is more varied than with the other professions. The stations are marked with an oven icon on the map and are usually found in taverns, but they may be mixed with other stations in a hub. The station itself can range in appearance from a stone oven, a cooking pot or a spit of meat roasting over a fire. The appearance of the station does not matter. You can craft all recipes at all stations.

Leveling Provisioning

Similar to alchemy, creation is the only source of crafting experience, or inspiration, for provisioning. You are cooking food and brewing drinks, plain and simple. That is, quite literally, the only activity for this profession. There is no researching, no extraction and no discovery. When creating for leveling purposes, it is important to craft the highest level item you can. The higher the level of the recipe, the more inspiration is given for each creation. As you will see in the recipes section, the recipes build on one another, so many of the same low-level ingredients will be used at the higher levels. They just get more ingredients added on top of them.

This straightforward approach means there are no special tricks to leveling as a provisioning crafter. Gather as many materials and recipes as you can, advance your recipe skills early and craft away. If you end up with lots of excess goods, then simply keep the buffs active on your character all the time. The long-term, always-useful nature of provisioning buffs means that keeping them up all the time is not necessarily a waste.

It is very important to craft higher- quality recipes as well. Like other items, provisioning items and recipes have a quality level indicated by color. Basic recipes are white or green, intermediate recipes are blue and advanced recipes are purple. You will want to craft the highest level and the highest color recipe you have access to. That said, you do not have to unlock the highest levels of recipes in order to max out the profession at level 50. Many players

are able to come close to maxing out the profession with relatively low level recipes that are under level 20. The most important part of leveling provisioning is tenacity. Just keep collecting more and more ingredients by opening up every container you find in the world. It is usually better to stick to towns, especially port towns, because these will be safer and have high concentrations of containers. These containers are also instanced and replenished, so it doesn't matter how many players are looting a dresser, they will all get something and be able to come back later for more.

Making Gold With Provisioning

Selling to Vendors

It is quite east to make gold with provisioning because the ingredients are so plentiful and easily accessed. The value added to the ingredients by cooking them is also quite high. Most low level ingredients only have a value of one or two gold, but a green quality soup made from them has a vale of nearly 20 gold. This is just from a vendor, which brings me to a recommendation I will likely not make about any other profession: feel free to vendor your excess created goods. Especially at the lower levels, you are likely to not find many players who are willing to buy all your excess food items off of you. These items are so easy to craft that even players who do not plan to dedicate themselves to the profession will likely still craft the low level recipes. Your best bet them becomes to vendor these recipes. This can make a hefty amount of gold in the early levels and is much easier than trying to find a player to buy. A vendor to sell to is often just a few steps away from the crafting station.

The Guild Store

The guild store is important to provisioning crafters just like all other crafters. This is your main way to be able to offer your crafted goods to other players. You can join multiple guilds, and many guilds will have open spots on their rosters specifically for dedicated crafters. You may have to offer your goods at prices set by the guild leadership, but you will likely have a steady stream of customers if the guild is large and active.

The PvP guild store is a step above the normal guild store, and if you can get into a faction with a PvP guild store, then your profits are likely to soar. If you are serious about making money with crafting then getting into a consistent PvP guild store should be a priority. This is by no means an easy feat. In order to have such a guild store, the guild must capture and hold a keep on the Cyrodiil map. Holding the keep, and thus keeping the store open for a meaningful length of time, will be the greatest challenge. Only a large and dedicated PvP guild will be able to accomplish this. You may have to earn your place in these guilds, but it is well worth whatever effort.

These guild stores differ from normal stores in that any player in a faction can visit them. This opens up your customer base immensely. These PvP customers will also be far needier of buffing items and be willing to pay a premium for the best.

Provisioning Ingredients

Ingredients are probably the most complex concept in provisioning. They also take the most management. You can have an unlimited selection of recipes, but you cannot have an unlimited number of ingredients due to bag space. In fact, space management is one of the most difficult aspects of being a provisioning crafter and a key reason why it does not mix well with other professions. The trick is in understanding which ingredients are truly valuable to you and which ingredients you can safely trash. Unfortunately, you will likely be trashing some ingredients simply because you will not have space for them and selling ingredients to players is unlikely. Mastering the use and storage of ingredients is the real trick to mastering this profession, so study this section closely.

Base Ingredients.

Base ingredients are the faction-specific ingredients. They are only found in the appropriate faction zone for their level range. Do not get too tripped up on this because the actual effect of the cooked food item is more or less identical regardless of faction. If you really want to craft a certain item that requires an ingredient from another faction you will have to buy or trade it through your bank, but this is not really necessary. The differentiation of the base ingredients seems to be simply a way to provide depth and life to the game world rather than to provide a real strategy mechanic.

The following table details the base ingredients organized primarily by level.

Ingredient	Level	Item Type	Faction
Shornhelm Grains	1	Beverage	Daggerfall Covenant
Capon Meat	1	Food	Daggerfall Covenant
Aged Meat	1	Beverage	Aldmeri Dominion
Pork	1	Food	Aldmeri Dominion
Snake Slime	1	Beverage	Ebonheart Pact
Goat Meat	1	Food	Ebonheart Pact
Iron Peat	5	Beverage	Daggerfall Covenant
Battaglir Weeds	5	Food	Daggerfall Covenant
Dusk Beetle	5	Beverage	Aldmeri Dominion
Guar Egg	5	Food	Aldmeri Dominion
Snake Venom	5	Beverage	Ebonheart Pact
Kwama Egg	5	Food	Ebonheart Pact
Tangerine	10	Beverage	Daggerfall Covenant
Bear Haunch	10	Food	Daggerfall Covenant
Ripe Apple	10	Beverage	Aldmeri Dominion
Sweetmeats	10	Food	Aldmeri Dominion
Wild Honey	10	Beverage	Ebonheart Pact

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Scuttle Meat	10	Food	Ebonheart Pact
Wasp Squeezings	15	Beverage	Daggerfall Covenant
Mutton Flank	15	Food	Daggerfall Covenant
Wisp Floss	15	Beverage	Aldmeri Dominion
Liver	15	Food	Aldmeri Dominion
Dragon's-Tongue Sap	15	Beverage	Ebonheart Pact
Plump Worms	15	Food	Ebonheart Pact
Dark Bile	20	Beverage	Daggerfall Covenant
Combwort	20	Food	Daggerfall Covenant
Pig's Milk	20	Beverage	Aldmeri Dominion
Goat Bits	20	Food	Aldmeri Dominion
Sujamma Berries	20	Beverage	Ebonheart Pact
Plump Rodent Toes	20	Food	Ebonheart Pact
Orc Hops	25	Beverage	Daggerfall Covenant
Venison	25	Food	Daggerfall Covenant
Glitter Rock	25	Beverage	Aldmeri Dominion
Moon Sugar	25	Food	Aldmeri Dominion
Comberry	25	Beverage	Ebonheart Pact
Plump Maggots	25	Food	Ebonheart Pact
Desert Heather	30	Beverage	Daggerfall Covenant
Horker Meat	30	Food	Daggerfall Covenant
Molasses	30	Beverage	Aldmeri Dominion
Crawdad	30	Food	Aldmeri Dominion
River Grapes	30	Beverage	Ebonheart Pact
Chaurus Meat	30	Food	Ebonheart Pact
Black Tea	35	Beverage	Daggerfall Covenant
Flank Steak	35	Food	Daggerfall Covenant
Spring Essence	35	Beverage	Aldmeri Dominion

Saltrice	35	Food	Aldmeri Dominion
Ash Millet	35	Beverage	Ebonheart Pact
Frog Legs	35	Food	Ebonheart Pact
Crystal Berry	40	Beverage	All Factions
Beef	40	Food	All Factions
Kaveh Beans	45	Beverage	All Factions
Shank	45	Food	All Factions
Mountain Berries	50	Beverage	All Factions
Mudcrab Meat	50	Food	All Factions
Bervez Fruit	Veteran Rank 5	Beverage	All Factions
Jazbay Grapes	Veteran Rank 5	Beverage	All Factions
Honey Comb	Veteran Rank 5	Food	All Factions

Secondary Ingredients

In addition to a base ingredient, all recipes require a secondary ingredient. The secondary ingredients are not faction specific and can be found in all faction zones. They are somewhat level specific, which means they are also somewhat zone specific, but due to the immense overlap between levels and zones, this specificity is hardly noticeable. Players can generally keep in mind that lower level ingredients are going to spawn rarely in higher level zones and so forth.

The main difference between secondary ingredients is that they correspond with predictable naming patterns to a certain type of food item. You will see, for example, that various flours apply to breads and pies, various grapes apply to wine and so forth.

The following table lists the secondary ingredients organized primarily by food type.

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Ingredient Name	Recipe Improvement Rank	Food or Drink Type
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Meal	1	Breads and Pies
Milled Flour	2	Breads and Pies
Sifted Flour	3	Breads and Pies
Cake Flour	4	Breads and Pies
Baker's Flour	5	Breads and Pies
Imperial Flour	6	Breads and Pies
Drippings	1	Grilled
Cooking Fat	2	Grilled
Suet	3	Grilled
Lard	4	Grilled
Fatback	5	Grilled
Pinguis	6	Grilled
Thin Broth	1	Soups and Stews
Broth	2	Soups and Stews
Stock	3	Soups and Stews
Jus	4	Soups and Stews
Glace Viande	5	Soups and Stews
Imperial Stock	6	Soups and Stews
Brown Malt	1	Beer
Amber Malt	2	Beer
Caramalt	3	Beer
Wheat Malt	4	Beer
Imperial Mash (the fact that this is not a malt appears to be a developer oversight)	5	Beer
White Malt	6	Beer
Corn Mash	1	Spirits
Wheat Mash	2	Spirits
Oat Mash	3	Spirits

Barley Mash	4	Spirits
Golden Malt (the fact that this is not a mash appears to be a developer oversight)	5	Spirits
Rice Mash	6	Spirits
Wine Grapes	1	Wine
Grasa Grapes	2	Wine
Lado Grapes	3	Wine
Camaralet Grapes	4	Wine
Emperor Grapes	5	Wine
Ribier Grapes	6	Wine

Improvement Ingredients

These are the rarest and most valuable of the ingredients in the provisioning profession. They are a rare drop and are not leveled, so they can appear in any faction zone at any range. Their purpose is the crafting of improved recipe qualities. You will learn more about recipe qualities in the recipe section below. The ingredients are food-specific and are in addition to the base and secondary ingredients in the recipe. The first improvement ingredient is needed for the blue quality recipe, and the second two improvement ingredients are needed for the purple quality recipe.

The table below lists the improvement ingredients according to food type.

Ingredient Name	Improvement Level (Color)	Food Type
Red Wheat	First (Blue)	Breads and Pies
Barley	Second (Purple)	Breads and Pies
Oats	Second (Purple)	Breads and Pies
Salt	First (Blue)	Grilled
Garlic	Second (Purple)	Grilled

Pepper	Second (Purple)	Grilled
Onion	First (Blue)	Soups and Stews
Potato	Second (Purple)	Soups and Stews
Tomato	Second (Purple)	Soups and Stews
Hallertau Hops	First (Blue)	Beer
Hops	Second (Purple)	Beer
Saaz Hops	Second (Purple)	Beer
Snowberry	First (Blue)	Spirits
Juniper Berry	Second (Purple)	Spirits
Canis Root	Second (Purple)	Spirits
Concord Grapes	First (Blue)	Wine
White Grapes	Second (Purple)	Wine
Jazbay Grapes	Second (Purple)	Wine

Provisioning Recipes

This section is dedicated to providing a complete list of the recipes for provisioning in ESO. It can be quite an intimidating amount of data, but it follows predictable patterns that are easy to follow once learned.

The naming pattern for recipes is as follows. All recipes have a standard name, for example, Bear Flank Pie. This is the standard version of the recipe and requires the base and secondary ingredient. All recipes then have a fortified version with the same, so Bear Flank Pie becomes Fortified Bear Flank Pie. This is the second, or blue, quality level of the recipe. All recipes then have a consummate version, so Bear Flank Pie becomes Consummate Bear Flank Pie. This is the third, or purple, quality level of the recipe. The quality level, as in the other professions does not enhance the recipes level, but it does increase its potency, resulting in a superior food item for its level.

The other important distinction with recipes is the difference between food and drink. Food items, including breads and pies, grilled and soups and stews, all increase the maximum level of one or more attributes. All drink items increase the regeneration rate of one or more attributes. While both have their uses, most players will opt primarily for food items. Food and drink items do not stack, so keep this in mind when crafting. This means you cannot have a buff to stats and a buff to regeneration at the same time. There will be greater demand for food as opposed to drink.

Before consulting the table, keep in mind that the complexity of this list is misleading. The only reason there are a great variety of provisioning items is because of the developers attempt to add depth by having each faction with their own unique foods. This brings the world alive, but it is unnecessarily confusing for crafters. I have not included effect and duration in the table because it would be highly repetitive. Instead, recipes are sorted by recipe level. All recipes of the same level have the same effect and duration values. Invigorated, fortified or enriched versions tend to decrease the potency values but increase the duration to one hour and affect multiple attributes. Consummate versions tend to decrease the potency values but increase the duration to two hours and affect all three attributes.

This first table details the base attribute effects for food.

Recipe Level	Attribute Value	Duration Value
1	42	35 minutes
5	66	35 minutes
10	96	35 minutes
15	126	35 minutes
20	156	35 minutes
25	186	35 minutes
30	216	35 minutes
35	246	35 minutes

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40	276	35 minutes
45	306	35 minutes
50	336	35 minutes
Veteran Rank 5	327	35 minutes

This table lists the base attribute effects for drinks.

Recipe Level	Attribute Value	Duration Value
1	2	35 minutes
5	3	35 minutes
10	4	35 minutes
15	5	35 minutes
20	6	35 minutes
25	7	35 minutes
30	8	35 minutes
35	9	35 minutes
40	10	35 minutes
45	11	35 minutes
50	12	35 minutes
Veteran Rank 5	13	35 minutes

Food Recipe Tables

Breads and Pies Recipe Table

Name	Ingredients
Battaglir Loaf	battaglir weeds and meal

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Fortified Battaglr Loaf	add. red wheat
Consummate Battaglr Loaf	add. barley and oats
Bear Flank Pie	bear haunch and meal
Fortified Bear Flank Pie	add. red wheat
Consummate Bear Flank Pie	add. barley and oats
Capon Tinish	capon meat and meal
Fortified Capon Tinish	add. red wheat
Consummate Capon Tinish	add. barley and oats
Goatherd's Pie	goat meat and meal
Fortified Goatherd's Pie	add. red wheat
Consummate Goatherd's Pie	add. barley and oats
Guar Quiche	guar eggs and meal
Fortified Guar Quiche	add. red wheat
Consummate Guar Quiche	add. barley and oats
Kwama Quiche	kwama eggs and meal
Fortified Kwama Quiche	add. red wheat
Consummate Kwama Quiche	add. barley and oats
Liverwurst Tart	liver and meal
Fortified Liverwurst Tart	add. red wheat
Consummate Liverwurst Tart	add. barley and oats
Mutton Pie	mutton flank and meal
Fortified Mutton Pie	add. red wheat
Consummate Mutton Pie	add. barley and oats
Scuttle Baguette	scuttle meat and meal
Fortified Scuttle Baguette	add. red wheat
Consummate Scuttle Baguette	add. barley and oats
Sweetbread	sweetmeats and meal
Fortified Sweetbread	add. red wheat

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Consummate Sweetbread	add. barley and oats
Trotter Pie	pork and meal
Fortified Trotter Pie	add. red wheat
Consummate Trotter Pie	add. barley and oats
Worm Tart	plump worms and meal
Fortified Worm Tart	add. red wheat
Consummate Worm Tart	add. barley and oats
Combwort Flatbread	combwort and milled flour
Fortified Combwort Flatbread	combwort, milled flour and red wheat
Consummate Combwort Flatbread	combwort, milled flour, red wheat, barley and oats
Goat Dumplings	goat bits and milled flour
Fortified Goat Dumplings	add. red wheat
Consummate Goat Dumplings	add. barley and oats
Maggot Haggis	plump maggots and milled flour
Fortified Maggot Haggis	add. red wheat
Consummate Maggot Haggis	add. barley and oats
Moon Sugar Biscuits	moon sugar and milled flour
Fortified Moon Sugar Biscuits	add. red wheat
Consummate Moon Sugar Biscuits	add. barley and oats
Rodent Muffins	plump rodent toes and milled flour
Fortified Rodent Muffins	add. red wheat
Consummate Rodent Muffins	add. barley and oats
Venison Pasty	venison and milled flour
Fortified Venison Pasty	add. red wheat
Consummate Venison Pasty	add. barley and oats
Chaurus Dumplings	chaurus meat and sifted flour
Fortified Chaurus Dumplings	add. red wheat
Consummate Chaurus Dumplings	add. barley and oats

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Crawdad Quiche	crawdad and sifted flour
Fortified Crawdad Quiche	add. red wheat
Consummate Crawdad Quiche	add. barley and oats
Flank Pie	flank steak and sifted flour
Fortified Flank Pie	add. red wheat
Consummate Flank Pie	add. barley and oats
Frog Muffin	frog legs and sifted flour
Fortified Frog Muffin	add. red wheat
Consummate Frog Muffin	add. barley and oats
Horker Loaf	horker meat and sifted flour
Fortified Horker Loaf	add. red wheat
Consummate Horker Loaf	add. barley and oats
Saltrice Biscuits	saltrice and sifted flour
Fortified Saltrice Biscuits	add. red wheat
Consummate Saltrice Biscuits	add. barley and oats
Beef Pasty	beef and cake flour
Fortified Beef Pasty	add. red wheat
Consummate Beef Pasty	add. barley and oats
Shank-and-Potato Pie	shank and cake flour
Fortified Shank-and-Potato Pie	add. red wheat
Consummate Shank-and-Potato Pie	add. barley and oats
Mudcrab Cakes	mudcrab meat and baker's flour
Fortified Mudcrab Cakes	add. red wheat
Consummate Mudcrab Cakes	add. barley and oats
Sweetroll	honey comb and imperial flour
Fortified Sweetroll	add. red wheat
Consummate Sweetroll	add. barley and oats

Grilled Recipes Table

Name	Ingredients
Battaglir Grill	battaglir weeds and drippings
Enriched Battaglir Grill	add. salt
Consummate Battaglir Grill	add. garlic and pepper
Bear Hash	bear haunch and drippings
Enriched Bear Hash	add. salt
Consummate Bear Hash	add. garlic and pepper
Braised Sweetmeats	sweetmeats and drippings
Enriched Braised Sweetmeats	add. salt
Consummate Braised Sweetmeats	add. garlic and pepper
Fried Guar Eggs	guar eggs and drippings
Enriched Fried Guar Eggs	add. salt
Consummate Fried Guar Eggs	add. garlic and pepper
Grilled Capon	capon meat and drippings
Enriched Grilled Capon	add. salt
Consummate Grilled Capon	add. garlic and pepper
Grilled Worms	plump worms and drippings
Enriched Grilled Worms	add. salt
Consummate Grilled Worms	add. garlic and pepper
Kwama Omelet	kwama eggs and drippings
Enriched Kwama Omelete	add. salt
Consummate Kwama Omelete	add. garlic and pepper
Liver and Lights	liver and drippings

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Enriched Liver and Lights	add. salt
Consummate Liver and Lights	add. garlic and pepper
Mutton Ribs	mutton flank and drippings
Enriched Mutton Ribs	add. salt
Consummate Mutton Ribs	add. garlic and pepper
Roast Goat	goat meat and drippings
Enriched Roast Goat	add. salt
Consummate Roast Goat	add. garlic and pepper
Roast Pig	pork and drippings
Enriched Roast Pig	add. salt
Consummate Roast Pig	add. garlic and pepper
Scuttle Scramble	scuttle meat and drippings
Enriched Scuttle Scramble	add. salt
Consummate Scuttle Scramble	add. garlic and salt
Caramelized Goat Nibbles	goat bits and cooking fat
Enriched Caramelized Goat Nibbles	add. salt
Consummate Caramelized Goat Nibbles	add. garlic and pepper
Grilled Combwort	combwort and cooking fat
Enriched Grilled Combwort	add. salt
Consummate Grilled Combwort	add. garlic and pepper
Grilled Venison	venison and cooking fat
Enriched Grilled Venison	add. salt
Consummate Grilled Venison	add. garlic and pepper
Jerked Rodent	plump rodent toes and cooking fat
Enriched Jerked Rodent	add. salt
Consummate Jerked Rodent	add. garlic and pepper
Maggot Bites	plump maggots and cooking fat

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Enriched Maggot Bites	add. salt
Consummate Maggot Bites	add. garlic and pepper
Moon Sugar Brittle	moon sugar and cooking fat
Enriched Moon Sugar Brittle	add. salt
Consummate Moon Sugar Brittle	add. garlic and pepper
Crawdad Stir-Fry	crawdad and suet
Enriched Crawdad Stir-Fry	add. salt
Consummate Crawdad Stir-Fry	add. garlic and pepper
Fried Saltrice	saltrice and suet
Enriched Fried Saltrice	add. salt
Consummate Fried Saltrice	add. garlic and pepper
Grilled Frog Legs	frog legs and suet
Enriched Grilled Frog Legs	add. salt
Consummate Grilled Frog Legs	add. garlic and pepper
Grilled Horker	horker meat and suet
Enriched Grilled Horker	add. salt
Consummate Grilled Horker	add. garlic and pepper
Mountain Jerky	flank steak and suet
Enriched Mountain Jerky	add. salt
Consummate Mountain Jerky	add. garlic and pepper
Slow-Roasted Chaurus	chaurus meat and suet
Enriched Slow-Roasted Chaurus	add. salt
Consummate Slow-Roast Chaurus	add. garlic and pepper
Beef Sirloin	beef and lard
Enriched Beef Sirloin	add. salt
Consummate Beef Sirloin	add. garlic and pepper
Grilled Shank	shank and lard
Enriched Grilled Shank	add. salt

Consummate Grilled Shank	add. garlic and pepper
Fishy Sticks	mudcrab meat and fatback
Enriched Fishy Sticks	add. salt
Consummate Fishy Sticks	add. garlic and pepper
Honey Brittle	honey comb and pinguis
Enriched Honey Brittle	add. salt
Consummate Honey Brittle	add. garlic and pepper

Soups and Stews

Soups and Stews Recipe Table

Name	Ingredients
Baandari Mutton Stew	mutton flank and thin broth
Invigorated Baandari Mutton Stew	add. onion
Consummate Baandari Mutton Stew	add. potato and tomato
Bear Soup	bear haunch and thin broth
Invigorated Bear Soup	add. onion
Consummate Bear Soup	add. potato and tomato
Capon Noodle Soup	capon meat and thin broth
Invigorated Capon Noodle Soup	add. onion
Consummate Capon Noodle Soup	add. potato and tomato
Century Soup	guar eggs and thin broth
Invigorated Century Soup	add. onion
Consummate Century Soup	add. potato and tomato

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Goat Bone Soup	goat meat and thin broth
Invigorated Goat Bone Soup	add. onion
Consummate Goat Bone Soup	add. potato and tomato
Liver Goulash	liver and thin broth
Invigorated Liver Goulash	add. onion
Consummate Liver Goulash	add. potato and tomato
Poached Kwama Eggs	kwama eggs and thin broth
Invigorated Poached Kwama Eggs	add. onion
Consummate Poached Kwama Eggs	add. potato and tomato
Pork Soup	pork and thin broth
Invigorated Pork Soup	add. onion
Consummate Pork Soup	add. potato and tomato
Scuttle Fondue	scuttle meat and thin broth
Invigorated Scuttle Fondue	add. onion
Consummate Scuttle Fondue	add. potato and tomato
Stewed Battaglir	battaglir weeds and thin broth
Invigorated Stewed Battaglir	add. onion
Consummate Stewed Battaglir	Add. potato and tomato
Sweetmeat Surprise	sweetmeats and thin broth
Invigorated Sweetmeat Surprise	add. onion
Consummate Sweetmeat Surprise	add. potato and tomato
Wiggles-in-Gullet	plump worms and thin broth
Invigorated Wiggles-in-Gullet	add. onion
Consummate Wiggles-in-Gullet	add. potato and tomato
Combwort Confit	combwort and broth
Invigorated Combwort Confit	add. onion
Consummate Combwort Confit	add. potato and tomato
Elsweyr Fondue	moon sugar and broth

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Invigorated Elsweyr Fondue	add. onion
Consummate Elsweyr Fondue	add. potato and tomato
Goat Stew	goat bits and broth
Invigorated Goat Stew	add. onion
Consummate Goat Stew	add. potato and tomato
Jugged Venison	venison and broth
Invigorated Jugged Venison	add. onion
Consummate Jugged Venison	add. potato and tomato
Slumgullion	plump maggots and broth
Invigorated Slumgullion	add. onion
Consummate Slumgullion	add. potato and tomato
Squeak Soup	plump rodent toes and broth
Invigorated Squeak Soup	add. onion
Consummate Squeak Soup	add. potato and tomato
Breton Stew	flank steak and stock
Invigorated Breton Stew	add. onion
Consummate Breton Stew	add. potato and tomato
Chaurus-in-Carapace	chaurus meat and stock
Invigorated Chaurus-in-Carapace	add. onion
Consummate Chaurus-in-Carapace	add. potato and tomato
Crawdad Etoufee	crawdad and stock
Invigorated Crawdad Etoufee	add. onion
Consummate Crawdad Etoufee	add. potato and tomato
Horker Stew	horker meat and stock
Invigorated Horker Stew	add. onion
Consummate Horker Stew	add. potato and tomato
Saltrice Slurry	saltrice and stock
Invigorated Saltrice Slurry	add. onion

Consummate Saltrice Slurry	add. potato and tomato
Swamp Soup	frog legs and stock
Invigorated Swamp Soup	add. onion
Consummate Swamp Soup	add. potato and tomato
Imperial City Stew	shank and jus
Invigorated Imperial City Stew	add. onion
Consummate Imperial City Stew	add. potato and tomato
Steak Soup	beef and jus
Invigorated Steak Soup	add. onion
Consummate Steak Soup	add. potato and tomato
Crab Meat Stew	mudcrab meat and glace viande
Invigorated Crab Meat Stew	add. onion
Consummate Crab Meat Stew	add. potato and tomato
Honey Pudding	honey comb and imperial stock
Invigorated Honey Pudding	add. onion
Consummate Honey Pudding	add. potato and tomato

Beverages Tables

Note: Now that you have an idea of how this works, the following tables are abbreviated. The ingredient for the fortified, enriched and invigorated versions will be listed once at the beginning of the table. The ingredients for the consummate version will also be listed once instead of throughout.

Beer Recipes Table

Fortified Version: hallertau hops

Consummate Version: hops and saaz hops

Name	Ingredients
Bog-Iron Ale	iron peat and brown malt
Bottled Buzz	wasp squeezings and brown malt
Citrus Malt	tangerine and brown malt
Dark Meat Beer	aged meat and brown malt
Dragon's Tongue Ale	dragon's tongue sap and brown malt
Golden Apple Ale	ripe apple and brown malt
Saloop	snake venom and brown malt
Shornhelm Ale	shornhelm grains and brown malt
Snake Sweat	snake slime and brown malt
Sun's Dusk Ale	dusk beetle and brown malt
Sylph Brandy	wisp floss and brown malt
Voljar's Honey	wild honey and brown malt
Brew-Wife Ale	orc hops and amber malt
Comberry Cider	comberry and amber malt
Four-Eye Grog	dark bile and amber malt
Jagga	pig's milk and amber malt
Sujamma Stout	sujamma berries and amber malt
Sweetmilk	glitter rock and amber malt
Ash-Slake Ale	ash millet and caramalt
Bitter Tea	black tea and caramalt
Fermented Treacle Tea	molasses and caramalt
Heather Tea	dessert heather and caramalt
River's Ale	river grapes and caramalt
Spring Infusion	spring essence and caramalt
Crystal Beer	crystal berry and wheat malt
Kaveh Stout	kaveh beans and wheat malt

Bervez Lager	bervez fruit and imperial mash
Jazbay Brew	jazbay grapes and imperial mash
Mountain Lager	mountain berries and white malt

Spirits Recipe Table

Enriched Version: snowberry

Consummate Version: juniper berry and canis root

Name	Ingredients
Aqua Vitae	shornhelm grains and corn mash
Beetle Shots	dusk beetle and corn mash
Blider	snake venom and corn mash
Golden Liqueur	ripe apple and corn mash
Hive Mind	wasp squeezings and corn mash
Rotmeth	aged meat and corn mash
Slash of the Dragon	dragon's-tongue sap and corn mash
Slither Liquor	snake slime and corn mash
Sylphy Gin	wisp floss and corn mash
Tangerine Liqueur	tangerine and corn mash
Truth Glimpse	iron peat and corn mash
Voljar's Liqueur	wild honey and corn mash
Greef	comberry and wheat mash
Hopscotch	orc hops and wheat mash
Jagga Ouzo	pig's milk and wheat mash
Old Kindlepitch	dark bile and wheat mash
Sujamma	sujamma berries and wheat mash

White Eye	glitter rock and wheat mash
Black Night Cordial	black tea and oat mash
Blessed Spring Water	spring essence and oat mash
Gray Lightening	ash millet and oat mash
Heather Bender	desert heather and oat mash
Night-grog	river grapes and oat mash
Treacle Run	molasses and oat mash
Crystal Clarity	crystal berry and barley mash
Qhalua	kaveh beans and barley mash
Berveza Vitae	bervez fruit and golden malt
Eye-opener	jazbay grapes and golden malt
Mountain Spirits	mountain berries and rice mash

Wine Recipes Table

Invigorated Version: concord grapes

Consummate Version: white grapes and jazbay grapes

Name	Ingredients
Apple Wine	ripe apple and wine grapes
Dragon's-Tongue Shirza	dragon's-tongue sap and wine grapes
Dream Madiera	wisp floss and wine grapes
Dusky Claret	dusk beetle and wine grapes
Meat Muscat	aged meat and wine grapes

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Numb-All-Over	snake venom and wine grapes
Snake Sherry	snake slime and wine grapes
Spiced Wine	shornhelm grains and wine grapes
Sunset Wine	tangerine and wine grapes
Ungorth	iron peat and wine grapes
Voljar's Mead	wild honey and wine grapes
Wet Wasp White	wasp squeezings and wine grapes
Clamberskull	dark bile and grasa grapes
Gold Coast Muscat	glitter rock and grasa grapes
Porky Port	pig's milk and grasa grapes
Shein	comberry and grasa grapes
Sujamma Red	sujamma berries and grasa grapes
Vintage Spew	orc hops and grasa grapes
Ash Zinfandel	ash millet and lado grapes
Black Wine	black tea and lado grapes
Cane Mead	molasses and lado grapes
Heather Mead	desert heather and lado grapes
River Madeira	river grapes and lado grapes
Sparkling Spring	spring essence and lado grapes
Crystalline Wine	crystal berry and camaralet grapes
Kaveh Red	kaveh beans and camaralet grapes
Bervez Wine	bervez fruit and emperor grapes
Comet Wine	mountain berries and ribier grapes
Jazbay Cabernet	jazbay grapes and emperor grapes

Provisioning Skills

Recipe Quality.

This is an essential skill for making the best recipes as it unlocks the ability to use the green version recipes, blue version recipes and the purple version recipes. There are a total of three skill points that can be spent on this skill.

Recipe Improvement.

This is an essential skill for leveling the provisioning profession as it allows the use of higher level recipes. You should put points into this skill as soon as your crafting level is high enough to do so. There are a total of six skill points that can be invested into this skill. The first is automatically invested for you.

Gourmand.

This skill improves the value of food recipes by adding to the length of the buff. There are a total of three skill points to invest in the skill. The first improves the time by 5 minutes. The second improves the time by 10 minutes. The third improves the time by 20 minutes. Since food will be in high demand, this is an excellent skill to have. It especially adds value to the basic recipes. Level three will nearly double the duration of the standard recipes.

Connoisseur.

This skill is identical to the Gourmand skill except that it applies to drinks. Since provisioning buffs currently do not stack, drinks are much less useful than food for most players. This makes the Connoisseur skill much less useful than Gourmand. You can invest points into this skill, but only if you have excess skill points available. You will probably only be crafting drinks to advance the crafting progression and to sell to vendors.

Chef.

This skill greatly increases the efficiency of the profession and allows you to make more with less. There are a total of three skill points that can be invested into the skill. The first makes one extra serving for each recipe made. The second makes two extra servings for each recipe. The third makes three extra servings for each recipe. This is one of the best skills to unlock from a gold-making standpoint. It also makes your crafting life easier since you don't need as many ingredients to produce the same volume.

Brewer.

This is the beverage counterpart to the Chef skill. Similar to how Connoisseur is less valuable than Gourmand, this skill is less valuable than Chef. Feel free to unlock this skill, but you should only do so if you have excess skill points to get rid of.

Provisioning Hireling.

This skill works exactly the same as the other hireling skills, but the hireling will bring you provisioning ingredients. There are a total of three skill points that can be invested into this skill. The first causes the hireling to bring you ingredients with a low chance for improvement ingredients once per day. The second increases the chance for the hireling to bring improvement ingredients. The third greatly increases the chance of improvement ingredients and can be used twice per day. This is arguably one of the most valuable of all of the provisioning skills because it provides a fairly steady source of the improvement ingredients.

Final Crafting Notes

As we wrap up this section on provisioning, there are some helpful tips and strategies to point out to all young chefs and brewers.

Manage Your Inventory.

Managing your inventory space is the most challenging part of this profession, especially early on when you have limited bag and bank space. Focus on those items you can use to create food because drinks are secondary. As you progress through the profession you will likely need to dump outdated ingredients. Remember also that your bank can be accessed through the crafting interface, so you do not need to keep all the ingredients on your character. If you have multiple characters, keep only one provisioning crafter because everything can be shared using the bank.

Looting Habit.

The best way to help yourself progress through provisioning is to develop a looting habit. Always check crates, barrels, chests and the like for materials everywhere you go. There is no consequence for looting, even in someone else's house.

You now have everything you need to become a great provisioning crafter. Your food and drink will be keeping the heroes of Tamriel well fed for a long time to come.

BLACKSMITHING



Blacksmithing involves turning metal ores into melee weapons and heavy armor. Many players find the profession useful, and it is especially useful for heavy armor tanks. A blacksmith will first mine ore from nodes throughout the map. He will then refine this ore at a crafting station into ingots. Once he has ingots, the blacksmith will turn these ingots into finished items and may combine the ingots with other materials to improve the item's quality.

Blacksmiths can also place traits on items, giving them special effects. Traits are applied using trait gems that can be found in loot or gained by extracting them from other blacksmithing items. In order to apply the trait, the blacksmith must first research that trait. This is the most tedious element of the profession. Researching requires an item of the correct type with the trait that you want. For example, if you wish to apply the trait "charged" to a helmet, then you must find a helmet with the charged trait. Once you do the research, you can now apply charged to helmets. If you want to apply charged to boots, however, you will need to start the whole process over again for boots. The item used for researching is also destroyed.

Deconstruction is very important for blacksmiths. This involves taking a finished blacksmithing item and destroying it in order to salvage materials. Ingots, trait gems and improvement items can all be gained by deconstruction, and it is the primary way to gain many of these items. Deconstruction can also be used to maximize inspiration gain.

Blacksmiths can also improve items they are crafting or improve items that have already been created or looted. This improvement increases the items stats and abilities without increasing its level.

Blacksmith crafting stations can be found in many towns and villages throughout Tamriel. It may be found in shop by itself or grouped with other crafting stations in a hub. Blacksmith stations are commonly found in the open air as opposed to an interior zone. The station is marked with an anvil sign. The station itself appears as an anvil with hammers and tongs and a

water trough. A lit forge may be nearby but is not part of the actual crafting station. There are also special blacksmithing stations scattered throughout the map in isolated areas. These special stations are used for crafting special gear sets. The gear sets usually require that multiple traits be unlocked before they can be crafted.

Leveling Blacksmithing

A blacksmith has several options for gaining crafting experience, called inspiration, in ESO. The first way to gain inspiration is through creation, turning ingots into finished weapons and armor. Creation results in consistently high inspiration gains, but it also consumes a great deal of materials. Deconstruction is a way to squeeze additional inspiration and materials out of various items. It also provides a way to recycle mob loot drops into usable materials. Deconstruction provides a small amount of inspiration and will hopefully provide crafting materials that can be used for more creation. The best way to maximize your inspiration gain in this profession is to craft items for the purpose of deconstruction, in order to get the most inspiration out of the materials used. Be careful, however, because deconstruction never rewards the same number of ingots as was used in creation, so you will always be losing crafting material this way. This cycle of creation and destruction is the primary way a blacksmith will gain inspiration and raise his crafting level.

Research is another way to gain inspiration for blacksmithing. A research project rewards more inspiration than creation or destruction, but the inconsistency and the time involved in research means that it ultimately is a secondary way to gain inspiration. You should still conduct research whenever you have the opportunity to do so. You will learn more about research in the section below.

Making Gold With Blacksmithing

Blacksmithing is a moderately profitable profession. It has profitability similar to woodworking and clothing, but it is less profitable than alchemy or provisioning. If enough effort is invested in blacksmithing, however, it can make some very profitable items.

Crafting the Best of the Best

The profitability from blacksmithing comes from making the best of an item. The goods from blacksmithing are not consumable, so a blacksmith will have fewer return customers than an alchemist or provisioning crafter. A blacksmith's items, however, will be much higher priced per item. The normal items crafted by a blacksmith will probably not sell. In order to make a truly marketable product, the blacksmith must invest heavily in trait research and improvement. Since traits take such an investment of time and effort, a blacksmith with access to a variety of trait improvements will be in high demand. If you are looking to make money as a blacksmith, then you must invest whenever possible in trait research.

Money Through Improvement

The other primary way a blacksmith will make money is through item improvement. When a blacksmith crafts a weapon, they can improve that weapon on the spot to greatly increase its value for sale. A blacksmith may also hire out his services as an item improver. The blacksmith may borrow another player's item for the purpose of improving it and then return the improved item. You may need to build up a level of trust with players or a reputation for doing this because there is nothing to stop you from stealing the item you are given to improve. Alternatively, you can collect and sell the improvement items themselves.

The Guild Stores

The player economy in ESO revolves around the guild store. There is no global market or auction house. As a blacksmith, you will need the largest customer base possible. This means that you will want to be in the largest and most advanced guilds where players will be demanding high quality items and be willing to pay the most. Avoid guilds where you will have a lot of competition with other blacksmiths. Many guilds may be opening slots on their rosters specifically for dedicated crafters to supply the guild. You may not necessarily participate actively in the guild, but you will be able to sell them plenty of weapons and armor.

The PvP Guild Stores

Your main goal as a crafter looking to make gold is to get into a PvP guild store. This is no easy task. In order to have a PvP guild store, a guild must acquire and hold a fortress on the Cyrodiil map. This will require a large and dedicated PvP guild. Once the store is up, your goods will be accessible to your entire faction. In addition, the regular customers to a PvP guild store will be PvP players themselves that will be willing to pay a premium for the best equipment before going into serious battle.

Bank Trading

This strategy can be used by any profession, but it is especially useful for blacksmiths, woodworkers and clothiers. Your bank is an account-level trading system, so you can store items in your bank and give them to other characters on your account. This works even if your other character is in an alternate faction. This fact is very important for expanding your customer base. There is no conventional way for a single character to trade with the other factions, but you can use an alternative character to act as your merchant to get your goods to other factions. This will open up the rest of the game's economy and player base as potential customers. If you execute this perfectly, you will be able to sell your goods at a PvP guild store in all three factions, so your wares are available to the entire server population. The time and energy required to do this is worth it only because of the very high price you can charge for the best crafted gear. It is not worthwhile attempting this strategy with lesser gear.

Blacksmithing Materials

The blacksmithing profession has four types of materials: ore, style materials, trait gems and improvement materials. You will need a great deal of ore with some improvement materials and trait gems. You will need one style material for each item you craft.

Ores and Ingots

Ores are the base material for blacksmithing. Ores are organized by level range, so they are found in certain map zones. There is some overlap between the zones. Ores are harvested from ore nodes that appear as rough outcroppings of rock. Where they are located makes sense. They will be found alongside larger rocks or hillsides or within caves. They may occasionally be found along rocky shores or riverbanks. Their spawn locations are semi-random, so they do not consistently appear in the exact same places. You will need to travel around to hunt down the ore. The spawn system makes it impossible to simply farm the same location over and over.

Ores are then refined into ingots, which are the actual usable material. It takes 10 units of ore to make one batch of ingots. The number of ingots created in a batch is not always the same. For this reason, it is preferable to buy ore instead of ingots whenever possible. Ingots share the name as ore and are in all other ways identical.

Note that the refining process also has a chance to reward other valuable items such as trait gems or improvement materials in addition to the ingots.

The following table lists ores, their level range and zones where they can generally be found.

Ore Name	Level Range	Found in Zones
Iron Ore	1-14	starting areas, Auridon, Stonefalls and Glenumbra

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Steel Ore	16-24	Grahtwood, Greenshade, Stomhaven, Rivenspire, Deshaan and Shadowfen
Orichalcum Ore	26-34	Malabal Tor, Alik'r Desert and Eastmarch
Dwarven Ore	36-44	The Rift, Bangkorai, and Reaper's March
Ebony Ore	46-50	Cyrodiiil
Calcinium Ore	Veteran Ranks 1-3	the first enemy faction's zones upon hitting veteran rank status
Galatite Ore	Veteran Ranks 4-6	the first enemy faction's zones upon hitting veteran rank status
Quicksilver Ore	Veteran Ranks 7-8	the second enemy faction's zones upon hitting veteran rank status
Voidstone Ore	Veteran Ranks 9-10	the second enemy faction's zones upon hitting veteran rank status

Style Items

Style items determine the racial style that the crafted item will fit. This is purely a visual change and allows for the appearance of a matching outfit. The style item choice does not affect the actual stats or capabilities of the item in any way. A particular style can be worn by any race, but the locations of the style items usually fit with the predominant race in that location. You will find more Altmer items, for example, in Auridon than at other locations. Style items are found in normal loot containers such as chests and crates. They may occasionally be gained from deconstruction or from the hireling. Vendors often sell style items directly. Most style items are inexpensive and do not significantly impact the cost of crafting. You must use a style item on everything you craft, so you will always need to have a stock of style items on hand.

The names of the style items and their racial match are as follows.

Race	Style Item
Altmer	Adamantite
Ancient Elf (Ayleid)	Palladium
Argonian	Flint
Barbaric	Copper
Bosmer	Bone
Breton	Molybdenum
Daedric	Daedra Heart
Dunmer	Obsidian
Imperial	Nickel
Khajiit	Moonstone
Nord	Corundrum
Orc	Manganese
Primal	Argentum
Redguard	Starmetal

Trait Gems

Trait gems are a very important part of crafting as a blacksmith. The best items will have high-quality traits included on them. In fact, an item that does not have a trait of some sort is far inferior. Trait gems are the material needed to actually apply a known trait to an item. When you are just starting out, you will likely collect many gems that you cannot use because the trait research must be conducted first. It is best to save trait gems for the time when you have completed the research.

Trait gems may be gained by deconstructing items, from loot, or from the hireling. Deconstructing an item with a trait provides a good chance to provide a gem, but it is not always the gem matching the trait on that item.

There are different traits for weapons and armor. The following tables list the gem's names, the associated trait and the effect of that trait.

Armor Traits Table.

Trait Gem	Associated Trait	Description of Trait
Quartz	Sturdy	provides a chance to negate armor wear when defeated
Diamond	Impenetrable	increase resistance to critical hits
Sardonyx	Reinforced	increases armor value
Almandine	Well-fitted	reduces sprinting stamina cost
Emerald	Training	increases skill point gain of armor line
Bloodstone	Infused	increases armor enchantment effect
Garnet	Exploration	increase exploration experience gain
Sapphire	Divines	increases the magnitude of Mundus Stone effects

Weapon Traits Table.

Trait Gem	Associated Trait	Description of Trait
Chysolite	Powered	reduces the cool down period of weapon enchantments
Amethyst	Charged	increases the total amount of enchantment charges on the item
Ruby	Precise	increases spell and weapon critical value
Jade	Infused	increases the magnitude of weapon enchantment effects
Turquoise	Defending	increases total spell and armor resistance
Carnelian	Training	increases skill point gain for weapon
Fire Opal	Sharpened	increases spell and armor penetration
Citrine	Weighted	increases weapon attack speed

Improvement Items and Improvement Mechanics

Improvement items can be applied to a weapon or armor to increase its overall stats and potency without increasing its level. Improvement is indicated by color. White items are of normal quality. Green items are of fine quality. Blue items are of superior quality. Purple items are of epic quality. Gold items are of legendary quality.

Improvement items can be gained as loot drops, extracted during deconstruction and refining or given by the hireling. Take note that deconstructing an item of a higher quality level does not guarantee that an improvement item will be gained.

You will preferably need a large collection of quality items before attempting improvement. This is because item improvement is not a 100 percent chance with only one improvement item. Instead, each additional improvement item increases the percent chance of a successful improvement by a certain amount. If improvement fails then the improvement items and the gear piece you are attempting to improve are lost. It is an important decision whether or not to invest in the extra items or risk losing the gear piece. I recommend always using enough improvement items to achieve a 100 percent success rate if you are attempting to improve valuable gear.

Improvement is an option separate from creation. This allows you to improve items that you crafted previously, other players crafted items or even valuable loot drops that you find in the world. Many valuable loot items are already above green quality, but you can improve the item further if it is worth it to you. There are currently no gold quality items as loot drops in ESO, so the only way to get the highest quality of items is through the crafting process.

The following table lists improvement items and their descriptions.

Improvement Item	Quality Color (Quality Name)	Description
Honing Stone	Green (Fine)	Each honing stone increases the chances of improvement success by 20 percent.
Dwarven Oil	Blue (Superior)	Each dwarven oil increases the chances of improvement success by 15 percent.
Grain Solvent	Purple (Epic)	Each grain solvent increases the chances of improvement success by 10 percent.
Tempering Alloy	Gold (Legendary)	Each additional Tempering Alloy increases the chances of successful improvement by 5 percent.

Blacksmithing Recipes And Item Creation

There are no set recipes in blacksmithing. All possible gear items are essentially unlocked right from the outset. Creation of an item becomes a series of choices that you will have to make on the crafting interface in order to create the item you wish. In this section, I have provided a walkthrough of the creation of an item and the various choices you have at each stage of creation. These choices are found in the same order on the creation tab of the crafting interface. Choices one through four are mandatory for all items. Choice five is optional.

Choice One. Melee Weapon or Heavy Armor

The first choice is done by selecting the appropriate icon in the top right. One icon is for melee weapons and the other is for heavy armor. The following choices will change depending on which icon is selected.

Choice Two: Type

The first selection will be the type of gear item to craft. This presents a left-to-right listing of either all of the melee weapons in the game or all of the heavy armor pieces in the game.

The following table lists the weapon and armor choices that will be displayed.

Weapon Types	Armor Types
Sword	Head
Mace	Shoulders
Axe	Chest
Dagger	Legs
Greatsword (Two-Handed)	Boots
Maul (Two-Handed)	Hands
Battle Axe (Two-Handed)	Waist

Choice Three: Material and Level

The third choice is the material type and level of the item. The material type determines the possible level range for the item. For example, if you choose steel ingots then you will have to create an item between level 16 and 24. These level ranges are the same as those indicated in the ore table in the previous section. Once you have selected a material type, you can choose a level within that range by adding additional ingots. Using our steel ingots example, your starting item, using the fewest number of ingots will be level 16. By adding more ingots you can increase the level of the item up to level 24. If you wish to create an item higher than level 24 then you must choose the next level range of material and work from there.

Choice Four: Racial Style

This is where you will select the racial appearance, or style, of the item. As discussed in the previous section, this choice has no impact on the overall quality or abilities of the item. It affects only the item's appearance. You must make a racial style choice and have at least one of the correct racial style item in your inventory in order to continue crafting.

Choice Five: Traits

This is where the trait gems come into play. You select a trait gem in order to apply the trait. You can only select gems that you have in your inventory and that you have researched for the item. We will cover the details of trait research below. You can craft an item with no trait.

Researching and Traits

Acquiring the necessary trait gems is the easiest part of putting a trait on an item. The much more difficult and time consuming aspect of applying traits comes in the form of research. In order to gain a trait, you must first find an item of the same type that already has that trait. The item type corresponds to the item types indicated in the table above. This means there are a total of seven weapons and seven armor pieces. There are also eight weapon and eight armor traits that all need to be researched separately. In order to have access to every trait in the game for blacksmithing, you will need to research a total of 112 traits.

This can take an incredible amount of time because the time doubles for every trait after the first. This means that the first trait takes a reasonable six hours to complete. The next trait on that same item type requires 12 hours, then 24 and so on all the way up to 32 days for the final trait. For this reason, it is important to choose your early traits wisely because not all traits are equally valuable. Charged, precise and weighted tend to be more valuable for weapons.

Infused, diamond and reinforced tend to be more valuable on armor. This is relative, of course, to what you want a piece of gear to accomplish. Training, for example, may be valuable on a low level piece of gear in order to assist the character with leveling but will be completely useless on a high level piece of gear.

You should also keep in mind that the item used for research is destroyed, so not all items you find with traits will be good candidates for research. If you plan to use the gear piece yourself, then you will need to wait until you out-level the piece before researching with it. The actual level of the piece or the strength of the trait on a particular piece makes no difference in researching. For example, if you have two swords, one with charged at five and another with charged at 10, you will want to use the lesser of the two. You will get the same charged trait from both, and the high level item is more valuable for other things like selling or deconstruction.

Blacksmithing Skills

There are a total of six skills for the blacksmithing profession that allow you to advance the profession and improve its efficiency.

Metalworking.

This is the essential skill for progression of the blacksmithing profession. There are a total of nine skill levels in this skill. The first level is automatically granted. Each level unlocks the use of the next level of ingots. You can still harvest ore regardless of level, but you will not be able to use the ore without the necessary investment in the metalworking skill.

Keen Eye: Ore.

This skill is identical to the other keen eye traits in the other professions except that it highlights ore in the game world with a glowing silvery mist. Ore can sometimes be difficult to pick out from the background of other rocks and debris. This makes the keen eye trait very useful for this profession. The mist also highlights the ore in dark caverns or passages where it would be easily missed. The first level of the skill highlights ore 20 meters from the player. The second highlights the ore at 30 meters. The third highlights the ore at 40 meters. You will want to invest in at least the first level and probably the second. The third level is useful once you have extra skill points that you do not need elsewhere.

Miner Hireling.

This skill works identically to the other hireling skills in the other professions except that the hireling will bring only blacksmithing supplies. The first level of the skill causes the hireling to come once per day with mostly ore and a low chance at trait gems, improvement items, or style items. The second level increases the chance of the hireling dropping gems, style items and improvement items. The third level greatly increases the chance of the more valuable items and causes the hireling to bring materials twice per day, or once every 12 hours. The items are deposited in your mailbox, and you do not have to be online.

Metal Extraction.

This is a particularly important skill for making a blacksmith's life easier. It increases the chance of extracting blacksmithing ingredients during the deconstruction process. This is especially important because many of the most valuable blacksmithing ingredients are gained primarily through deconstruction. When this skill is maximized, then the junk weapons and armor dropped by mobs and bosses become a feasible source of crafting material for the blacksmith. Some blacksmiths may even pursue deconstruction as their primary means of getting materials, harvesting and refining ore as a supplement. This is very advantageous because it allows a player to gain materials through the normal course of gameplay while mob grinding and questing without having to detour and use time mining ore. This makes metal extraction one of the most useful skills on the list, and all blacksmiths would be wise to invest in it as early as possible. There are a total of three skill points that can be invested.

Metallurgy.

Metallurgy makes easier the most time-consuming part of the blacksmithing profession: research. It serves to reduce the research time and allow the training of multiple traits at once. This is invaluable at the later stages when research of a single trait takes weeks to accomplish. There are a total of three skills to be invested. The first reduces the time by five percent and allows the research of two traits at once. The second reduces the time by a 10 percent. The third reduces the time by 20 percent and allows the research of three traits at once. While this skill is not as useful early on when other skills like hireling or metal extraction should take priority, it is very wise to invest in it as trait research continues and times become excessive.

Temper Expertise.

This skill is also very valuable because it can reduce one of the greatest costs of the blacksmithing profession: improvement. The skill increases the chance of a successful item improvement and so can greatly reduce the number of improvement items needed to reach 100 percent. In terms of crafting the best legendary quality gear, this skill is more valuable than any other on this list. There are a total of three skill points that can be invested. The first provides a slight increase, the second provides a significant increase and the third more than doubles the chance of success. Like metallurgy, this skill is not as useful early on when harvesting skills should take priority, but it is an absolute must before attempting to craft high-quality items in the mid and late game.

Blacksmithing Profession Final Notes

As we wrap up this section on blacksmithing, there are a few tips and tricks that all young blacksmiths should know as they face their first forge fire.

Do Not Sell the Scrap.

It is tempting to sell off the scrap gear dropped by mobs. Some players may even be moved to ignore picking up this gear because it takes up so much inventory space. For a blacksmith, scrap gear is vitally important and should never be sold off. Even when scrap gear has been out-leveled, and the ingots are no longer especially useful, the trait gems and improvement items that can be obtained through deconstruction have no level and are always invaluable. Selling off a piece of scrap may mean sacrificing one of these important ingredients.

Harvest at Night.

The keen eye trait causes ore nodes to glow, and this is especially visible at night. Normally, ore is rather dull and blends in well with the rocks and dirt, making it easy to miss. At night, it is nearly impossible to miss the distinctive silver glow created by the keen eye trait.

Preserve Improvement Materials.

It may be tempting to create a powerful early weapon if you come across a number of improvement items early in your journey, but improving a low level weapon beyond blue quality should be avoided in most cases. Leveling in ESO is rapid even for an average player. Low level items will be quickly outpaced, and investing in improvement items is a waste. Those early improvement items will do just as well at the higher levels, and the investment will be far more valuable and worthwhile at that time. Save your materials.

Start Research Early.

Many blacksmiths are held up by research alone. Crafting leveling quickly outpaces research, and crafters find they have to wait it out before being able to make the item they truly want. Research should be done as early as possible, and any gear that possesses the traits you want should be stored until it can be used for research. Remember, level does not matter, so that dagger you pulled off a sea pirate at level 10 can still give you a valuable trait at level 30 or beyond.

Now you know everything you need to know about the blacksmithing profession. Your hammer will forge the blades of emperors and the sturdy armor of the greatest heroes. One of those heroes might just be you.



WOODWORKING



Woodworking involves the creation of shields, ranged weapons and staves. It is an important profession for magic users, ranged fighters and tanks. Woodworkers harvest logs from throughout the game world, process these logs into usable wood and then create the various gear items at a crafting station. There are no other special tools required to be a woodworker, and any character can become a woodworker.

Crafting stations for woodworking are found in towns and villages throughout Tamriel. There are also special crafting stations found in the wilderness that are used to create special crafting sets. These special sets usually require that the crafter knows several traits in order to craft the set. The station may be found in its own crafting building or mixed with other crafting stations in a hub. The station is usually marked with a hammer and triangle symbol on a flag. The station itself appears as a bench with various hammers and tools alongside pieces of wood and a shield under construction.

Woodworking shares many of the same mechanics as the blacksmithing and clothing professions. This includes the need to research traits and collect trait gems in order to apply the traits to crafted items. Improvement also works the same way, but woodworking has a unique set of improvement items that are gained only through woodworking activities. Woodworking items can be improved to the same quality levels of fine, superior, epic and legendary.

Deconstruction is also important to woodworking. It is an important source of crafting materials and additional crafting experience. Deconstruction is also a primary source of the most valuable crafting materials for the profession: trait gems and improvement items.

Leveling Woodworking

Crafting experience for woodworking, called inspiration, is gained by creation, deconstruction and research. Creation is the primary means that crafters will gain inspiration, with deconstruction and research being secondary sources. A woodworker looking to maximize inspiration gain will need to focus on resource collection and conservation.

When you start out as a woodworker, you should focus on collecting as much wood as possible. You should also collect as many junk weapons and gear as possible and recycle these materials into resources through deconstruction. Most of your inspiration gain will be through the cycle of creation and deconstruction of gear items.

When creating, it is important to create the highest level item possible at each range. Item level dramatically increases inspiration gain for all professions, and it is no different with woodworking. Although you use more resources to craft a higher level item, the payout of inspiration makes up for this. Simply, you will gain more inspiration per piece of material by making fewer amounts of higher level items than by making greater amounts of lower level items. Always craft the highest level possible at any given time.

Research is the other important part of gaining crafting experience. Each research project rewards a good deal of experience, more than any single creation or deconstruction task. Research is still secondary to the creation and deconstruction cycle because it is very slow, especially at the advanced stages. In all likelihood, only a handful of your early research projects will actually contribute to your crafting level. The remaining research tasks will occur after you have maxed out. With that said, it is important to start research as early as possible, so you can squeeze as much inspiration from it as you can.

Making Gold With Woodworking

Woodworking has a moderate profit margin. It is similar to blacksmithing and clothing, but lower than enchanting and much lower than provisioning or alchemy. The profession will pay basically nothing during the early game, but it will shine in the late game if enough effort and skill points are put into the profession.

A Wide Customer Base

In similar fashion to blacksmithing and clothing, woodworking profit relies on a large customer base. The items you craft as woodworker are not consumable, so most of your customers will not be coming back for more very often. You will make money only selling the highest quality products to the largest number of people. In terms of woodworking, a high quality product means that it has a valuable trait and is improved beyond superior, or blue, quality level. Those that are truly willing to spend the big bucks on crafted material will be looking for legendary quality equipment.

The customer base is gained by joining as many large guilds as possible. You can join multiple guilds in ESO for a reason, and that reason is crafting economy. Many large guilds will leave spaces open for dedicated crafters who can supply the guild with quality material. You will want to look for guilds that are especially large and that do not have many woodworkers in them. You may also want to look at the types of players in the guild. A guild with many mages and thieves, such as a vampire guild, will have much more use for woodworking products than a guild full of front-line tanks and melee fighters. You will not want competition as a woodworker because overall demand for your products is already small.

The PvP Guild Store

At least one of your guilds must be a dedicated PvP guild. This does not have to be your main guild for playing the game, but any guild able to open a PvP store will be your main guild for making money. A PvP store can only be opened if the guild takes control of a fortress on the Cyrodiil map. This is no easy task, and only large and dedicated guilds will be up to the challenge of capturing, and more importantly, keeping hold of such a fortress.

These stores are important because they are open to the entire faction, whereas normal guild stores are open only to that guild's members. This is customer expansion at its best. You will also be getting the PvP players, which are the customers you really want. PvP players will be willing to make serious investments in the best equipment to give them an edge over their adversaries.

Selling Improvement

If you are still working on becoming a master crafter, then you may make more money selling improvement than completed items. You can do this in two ways. The easiest way is to focus on resource collection and then sell the improvement items you have, rather than selling an actual gear item. These items are the most valuable in the profession and will fetch a fine price. The second way is to sell your ability to improve items as a service, and then charge some sort of fee for doing so. This requires a level of trust because there is no way to stop you from stealing the valuable gear you are given to improve. Once you have developed a reputation as an honest and dependable improvement specialist, however, you could make more money doing this than crafting actual gear items.

Bank Trading

This strategy is very useful for the woodworker who can truly craft the best equipment. This means a woodworker who has access to high level materials, can craft at least epic, or purple, quality items and has most of his or her trait research completed. The bank in ESO is an account-level mechanic. This means it can be used to send items to any character on your account, including characters in different factions. This allows you to use your alternative characters as merchants that can take your crafted goods out of the bank and sell them to other factions. This is done perfectly if you can get your merchant alts into guilds which have PvP stores. This is the only way to get your goods available to the entire server population.

Woodworking Materials

Raw Wood and Sanded Wood

No surprise, but you will be working with a lot of wood as woodworker. The principle crafting materials for the profession is raw wood that is harvested from resource nodes scattered throughout the game world, and sanded wood, that is the refined version of each wood and is used in actual crafting. Deconstruction also contributes sanded wood.

The location of wood nodes makes sense. The nodes appear as various logs and can be found in forests, around trees and sometimes as deadwood that has seemingly washed up along the shore or riverbank. The nodes spawn randomly, and while you may see some consistent spawn locations, it is too random to be farmed from one location. You will need to move around in order to harvest a good deal of material. Wood logs tend to blend in very well with background vegetation, especially in grassy areas. The keen eye trait is especially useful for locating logs.

Once the logs are collected, they must be refined into sanded wood at the crafting station. Refining is done in batches of 10 raw wood. This yields some amount of sanded wood that is not consistent and has a small chance of giving other materials like style items, trait gems or improvement items. You will not get 10 sanded wood for the 10 raw wood you put in, and you should plan for a about a 50 to 75 percent reduction. If you want 100 units of sanded wood, for example, you will need about 200 to 300 units of raw wood.

The following table lists the types of wood, where they can be found and the level range of items that can be crafted from them.

Wood Name	Approximate Locations	Level Range
Maple	Starter zones, Glenumbra, Auridon and Stonefalls	1-14
Oak	Greenshade, Grahtwood, Rivenspire, Stormhaven, Deshaan and Shadowfen	16-24
Beech	Eastmarch, Malabal Tor and the Alik'r Desert	26-34
Hickory	Reapers March, Bangkorai and The Rift	36-44
Yew	Cyrodiil	46-50
Birch	the first faction zones visited after reaching veteran ranks	VR 1-3
Ash	the first faction zones visited after reaching veteran ranks	VR 4-6
Mahogany	the second faction zones visited after reaching veteran ranks	VR 7-8
Nightwood	the second faction zones visited after reaching veteran ranks	VR 9-10

Style Items

A style item determines the appearance and racial style of a particular item. Style items are shared between the blacksmithing, woodworking and clothing professions and can be used interchangeably. One style item must be used for each item crafted. The style does not impart any actual benefits or penalties. It is merely a visual change.

The follow table details the style item for each race.

Style Item	Race Name
Adamantite	Altmer
Palladium	Ancient Elf (Ayleid)
Flit	Argonian
Copper	Barbaric
Bone	Bosmer
Molybdenum	Breton
Daedra Heart	Daedra
Obsidian	Dunmer
Nickel	Imperial
Moonstone	Khajiit
Corundrum	Nord
Manganese	Orc
Agentum	Primal
Starmtal	Redguard

Trait Gems

Trait gems are one of the more valuable crafting materials. The gems are shared between the blacksmithing, woodworking and clothing professions. If you have read those sections of this guide, then may already be familiar with the basics of how trait gems work. For woodworking, armor gems can be applied to shields only, and weapon gems are applied to bows and staves.

Since trait gems are shared between the three professions, they will also be slightly more plentiful, and thus less valuable, than improvement materials, which are unique for each profession. The good news is that you will commonly find trait gems for sale by other crafters and will not have to rely on refining or deconstruction to obtain them.

Trait gems are useless without the accompanying research. Each trait must be researched using the system that will be described in a following section. Keep in mind that you will probably accumulate early gems long before you unlock their trait. It is a good idea to hold onto the gems for traits you are interested in using. All traits are useful depending on the level and purpose of the character. Training, for example is very useful to a low level character, but it is useless at the high levels. Infused and charged tend to be two of the most valuable traits because they increase the power of an enchantment and lead to an overall superior weapon.

The following table details the eight traits and gems that can be applied to shields. The name of the trait is followed by the description and then the corresponding gem that gives that trait.

Trait Name	Trait Description	Trait Gem
Sturdy	item wear upon defeat is avoided by a percentage chance	Quartz
Impenetrable	resistance to critical hits is raised	Diamond
Reinforced	armor value is raised	Sardonyx
Well-Fitted	the stamina cost of sprinting is reduced	Almandine
Training	the experience gain for armor skills is raised	Emerald
Infused	the enchantment effect on the armor is raised	Bloodstone

Exploration	the amount of experience gained by exploration is raised	Garnet
Divines	Mundus Stone effects magnitude is raised	Sapphire

The following table details the eight weapon traits, their descriptions and the appropriate gem that can be applied to ranged weapons and staves.

Trait Name	Trait Description	Trait Gem
Powered	the cooldown period for weapon enchantment effects is reduced	Chysolite
Charged	the maximum number of enchantment charges on the weapon is raised	Amethyst
Precise	The critical values of spells and weapon strikes are raised	Ruby
Infused	the magnitude of weapon enchantment effects is raised	Jade
Defending	spell resistance and armor resistance are raised	Turquoise
Training	the experienced gain for the weapon skill is raised	Carnelian
Sharpened	spell penetration and armor penetration are raised	Fire Opal
Weighted	weapon attack speed is raised	Citrine

Improvement Items and the Improvement Mechanic

Improvement is one of the most important aspects of being a woodworker. The most valuable weapons are those that have been improved to legendary status, and that is no east feat for any crafter. Improvement is so critical because it raised the abilities of an item without increasing its level. Quality level also affects traits and enchantments, so everything about a piece of gear becomes superior when it is improved.

There are five total quality levels in ESO. Normal gear is white, fine quality gear is green, superior quality gear is blue, epic quality gear is purple and legendary quality gear is gold. This color is reflected in the name of the item. The item's actual appearance may also change when it increases in quality level.

Items are improved in a panel separate from creation. This is important because it means that any item can be improved at any time after it is crafted. This is much different than alchemy, enchanting or provisioning because in those professions the quality level is determined at creation and cannot be changed. A woodworker can also improve gear that is found as loot drops. This is especially useful because many excellent gear items are found as loot, but no loot currently in ESO is of legendary quality. Even for players that get the best loot drops, there is room for crafters to improve on that item.

Improvement requires the use of improvement materials. These materials can be gained as loot, but are more commonly gained by refining or deconstruction. The chance of an improvement item dropping is random. Deconstructing a high-quality item does not guarantee the dropping of any improvement material. Improvement materials are not leveled, so you can find any of them at any stage of the game. The lower level items are obviously more frequent, and the legendary items are extremely rare.

The most important thing to keep in mind when using improvement items is the chance of failure. Each improvement item reduces the chance for failure by a certain percentage. Using more improvement items reduces the chance by that percentage for each additional item used. If you use enough improvement items, then you can lower the chance of failure to zero and be sure of success. This is relatively easy to do at fine quality but very difficult at legendary quality.

The risk associated with failure is great. If the improvement attempt fails, you will lose not only all of the improvement items you invested but also the gear item you were trying to improve. Losing a piece of epic quality gear during improvement can be a devastating loss. For this reason, I recommend always increasing the chance to 100 percent, but if you are feeling lucky, or you just like to gamble, you can try the improvement at lower percentages. Players must balance the cost of more improvement items with the cost of losing the gear item itself.

The follow table details the improvement items for the woodworker, their quality level and the percentage chance of improvement success per item.

Improvement Item	Quality Level (Color)	Improvement Chance Per Item Used
Pitch	Fine (Green)	20 percent
Turpen	Superior (Blue)	15 percent
Mastic	Epic (Purple)	10 percent
Rosin	Legendary (Gold)	5 percent

Woodworking Recipes And Item Creation

ESO has no set recipes for woodworking. Like blacksmithing and clothing, a player has access to basically all crafting options right from the start except for unresearched traits and higher level materials. There is no need to find recipes in order to unlock more crafting options. Simply raise the level of the profession, conduct research and collect materials. Since there is no recipe list to follow, this section of the guide will serve as a walkthrough for the creation process. There are a total of five choices to make when creating a new gear item. The first four choices are mandatory for every item. The fifth choice is an optional improvement. The amount of options you have within each choice or limited only by the amount of materials you have on hand.

Choice One. Shield or Weapon

This first choice is done by selecting one of the two icons in the upper right corner under the creation tab. There is one icon for shields and another for weapons. The options you have on the following choices will change according to which tab you select, but the basics are the same.

Choice Two. Item Type

The shield tab has only one option, shields. The weapons tab can be used to create bows, restoration staves or destruction staves. There are three destruction staff choices that include fire staves, frost staves or shock staves. The three destruction staves are identical except for their elemental damage type. This can affect how certain skills work. The fire staff tends to be the most popular among the three choices, and you are likely to have more demand for it, but all three staves are used regularly.

Choice Three. Material and Level

This choice determines the level of the item created. The material type determines the range of levels possible with that material. When you select a material type, you start initially at the fewest number of wood pieces for that material. You can add wood to increase the level of the item up to the maximum range for that material. If you wish to go beyond that level, then you must have access to the next type of material. The material types and ranges match what was provided in the table above. If you are using sanded maple, for example, you can craft an item between level one and 14.

Choice Four. Racial Style Item

This is where you select the racial style for the gear piece. You must have at least one of the appropriate racial style item in order to craft that racial style. There are no other skills or requirements to craft in a style, so as long as you have the style item you can make that style. You must choose a style item in order to continue crafting the piece.

Choice Five. The Trait

This is where you use your combination of completed research and trait gems in order to add traits to the piece. As described in the tables above, weapon traits can be applied only to weapons and armor traits can be applied only to armor. The selection of possible traits will change according to which tab you selected in step one. You must have researched the trait and have at least one of the corresponding gem in your inventory in order to place the trait on the item. This is optional, and you can craft items without traits, but you must apply the trait on creation. You cannot add traits later. The following section will describe the details of researching.

Traits and Research Mechanics

Conducting research is an extremely important part of being a woodworker. You will not be able to craft the best and most useful items without conducting research. Generally, it will take far more time to research a trait than to collect trait gems, and you should keep hold of your more valuable gems even if you have not unlocked the corresponding trait at the time.

To conduct research you must first find an item that already has the trait you want. The research system is both item and trait specific. This means that if you find a fire destruction staff with the charged trait, then you will be able to apply that trait to other fire destruction staves, but you will not be able to apply that trait to bows or restoration staves. The number of gear types matches the selections that can be made in choice two of the creation process. Each one works independently when it comes to traits. If you want to be able to apply the charged trait to fire staves and bows then you will need to find both a bow and a fire staff with the trait and conduct research on each one.

The first few traits are researched relatively quickly. The first trait on each item takes six hours to research. This time doubles for each trait after the first that you research on that same type of item, so the second trait on the same item type takes 12 hours and so on. Researching the final trait on an item can take over a month. This time is calculated in real time and continues to run while you are logged off. This is the reason you should choose your early traits carefully. The first three traits you place on an item should be the ones you will have need of in the lower levels, like training, or ones that are especially valuable and you want to unlock quickly, like charged. If you are leveling at a normal pace, then you will probably be at the veteran ranks before you complete research.

The final aspect to keep in mind when researching is that the item you use for research is destroyed in the process. You will not want to sacrifice an important or rare gear piece that you still have use of in order to conduct research. The good news is that research and traits are not leveled. The bandit bow you found at level 10 will provide the same trait if researched at level 50 as it would at level 10. The power of a trait is determined by the level of the item being crafted, so the level or quality of the item does not matter when researching. You should always conduct research using the lowest level and lowest quality item you have with the trait you want.

Woodworking Skills

There are six total skills for woodworking that allow you to improve your efficiency and advance the profession.

Woodworking.

This is the essential skill of the woodworking profession. Each level allows the use of the next highest level of material. You should invest in this skill as soon as it becomes available. There are a total of nine skill points in this skill. The first is given to you automatically.

Keen Eye: Wood

This is the keen eye trait for woodworking, and it functions exactly the same as the other keen eye traits except that it highlights logs in the game world with the distinctive silvery mist and glow. This trait is especially useful for woodworkers because the logs can be very difficult to pick out from the background foliage and static logs that are not crafting material. There are a total of three skill points that can be invested in this skill. The first highlights logs 20 meters from the character. The second highlights logs at 30 meters. The third highlights logs at 40 meters. The first two traits are a must. The final trait is useful, but should be gotten only once your core skills are unlocked and you have extra skill points to spend.

Lumberjack Hireling.

This skill works the same as hireling skills for the other professions except that the hireling delivers woodworking materials. There are a total of three skill points that can be invested. The first provides wood once per day to your mail box with a very low chance of other items. The second provides wood once per day with a greater chance of other items. The third provides wood twice per day, once every 12 hours, and has a high chance for other items. This is a vital skill because of the chance of gaining other valuable items like improvement materials. You should unlock all three levels of this skill as soon as they are available.

Wood Extraction.

This skill improves the chance of extracting materials from items during deconstruction. Since deconstruction is a very important part of woodworking crafting, this skill is equally important. The possibility of getting improvement materials and trait gems through deconstruction is where this skill gets its great value. There are a total of three skill points that can be invested in this skill. Each point further increases the chance of gaining more and better materials.

Carpentry.

This is a vital skill for conducting research. It allows multiple projects to be run simultaneously, and it decreases the time for research. This is a later game skill and does not need to be unlocked until you are starting to hit the very long research times. You will certainly want to invest in it, but there is no rush. The collection skills above are more important in the early and mid levels. There are a total of three skill points that can be invested into carpentry. The first reduces research time by 5 percent and allows two items to be researched. The second reduces the research time by 10 percent for the two items being researched. The third reduces the research time by 20 percent and allows a full three items to be researched at once.

Resin Expertise.

This important skill targets one of the most expensive parts of the woodworking profession: improvement. Like carpentry, it is a later game skill and does not need to be unlocked until there is a focus on creating epic and legendary quality gear. At that time, you will want to unlock all three levels of the skill. The skill improves the percentage chance of successful improvement. This may reduce the number of improvement materials you need to reach 100 percent. The first provides a slight improvement, the second a moderate improvement and the third a significant improvement.

Woodworking Profession Final Notes

Gather at Night.

Wood is very hard to see in the game world. Using the Keen Eye trait it becomes better to harvest the wood at night. The glow of the trait is especially visible in the dark.

Buy Unrefined Wood.

If you need to purchase crafting materials, you should always buy unrefined wood because of the random numbers of refined materials you get and the chance of getting other items during refining. Get a few drops of mastic or rosin during refining and you have greatly increased the value of your purchase.

Preserve Your Resins.

Your improvement materials are not leveled, so anything you get at the lower levels can be used equally well at the high levels. It is generally not worthwhile to improve low level gear beyond blue quality simply because it will be out-leveled so quickly. If you get high quality improvement items then you should horde these items until the veteran ranks when they become truly useful and immensely more valuable.

Research Early.

Research is the greatest stumbling block in the advancement of woodworking. Keeping the other tips from the research section in mind, you should start research as early as possible, and you should always have items that are being researched. Don't sell or deconstruct any gear piece that you will be able to use for research later on.

Save the Scrap.

Deconstruction is an important source of materials. Selling a loot item can mean some quick gold, but that is less advantageous than the possible crafting materials you could extract from that piece. You should always deconstruct any woodworking item you gain as loot instead of selling it.

Now you know all that you need to know about the woodworking profession. You bows will hum with mightiest of arrows and great mages will employ your staves. You might just be one of these legendary heroes.



CLOTHING



he clothing profession is used to craft light and medium armor. It is especially useful for spell casters, thieves and melee or ranged fighters who focus on DPS. Light armor improves magicka skills and medium armor improves weapon damage. A clothier collects raw plant and animal materials, refines them into usable fabrics and leather and then turns those materials into various pieces of armor.

Clothiers have a more varied material supply than other professions. Light armor materials are harvested from static plant nodes similar to alchemy reagents. Medium armor materials are harvested from various beasts and monsters as a drop off their corpses. No special tools are needed to harvest either material, and both types of material advance the profession equally.

The crafting station for clothiers is indicated by a thread and scissors symbol on a banner. It may be found in various towns and villages throughout Tamriel. In the wilderness, you can also find specialty crafting stations which allow the creation of special item sets. Creation of these sets requires that one or more traits be unlocked for all of the items in the set. The crafting station itself appears as a bench with a stretched hide and various detailing tools spread across it. A large hide on a tanning rack and a spinning wheel may or may not be present near the station and are noticeable but not part of the actual workstation. The station may be in its own building or mixed with other crafting stations in a hub. If it is in its own building, the building will be marked with the clothier banner.

The clothier profession shares many of the same concepts and mechanics as blacksmithing and woodworking. If you have read either of those sections in this guide, then you will already be familiar with how the basics of clothing works.

Leveling Clothing

Clothing experience, called inspiration, can be gained by performing three types of tasks. The most common task is creation, or the making of new gear items or improving existing items. The second, and closely related, task is deconstruction, or the breaking down of existing gear items into raw materials that can be recycled for more creation. The third task is trait research.

Creation will grant the majority of experience for leveling this profession. The leveling process is fairly straightforward, and there are very few tricks. Early crafters should be focused on gaining as many raw materials as possible. Clothing is unique in that it can easily be combined with mob grinding to level quickly. Running several times through a dungeon containing many beast or daedric enemies will yield an impressive quantity of hides for crafting. You should always loot creature kills for the hides they drop. Humanoid enemies may also drop armor pieces that can be recycled into materials, but this is much less efficient than simply grinding for hides. Even if you plan to make mostly light armor, which uses more traditional node-based crafting materials, you can level the profession with medium armor and then craft light armor only when needed.

You should always craft the highest level of item possible to craft at your material level. Higher level items grant substantially more inspiration than low level items. Although the high level item costs a few more pieces of material, the additional inspiration far outweighs the investment. This means it is generally better to craft fewer pieces of higher level gear than more pieces of lower level gear with a given number of materials.

As a clothier, you will follow the cycle of creation and destruction. This means that you will gather some raw materials, craft various items and then deconstruct those items in order to recycle the materials. This process squeezes the most amount of inspiration from a given volume of materials. Deconstruction never awards an equal amount of materials to recreate that item, so you will always be operating at a loss. Since there is little profit in selling excess crafted gear at the lower levels, deconstruction is your best use for it.

Research can award a larger amount of inspiration per research task, but the length of time required for each task means that it is still a secondary source of inspiration. If you are leveling your character as normal then you will likely hit your maximum crafting level long before your research is completed. You should still start research as early to gain as much inspiration as possible from that activity.

Making Gold As A Clothier

The clothier profession has a moderate profitability when it comes to gold making. It is similar in value to blacksmithing and woodworking, but less than enchanting and much less than alchemy and provisioning. The profession shines in the later levels when it is able to craft some of the best armors in the game, but will be worthless for making money during most of the leveling experience. The great speed of ESO's leveling process means that gear will simply be outdated too quickly for the average player to make a great investment in it until the higher levels. With that said, there are several strategies a clothier can use to maximize their potential profits.

Selling Improvement Services

One of the easiest ways to make money as a clothier may be to sell your services as an item improvement specialist. Improvement items are expensive, and gaining them is mostly a matter of luck. Many players who gain valuable gear drops will want to have the item improved, but may not want to spend the time and effort needed to collect the materials and develop the crafting skills. As an experienced crafter you can sell your services by taking their item, performing the improvement and returning the item. This may require a degree of trust to be built up with customers because there is no way of stopping you from stealing a gear item you are given. You will also want to ensure your customers a 100 percent success rate.

Gaining a Wide Customer Base

Most clothier customers will not be frequent repeat customers. The gear items you are crafting never wear out and are not consumable. The trade-off is that each individual piece, if crafted to the highest quality, will be very valuable, and you will not have to sell as much. Due to this overall low demand, you will want to ensure that as many players as possible have the option to buy your gear. This is more challenging in ESO than in many other games because there is no global auction house or market system. Instead, there are the guild stores.

A guild store can only be accessed by members of that guild. As a crafter, you will want to get into as many large guilds as possible in order to have access to those players. You may have to follow certain guild policies, like selling items at set prices.

Beyond the normal guild stores, you have the PvP guild stores. These stores can be opened by any guild that controls a fortress on the Cyrodiil map. The store is open only so long as that fortress remains in that guild's control, so guild stores will come and go quite frequently. The great advantage of these stores is that they are open to all players in their respective faction. Since they are located in the PvP zones, they will also be frequented by PvP players who are willing to pay top dollar for the best equipment available. These guild stores should be your marketing priority. You simply will not make good profits as a clothier unless you have some access to a PvP guild that can open a store.

Bank Trading

One great way to expand your customer base is by using your bank to sell to other factions. Anything put into the bank can be accessed by all of your characters, even if they are in a different faction. This means that your alternate characters can be used as merchants, taking your wares out of the banks and then using their guild access to sell the wares. This is the only way to sell to players in one of the other factions, so it is the only way to get your wares seen by the entire server population. Your goal should be to have a character in a PvP guild in each faction so that you have access to a PvP store in each faction.

Clothing Materials

The clothing profession is unique in that it has two different sets of materials. Plant materials, harvested from plant nodes that spawn across the landscape, are used to make light armor fabrics. Creature hides that drop off of beasts and sometimes daedric enemies are used to make medium armor. Other than the materials, light armor and medium armor creation is identical. Clothing uses the same style items and trait gems as the other professions, but has its own unique set of improvement materials. Since there are no weapons that can be crafted by the clothier, only armor trait gems are useful.

Plants and Hides

The light armor materials can be found growing randomly throughout the overland map. Where they grow tends to make sense, so you will find them mostly in forested and grassy areas. Their spawn locations tend to be similar to alchemy reagents.

Creature hides, of course, can be harvested in a great variety of locations, including dungeons. You will often find small groups or herds of creatures on the map, and these can make excellent farming. Unlike crafting nodes, which always yield at least one unit of material, creatures do not have a 100 percent drop rate for hides. This serves to balance out the fact that you will encounter far more creatures than crafting nodes. In general, it is likely that most players will level by using hides. Since many players who are not clothiers will gain hide through normal grinding and questing, there will likely be more hide for sale than any other crafting material.

Like with the materials of blacksmithing and woodworking, the plant or hide materials are collected in a raw form and must then be refined into usable materials. A collection of 10 of the same raw material is needed for each batch.

The following table lists the light armor materials, their level and their common zones.

Material Name	Level	Common Locations
Jute	1-14	the starting areas, Stonefalls, Auridon and Glenumbra
Flax	16-24	Grahtwood and Greenshade, Deshaan and Shadowfen or Stormhaven and Rivenspire
Cotton	26-34	Eastmarch, Malabal Tor and the Alik'r Desert
Spidersilk	36-44	Reaper's March, The Rift and Bangkorai
Ebonthread	46-50	Cyrodiil
Kresh Fiber	VR 1-3	the first enemy faction's zones in the veteran ranks
Ironthread	VR 4-6	the first enemy faction's zones in the veteran ranks
Silverweave	VR 7-8	the second enemy faction's zones in the veteran ranks
Void Cloth	VR 9-10	the second enemy faction's zones in the veteran ranks

The following table lists the various medium armor materials, their level range and common locations.

Material Name	Level	Common Locations
Rawhide	1-14	the starting locations, Stonefalls, Auridon and Glenumbra
Hide	16-24	Grahtwood and Greenshade, Deshaan and Shadowfen or Stormhaven and Rivenspire
Leather	26-34	Eastmarch, Malabal Tor and the Alik'r Desert
Thick Leather	36-44	Reaper's March, The Rift and Bangkorai
Fell Hide	46-50	Cyrodiil
Topgrain Hide	VR 1-3	the first enemy faction's zones in the veteran ranks
Iron Hide	VR 4-6	the first enemy faction's zones in the veteran ranks
Scaled Hide	VR 7-8	the second enemy faction's zones in the veteran ranks
Daedra Hide	VR 9-10	the second enemy faction's zones in the veteran ranks

Style Items

Clothing shares its style items with the other professions. This means that they are easily traded and commonly available. The items may be found as loot, may be gained from deconstruction or refining and may be sold by some vendor NPCs. Where the style items are located is random, but you tend to find more of a particular item in that race's territory. For example, you will find more Dunmer items in Stonefalls. You must use one style item for each gear piece that you craft.

The following list matches the style item to each race.

1. Adamantite – Altmer (High Elf)
2. Palladium—Ancient Elf (Ayleid)
3. Flint—Argonian
4. Copper—Barbaric
5. Bone—Bosmer (Wood Elf)
6. Molybdenum—Breton
7. Daedra Heart—Daedric
8. Obsidian—Dunmer (Dark Elf)
9. Nickel—Imperial
10. Moonstone—Khajiit
11. Corundrum—Nord
12. Manganese—Orc

13. Argentum—Primal

14. Starmetal—Redguard

Trait Gems

Traits are what separate an ordinary piece of gear from an extraordinary one. These traits rely on trait gems in order to be applied to an item. You can craft a gear piece without a trait, but you cannot add traits to pieces after creation. Trait gems are commonly found in loot, gained during the refining or deconstruction process or given by the hireling.

The following table lists the various gems for armor traits. Only armor trait gems are needed for clothing.

Trait Gem	Trait	Description
Quartz	Sturdy	when defeated, there is a chance to avoid item wear
Diamond	Impenetrable	the chance of an enemy inflicting a critical hit is lowered
Sardonyx	Reinforced	the item has an increased armor value by a percentage
Almandine	Well-Fitted	the cost of stamina while sprinting is reduced
Emerald	Training	the experienced gained for the armor skill line is increased by a percentage
Bloodstone	Infused	the potency of the enchantments on the armor piece are increased
Garnet	Exploration	the amount of experienced gained by completing exploration is increased by a percentage
Sapphire	Divines	Mundus Stone effects are increased in magnitude by a percentage

Improvement Items and Improvement Mechanics

Improvement takes an already created gear piece and increases its attributes without increasing its level. Essentially, this makes it a superior piece in every way. This raises the armor value of armor and increases the potency of its traits and enchantments. This effect makes improvement one of the most important and valuable activities of the clothier.

You can conduct improvement on any item, including items you have crafted, items other players have crafted or items found as loot drops. The improvement option is separate from creation, and it uses a set of unique materials. Each material provides a different percentage chance of success. The greater the amount of materials used, the higher the percentage. I always recommend using enough materials to get a 100 percent chance of success because the costs of failure are very high. If the improvement attempt fails then you will lose all of the improvement items you invested and the gear item you were trying to improve. This can be a devastating loss at high levels or when trying to improve an already high-quality gear item to the next level. You must balance out the cost of using more improvement items, which are quite expensive, and the cost of losing the gear item.

All items have five levels of quality. This quality is indicated by the color of the item's name. Some items may also slightly change appearance at higher quality levels. The base quality is indicated by white, fine quality is indicated by green, superior quality is indicated by blue, epic quality is indicated by purple and legendary quality is indicated by gold. You increase quality levels one at a time, so going from fine to superior is one attempt and going from superior to epic is another, separate attempt.

Improvement materials can be found in loot, gained from refining or deconstruction and from the hireling. Note that deconstruction results are random, so just because you deconstructed a gear piece of a higher quality level does not guarantee that you will get improvement materials.

The following table lists the improvement items for clothier and their quality level.

Improvement Material	Quality Level (Color)
Hemming	Fine (green)
Embroidery	Superior (blue)

Elegant Lining	Epic (purple)
Dreugh Wax	Legendary (gold)

Clothing Recipes And Item Creation

As with the blacksmithing and woodworking professions, there are no set recipes with the clothing profession. A clothier essentially has access to all possible items right from the start. Only traits must be developed by researching and high level materials must be unlocked by advancing the profession and using skill points. Creation then becomes a series of choices for the crafter to make. I have provided in this section a walkthrough of the various choices found on the creation tab of the crafting interface.

Choice One. Light or Medium Armor

In the upper right corner, directly below the creation tab icon will be two other items. One is for light armor and the other medium. This is your first choice. It changes the various options that will be displayed on the interface.

Choice Two. Item Type

First you must choose the piece of gear item you want to craft. This is a left-to-right scrolling list of the seven armor gear pieces for the head, chest, shoulders, boots, legs, hands and waist. These correspond to the slots used for equipping armor, so to craft a full set of armor, you would need to craft one of each of the seven pieces.

Choice Three. Level and Material

Each material type has a level range as indicated in the table above in the plant and hides section. When you choose a material in this step, you are locked into the level range for that material. The lowest level you can craft, using the fewest number of materials, is the bottom level for that material. By adding more materials, you can increase the item's level up to the high end of the range for that material type. You will need to have access to the next highest level of material in order to go any further.

Choice Four: Racial Style

Each item you craft must have some sort of racial style. You will use one of the style items in your inventory to complete this step. The racial style affects only the item's appearance. It does not give it any positive or negative attributes or affect its use in any way. You can wear a mix of racial styles, but those of the same style tend to fit together nicely.

Choice Five: Traits

The last step is to apply any traits you would like to the item. You must have unlocked the appropriate research, as we will discuss in the following section. You must also have at least one of the corresponding gems in your inventory. Any gems you have collected but not researched will be grayed out and unusable. You can craft an item with no trait, so this is an optional step.

Researching And Traits

Research is very important to creating the best clothing gear in ESO. You must perform the research for each trait that you plan to apply to a piece of armor. The traits and the armor types are all separate. This means that you will need to research a particular trait once for each type of gear you would like to use it on. The gear types correspond to the choices in option two of creation. Since there are seven types of light armor and seven types of medium armor, there are a total of 14 different gear types for the clothing profession. There are eight armor traits that could be applied to the various gear, so you have a potential of 112 different research opportunities before you have mastered all of the possible traits for the profession.

Research is extremely time-consuming at the later stages. Research jobs start out at six hours and then double for each additional trait applied to the same type of gear. For example, the first trait you apply to robes will take six hours. The second trait you apply to robes will take 12 hours. The third will take 24 hours and so on. If you go to apply those traits to boots, the time starts over at six hours for the first, then 12 for the second and so on.

This time commitment means that you should be selective about which traits you research first. Training should be one of your early traits because it is only useful at the lower levels and becomes essentially useless on high level gear. You will also want your early traits to be especially useful ones so you can get the benefit from them as early as possible. All traits are useful, and which are most useful to you depends on your play style and character build.

The final aspect to keep in mind about research is the cost. You must find an item with the trait you wish to research in order to conduct the research. That item is also destroyed in the process of researching with it. You will not want to sacrifice an especially valuable item or one that you still have use for. In fact, you should always research with the lowest level and least valuable item you can find. The trait you get from the item is not dependent on that item's level. The boots you pull off a dead bandit at level 12 are just as useful for research as the boots you pull off an enemy arch-mage at level 50. The potency of a trait is determined by the item being crafted, not on the item the trait was derived from. This also means it is a good strategy to save lower level gear that has traits. You can then use these fairly useless items for research and use other higher level or higher quality items for deconstruction or selling.

Clothing Skills

There are a total of six skills in the clothing profession that allow you to advance the profession and unlock special bonuses.

Tailoring.

This skill unlocks the next level of materials for the profession. It is the essential skill for advancing the profession and is the only skill your technically must invest in to be able to craft all possible items. There are a total of nine possible points in this skill. The first point is automatically granted when you start crafting. You should advance this skill as soon as your crafting level allows for it.

Keen Eye: Cloth

This is the keen eye skill for clothing. It works similarly to the keen eye skills in the other professions, and it is essential for research gathering in terms of light armor. The skill highlights harvestable plants in the game world with a glowing, silvery mist. This greatly helps the plants stand out against the background foliage. There are a possible three points to invest in this skill. The first highlights plants at 20 meters away, the second highlights plants at 30 meters away and the third highlights plants at 40 meters. Since this skill has no effect on collecting materials for medium armor, it becomes a question of what you usually craft. If you will not be bothering with many light armor materials, then you can skip this skill until later. If you are crafting primarily light armor, then you will want to invest in it as soon as it is available.

Outfitter Hireling.

This skill provides an invisible NPC that will deliver clothing materials to your mailbox periodically. It is an extremely useful skill in terms of making resource collection easier and saving time. The hireling may drop plant materials, hides, gems, style items or improvement items. There are a possible three points to invest in the skill. The first causes the hireling to drop off materials once every 24 hours with a low chance of valuable materials. The second causes the hireling to drop materials once every 24 hours with a moderate chance of valuable materials. The third causes the hireling to drop materials once every 12 hours with a high chance for valuable materials. You will want to invest in this skill as soon as it becomes available.

Unraveling.

This skill improves the chance of dropping materials and increases the materials dropped by deconstructing other items. Deconstruction is an essential part of getting materials as a clothier, and this skill is equally essential. There are a total of three points that can be invested. Each point improves drop chances by an additional amount.

Stitching.

This skill directly targets the most time-consuming part of being a clothier: research. It lowers overall research time and increases the number of research projects that can be performed at one time. Normally, only one research project can be performed. The first level of this skill allows two projects simultaneously and decreases overall time by 5 percent. The second decreases overall time on the two projects by 10 percent. The third allows three projects simultaneously and decreases the overall time on the projects by 20 percent. This skill is more useful at the later stages when research time is holding up advancement. You should focus on this important skill after you have invested in the resource gathering skills highlighted above.

Tannin Expertise.

This is an essential skill for getting the most out of item improvement and cutting costs. Each level increases the chances of a successful improvement. This can greatly lower the number of improvement materials, or tannins, needed to reach the important 100 percent success mark. The percentage gain is dependent on the improvement level being used. There are a total of three possible points to invest in this skill. Like stitching, this is a skill that becomes more useful at the later stages of play when improvement becomes a very important part of crafting the best items. You will want to invest in this skill after the gathering skills have been maxed out, and you should not attempt any improvement beyond superior quality before having this skill.

Clothing Profession Final Notes

Save Your Loot.

It is tempting to sell off high-quality loot for the quick gold it can provide, but dedicated crafters should refrain from doing this. Loot is a valuable source of materials, and while deconstruction can be a gamble, it is one that generally pays off. A single high-quality tannin is likely to be worth more than the gear piece it was extracted from.

Gather Plants at Night.

The use of the keen eye trait makes it especially good to go harvesting at night. The silver glow becomes unmistakable in the dark and makes the plants stand out from the background in a way that is nearly impossible to miss.

Always Buy Unrefined Materials.

Refining is an important source of valuable materials, including trait gems and tannins. If you decide to invest in crafting material, you should always buy raw material and refine it yourself in order to gather the more valuable materials from the process. Clothiers have it especially good because hides are likely to be gathered and sold by a variety of players.

Start Research Early.

There are many reasons to start research as early as possible. First it provides excellent inspiration gain in the early levels. Second, it is time-consuming, so starting early is always best.

Save Your Tannins.

Improvement items like tannins are not level restricted. This means that if you are lucky enough to get an epic or legendary quality tannin in the early levels, it is best saved until the later levels. Leveling in ESO is quite rapid, so gear quickly becomes outdated. It is simply not worth the cost of materials to upgrade low or even mid-level gear past superior quality. These items will be innumerable more useful and valuable past level 40.

Now you have everything you need to excel as a clothier in ESO. You will garb the finest heroes in the most durable cloth and leather. Your wares may decorate the shoulders of arch-mages and master thieves. One of these epic heroes may very well be you.