

# Morrowind Alchemy Potion Faq Ver. 1.1

## Stevmill

////Morrowind Alchemy Potion Faq Ver. 1.1\\  
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#### \*\*\*\*\* Part 1 \*\*\*\*\* Version # and Revisions

Version 1.0 - 05-12-2002 First try...  
Version 1.1 - 05-13-2002 \*Edited the intro to give credit where credit is due.  
\*Added weight and value to the component list (added because sometime you just can't figure out where all the weight you are carrying is coming from).  
\*Added an Alchemy equipment section.  
Version 1.2 - 05-14-2002 \*Edited Alchemy Equipment section

#### \*\*\*\*\* Part 2 \*\*\*\*\* Intro

Ok, this is my first FAQ, so please excuse me if it looks a little odd. I came up with this potion list to help me, but figured that since there were no FAQs out for Morrowind (at the time of this creation) I would share it with you all. Credit for the component list goes to Tito13KFM and Randomer for giving Tito13KFM the insperation to create the list in the first place. Using that I justlisted all of the combos that were there. Well without any further delay plaese continue.....

#### \*\*\*\*\* Part 3 \*\*\*\*\* Alchemy Equipment

There are 4 types of equipment that are used in creating Alchemy potions.

(Descriptions are from the manual)

- 1: Mortar and Pestal - Required to mix a potion, and determines the initial potion strength.
- 2: Retort - Increases the magnitude and duration of all positive effects in a potion.
- 3: Alembic - Decreases the magnitude and duration of all negative effects in a potion.
- 4: Calcaiator - Increases the magnitude and duration of all effects in a potion

Not: you only need the Mortar and pestal, the other items just increase the effectiveness of the potion.

There are also different levels of Quality of these items, they are:

- 1: Apprentice
- 2: Journeyman
- 3: Master
- 4: Grandmaster
- 5: SecretMaster

The higher the quality of the apparatus the more it effects the outcome of your potion.

The format for the Equipment is as follows:

--Equipment Name--

Wt=weight each V=value each Q=Quality

\*Mortar and Pestle\*

--Apprentice's Mortar and Pestle--

Wt=5 V=100 Q=0.5

--Journeyman's Mortar and Pestle--

Wt=4 V=400 Q=1

--Master's Mortar and Pestle--

Wt=3 V=2400 Q=1.2

--Grandmaster's Mortar and Pestle--

Wt=2 V=4000 Q=1.5

--SecretMaster's Mortar and Pestle--

Wt=1 V=6000 Q=5

\*Retort\*

--Apprentice's Retort--

Wt=8 V=20 Q=0.5

--Journeyman's Retort--

Wt=6 V=80 Q=1

--Master's Retort--

Wt=4 V=480 Q=1.2

--Grandmaster's Retort--

Wt=3 V=1600 Q=1.5

--SecretMaster's Retort--

Wt=2 V=100 Q=2

\*Alembic\*

Note: Skooma pipes work as an Alembic apparatus

--Tsiya's Skooma pipe--

Wt=2 V=30 Q=0.15

--Good Skooma Pipe--

Wt=2 V=50 Q=0.15

--Apprentice's Alembic--

Wt=10 V=50 Q=0.5

--Journeyman's Alembic--

Wt=7 V=200 Q=1

--Master's Alembic--

Wt=5 V=1200 Q=1.2

--Grandmaster's Alembic--

Wt=3 V=4000 Q=1.5

--SecretMaster's Alembic--

Wt=3 V=1600 Q=2

\*Calcinator\*

--Apprentice's Calcinator--

Wt=25 V=10 Q=0.5

--Journeyman's Calcinator--

Wt=18 V=40 Q=1

--Master's Calcinator--

Wt=13 V=240 Q=1.2

--Grandmaster's Calcinator--

Wt=8 V=4000 Q=1.5

--SecretMaster's Calcinator--

Wt=6 V=3200 Q=2

\*\*\*\*\* Part 4 \*\*\*\*\*

Component List

The format for the components is as follows:

--Component Name--

Wt=weight each V=value each

Note: the value listed is the base value, not what you will pay or sell for. Purchase and sell prices are set by a combination of your merchant skill and the Merchants disposition toward you.

--Alit Hide--

Wt=1 V=1

Drain Intelligence - Resist Poison - Telekinesis - Detect Animal

--Ampoule Pod--

Wt=1 V=5

Water Walking - Paralyze - Detect Animal - Drain Willpower

--Ash Salts--

Wt=0.1 V=2

Drain Agility - Resist Magicka - Cure Blight Disease

Resist Magicka (wonder why it's listed twice.. maybe twice as powerful?)

--Ash Yam--

Wt=0.5 V=1

Fortify Intelligence - Fortify Strength - Resist Common Disease

Detect Key

--Bittergreen Petals--

Wt=0.1 V=5

Restore Intelligence - Invisibility - Drain Endurance - Drain Magicka

--Black Anther--

Wt=0.1 V=2

Drain Agility - Resist Fire - Drain Endurance - Light

--Black Lichen--

Wt=0.1 V=2

Drain Strength - Resist Frost - Drain Speed - Cure Poison

--Bloat--

Wt=0.1 V=5  
Drain Magicka - Fortify Intelligence - Fortify Willpower - Detect Animal

--Bonemeal--  
Wt=0.2 V=2  
Restore Agility - Telekinesis - Drain Fatigue - Drain Personality

--Bread--  
Wt=0.2 V=1  
Restore Fatigue

--Bungler's Bane--  
Wt=0.5 V=1  
Drain Speed - Drain Endurance - Dispel - Drain Strength

--Chokeweed--  
Wt=0.1 V=1  
Drain Luck - Restore Fatigue - Cure Common Disease - Drain Willpower

--Coda Flower--  
Wt=0.1 V=23  
Drain Personality - Levitate - Drain Intelligence - Drain Health

--Comberry--  
Wt=0.1 V=2  
Drain Fatigue - Restore Magicka - Fire Shield - Reflect

--Corkbulb Root--  
Wt=0.1 V=5  
Cure Paralyzation - Restore Health - Lightning Shield - Fortify Luck

--Corpus weepings--  
Wt=0.1 V=50  
Drain Fatigue - Fortify Luck - Drain Willpower - Restore Health

--Crab Meat--  
Wt=0.5 V=1  
Restore Fatigue - Resist Shock - Lightning shield - Restore Luck

--Daedra Skin--  
Wt=0.2 V=200  
Fortify Strength - Cure Common Disease - Paralyze - Swift Swim

--Daedra's Heart--  
Wt=1 V=200  
Restore Magicka - Fortify Endurance - Drain Agility - Night Eye

--Diamond--  
Wt=0.2 V=250  
Drain Agility - Invisibility - Reflect - Detect Key

--Dreugh Wax--  
Wt=0.2 V=100  
Fortify Strength - Restore Str - Drain Luck - Drain Willpower

--Ectoplasm--  
Wt=0.1 V=10  
Fortify Agility - Detect Animal - Drain Str - Drain Health

--Emerald--  
Wt=0.2 V=150  
Fortify Magicka - Restore Health - Drain Agility - Drain Endurance

--Fire Petal--  
Wt=0.1 V=2  
Resist Fire - Drain Health - Spell Absorption - Paralyze

--Fire Salts--  
Wt=0.1 V=100  
Drain Health - Fortify Agility - Resist Frost - Fire Shield

--Frost Salts--  
Wt=0.1 V=75  
Drain Speed - Restore Magicka - Frost Shield - Resist Fire

--Ghoul Heart--  
Wt=0.5 V=150

Paralyze - Cure Poison - Fortify attack

--Girith's Guar Hide-- (treat as Guar Hide for recipe)  
Wt=1 V=5  
Drain Fatigue - Fortify Endurance - Restore Personality - Fortify Luck

--Gold Kanet--  
Wt=0.1 V=5  
Drain Health - Burden - Drain Luck - Restore Strength

--Gravedust--  
Wt=0.1 V=1  
Drain Intelligence - Cure Common Disease - Drain Magicka  
Restore Endurance

--Green Lichen--  
Wt=0.1 V=1  
Fortify Personality - Cure Common Disease - Drain Str - Drain Health

--Guar Hide--  
Wt=1 V=5  
Drain Fatigue - Fortify Endurance - Restore Personality - Fortify Luck

--Hackle-Lo Leaf--  
Wt=0.1 V=30  
Restore Fatigue - Paralyze - Water Breathing - Restore Luck

--Heather--  
Wt=0.1 V=1  
Restore Personality - Feather - Drain Speed - Drain Personality

--Hound Meat--  
Wt=1 V=2  
Restore Fatigue - Fortify Fatigue - Reflect - Detect Enchantment

--Human Flesh--  
Wt=1 V=1  
Fortify Health - Drain Intelligence - Drain Personality

--Hypha Facia--  
Wt=0.1 V=1  
Drain Luck - Drain Agility - Drain Fatigue - Detect Enchantment

--Kagouti Hide--  
Wt=1 V=2  
Drain Fatigue - Fortify speed - Resist Common Disease - Night Eye

--Kresh Fiber--  
Wt=0.1 V=1  
Restore Luck - Fortify Personality - Drain Magicka - Drain Speed

--Kwama Cuttle--  
Wt=0.1 V=2  
Resist Poison - Drain Fatigue - Water Walking - Water Breathing

--Large Corprusmeat Hunk--  
Wt=1 V=0  
Drain Fatigue - Drain Health - Drain Magicka

--Large Kwama Egg--  
Wt=2 V=2  
Restore Fatigue - Paralyze - Frost Shield - Fortify Health

--Large Wrapped Corprusmeat--  
Wt=1 V=0  
Drain Fatigue - Drain Health - Drain Magicka

--Luminous Russula--  
Wt=0.2 V=1  
Water Breathing - Drain Fatigue - Poison

--Marshmerrow--  
Wt=0.1 V=1  
Restore Health - Detect Enchantment - Drain Willpower - Drain Fatigue

--Marsus'Guar Hide-- (treat as Guar Hide for recipe)  
Wt=1 V=5

Drain Fatigue - Fortify Endurance - Restore Personality - Fortify Luck

--Medium Corprusmeat Hunk--

Wt=0.5 V=0

Drain Fatigue - Drain Health - Drain Magicka

--Medium Wrapped Corprusmeat Hunk--

Wt=0.5 V=0

Drain Fatigue - Drain Health - Drain Magicka

--Meteor Slime--

Wt=0.1 V=10

Fortify Willpower - Cure Poison - Cure Blight Disease - Restore Willpower

--Moon Sugar--

Wt=0.1 V=50

Fortify Speed - Dispel - Drain Endurance - Drain Luck

--Muck--

Wt=0.1 V=1

Drain Intelligence - Detect Key - Drain Personality - Cure Common Disease

--Muffin--

Wt=0.2 V=1

Restore Fatigue

--Netch Leather--

Wt=1 V=1

Fortify Endurance - Fortify Intelligence - Drain Personality

Cure Paralyzation

--Pearl--

Wt=0.2 V=100

Drain Agility - Dispel - Water Breathing - Resist Common Disease

--Poison--

Wt=0.1 V=0

Weakness to Poison - Damage Health - Damage Fatigue - Poison

--Racer Plumes--

Wt=0.1 V=20

Drain Willpower - Levitate

--Rat Meat--

Wt=1 V=1

Drain Magicka - Paralyze - Cure Poison - Resist Poison

--Raw Ebony--

Wt=10 V=200

Drain Agility - Cure Poison - Frost Shield - Restore Speed

--Raw Glass--

Wt=2 V=200

Drain Intelligence - Drain Strength - Drain Speed - Fire Shield

--Red Lichen--

Wt=0.1 V=25

Drain Speed - Light - Cure Common Disease - Drain Magicka

--Resin--

Wt=0.1 V=10

Restore Health - Restore Speed - Burden - Resist Common Disease

--Roland's Tear--

Wt=0.1 V=5

Drain Health - Burden - Drain Luck - Restore Strength

--Roobrush--

Wt=0.1 V=1

Drain Willpower - Fortify Agility - Drain Health - Cure Poison

--Ruby--

Wt=0.2 V=200

Drain Health - Feather - Restore Intelligence - Drain Agility

--Saltrice--

Wt=0.1 V=1

Restore Fatigue - Fortify Magicka - Drain Str - Restore Health

--Scales--

Wt=0.2 V=2

Drain Personality - Water Walking - Restore Endurance - Swift Swim

--Scamp Skin--

Wt=0.1 V=10

Drain Magicka - Cure Paralyzation - Restore Personality - Restore Strength

--Scathecrawl--

Wt=0.1 V=2

Drain Str - Cure Poison - Drain Health - Restore Willpower

--Scrap Metal--

Wt=10 V=20

Drain Health - Lightning Shield - Resist Shock - Restore Intelligence

--Scrib Jelly--

Wt=0.1 V=10

Fortify Willpower - Cure Poison - Cure Blight Disease - Restore Willpower

--Scrib Jerky--

Wt=0.2 V=5

Restore Fatigue - Fortify Fatigue - Burden - Swift Swim

--Scuttle--

Wt=0.1 V=10

Restore Fatigue - Fortify Fatigue - Feather - Telekinesis

--Shalk Resin--

Wt=0.1 V=50

Drain Fatigue - Fortify Health - Drain Personality - Fortify Speed

--Sload Soap--

Wt=0.1 V=50

Drain Personality - Fortify Agility - Fire Shield - Restore Agility

--Small Corprusmeat Hunk--

Wt=0.2 V=0

Drain Fatigue - Drain Health - Drain Magicka

--Small Kwama Egg--

Wt=0.5 V=1

Restore Fatigue

--Small Wrapped Corprusmeat--

Wt=0.2 V=0

Drain Fatigue - Drain Health - Drain Magicka

--Spore Pod--

Wt=0.1 V=1

Drain Str - Drain Fatigue - Detect Key - Paralyze

--Stoneflower Petals--

Wt=0.1 V=1

Restore Strength - Fortify Magicka - Drain Luck - Fortify Personality

--Trama Root--

Wt=0.1 V=10

Restore Willpower - Levitate - Drain Magicka - Drain Speed

--Treated Bittergreen Petals--

Wt=0.1 V=10

Restore Intelligence - Drain Magicka - Drain Endurance - Invisibility

--Vampire Dust--

Wt=0.1 V=500

Fortify Health - Fortify Strength - Spell Absorption

Vampirism (hmm.. only ingredient that has it.. wonder how you make a vampire potion)

--Violet Coprinus--

Wt=0.5 V=1

Water Walking - Drain Fatigue - Poison

--Void Salts--

Wt=0.1 V=100  
Restore Magicka - Spell Absorption - Paralyze - Drain Endurance

--Wickwheat--  
Wt=0.1 V=1  
Restore Health - Fortify Willpower- Paralyze - Damage Intelligence

--Willow Anther--  
Wt=0.1 V=10  
Drain Personality - Frost Shield - Cure common Disease - Cure Paralyzation

--Wrapped Corprusmeat Hunk--  
Wt=0.0 V=0  
Drain Fatigue - Drain Health - Drain Magicka

\*\*\*\*\* Part 5 \*\*\*\*\*  
Cure Potion Recipes

The format for the Recpies is as follows:

--Potion Effect--  
ingredients needed

Note: you only need any two of the ingredients listed to make one of the potions.

--CURE BLIGHT DISEASE--  
Ash Salts Meteor Slime                      Scrib Jelly

--CURE COMMON DISEASE--  
Chokeweed Daedra Skin                      Gravedust Green Lichen                      Muck  
Red Lichen                      Willow Anther

--CURE PARALYZATION--  
Corkbulb Root                      Netch Leather                      Scamp Skin                      Willow Anther

--CURE POISON--  
Black Lichen                      Ghoul Heart                      Meteor Slime                      Rat Meat      Raw Ebony  
Roobrush                      Scathecraw      Scrib Jelly

\*\*\*\*\* Part 6 \*\*\*\*\*  
Restore Recipes

The format for the Recpies is as follows:

--Potion Effect--  
ingredients needed

Note: you only need any two of the ingredients listed to make one of the potions.

--RESTORE AGILITY--  
Bonemeal      Sload Soap

--RESTORE ENDURANCE--  
Gravedust Scales

--RESTORE FATIGUE--  
Bread                      Chokeweed      Crab Meat Hack-Lo Leaf                      Hound Meat  
Lg. Kwama Egg                      Muffin      Saltrice      Scrib Jerky                      Scuttle  
Sm. Kwama Egg

R--ESTORE HEALTH--  
Corkbulb Root                      Corprus Weeings                      Emerald      Marshmerrow                      Resin  
Saltrice      Whickwheat

--RESTORE INTELLIGENCE--  
Bittergreen Petals      Ruby                      Scrap Metal                      Treated Bittergreen Petals

```

--RESTORE LUCK--
Crab Meat Hack-Lo Leaf          kresh Fiber

--RESTORE MAGICKA--
Comberry Daedra's Heart          Frost Salts          Void Salts

--RESTORE PRESONALITY--
Guar Hide Heather    Scamp Skin

--RESTORE STRENGTH--
Dreugh Wax          Gold Kanet          Roland's Tear          Scamp Skin
Stoneflower Petals

--RESTORE WILLPOWER--
Meteor slime          Scathecraw          Scrib Jelly          Trama Root

--RESTORE SPEED --
Raw Ebony Resin

```

\*\*\*\*\* Part 7 \*\*\*\*\*  
Fortify Recipes

The format for the Recpies is as follows:

```

--Potion Effect--
ingredients needed

```

Note: you only need any two of the ingredients listed to make one of the potions.

```

--FORTIFY AGILITY--
Ectoplasm Fire salts          Roobrush Sload Soap

--FORTIFY ENDURANCE--
Deadra's Heart          Guar Hide Netch Leather

--FORTIFY FATIGUE--
Hound Meat          Scrib Jerky          Scuttle

--FORTIFY HEALTH--
Human Flesh          Lg. Kwamma Egg          Shalk Resin          Vampire Dust

--FORTIFY INTELLIGENCE--
Ash Yam    Bloat    Netch Leather

--FORTIFY LUCK--
Corkbulb Root          Corprus Weepings          Guar Hide

--FORTIFY MAGICKA--
Emerald    Saltrice    Stoneflower Petals

--FORTIFY PERSONALITY--
Green Lichen          Kresh Fiber          Stoneflower Petals

--FORTIFY SPEED--
Kagouti Hide          Moon Sugar          Shalk Resin

--FORTIFY STRENGTH--
Ash Yam    Daedra Skin          Dreugh Wax          Vampire Dust

--FORTIFY WILLPOWER--
Bloat    Meteor Slime          Scrib Jelly          Whickwheat

--FORTIFY ATTACK--
Ghoul Heart

```

\*\*\*\*\* Part 8 \*\*\*\*\*  
Resist Recipes

The format for the Recpies is as follows:

--Potion Effect--  
ingredients needed

Note: you only need any two of the ingredients listed to make one of the potions.

--RESIST COMMON DISEASE--

Ash Yam Kagouti Hide pearl Resin

--RESIST FIRE--

Black Anther Fire Petal Frost Salts

--RESIST FROST--

Black Lichen Fire Salts

--RESIST MAJICK--

Ash Salt

--RESIST POISON--

Alit Hide Kwama Cuttle Rat Meat

--RESIST SHOCK--

Crab Meat Scrap Metal

\*\*\*\*\* Part 9 \*\*\*\*\*  
Shield Recipes

The format for the Recpies is as follows:

--Potion Effect--  
ingredients needed

Note: you only need any two of the ingredients listed to make one of the potions.

--FIRE SHIELD--

Comberry Fire Salts Raw Glass Slaod Soap

--FROST SHIELD--

Frost Salts Lg. Kwama Egg Raw Ebony Willow Anther

--LIGHTNING SHIELD--

Corkbulb Root Crab Meat Scrap Metal

\*\*\*\*\* Part 10 \*\*\*\*\*  
Misc. Helpfull Recipes

The format for the Recpies is as follows:

--Potion Effect--  
ingredients needed

Note: you only need any two of the ingredients listed to make one of the potions.

--DETECT ANIMAL--

Alit Hide Ampoule Pod Bloat Ectoplasm

--DETECT ENCHANTMENT--

Hound Meat Hypha Facia Marshmerrow

```

--DETECT KEY--
Ash Yam   Diamond   Muck           Spore Pod

--DISPEL--
Bungler's Bane       Moon Sugar           Pearl

--FEATHER--
Heather   Ruby           Scuttle

--INVISIBILITY--
Bittergreen Petals  Diamond   Treated Bittergreen Petals

--LEVITATE--
Coda Flower           Racer Plume         Trama Root

--LIGHT--
Black Anther          Red Lichen

--NIGHT EYE--
Daedra's Heart       Kagouti Hide

--REFLECT--
Comberry   Diamond   Hound Meat

--SPELL ABSORBTION--
Fire Petal           Vampire Dust         Void Salts

--SWIFT SWIM--
Daedra Skin          Scales   Scrib Jerky

--TELEKINESIS--
Alit Hide Bonemeal   Scuttle

--WATER BREATHING--
Hack-Lo Leaf         Kwama Cuttle        Luminous Russula   Pearl

--WATER WALKING--
Ampoule Pod          Kwama Cuttle        Scales   Violet Coprinus

```

\*\*\*\*\* Part 11 \*\*\*\*\*  
 Drain Recipes

The format for the Recpies is as follows:

```

--Potion Effect--
ingredients needed

```

Note: you only need any two of the ingredients listed to make one of the potions.

```

--DRAIN AGILITY--
Ash Salts Black Anther           Daedra's Heart   Diamond
Emerald   Hypa Facia             Peral           Raw Ebony
Ruby

--DRAIN ENDURANCE--
Bittergreen Petals Black Anther           Bunglers Bane     Emerald
Moon Sugar          Treated Bittergreen Petals   Void Salts

--DRAIN FATIGUE--
Bonemeal Comberry   Corprus Weepings   Guar Hide
Hypa Facia           Kagouti Hide       Kwama Cuttle      Luminous Russula
Lg. Corprusmeat Hunk           Wrapped Lg. Corprusmeat Hunk
Med. Corprusmeat Hunk           Wrapped Med Corprusmeat Hunk
Wrapped Sm. Corprusmeat Hunk Sm. Corprusmeat Hunk           Spore Pod
Violet Coprinus           Wrapped Corprusmeat Hunk
Marshmerrow           Shalk Resin

--DRAIN HEALTH--
Coda Flower           Ectoplasm Fire Petal           Fire Salts

```

Gold Kanet                    Green Lichen                    Rolands Tear                    Roobrush  
Lg. Corprusmeat Hunk                    Wrapped Lg. Corprusmeat Hunk  
Med. Corprusmeat Hunk                    Ruby                    Scathecraw  
Wrapped Sm. Corprusmeat Hunk                    Sm. Corprusmeat Hunk                    Scrap Metal  
Wrapped Corprusmeat Hunk                    Wrapped Med Corprusmeat Hunk

--DRAIN INTELLIGENCE--

Alit Hide Coda Flower                    Gravedust Human Flesh  
Muck                    Raw Glass

--DRAIN LUCK--

Chokeweed Dreugh Wax                    Gold Kanet                    Hypha Facia  
Rolands tear                    Stoneflower Petals Moon Sugar

--DRAIN MAGICKA--

Bittergreen Petals Bloat                    Gravedust Kresh Fiber  
Lg. Corprusmeat Hunk                    Wrapped Lg. Corprusmeat Hunk  
Med. Corprusmeat Hunk                    Rat Meat                    Red Lichen  
Wrapped Sm. Corprusmeat Hunk                    Sm. Corprusmeat Hunk                    Scamp Skin  
Trama Root                    Wrapped Corprusmeat Hunk  
Treated Bittergreen Petals                    Wrapped Med Corprusmeat Hunk

--DRAIN PERSONALITY--

Bonemeal Coda Flower                    Heather                    Human Flesh  
Muck                    Netch Leather                    Scales                    Shalk Resin  
Sload Soap                    Willow Anther

--DRAIN SPEED--

Black Lichen                    Frost Salts                    Heather                    Kresh Fiber  
Raw Glass Red Lichen                    Trama Root                    Bunglers Bane

--DRAIN STRENGTH--

Black Lichen                    Bunglers Bane                    Ectoplasm Green Lichen  
Raw Glass Saltrice                    Scathecraw                    Spore Pod

--DRAIN WILLPOWER--

Ampoule Pod                    Chokeweed Corprus Weepings                    Dreugh Wax  
Marshmerrow                    Racer Plumes                    Roobrush

\*\*\*\*\* Part 12 \*\*\*\*\*

Misc Harmfull Recipes

The format for the Recpies is as follows:

--Potion Effect--  
ingredients needed

Note: you only need any two of the ingredients listed to make one of the potions.

--BURDEN--

Gold Kanet                    Resin                    Roland's Tear                    Scrib Jerky

--DAMAGE FATIGUE--

Poison

--DAMAGE HEALTH--

Poison

--DAMAGE INTELLIGENCE--

Wickwheat

--PARALYZE--

Ampoule Pod                    Daedra Skin                    Fire Petal                    Ghoul Heaart  
Hackle-Lo Leaf                    Lg. Kwama Egg  
Rat Meat Spore Pod Void Salts                    Wickwheat

--POISON--

Luminous Russula                    Poison                    Violet Coprinus

--WEAKNESS TO POISON--

Poison

--VAMPIRISM--

Vampire Dust

\*\*\*\*\* Part 13 \*\*\*\*\*

Contact Info

You may contact me at [stevmill@yahoo.com](mailto:stevmill@yahoo.com)

Please send an email if you found that I have missed anything, or have any feedback about this FAQ.

Thank you