Table of Contents

Chapter   **Page**

Cooking: Used by Cookfire, Campfire, Kegstand, and Toxin Extractor.

Cookfire/Campfire: Sorted by name:

Object	Components	Difficulty [1]
Baked Ash Yam	ash yam	21
Baked Potato	raw potato	21
Boiled Kwama Egg	kwama egg (large or small)	13
Bubble and Squeak	scrib cabbage, onion, garlic, raw potato	57
Chef Salad	cooked racer breast, bittergreen, red lichen, roobrush	37
Cooked Durzog	raw durzog meat	5
Cooked Guar Steak	raw guar	9
Cooked Hound Steak	raw hound	7
Cooked Kagouti Chop	raw kagouti	11
Cooked Racer Breast	raw racer breast	11
Cooked Rat Steak	raw rat meat	7
Felaril [2]	sausage pod, saltrice, hypha facia, bittergreen	85
Fried Mushroom	any mushroom	24
Glowpot Soup [2]	ampoule pod, willow anther, rice flour, garlic	101
Gramcookie	wheat flour, sugar, kanet butter, scrib jelly (Yields 6)	41
Grilled Slaughterfish	slaughterfish filet	9
Guar Stew [2]	onion, garlic, raw potato, scrib jelly, raw guar	61
Guarherd Pie	onion, raw potato, trama root, red meat [3]	77
Kagarine [2]	onion, garlic, scuttle, starch, raw kagouti	93
Kanet Butter	gold kanet, kwama cuttle	24
Mixed Berry Pie	wheat flour, sugar, comberry, ripe belladonna, holly berry	73
Mixed-greens Salad	hackle-lo, chokeweed, green lichen, roobrush	30
Mushroom Soup [2]	sugar, kanet butter, any mushroom, starch	69
Plains Pie	wheat flour, heather, stoneflower, kwama egg	61
Pot Luck Stew [2]	red meat [3], any mushroom, onion, raw potato, bittergreen	73
Pot Pie	wheat flour, raw racer, ash yam, onion, garlic	65
Potato Salad	baked potato, kanet butter, onion, muck, boiled egg	53
Quiche	sausage pod, onion, garlic, kwama egg	69
Racer Revenge Soup [2]	onion, raw potato, kelp bladder, raw racer meat	89
Rice Bread	rice flour, wheat flour	27
Rice Flour	20 saltrice (yields 10 flour, 20 straw)	15
Root Soup [2]	raw potato, ash yam, trama root, garlic, kwama egg	81
Rye Bread	rye flour, wheat flour	30
Rye Flour	20 meadow rye (yields 10 flour, 20 straw)	18
Saltrice Crispy Treat	saltrice, marshmerrow, kanet butter	33
Seafood Medley [2]	raw fish, onion, rice flour, bittergreen, raw crab	77
Seafood Stew [2]	kelp bladder, onion, saltrice, sausage pod, raw crabmeat	97
Scuttle Soup [2]	onion, sugar, chokeweed, scuttle	57
Spice Soup [2]	onion, raw potato, chokeweed, bittergreen, roobrush	81
Starch	20 kreshweed (yields 10 starch, 20 raw fiber)	27
Steamed Crab	raw crab meat	5
Sugar	20 marshmerrow (yields 10 sugar, 20 raw fiber)	33
Suncake	wheat flour, kwama egg, golden sedge, scrib jelly	49
Swamp Roll	2 spore pods, rice flour, bloat	41
Sweetbread	rice flour, comberry, sweetpulp, kwama egg	45
Sweetcake	wheat flour, sugar, sweetpulp, kwama egg	49
Sweetyam Pie	wheat flour, sugar, sweetpulp, ash yam	65
Trail Broth [2]	scrib jelly, bloat, 2 identical red meat [3]	45
Trailcake	wheat flour, rice flour, comberry, sweetpulp	53
Wheat Bread	2 wheat flour	18
Wheat Flour	20 wickwheat (yields 10 flour, 20 straw)	15
Wheat Roll	wickwheat, marshmerrow, kanet butter	37

Cookfire/Campfire: Sorted by difficulty:

Object	Components	Difficulty [1]
Cooked Durzog	raw durzog meat	5
Steamed Crab	raw crab meat	5
Cooked Hound Steak	raw hound	7
Cooked Rat Steak	raw rat meat	7
Cooked Guar Steak	raw guar	9
Grilled Slaughterfish	slaughterfish filet	9
Cooked Kagouti Chop	raw kagouti	11
Cooked Racer Breast	raw racer breast	11
Boiled Kwama Egg	kwama egg (large or small)	13
Rice Flour	20 saltrice (yields 10 flour, 20 straw)	15
Wheat Flour	20 wickwheat (yields 10 flour, 20 straw)	15
Rye Flour	20 meadow rye (yields 10 flour, 20 straw)	18
Wheat Bread	2 wheat flour	18
Baked Ash Yam	ash yam	21
Baked Potato	raw potato	21
Fried Mushroom	any mushroom	24
Kanet Butter	gold kanet, kwama cuttle	24
Rice Bread	rice flour, wheat flour	27
Starch	20 kreshweed (yields 10 starch, 20 raw fiber)	27
Mixed-greens Salad	hackle-lo, chokeweed, green lichen, roobrush	30
Rye Bread	rye flour, wheat flour	30
Saltrice Crispy Treat	saltrice, marshmerrow, kanet butter	33
Sugar	20 marshmerrow (yields 10 sugar, 20 raw fiber)	33
Chef Salad	cooked racer breast, bittergreen, red lichen, roobrush	37
Wheat Roll	wickwheat, marshmerrow, kanet butter	37
Gramcookie	wheat flour, sugar, kanet butter, scrib jelly (Yields 6)	41
Swamp Roll	2 spore pods, rice flour, bloat	41
Sweetbread	rice flour, comberry, sweetpulp, kwama egg	45
Trail Broth [2]	scrib jelly, bloat, 2 identical red meat [3]	45
Suncake	wheat flour, kwama egg, golden sedge, scrib jelly	49
Sweetcake	wheat flour, sugar, sweetpulp, kwama egg	49
Potato Salad	baked potato, kanet butter, onion, muck, boiled egg	53
Trailcake	wheat flour, rice flour, comberry, sweetpulp	53
Bubble and Squeak	scrib cabbage, onion, garlic, raw potato	57
Scuttle Soup [2]	onion, sugar, chokeweed, scuttle	57
Guar Stew [2]	onion, garlic, raw potato, scrib jelly, raw guar	61
Plains Pie	wheat flour, heather, stoneflower, kwama egg	61
Pot Pie	wheat flour, raw racer, ash yam, onion, garlic	65
Sweetyam Pie	wheat flour, sugar, sweetpulp, ash yam	65
Mushroom Soup [2]	sugar, kanet butter, any mushroom, starch	69
Quiche	sausage pod, onion, garlic, kwama egg	69
Mixed Berry Pie	wheat flour, sugar, comberry, ripe belladonna, holly berry	73
Pot Luck Stew [2]	red meat [3], any mushroom, onion, raw potato, bittergreen	73
Guarherd Pie	onion, raw potato, trama root, red meat [3]	77
Seafood Medley [2]	raw fish, onion, rice flour, bittergreen, raw crab	77
Root Soup [2]	raw potato, ash yam, trama root, garlic, kwama egg	81
Spice Soup [2]	onion, raw potato, chokeweed, bittergreen, roobrush	81
Felaril [2]	sausage pod, saltrice, hypha facia, bittergreen	85
Racer Revenge Soup [2]	onion, raw potato, kelp bladder, raw racer meat	89
Kagarine [2]	onion, garlic, scuttle, starch, raw kagouti	93
Seafood Stew [2]	kelp bladder, onion, saltrice, sausage pod, raw crabmeat	97
Glowpot Soup [2]	ampoule pod, willow anther, rice flour, garlic	101

[1] Possession of certain optional equipment items can reduce cooking difficulty by 20%. These items include the saucepan, skillet, rolling pin, stirring spoon, and soup ladle. Different tools are useful with different recipes. Note that the training you receive from successfully completing a crafting task is related to the difficulty of performing the task, so the use of these items to make cooking less difficult will result in gaining less training. At higher skill levels, you may choose to use them on more difficult tasks to improve your success rate, and NOT use them on simpler tasks to improve your training rate.

[2] Cooking soup or stew requires a small wooden bowl in addition to the ingredients required by the recipe.

[3] Red meat is defined as any one of: raw durzog, raw rat, raw guar, raw hound, or raw Kagouti

Kegstand: Sorted by name:

Object	Components	Difficulty
Cyrodiilic Brandy	4 void salts, 10 comberry, 10 wickwheat, 10 rye flour, violet coprinus	110
Flin	4 dreugh wax, 10 wickwheat, 10 rice flour, 10 comberry, violet coprinus	110
Greef	5 shein, 2 sugar, 2 firepetal	80
Mazte	15 wickwheat, 4 sugar, 4 meadow rye, luminous russula	80
Shein	10 comberry, 2 firepetal, 4 sugar, luminous russula	90
Sujamma	10 saltrice, 5 raw potato, 3 sugar, luminous russula	90

Toxin Extractor: Sorted by name:

Object	Components **	Difficulty
Earthblood	ruby, firepetal, fire salts, red lichen	80
Kjelvik	holly berry, unripened belladonna, gravetar, frost salts	70
Magrok Tuk	willow anther, trama root, fire salts, corprus weepings	50
Magruk Baj	nirthfly stalk, black anther, fire salts, netch acid	40
Maisith	bittergreen petals, roobrush, chokeweed, daedra skin	95
Stilltongue	muck, 2 void salts, scamp skin	50
Stith	firepetal, void salts, black lichen, hackle-lo leaf	60
Vvardith	netch acid, roobrush, black lichen, ash salts	30

** The creation of poisons is far too dangerous to allow trial-and-error experiments permitted with other crafting projects. Brewing a poison not only requires the listed ingredients, but also an empty vial and a copy of the recipe (which is not consumed by the process)

Cooking notes:

1) The brewing of poisons uses skills common to both cooking and alchemy and will use the higher of the two skills when determining success or failure.

2) Due to an intentional attempt to avoid mod conflicts with several other mods, cooking can only be performed on cookfires or campfires created by Morrowind Crafting with the flint and tinder kit.

3) The kegstand requires approximately a week for brewing. The success/failure check will be performed immediately and not at the end of the week so that you can try again if you are unsuccessful without having to wait. At the end of the week, the liquor can be removed by activating the kegstand with the appropriate empty liquor bottle in hand. These are made using the pottery wheel. The kegstand can be emptied at any time before or after the week is up if you change your mind and decide to attempt a different project.

4) Component locations - Places where you can ALWAYS find the appropriate tools:

Cookfires/campfires - These are made by the player using the flint and tinder kit, wood, and straw. Basically, they're located wherever you choose to put one.

Empty Kegstands (for sale) - Unfortunately, there is no place where a kegstand is ALWAYS available for sale, although you can usually purchase one from Bertram Secundum on the Ebonheart docks or his brother (Gratim Secundum) in the Mournhold Craftsman Hall. Kegstands can also be crafted by players with sufficient woodworking skill.

Empty Kegstand (for use) - Because it's not uncommon for these to be co-opted by mods for their use, the Morrowind Crafting equipment replacer does NOT replace these in the game. You will either need to purchase or create one in order to use liquor brewing.

Toxin Extractors: Arena:Hidden Area - Vivec, Hall of Fyr - Tower of Tel Fyr, Old Mournhold: residential ruins - in an alcove half way up the back cliff wall, Nchuleftingth - Lower levels - behind a dwemer device, Galom Daeus Observatory - hidden behind the telescope mount, Bitter Coast Region - Near the submerged statue of Boethiah. Note that some of these are owned and the owner will not willingly sell them. Either find an unowned one or be prepared to steal one. Toxin Extractors are not available for sale ANYWHERE, nor are they available as random treasure.

Toxin Recipes: The eight various recipes can be found in the following locations:

Earthblood	(old and scorched parchment)	Hall of Justice Secret Library - Vivec
		Vacant Tower - Dagon Fel
Kjelvik	(old and brittle note)	Thirsk - Solstheim
		Lassnr's House - Skaal Village
Magrok Tuk	(old and torn parchment)	Lambug's Hut - Valenvaryon
		Guild of Mages - Balmora (near Sharn gra-Muzgob)
Magruk Baj	(yellowed parchment)	Mzuleft (upper floor shelf)
		Bashuk gra-Bat's House - Caldera
Maisith	(old and weathered parchment)	Telvanni Alchemist - Vivec
		Cabin - Desolate Shipwreck (Ascadian Isles region)
Stilltongue	(old sheet of vellum)	Sorkvild's Tower - Dagon Fel (upper floor)
Stith	(page torn from a text)	Aryon's Chamber - Tel Vos
		Sewers - Falasmaryon
Vvardith	(old and brittle note)	Anis Seloth:Alchemist - Sadrith Mora
		Argonian Mission - Ebonheart

5) Food cooked with Morrowind Crafting is compatible with the mods Necessities of Morrowind and Primary Needs. However, the smallest hunger penalties of NoM cannot be relieved by MC foods as a result of an omission in one of the NoM scripts. Since overwriting this script to eliminate the omission would have made Morrowind Crafting load-order dependant, I chose not to fix this flaw. This is not a bug; it's a design decision. The problem can be solved by editing the NoM mod and changing the NOM_master_hts script. Find the following section of code:

```
set NOM_eattrack to NOM_hunger
if (NOM_hunger = 5 )
    Startscript NOM_eat_5
elseif (NOM_hunger = 4 )
    Startscript NOM_eat_4
elseif (NOM_hunger = 3 )
    Startscript NOM_eat_3
elseif (NOM_hunger = 2 )
    Startscript NOM_eat_2
elseif (NOM_hunger = 1 )
    Startscript NOM_eat_1
endif
```

Replace it with the following section of code. The changes are written in red to make them easier to identify:

```
set NOM_eattrack to NOM_hunger
if (NOM_hunger == 5 )
    Startscript NOM_eat_5
elseif (NOM_hunger == 4 )
    Startscript NOM_eat_4
elseif (NOM_hunger == 3 )
    Startscript NOM_eat_3
elseif (NOM_hunger == 2 )
    Startscript NOM_eat_2
elseif (NOM_hunger == 1 )
    Startscript NOM_eat_1
elseif (NOM_hunger == 0 )
    Startscript NOM_hunger_penalties
endif
```

By editing the NoM mod to fix the NoM omission, Morrowind Crafting remains load-order independent.

Crafting: Used by Bag of Crafting Tools, Pottery Wheel, Jeweler's Toolkit, Clay Banks, and Sand Bars.

Bag of Crafting Tools: Sorted by name:

Object	Components	Difficulty
Alembic (apprentice)	16 sand, 1 iron ingot	40
Alembic (journeyman)	10 sand, 1 iron ingot	70
Alembic (master)	8 sand, 1 silver ingot, 1 raw glass	100
Alembic (grandmaster)	2 sand, 2 silver ingots, 2 raw glass	135
Beaker	1 sand	15
Bin Basket	4 straw	30
Blue Glass Crock	4 sand	35
Blue Glass Pot	5 sand	30
Calcinator (apprentice)	15 iron ingots	40
Calcinator (journeyman)	10 iron ingots	70
Calcinator (master)	7 iron ingots, 1 ash salts	100
Calcinator (grandmaster)	5 iron ingots, 1 diamond, 2 ash salts	135
Decorative Bowl	10 sand	35
Deep Hand Basket	4 straw	25
Empty Vial	2 sand	20
Fancy Floor Lamp	12 iron ingots, 2 horker tallow, 1 spool [2], color [3]	50
Floor Candelabra	11 iron ingots, 6 horker tallow, 1 spool [2], 3 color [3]	45
Green Pot	5 sand	25
Green Tumbler	4 sand	25
Hamper Basket	8 straw	50
Inkwell	2 sand	10
Insulated Bottle	2 sand, 1 straw	15
Iron Ingot [1]	1 scrap metal yields 4	15
Iron Stand Candle	1 iron ingot, 2 horker tallow, 1 spool [2], color [3]	7
Jug	4 sand	15
Large Peach Mixing Bowl	16 sand	30
Limeware Bowl	8 sand, 2 raw glass	80
Limeware Cup	2 sand, 1 raw glass	60
Limeware Flask	4 sand, 1 raw glass	70
Limeware Platter	8 sand, 2 raw glass	90
Lockpick (apprentice)	1 iron ingot	50
Lockpick (journeyman)	1 iron ingot	70
Lockpick (master)	1 iron ingot	90
Lockpick (grandmaster)	1 iron ingot	110
Medium Hand Basket	4 straw	35
Mortar & Pestle (apprentice)	8 sand, 4 resin	40
Mortar & Pestle (journeyman)	4 sand, 2 resin, 1 raw glass	70
Mortar & Pestle (master)	2 sand, 1 raw glass, 1 pearl	100
Mortar & Pestle (Grandmaster)	2 sand, 1 raw glass, 1 diamond	135
Peach Glass Pot	2 sand	20
Plain Bottle	2 sand	10
Plate	2 sand	5
Probe (apprentice)	1 iron ingot	50
Probe (journeyman)	1 iron ingot	70
Probe (master)	1 iron ingot	90
Probe (grandmaster)	1 iron ingot	110
Quill Pen	1 racer plume	4
Redware Candle	4 clay, 1 horker tallow, 1 spool [2], color [3]	20

Object	Components	Difficulty
Repair Hammer (repair tongs)	1 iron ingot	40
Repair Hammer (apprentice)	2 iron ingots, 1 ash log	50
Repair Hammer (journeyman)	2 iron ingots	70
Repair Hammer (master)	2 iron ingots	90
Repair Hammer (grandmaster)	1 Iron Ingot	110
Retort (apprentice)	12 sand, 1 iron ingot	40
Retort (journeyman)	8 sand, 1 iron ingot	70
Retort (master)	4 sand, 1 iron ingot, 1 raw glass	100
Retort (grandmaster)	2 sand, 1 silver ingot, 1 raw glass	135
Shallow Basket	4 straw	40
Short, Thin Flask	2 sand	15
Short, Wide Flask	2 sand	20
Silver Candelabra	1 iron ingot, 2 silver ingots, 6 horker tallow, 1 spool [2] 3 color [3]	65
Silver Candlestick	1 iron ingot, 1 silver ingot, 2 horker tallow, 1 spool [2], color [3]	50
Silver Ingot [1]	1 silverware item (cutlery = 1, plate = 3, cup = 5, pitcher = 7)	20
Simple Floor Lamp	12 iron ingots, 2 horker tallow, 1 spool [2], color [3]	40
Tall Peach Glass Pot	3 sand	30
Tall, Thin Flask	2 sand	25
Tall, Wide Flask	2 sand	30
Tray Basket	4 straw	35
Yellow Glass Bowl	8 sand	30
Yellow Tumbler	4 sand	20

[1] Melting iron and silver into ingots requires the player to be holding a crucible.
[2] While the thread is a necessary component, the quantity required isn't sufficient to consume the spool.
[3] One unit of color for candles is defined as:

Black	1 black lichen
Blue	1 stoneflower petal
Green	1 bittergreen petal
Orange	1 kwama cuttle
Purple	1 black anther
Red	1 fire petal
White	1 bonemeal
Yellow	1 gold kanet

Bag of Crafting Tools: Sorted by difficulty:

Object	Components	Difficulty
Quill Pen	1 racer plume	4
Plate	2 sand	5
Iron Stand Candle	1 iron ingot, 2 horker tallow, 1 spool [2], color [3]	7
Inkwell	2 sand	10
Plain Bottle	2 sand	10
Beaker	1 sand	15
Insulated Bottle	2 sand, 1 straw	15
Iron Ingot [1]	1 scrap metal yields 4	15
Jug	4 sand	15
Short, Thin Flask	2 sand	15
Empty Vial	2 sand	20
Peach Glass Pot	2 sand	20
Redware Candle	4 clay, 1 horker tallow, 1 spool [2], color [3]	20
Short, Wide Flask	2 sand	20
Silver Ingot [1]	1 silverware item (cutlery = 1, plate = 3, cup = 5, pitcher = 7)	20
Yellow Tumbler	4 sand	20
Deep Hand Basket	4 straw	25
Green Pot	5 sand	25
Green Tumbler	4 sand	25
Tall, Thin Flask	2 sand	25

Object	Components	Difficulty
Bin Basket	4 straw	30
Blue Glass Pot	5 sand	30
Large Peach Mixing Bowl	16 sand	30
Tall Peach Glass Pot	3 sand	30
Tall, Wide Flask	2 sand	30
Yellow Glass Bowl	8 sand	30
Blue Glass Crock	4 sand	35
Decorative Bowl	10 sand	35
Medium Hand Basket	4 straw	35
Tray Basket	4 straw	35
Alembic (apprentice)	16 sand, 1 iron ingot	40
Calcinator (apprentice)	15 iron ingots	40
Mortar & Pestle (apprentice)	8 sand, 4 resin	40
Repair Hammer (repair tongs)	1 iron ingot	40
Retort (apprentice)	12 sand, 1 iron ingot	40
Shallow Basket	4 straw	40
Simple Floor Lamp	12 iron ingots, 2 horker tallow, 1 spool [2], color [3]	40
Floor Candelabra	11 iron ingots, 6 horker tallow, 1 spool [2], 3 color [3]	45
Fancy Floor Lamp	12 iron ingots, 2 horker tallow, 1 spool [2], color [3]	50
Hamper Basket	8 straw	50
Lockpick (apprentice)	1 iron ingot	50
Probe (apprentice)	1 iron ingot	50
Repair Hammer (apprentice)	2 iron ingots, 1 ash log	50
Silver Candlestick	1 iron ingot, 1 silver ingot, 2 horker tallow, 1 spool [2], color [3]	50
Limeware Cup	2 sand, 1 raw glass	60
Silver Candelabra	1 iron ingot, 2 silver ingots, 6 horker tallow, 1 spool [2] 3 color [3]	65
Alembic (journeyman)	10 sand, 1 iron ingot	70
Calcinator (journeyman)	10 iron ingots	70
Limeware Flask	4 sand, 1 raw glass	70
Lockpick (journeyman)	1 iron ingot	70
Mortar & Pestle (journeyman)	4 sand, 2 resin, 1 raw glass	70
Probe (journeyman)	1 iron ingot	70
Repair Hammer (journeyman)	2 iron ingots	70
Retort (journeyman)	8 sand, 1 iron ingot	70
Limeware Bowl	8 sand, 2 raw glass	80
Limeware Platter	8 sand, 2 raw glass	90
Lockpick (master)	1 iron ingot	90
Probe (master)	1 iron ingot	90
Repair Hammer (master)	2 iron ingots	90
Calcinator (master)	7 iron ingots, 1 ash salts	100
Alembic (master)	8 sand, 1 silver ingot, 1 raw glass	100
Mortar & Pestle (master)	2 sand, 1 raw glass, 1 pearl	100
Retort (master)	4 sand, 1 iron ingot, 1 raw glass	100
Lockpick (grandmaster)	1 iron ingot	110
Probe (grandmaster)	1 iron ingot	110
Repair Hammer (grandmaster)	1 Iron Ingot	110
Alembic (grandmaster)	2 sand, 2 silver ingots, 2 raw glass	135
Calcinator (grandmaster)	5 iron ingots, 1 diamond, 2 ash salts	135
Mortar & Pestle (Grandmaster)	2 sand, 1 raw glass, 1 diamond	135
Retort (grandmaster)	2 sand, 1 silver ingot, 1 raw glass	135

Pottery Wheel: Sorted by name

Object	Components	Difficulty
Ceramic Bowl	6 clay	50
Crucible	2 clay	15
Empty Bomb Case	2 clay, 1 kelp bladder	15
Empty Brandy Bottle	1 clay	40
Empty Flin Bottle	1 clay	40
Empty Greef Flask	6 clay	35
Empty Mazte Flask	6 clay	35
Empty Shein Flask	2 clay	30
Empty Sujamma Flask	2 clay	30
Glazed Goblet	2 clay	7
Glazed Mixing Bowl	6 clay	30
Glazed Pitcher	6 clay	45
Glazed Tankard	4 clay	25
Large Handled Urn	60 clay	90
Large Redware Bowl	6 clay	35
Large Redware Mixing Bowl	6 clay	30
Large Simple Urn	60 clay	90
Medium Redware Bowl	4 clay	10
Medium Simple Urn	50 clay	80
Redware Cup	4 clay	5
Redware Flask	4 clay	20
Redware Pitcher	5 clay	35
Redware Plate	4 clay	5
Redware Platter	8 clay	25
Redware Vase	5 clay	30
Short Fancy Redware Pot	2 clay	20
Short Plain Redware Pot	2 clay	20
Small Handled Urn	40 clay	70
Small Redware Bowl	4 clay	25
Small Redware Mixing Bowl	10 clay	15
Small Simple Urn	40 clay	60
Tall Clay Pot	4 clay	35
Tall Fancy Redware Pot	4 clay	35
Tall Plain Redware Pot	4 clay	30

Pottery Wheel: Sorted by difficulty

Object	Components	Difficulty
Redware Cup	4 clay	5
Redware Plate	4 clay	5
Glazed Goblet	2 clay	7
Medium Redware Bowl	4 clay	10
Crucible	2 clay	15
Empty Bomb Case	2 clay, 1 kelp bladder	15
Small Redware Mixing Bowl	10 clay	15
Redware Flask	4 clay	20
Short Fancy Redware Pot	2 clay	20
Short Plain Redware Pot	2 clay	20
Glazed Tankard	4 clay	25
Redware Platter	8 clay	25
Small Redware Bowl	4 clay	25
Empty Shein Flask	2 clay	30
Empty Sujamma Flask	2 clay	30
Glazed Mixing Bowl	6 clay	30
Large Redware Mixing Bowl	6 clay	30
Redware Vase	5 clay	30
Tall Plain Redware Pot	4 clay	30

Object	Components	Difficulty
Empty Greef Flask	6 clay	35
Empty Mazte Flask	6 clay	35
Large Redware Bowl	6 clay	35
Redware Pitcher	5 clay	35
Tall Clay Pot	4 clay	35
Tall Fancy Redware Pot	4 clay	35
Empty Brandy Bottle	1 clay	40
Empty Flin Bottle	1 clay	40
Glazed Pitcher	6 clay	45
Ceramic Bowl	6 clay	50
Small Simple Urn	40 clay	60
Small Handled Urn	40 clay	70
Medium Simple Urn	50 clay	80
Large Handled Urn	60 clay	90
Large Simple Urn	60 clay	90

Jeweler's Toolkit: Sorted by name & difficulty

Object	Components	Difficulty
Common, Banded	1 iron ingot (yields 5)	10
Common, Engraved	1 iron ingot (yields 5)	10
Common, Matte	1 iron ingot (yields 5)	10
Common, Smooth	1 iron ingot (yields 5)	10
Common, Textured	1 iron ingot (yields 5)	10
Expensive, Black Glass	1 iron ingot, 1 silver ingot, 1 sand, 1 black lichen	30
Expensive, Green Glass	1 iron ingot, 1 gold, 1 sand, 1 bittergreen petal	30
Expensive, Red Glass	1 iron ingot, 1 silver ingot, 1 sand, 1 fire petal	30
Elegant, Carved Silver	1 silver ingot, 2 ash salts	50
Elegant, Electrum & Blue Stone	1 silver ingot, 1 sand, 2 coda flowers	50
Elegant, Silver & Green Stone	1 silver ingot, 1 shalk resin, 2 green lichen	50
Elegant, Silver & Red Stone	1 silver ingot, 1 sand, 1 ash salts, 1 red lichen	50
Elegant, Smooth Silver	1 silver ingot, 1 sload soap	50
Extravagant, Amber/Electrum	1 silver ingot, 1 gold, 2 shalk resin, 1 red lichen	70
Extravagant, Burgandy/Silver	1 silver ingot, 1 sand, 1 black anther, 1 fire salts	70
Exquisite, Carved Gold Band	2 gold, 1 void salts, 1 dreugh wax	90
Exquisite, Electrum & Ebony	1 silver ingot, 1 gold, 1 ebony	90
Exquisite, Gold & Emerald	5 gold, 1 emerald	90
Exquisite, Silver & Lapis	1 silver ingot, 1 pearl, 1 void salts	90
Exquisite, Silver & Rose	1 silver ingot, 1 pearl, 1 fire salts	90
Exquisite, Silver & Turquoise	1 silver ingot, 1 pearl, 1 frost salts	90
Exquisite, Smooth Gold Band	2 gold, 2 dreugh wax	90

Crafting notes:

1) Intimate knowledge of specialized equipment is just as important to a project's success as crafting skill. For that reason, your ability to create specialized items (repair hammers, picks, probes, and alchemy tools) is limited to either your crafting skill, or your skill with the tool, whichever is lower.

2) Difficulty for successfully collecting sand or clay increases by 5 for each piece successfully collected. The sand or clay is collected prior to the success check being performed, and will be collected regardless of your success or failure. A failed collection will foul the source for one week and prevent additional collection attempts until the sand bar or clay bank has been washed clean.

3) Sand Bars and Clay Banks get washed over time, becoming slightly easier to collect each day that passes undisturbed. Regardless of the amount of clay or sand previously collected, a clay bank or sand bar will return to original condition if left alone for seven straight days. Fouled sand and clay sources will also return to original condition in seven days.

4) The urns created by the Pottery Wheel are containers and must be "installed" prior to use. Normally an object is installed by activating it while carrying the tool used to create it. However, since the pottery wheel is fixed in place and cannot be carried, the bag of crafting tools is used as the installation tool instead.

5) Component locations - Places where you can ALWAYS find the appropriate tools:

Bag of Crafting Tools: Thed Snopiler - Caldera (just outside the mansion), Jeanne: Trader - Vivec Foreign Quarters Underworks, Ralds Oril: Trader - Suran

Crucible: Ralds Oril: Trader - Suran, Elegal - Sadrith Mora (near the slave market). The crucible can also be crafted by players with sufficient crafting skill.

Jeweler's Toolkit: Clagius Clanler: Outfitter - Balmora

Pottery Wheel (for sale): Gratim Secundum - Mournhold Craftsman Hall. The pottery wheel can also be crafted by players with sufficient woodworking skill.

Pottery Wheel (for use): Vivec - St Delyn Potter's Hall, [Addons] Sadrith Mora - near Elegal, Ald-ruhn - Drinar Varyon's house, Mournhold - Great Bazaar

Fletching: Used by Fletching Kit only.

Fletching Kit: Sorted by name

Object	Components	Difficulty
Bonemold Arrow	2 bonemeal, 1 shalk resin (yields 20)	40
Bonemold Bolt	2 bonemeal, 1 shalk resin (yields 20)	40
Chitin Arrow	1 shalk shell, 1 shalk resin (yields 40)	10
Corkbulb Arrow	1 ash log, 2 corkbulb roots, 1 racer plume (yields 20)	5
Corkbulb Bolt	1 ash log, 2 corkbulb roots, 1 racer plume (yields 20)	5
Ebony Arrow	1 raw ebony (yields 12)	90
Ebony Bolt	1 raw ebony (yields 12)	90
Ebony Dart	1 raw ebony	110
Glass Arrow	1 raw glass (yields 12)	70
Glass Bolt	1 raw glass (yields 12)	70
Huntsman Bolt	1 pine log, 1 racer plume (yields 20)	10
Iron Arrow	1 ash log, 1 iron ingot, 1 racer plume (yields 20)	20
Iron Bolt	1 ash log, 1 iron ingot, 1 racer plume (yields 20)	20
Orcish Bolt	1 iron ingot, 1 silver ingot (yields 12)	60
Silver Arrow	2 silver ingots, 1 oak log, 1 racer plume (yields 20)	50
Silver Bolt	2 silver ingots, 1 oak log, 1 racer plume (yields 20)	50
Silver Dart	1 silver ingot, 1 racer plume (yields 5)	40
Spring Dart	1 iron ingot, 1 pearl	135
Steel Arrow	1 ash log, 2 iron ingots, 1 racer plume (yields 20)	30
Steel Bolt	1 ash log, 2 iron ingots, 1 racer plume (yields 20)	30
Steel Dart	1 iron ingot (yields 5)	20

Fletching Kit: Sorted by difficulty

Object	Components	Difficulty
Corkbulb Arrow	1 ash log, 2 corkbulb roots, 1 racer plume (yields 20)	5
Corkbulb Bolt	1 ash log, 2 corkbulb roots, 1 racer plume (yields 20)	5
Chitin Arrow	1 shalk shell, 1 shalk resin (yields 40)	10
Huntsman Bolt	1 pine log, 1 racer plume (yields 20)	10
Iron Arrow	1 ash log, 1 iron ingot, 1 racer plume (yields 20)	20
Iron Bolt	1 ash log, 1 iron ingot, 1 racer plume (yields 20)	20
Steel Dart	1 iron ingot (yields 5)	20
Steel Arrow	1 ash log, 2 iron ingots, 1 racer plume (yields 20)	30
Steel Bolt	1 ash log, 2 iron ingots, 1 racer plume (yields 20)	30
Bonemold Arrow	2 bonemeal, 1 shalk resin (yields 20)	40
Bonemold Bolt	2 bonemeal, 1 shalk resin (yields 20)	40
Silver Dart	1 silver ingot, 1 racer plume (yields 5)	40
Silver Arrow	2 silver ingots, 1 oak log, 1 racer plume (yields 20)	50
Silver Bolt	2 silver ingots, 1 oak log, 1 racer plume (yields 20)	50
Orcish Bolt	1 iron ingot, 1 silver ingot (yields 12)	60
Glass Arrow	1 raw glass (yields 12)	70
Glass Bolt	1 raw glass (yields 12)	70
Ebony Arrow	1 raw ebony (yields 12)	90
Ebony Bolt	1 raw ebony (yields 12)	90
Ebony Dart	1 raw ebony	110
Spring Dart	1 iron ingot, 1 pearl	135

Fletching notes:

1) The fletching skill is only useful in creating missile and thrown weapons that are actually fletched, meaning they have stabilizing fins associated with them. Thrown weapons without stabilizing fins (throwing daggers or stars) are created using the smithing skill.

2) Component locations - Places where you can ALWAYS find the appropriate tools:

Fletching Kit: Molag Mar (near trainer), Redoran Council Chamber (near trainer), Elegal - Sadrith Mora (near slave market), Tirus Sadus: General Merchandise - Ald-ruhn

Mining: Used by iron ore rock, silver ore rock, raw glass rock, raw ebony rock, raw adamantium rock, diamond rock, "singing" crystals.

Mining sources: Sorted by name:

Object	Components	Difficulty [2]
Diamond Rock	diamond	10
Iron Ore Rock	iron ore [1]	5
Raw Adamantium Rock	adamantium ore	20
Raw Ebony Rock	raw ebony	10
Raw Glass Rock	raw glass	10
Silver Ore Rock	silver ore [1]	5
Singing Crystal	raw glass	10

[1] Iron and silver ore must be processed by a smelter in order to be converted to ingots.
[2] Mining any single ore source becomes progressively harder with the difficulty increasing by the listed amount for each successful attempt. An unsuccessful attempt breaks the source open so that the ore may be collected and prevents further mining attempts.

Mining notes:

1) Mining requires the use of a miner's pick. Note that the player must be in possession of a pick, but does not need to swing it at the ore source or even have it equipped.

2) High quality ore in Vvardenfell is often found in mines owned by the empire or one of the three Great Houses and is the property of the mine owner. While mining the rocks isn't considered a crime, attempting to steal the ore from these rocks is. Some high quality ore can be found in various unpopulated mines or smuggler's caves, and these are usually not owned. Low quality ore is considered inconsequential by the empire and the Great Houses and is unclaimed. Note that singing crystals are decorative and highly prized. Singing crystals found in private residences are also usually owned, and the owner will object to the player attempting to scavenge raw glass from their "art". Singing crystals found in abandoned mines, dens, and structures (including propylon chambers) is usually unowned. A general rule of thumb is: If the location is inhabited by people that do not attack you on sight, the high quality ore is probably owned, and taking it is a crime.

3) Once a mineable resource has been fully mined and the ore collected, it changes appearance and can no longer be activated. The exception is the "singing" crystals which can be mined for raw glass. Since their purpose in the game was decorative, they do not change appearance once collected. However, further attempts to mine a singing crystal will result in a message informing the player that this is no longer possible.

4) The mining of "singing" crystals is a hold-over from the original Morrowind Crafting before there was a mining skill. Since it was not possible to mine the glass rocks in v1.0, this ability wasn't redundant. With the addition of the ability to mine glass rocks, this may seem to be excessive, however it was kept in an effort to maintain a sense of continuity with the earlier version. If you feel that mining the crystals is inappropriate, don't mine them.

5) Various forms of raw ore can be obtained from Nivos Drivam in the Vivec, St. Olms Tanners and Miners Hall. On a weekly basis, he'll replenish any of his ore stocks that are in short supply.

6) Because of the magical nature of Stalhrim, it was not included as a mineable resource. This was not an oversight, but a design decision.

7) Mineable sources do NOT respawn... ever. Because of limitations in Morrowind's scripting engine and the methods the ore scripts use to get around those limitations, it is **highly** recommended that you do not attempt to alter Morrowind Crafting to allow ore to respawn. There are sufficient ore sources within the game to acquire more than enough for smithing purposes. The number of mineable ore sources within Vvardenfell, Mournhold, and Solstheim proper are:

> Diamond: 28
> Iron Ore: 2062
> Raw Adamantium: 20
> Raw Ebony: 123
> Raw Glass: 88
> Silver Ore: 303
> Singing Crystals: 118

Sewing: Used by Sewing kit and Loom (Shears and Spinning wheel do not require sewing skill)

Sewing Kit: Sorted by type:

Object [2]	Class	Components [1]	Difficulty
Armor Padding		1 cloth	5
Bear Gloves	Common	1 bear pelt	25
Bear Pants	Common	1 bear pelt	20
Bear Robe	Common	1 bear pelt	30
Bear Rug	Common	1 bear pelt	5
	Snow Bear	1 snow bear pelt	10
Bear Shirt	Common	1 bear pelt	20
Bedroll		8 cloth, 4 straw	20
Boar Gloves	Common	1 bristleback leather	25
Boar Shoes	Expensive	3 bristleback leather	40
Cloth Belt	Extravagant	4 cloth	50
	Exquisite	6 cloth	70
Cloth Gloves	Common	3 cloth	25
	Expensive	5 cloth	45
	Extravagant	8 cloth	65
Cloth Pants	Common	2 cloth	20
	Expensive	4 cloth	40
	Extravagant	7 cloth	60
	Exquisite	11 cloth	80
Cloth Robe	Common	3 cloth	30
	Expensive	5 cloth	50
	Extravagant	8 cloth	70
	Exquisite	12 cloth	90
Cloth Sack		1 cloth	5
Cloth Shirt	Common	2 cloth	20
	Expensive	4 cloth	40
	Extravagant	7 cloth	60
	Exquisite	11 cloth	80
Cloth Shoes	Expensive	4 cloth	40
	Extravagant	7 cloth	60
	Exquisite	11 cloth	80
Cloth Skirt	Common	2 cloth	20
	Expensive	4 cloth	40
	Extravagant	7 cloth	60
	Exquisite	11 cloth	80
Guar Pants	Common	2 guar hides	20
Guar Belt	Common	1 guar hide	5
Kagouti Pants	Expensive	3 kagouti hides	40
Kagouti Belt	Expensive	1 kagouti hide	40
Netch Shirt	Common	2 netch leather	20
	Expensive	3 netch leather	40
Netch Shoes	Common	1 netch leather	20
Pillow		2 cloth, 2 straw	5
Round Cushion		3 cloth, 6 straw	15
Sparring Mat		20 cloth, 20 straw	30
Square Cushion		3 cloth, 6 straw	10
Wolf Rug	Common	1 wolf pelt	5
	Snow Wolf	1 snow wolf pelt	10
Wolf Gloves	Common	1 wolf pelt	25
Wolf Pants	Common	1 wolf pelt	20
Wolf Shirt	Common	1 wolf pelt	20
	Expensive	2 wolf pelts	40

Sewing: Used by Sewing kit and Loom (Shears and Spinning wheel do not require sewing skill)

Sewing Kit: Sorted by difficulty:

Object [2]	Class	Components [1]	Difficulty
Armor Padding		1 cloth	5
Bear Rug	Common	1 bear pelt	5
Cloth Sack		1 cloth	5
Guar belt	Common	1 guar hide	5
Pillow		2 cloth, 2 straw	5
Wolf Rug	Common	1 wolf pelt	5
Bear Rug	Snow Bear	1 snow bear pelt	10
Square Cushion		3 cloth, 6 straw	10
Wolf Rug	Snow Wolf	1 snow wolf pelt	10
Round Cushion		3 cloth, 6 straw	15
Bear Pants	Common	1 bear pelt	20
Bear Shirt	Common	1 bear pelt	20
Bedroll		8 cloth, 4 straw	20
Cloth Pants	Common	2 cloth	20
Cloth Shirt	Common	2 cloth	20
Cloth Skirt	Common	2 cloth	20
Guar Pants	Common	2 guar hides	20
Netch Shirt	Common	2 netch leather	20
Netch Shoes	Common	1 netch leather	20
Wolf Pants	Common	1 wolf pelt	20
Wolf Shirt	Common	1 wolf pelt	20
Bear Gloves	Common	1 bear pelt	25
Boar Gloves	Common	1 bristleback leather	25
Cloth Gloves	Common	3 cloth	25
Wolf Gloves	Common	1 wolf pelt	25
Bear Robe	Common	1 bear pelt	30
Cloth Robe	Common	3 cloth	30
Sparring Mat		20 cloth, 20 straw	30
Boar Shoes	Expensive	3 bristleback leather	40
Cloth Pants	Expensive	4 cloth	40
Cloth Shirt	Expensive	4 cloth	40
Cloth Shoes	Expensive	4 cloth	40
Cloth Skirt	Expensive	4 cloth	40
Kagouti Belt	Expensive	1 kagouti hide	40
Kagouti Pants	Expensive	3 kagouti hides	40
Netch Shirt	Expensive	3 netch leather	40
Wolf Shirt	Expensive	2 wolf pelts	40
Cloth Gloves	Expensive	5 cloth	45
Cloth Belt	Extravagant	4 cloth	50
Cloth Robe	Expensive	5 cloth	50
Cloth Pants	Extravagant	7 cloth	60
Cloth Shirt	Extravagant	7 cloth	60
Cloth Shoes	Extravagant	7 cloth	60
Cloth Skirt	Extravagant	7 cloth	60
Cloth Gloves	Extravagant	8 cloth	65
Cloth Belt	Exquisite	6 cloth	70
Cloth Robe	Extravagant	8 cloth	70
Cloth Pants	Exquisite	11 cloth	80
Cloth Shirt	Exquisite	11 cloth	80
Cloth Shoes	Exquisite	11 cloth	80
Cloth Skirt	Exquisite	11 cloth	80
Cloth Robe	Exquisite	12 cloth	90

[1] Thread is needed to begin any sewing project, but the quantity required isn't sufficient to consume the spool.
[2] The material name is used here solely to distinguish item component requirements and project difficulty. The actual clothing created will not include the material name. e.g. a pair of common pants will just be named "common pants" regardless of the material from which it's made.

Loom: Sorted by type:

Object	Class	Components	Difficulty
Bolt of Cloth		20 spools	20
Large Rug		20 cloth	35
Oval Rug		20 cloth	45
Small Rug		10 cloth	25
Tapestry	Common	1 ash log, 1 iron ingot, 10 spools	25
	Expensive	1 hickory log, 1 iron ingot, 15 spools	45
	Elegant	1 oak log, 1 iron ingot, 20 spools	65
	Extravagant	1 cypress log, 1 iron ingot, 30 spools	85
	Exquisite	1 mahogany log, 1 iron ingot, 40 spools	105

Sewing notes:

1) While the thread used by the sewing kit is not of sufficient quantity to consume the spool, the loom uses the entire spool. One empty spool is returned for each full spool consumed by a project.

2) The spinning wheel allows the player to convert raw fiber into spools of thread. While the process is tedious, it is a trivial task which makes no check against the player's sewing skill. Spinning thread requires 1 empty spool and 3 units of raw fiber for each spool created.

3) The shears allow the player to convert a bolt of cloth into 20 individual pieces suitable for sewing. This is also considered a trivial task and makes no check against the player's sewing skill.

4) The cloth bag is a container and must be installed before it can be used. To install it, place it appropriately and then activate it while holding the sewing kit.

5) The tapestries can be positioned and/or installed (although installation is not required). Normally an item is installed using the tool that created it. However, since the loom isn't portable, the tapestries can be installed using either the sewing kit or the woodworking tool chest.

6) Component locations - Places where you can ALWAYS find the appropriate tools:

Sewing Kit: Karum Bok - Gnaar Mok, Caravel Onnasi - Gnisis, Gevn Trabor - Raven Rock, Tiras Sadus: General Merchandise - Ald-ruhn, Sunel Hlas: Trader - Mournhold, Berwen: Trader - Tel Mora, Bivrane Moaldin - Mournhold Grand Bazaar, Ald-ruhn Redoran Council Hall (near trainer)

Shears: Shears can be found throughout the game in various locations. Morrowind Crafting adds two additional places where shears can always be found: Iralen Mildor - Ald-ruhn, and Mi'jale - Suran (near the silt strider)

Spinning Wheel (for sale): There is no location where the spinning wheel is ALWAYS available for sale, although you can usually purchase one from Bertram Secundum on the Ebonheart docks or his brother (Gratim Secundum) in the Mournhold Craftsman Hall. The spinning wheel can also be crafted by players with sufficient woodworking skill.

Spinning Wheel (for use): With the Morrowind Crafting equipment add-on activated, spinning wheels are available for use at several clothier shops: Bivale Teneran and Bevene Releth in Ald-ruhn, Milie Hastien in Balmora, Falanaamo in Caldera, Elegnan in Tel Mora, Agrippina Herennia in Vivec, and the St Olms Tailors and Dyer's hall. Other spinning wheels are located in private houses in: Erna the Quiet's House - Skaal Village, Man-Ilu's hut - Gnisis, and Assirari Zama-Rasour's hut - Maar Gan,

Loom (for sale): Like the spinning wheel, there is no location where a loom is ALWAYS available for sale. However, one can usually be purchased at the same two furntiture dealers listed for the spinning wheel. The loom can also be crafted by players with sufficient woodworking skill.

Loom (for use): With the Morrowind Crafting equipment add-on activated, looms are available for use at several clothier shops: Bivale Teneran and Bevene Releth in Ald-ruhn, Millie Hastien in Balmora, and two at Verara Rendo in Suran. Other looms are located in the smuggler dens Milk and Mat (both in West Gash)

Woodworking: Used by Woodworking Tool Chest, Flint and Tinder Kit.

Woodworking Tool Chest: Sorted by name:

Object	Components	Difficulty
Ash Bench	2 ash logs	15
Ash Chest	2 ash logs	40
Barstool	2 pine logs	30
Broom	pine log, 2 straw	2
Bucket	pine log, iron ingot	7
Cedar Chest	2 pine logs	45
Cheap Bench	2 scrapwood logs [1]	7
Cheap Bookshelf	4 scrapwood logs [1]	20
Cheap Bowl	ash log (yields 2)	3
Cheap Bunk Beds	16 pine logs, 20 cloth	40
Cheap Chair	scrapwood log [1]	15
Cheap Crate	scrap log, iron ingot	20
Cheap End Table	2 scrapwood logs [1]	20
Cheap Stool	2 scrapwood logs [1]	10
Cheap Twin Bed	6 pine logs, 10 cloth	40
Cypress Desk	8 cypress logs	80
Cypress Dresser	7 cypress logs	70
Cypress End Table	3 cypress logs	40
Elegant King Bed	14 hickory logs, 20 cloth	70
Empty Spool	scrapwood log [1] (yields 10)	1
Expensive Chair	2 cypress logs	50
Expensive Twin Bed	8 mahogany logs, 10 cloth	45
Exquisite King Bed	16 mahogany logs, 20 cloth	100
Extravagant King Bed	16 mahogany logs, 20 cloth	80
Fat Lute	2 pine logs, spool [2]	30
Fishing Pole	cypress log, spool [2]	3
Fork	oak log (yields 6)	2
Guarskin Drum	ash log, guar hide	10
Hammock	3 ash logs, 4 cloth	25
Hand Bellows	scrapwood log [1], guar hide	15
Hickory Bookshelf	7 hickory logs	45
Hickory Bowl	hickory log (yields 2)	3
Hickory Chair	4 hickory logs, 2 cloth	30
Hickory Cupboard	4 hickory logs, 3 iron ingots	65
Hickory Wardrobe	13 hickory logs, 2 iron ingots	70
Hickory Winerack	7 hickory logs	85
Hutch	2 hickory logs	75
Kegstand	7 oak logs, large barrel	60
King Poster Bed	31 oak logs, 20 cloth	100
Knife	oak log, iron ingot (yields 6)	1
Large Barrel	3 oak logs, iron ingot	45
Large Cheap Shelf	2 pine logs	15
Large Cheap Table	8 scrapwood logs [1]	25
Large Cypress End Table	4 cypress logs	60
Large Drum	oak log, cloth	20
Large Hickory Bowl	hickory log	5
Large Mahogany Table	8 mahogany logs	95
Large Oak Bowl	oak log	5
Large Oak Shelf	2 oak logs	45
Large Redoran Shelf	3 ash logs	10
Large Work Table	5 scrapwood logs [1], 2 iron ingots	35
Lecturn	5 mahogany logs	30
Loom	7 ash logs, 4 iron ingots	90
Lute	2 cypress logs, spool [2]	40
Mahogany Bench	2 mahogany logs	40
Mahogany Bookshelf	8 mahogany logs	60
Mahogany Chair	5 mahogany logs	70
Mahogany Chest	2 mahogany logs, 2 iron ingots	75
Mahogany Dresser	9 mahogany logs	90

Object	Components	Difficulty
Mahogany End Table	4 mahogany logs	60
Mahogany Shelf	2 mahogany logs	40
Mahogany Stool	2 mahogany logs	50
Mahogany Twin Bed	8 mahogany logs, 10 cloth	60
Mahogany Wardrobe	15 mahogany logs, 4 iron ingots	90
Mahogany Winerack	8 mahogany logs	95
Mixing Spoon	oak log (yields 2)	4
Muck Shovel	pine log	10
Oak Bench	2 oak logs	20
Oak Bookshelf	8 oak logs	40
Oak Bowl	oak log (yields 2)	3
Oak Chest	2 oak logs, 2 iron ingots	50
Oak Dresser	7 oak logs	60
Oak Stool	oak log	35
Oak Table	13 oak logs	55
Oak Trenchboard Table	6 oak logs	55
Oak Wardrobe	11 oak logs, 2 iron ingots	60
Oak Winerack	7 oak logs	80
Oval Hickory Table	4 hickory logs	80
Oval Mahogany Table	7 mahogany logs	100
Plain Bunk Beds	18 hickory logs, 20 cloth	60
Plaque - Cross	pine log	3
Plaque - Dragon	pine log	3
Plaque - Eagle	pine log	3
Plaque - Imperial	pine log	3
Plaque - Lion	pine log	3
Portable Tent	10 pine logs, guar hide	35
Pottery Wheel	7 scrapwood logs [1], 5 iron ingots	75
Practice Dummy	2 scrapwood logs [1], 3 cloth	25
Reinforced Crate	ash log, 2 iron ingots	30
Rolling Pin	scrapwood log [1]	3
Room Divider, Guar	2 hickory logs, guar hide	25
Room Divider, Large	3 hickory logs, 3 cloth	50
Room Divider, Small	2 hickory logs, 2 cloth	40
Rough Pine Bench	2 pine logs	5
Rough Pine Stool	pine log	15
Rough Pine Table	5 pine logs, 2 iron ingots	25
Round Cypress Table	6 cypress logs	50
Round Mahogany Table	6 mahogany logs	90
Round Pine Table	4 pine logs	40
Simple Barrel	2 ash logs, 2 iron ingots	40
Simple Chair	2 cypress logs	25
Simple Round Table	5 pine logs	30
Small Ash Chest	ash log	45
Small Cheap Bench	2 scrapwood logs [1]	5
Small Cheap Shelf	pine log	5
Small Cheap Table	4 scrapwood logs [1], 2 iron ingots	10
Small Hickory Chest	hickory log	55
Small Oak Shelf	oak log	30
Small Oak Table	3 oak logs	30
Small Redoran Shelf	2 ash logs	5
Small Round Table	4 cypress logs	35
Spinning Wheel	ash log	40
Spoon	oak log (yields 6)	1
Twin Bed	7 hickory logs, 10 cloth	45
Twin Poster Bed	17 oak logs, 10 cloth	80
Wooden Cup	scrapwood log [1]	5
Wooden Goblet	scrapwood log [1]	5
Wooden Tray	pine log	3

Woodworking Tool Chest: Sorted by difficulty:

Object	Components	Difficulty
Empty Spool	scrapwood log [1] (yields 10)	1
Knife	oak log, iron ingot (yields 6)	1
Spoon	oak log (yields 6)	1
Broom	pine log, 2 straw	2
Fork	oak log (yields 6)	2
Cheap Bowl	ash log (yields 2)	3
Fishing Pole	cypress log, spool [2]	3
Hickory Bowl	hickory log (yields 2)	3
Oak Bowl	oak log (yields 2)	3
Plaque - Cross	pine log	3
Plaque - Dragon	pine log	3
Plaque - Eagle	pine log	3
Plaque - Imperial	pine log	3
Plaque - Lion	pine log	3
Rolling Pin	scrapwood log [1]	3
Wooden Tray	pine log	3
Mixing Spoon	oak log (yields 2)	4
Large Hickory Bowl	hickory log	5
Large Oak Bowl	oak log	5
Rough Pine Bench	2 pine logs	5
Small Cheap Bench	2 scrapwood logs [1]	5
Small Cheap Shelf	pine log	5
Small Redoran Shelf	2 ash logs	5
Wooden Cup	scrapwood log [1]	5
Wooden Goblet	scrapwood log [1]	5
Bucket	pine log, iron ingot	7
Cheap Bench	2 scrapwood logs [1]	7
Cheap Stool	2 scrapwood logs [1]	10
Guarskin Drum	ash log, guar hide	10
Large Redoran Shelf	3 ash logs	10
Muck Shovel	pine log	10
Small Cheap Table	4 scrapwood logs [1], 2 iron ingots	10
Ash Bench	2 ash logs	15
Cheap Chair	scrapwood log [1]	15
Hand Bellows	scrapwood log [1], guar hide	15
Large Cheap Shelf	2 pine logs	15
Rough Pine Stool	pine log	15
Cheap Bookshelf	4 scrapwood logs [1]	20
Cheap Crate	scrap log, iron ingot	20
Cheap End Table	2 scrapwood logs [1]	20
Large Drum	oak log, cloth	20
Oak Bench	2 oak logs	20
Hammock	3 ash logs, 4 cloth	25
Large Cheap Table	8 scrapwood logs [1]	25
Practice Dummy	2 scrapwood logs [1], 3 cloth	25
Room Divider, Guar	2 hickory logs, guar hide	25
Rough Pine Table	5 pine logs, 2 iron ingots	25
Simple Chair	2 cypress logs	25
Barstool	2 pine logs	30
Fat Lute	2 pine logs, spool [2]	30
Hickory Chair	4 hickory logs, 2 cloth	30
Lecturn	5 mahogany logs	30
Reinforced Crate	ash log, 2 iron ingots	30
Simple Round Table	5 pine logs	30
Small Oak Shelf	oak log	30
Small Oak Table	3 oak logs	30
Large Work Table	5 scrapwood logs [1], 2 iron ingots	35
Oak Stool	oak log	35
Portable Tent	10 pine logs, guar hide	35
Small Round Table	4 cypress logs	35
Ash Chest	2 ash logs	40

Object	Components	Difficulty
Cheap Bunk Beds	16 pine logs, 20 cloth	40
Cheap Twin Bed	6 pine logs, 10 cloth	40
Cypress End Table	3 cypress logs	40
Lute	2 cypress logs, spool [2]	40
Mahogany Bench	2 mahogany logs	40
Mahogany Shelf	2 mahogany logs	40
Oak Bookshelf	8 oak logs	40
Room Divider, Small	2 hickory logs, 2 cloth	40
Round Pine Table	4 pine logs	40
Simple Barrel	2 ash logs, 2 iron ingots	40
Spinning Wheel	ash log	40
Cedar Chest	2 pine logs	45
Expensive Twin Bed	8 mahogany logs, 10 cloth	45
Hickory Bookshelf	7 hickory logs	45
Large Barrel	3 oak logs, iron ingot	45
Large Oak Shelf	2 oak logs	45
Small Ash Chest	ash log	45
Twin Bed	7 hickory logs, 10 cloth	45
Expensive Chair	2 cypress logs	50
Mahogany Stool	2 mahogany logs	50
Oak Chest	2 oak logs, 2 iron ingots	50
Room Divider, Large	3 hickory logs, 3 cloth	50
Round Cypress Table	6 cypress logs	50
Oak Table	13 oak logs	55
Oak Trenchboard Table	6 oak logs	55
Small Hickory Chest	hickory log	55
Kegstand	7 oak logs, large barrel	60
Large Cypress End Table	4 cypress logs	60
Mahogany Bookshelf	8 mahogany logs	60
Mahogany End Table	4 mahogany logs	60
Mahogany Twin Bed	8 mahogany logs, 10 cloth	60
Oak Dresser	7 oak logs	60
Oak Wardrobe	11 oak logs, 2 iron ingots	60
Plain Bunk Beds	18 hickory logs, 20 cloth	60
Hickory Cupboard	4 hickory logs, 3 iron ingots	65
Cypress Dresser	7 cypress logs	70
Elegant King Bed	14 hickory logs, 20 cloth	70
Hickory Wardrobe	13 hickory logs, 2 iron ingots	70
Mahogany Chair	5 mahogany logs	70
Hutch	2 hickory logs	75
Mahogany Chest	2 mahogany logs, 2 iron ingots	75
Pottery Wheel	7 scrapwood logs [1], 5 iron ingots	75
Cypress Desk	8 cypress logs	80
Extravagant King Bed	16 mahogany logs, 20 cloth	80
Oak Winerack	7 oak logs	80
Oval Hickory Table	4 hickory logs	80
Twin Poster Bed	17 oak logs, 10 cloth	80
Hickory Winerack	7 hickory logs	85
Loom	7 ash logs, 4 iron ingots	90
Mahogany Dresser	9 mahogany logs	90
Mahogany Wardrobe	15 mahogany logs, 4 iron ingots	90
Round Mahogany Table	6 mahogany logs	90
Large Mahogany Table	8 mahogany logs	95
Mahogany Winerack	8 mahogany logs	95
Exquisite King Bed	16 mahogany logs, 20 cloth	100
King Poster Bed	31 oak logs, 20 cloth	100
Oval Mahogany Table	7 mahogany logs	100

[1] Scrapwood isn't a type of wood, but a quality of wood. Basically any wood which is too scarred, damaged, warped, knotty, or charred to be used for a more valuable project is considered scrapwood. For this reason, any project which requires scrapwood can substitute a more expensive wood if insufficient scrapwood is available. A special menu will appear which allows you to choose which logs you wish to use in place of the scrapwood requirement.

² A small amount of thread is required for this project, but not enough to consume the spool.

Flint and Tinder Kit: Sorted by name:

Object	Components	Difficulty
Campfire	4 scrapwood logs ³, straw	5
Cookfire	4 scrapwood logs ³, straw	5

³ Unlike the woodworking tool chest, the flint and tinder kit will not ask you to specify which logs you wish to use if you have insufficient scrapwood available. It will consume a total of four logs, using the least valuable logs first in the following order: scrapwood, ash, pine, hickory, oak, cypress, and finally mahogany.

Woodworking notes:

1) Due to an intentional attempt to avoid mod conflicts with several other mods, cooking can only be performed on cookfires or campfires created by Morrowind Crafting with the flint and tinder kit.

2) The woodworking tool chest is a primary means of installing any crafted item that requires installation and cannot be installed using the tool which created it. This includes any item crafted by an immobile device (loom and pottery wheel) or any crafting item which must be purchased (smelter and anvil)

3) Most furnishings crafted by the woodworking tool chest can either be locked in place or permanently installed. Locking an object in place will prevent it from being accidentally moved, but the object may later be unlocked and moved at will. Installation is permanent and cannot be reversed, however it has some benefits that make it worth considering. Installed items will not have a name window appear on mouse-over and will block the motion of players and NPCs. Items which are merely locked are "transparent" to motion. Also any item which is a container or piece of useable equipment MUST be installed in order to be used correctly and doesn't have the "lock" option. Note that you will be warned of the permanent nature of installation only the first time you select this option per game. You will not receive further warnings as it seemed intrusive and unnecessary.

4) Wood can be found in random crates, barrels, and chests as well as purchased from woodcutters located around Vvardenfell. Each wood is associated with a geographic region (except for scrapwood) and woodcutters located in those regions are more likely to carry larger quantities of that wood. The exception is Mournhold, which is the trade capital for all of Morrowind. The woodseller there has quantities of ALL wood types available for purchase.

5) Component locations - Places where you can ALWAYS find the appropriate tools:

Woodworking tool chest - Gratim Secundum - Mournhold Craftsman Hall, Clagius Clanler: Outfitter - Balmora, Berwen: Trader - Tel Mora, Ald-ruhn Council Hall (near the crafting trainer)

Flint and tinder kit - Gevn Trabor - Raven Rock, Gratim Secundum - Mournhold Craftsman Hall, Karum Bok - Gnaar Mok, Nedrik Bililar - Pelagiad, Arrille - Arille's Tradehouse Seyda Neen, Ralds Oril: Trader - Suran, Verick Gemain: Trader - Caldera, Melly Hlaale - Balmora (near silt strider), M'jreen - Molag Mar (near silt strider), Bivrane Moaldin - Mournhold grand bazaar

Smithing: Used by Heavy Leather and Resin kit, Anvil, and Smelter

Heavy Leather and Resin Tools: Sorted by name

Object	Components	Difficulty
Bear Boots	3 bear pelts, 1 spool	55
Bear Cuirass	5 bear pelts, 1 spool	58
Bear Greaves	4 bear pelts, 1 spool	56
Bear Helmet	2 bear pelts, 1 spool	53
Bear Left Gauntlet	2 bear pelts, 1 spool	55
Bear Left Pauldron	2 bear pelts, 1 spool	55
Bear Right Gauntlet	2 bear pelts, 1 spool	55
Bear Right Pauldron	2 bear pelts, 1 spool	55
Bear Shield	4 bear pelts, 1 spool, 2 pine	52
Bonemold Boots	70 bonemeal, 4 shalk resin, 2 armor padding	70
Bonemold Cuirass	110 bonemeal, 6 shalk resin, 2 armor padding	73
Bonemold Greaves	60 bonemeal, 4 shalk resin, 2 armor padding	72
Bonemold Helm	15 bonemeal, 1 shalk resin, 1 armor padding	68
Bonemold L Pauldron	28 bonemeal, 1 shalk resin, 1 armor padding	70
Bonemold Left Bracer	16 bonemeal, 1 shalk resin, 1 armor padding	70
Bonemold Long Bow	60 bonemeal, 6 shalk resin, 6 spools	75
Bonemold R Pauldron	28 bonemeal, 1 shalk resin, 1 armor padding	70
Bonemold Right Bracer	16 bonemeal, 1 shalk resin, 1 armor padding	70
Bonemold Shield	1 ash, 20 bonemeal, 2 shalk resin, 1 netch leather	68
Bonemold Tower Shield	2 ash, 20 bonemeal, 2 shalk resin, 1 netch leather	70
Chitin Boots	1 shalk shell, 3 shalk resin, 1 armor padding	25
Chitin Club	2 shalk shell, 1 shalk resin	20
Chitin Cuirass	1 shalk shell, 4 shalk resin, 1 armor padding	28
Chitin Dagger	1 shalk shell, 1 shalk resin	22
Chitin Greaves	1 shalk shell, 2 shalk resin, 1 armor padding	26
Chitin Helm	1 shalk shell, 1 shalk resin, 1 armor padding	23
Chitin Left Gauntlet	1 shalk shell, 1 shalk resin, 1 armor padding	25
Chitin Left Pauldron	1 shalk shell, 1 shalk resin, 1 armor padding	25
Chitin Right Gauntlet	1 shalk shell, 1 shalk resin, 1 armor padding	25
Chitin Right Pauldron	1 shalk shell, 1 shalk resin, 1 armor padding	25
Chitin Shield	1 shalk shell, 1 shalk resin, 1 ash	22
Chitin Short Bow	1 shalk shell, 1 shalk resin, 2 spools	30
Chitin Shortsword	1 shalk shell, 1 shalk resin	25
Chitin Spear	2 shalk shell, 2 resin	22
Chitin Throwing Star	1 shalk shell, 2 resin	25
Chitin Tower Shield	1 shalk shell, 1 shalk resin, 1 ash, 1 netch leather	25
Chitin War Axe	3 shalk shell, 2 resin	25
Dark Brotherhood Boots	2 bristleback hides, 1 spool, 1 kagouti hide	75
Dark Brotherhood Cuirass	5 bristleback hides, 1 spool, 2 kagouti hides	78
Dark Brotherhood Greaves	3 bristleback hides, 1 spool, 1 kagouti hide	76
Dark Brotherhood Helm	1 bristleback hide, 1 spool, 1 Dwemer helm	72
Dark Brotherhood Left Gauntlet	1 bristleback hide, 1 spool	75
Dark Brotherhood Left Pauldron	1 bristleback hide, 1 spool, 1 kagouti hide	75
Dark Brotherhood Right Gauntlet	1 bristleback hide, 1 spool	75
Dark Brotherhood Right Pauldron	1 bristleback hide, 1 spool, 1 kagouti hide	75
Long Bow	2 ash, 6 spools	45
Netch Leather Boots	7 netch leather, 2 armor padding, 1 spool	15
Netch Leather Cuirass	12 netch leather, 2 armor padding, 1 spool	18
Netch Leather Greaves	6 netch leather, 2 armor padding, 1 spool	16
Netch Leather Helm	3 netch leather, 1 armor padding, 1 spool	12
Netch Leather Left Gauntlet	3 netch leather, 1 armor padding, 1 spool	15
Netch Leather Left Pauldron	4 netch leather, 1 armor padding, 1 spool	15
Netch Leather Right Gauntlet	3 netch leather, 1 armor padding, 1 spool	15
Netch Leather Right Pauldron	4 netch leather, 1 armor padding, 1 spool	15
Netch Leather Shield	3 netch leather, 1 cypress	12
Netch Leather Tower Shield	5 netch leather, 2 cypress	15

Object	Components	Difficulty
Nordic Fur Boots	2 bear pelt, 1 spool	20
Nordic Fur Cuirass	5 bear pelts, 2 spools	23
Nordic Fur Greaves	3 bear pelt, 1 spool	22
Nordic Fur Helm	1 bear pelt, 1 armor padding, 1 spool	18
Nordic Fur Left Bracer	1 bear pelt, 1 spool	20
Nordic Fur Left Gauntlet	1 bear pelt, 1 armor padding, 1 spool	20
Nordic Fur Left Pauldron	2 bear pelts, 1 spool	20
Nordic Fur Right Bracer	1 bear pelt, 1 spool	20
Nordic Fur Right Gauntlet	1 bear pelt, 1 armor padding, 1 spool	20
Nordic Fur Right Pauldron	2 bear pelts, 1 spool	20
Nordic Leather Shield	2 bear pelt, 1 pine, 1 bristleback hide	18
Short Bow	1 ash, 3 spools	35
Wolf Boots	3 wolf pelts, 1 spool	60
Wolf Cuirass	5 wolf pelts, 1 spool	63
Wolf Greaves	4 wolf pelts, 1 spool	62
Wolf Helmet	2 wolf pelts, 1 spool	58
Wolf Left Gauntlet	2 wolf pelts, 1 spool	60
Wolf Left Pauldron	2 wolf pelts, 1 spool	60
Wolf Right Gauntlet	2 wolf pelts, 1 spool	60
Wolf Right Pauldron	2 wolf pelts, 1 spool	60
Wolf Shield	4 wolf pelts, 1 spool, 2 pine	58
Wooden Staff	2 oak logs	25

Heavy Leather and Resin Tools: Sorted by difficulty

Object	Components	Difficulty
Netch Leather Helm	3 netch leather, 1 armor padding, 1 spool	12
Netch Leather Shield	3 netch leather, 1 cypress	12
Netch Leather Boots	7 netch leather, 2 armor padding, 1 spool	15
Netch Leather Left Gauntlet	3 netch leather, 1 armor padding, 1 spool	15
Netch Leather Left Pauldron	4 netch leather, 1 armor padding, 1 spool	15
Netch Leather Right Gauntlet	3 netch leather, 1 armor padding, 1 spool	15
Netch Leather Right Pauldron	4 netch leather, 1 armor padding, 1 spool	15
Netch Leather Tower Shield	5 netch leather, 2 cypress	15
Netch Leather Greaves	6 netch leather, 2 armor padding, 1 spool	16
Netch Leather Cuirass	12 netch leather, 2 armor padding, 1 spool	18
Nordic Fur Helm	1 bear pelt, 1 armor padding, 1 spool	18
Nordic Leather Shield	2 bear pelt, 1 pine, 1 bristleback hide	18
Chitin Club	2 shalk shell, 1 shalk resin	20
Nordic Fur Boots	2 bear pelt, 1 spool	20
Nordic Fur Left Bracer	1 bear pelt, 1 spool	20
Nordic Fur Left Gauntlet	1 bear pelt, 1 armor padding, 1 spool	20
Nordic Fur Left Pauldron	2 bear pelts, 1 spool	20
Nordic Fur Right Bracer	1 bear pelt, 1 spool	20
Nordic Fur Right Gauntlet	1 bear pelt, 1 armor padding, 1 spool	20
Nordic Fur Right Pauldron	2 bear pelts, 1 spool	20
Chitin Dagger	1 shalk shell, 1 shalk resin	22
Chitin Shield	1 shalk shell, 1 shalk resin, 1 ash	22
Chitin Spear	2 shalk shell, 2 resin	22
Nordic Fur Greaves	3 bear pelt, 1 spool	22
Chitin Helm	1 shalk shell, 1 shalk resin, 1 armor padding	23
Nordic Fur Cuirass	5 bear pelts, 2 spools	23
Chitin Boots	1 shalk shell, 3 shalk resin, 1 armor padding	25
Chitin Left Gauntlet	1 shalk shell, 1 shalk resin, 1 armor padding	25
Chitin Left Pauldron	1 shalk shell, 1 shalk resin, 1 armor padding	25
Chitin Right Gauntlet	1 shalk shell, 1 shalk resin, 1 armor padding	25
Chitin Right Pauldron	1 shalk shell, 1 shalk resin, 1 armor padding	25
Chitin Shortsword	1 shalk shell, 1 shalk resin	25
Chitin Throwing Star	1 shalk shell, 2 resin	25

Object	Components	Difficulty
Chitin Tower Shield	1 shalk shell, 1 shalk resin, 1 ash, 1 netch leather	25
Chitin War Axe	3 shalk shell, 2 resin	25
Wooden Staff	2 oak logs	25
Chitin Greaves	1 shalk shell, 2 shalk resin, 1 armor padding	26
Chitin Cuirass	1 shalk shell, 4 shalk resin, 1 armor padding	28
Chitin Short Bow	1 shalk shell, 1 shalk resin, 2 spools	30
Short Bow	1 ash, 3 spools	35
Long Bow	2 ash, 6 spools	45
Bear Shield	4 bear pelts, 1 spool, 2 pine	52
Bear Helmet	2 bear pelts, 1 spool	53
Bear Boots	3 bear pelts, 1 spool	55
Bear Left Gauntlet	2 bear pelts, 1 spool	55
Bear Left Pauldron	2 bear pelts, 1 spool	55
Bear Right Gauntlet	2 bear pelts, 1 spool	55
Bear Right Pauldron	2 bear pelts, 1 spool	55
Bear Greaves	4 bear pelts, 1 spool	56
Bear Cuirass	5 bear pelts, 1 spool	58
Wolf Helmet	2 wolf pelts, 1 spool	58
Wolf Shield	4 wolf pelts, 1 spool, 2 pine	58
Wolf Boots	3 wolf pelts, 1 spool	60
Wolf Left Gauntlet	2 wolf pelts, 1 spool	60
Wolf Left Pauldron	2 wolf pelts, 1 spool	60
Wolf Right Gauntlet	2 wolf pelts, 1 spool	60
Wolf Right Pauldron	2 wolf pelts, 1 spool	60
Wolf Greaves	4 wolf pelts, 1 spool	62
Wolf Cuirass	5 wolf pelts, 1 spool	63
Bonemold Helm	15 bonemeal, 1 shalk resin, 1 armor padding	68
Bonemold Shield	1 ash, 20 bonemeal, 2 shalk resin, 1 netch leather	68
Bonemold Boots	70 bonemeal, 4 shalk resin, 2 armor padding	70
Bonemold L Pauldron	28 bonemeal, 1 shalk resin, 1 armor padding	70
Bonemold Left Bracer	16 bonemeal, 1 shalk resin, 1 armor padding	70
Bonemold R Pauldron	28 bonemeal, 1 shalk resin, 1 armor padding	70
Bonemold Right Bracer	16 bonemeal, 1 shalk resin, 1 armor padding	70
Bonemold Tower Shield	2 ash, 20 bonemeal, 2 shalk resin, 1 netch leather	70
Bonemold Greaves	60 bonemeal, 4 shalk resin, 2 armor padding	72
Dark Brotherhood Helm	1 bristleback hide, 1 spool, 1 Dwemer helm	72
Bonemold Cuirass	110 bonemeal, 6 shalk resin, 2 armor padding	73
Bonemold Long Bow	60 bonemeal, 6 shalk resin, 6 spools	75
Dark Brotherhood Boots	2 bristleback hides, 1 spool, 1 kagouti hide	75
Dark Brotherhood Left Gauntlet	1 bristleback hide, 1 spool	75
Dark Brotherhood Left Pauldron	1 bristleback hide, 1 spool, 1 kagouti hide	75
Dark Brotherhood Right Gauntlet	1 bristleback hide, 1 spool	75
Dark Brotherhood Right Pauldron	1 bristleback hide, 1 spool, 1 kagouti hide	75
Dark Brotherhood Greaves	3 bristleback hides, 1 spool, 1 kagouti hide	76
Dark Brotherhood Cuirass	5 bristleback hides, 1 spool, 2 kagouti hides	78

Anvil: Sorted by name

Object	Components	Difficulty
Adamantium Boots	3 adamantium ore, 2 armor padding	110
Adamantium Claymore	10 adamantium	112
Adamantium Cuirass	10 adamantium ore, 2 armor padding	115
Adamantium Greaves	6 adamantium ore, 2 armor padding	112
Adamantium Helm	4 adamantium ore, 2 armor padding	108
Adamantium Left Bracer	4 adamantium ore, 1 armor padding	110
Adamantium Left Pauldron	7 adamantium Ore,1 armor padding	110
Adamantium Mace	5 adamantium	110
Adamantium Right Bracer	4 adamantium ore, 1 armor padding	110
Adamantium Right Pauldron	7 adamantium Ore, 1 armor padding	110
Adamantium Shortsword	4 adamantium	110
Adamantium Spear	4 adamantium, 1 oak log	105
Admantium Axe	7 adamantium	110
Daedric Battle Axe	9 daedric ebony, gm hmr	135
Daedric Boots	6 daedric ebony, gm hmr, 2 armor padding	130
Daedric Claymore	9 daedric ebony, gm hmr	130
Daedric Club	4 daedric ebony, gm hmr	125
Daedric Cuirass	9 daedric ebony, gm hmr, 2 armor padding	135
Daedric Dagger	1 daedric ebony, gm hmr	125
Daedric Dai-katana	7 daedric ebony, gm hmr	135
Daedric Face of God	3 daedric ebony, gm hmr, 1 armor padding	135
Daedric Face of Inspiration	3 daedric ebony, gm hmr, 1 armor padding	130
Daedric Face of Persuasion	3 daedric ebony, gm hmr, 1 armor padding	135
Daedric Face of Terror	3 daedric ebony, gm hmr, 1 armor padding	130
Daedric Greaves	6 daedric ebony, gm hmr, 2 armor padding	132
Daedric Katana	7 daedric ebony, gm hmr	130
Daedric Left Gauntlet	2 daedric ebony, gm hmr, 1 armor padding	130
Daedric Left Pauldron	3 daedric ebony, gm hmr, 1 armor padding	130
Daedric Long Bow	3 daedric ebony, gm hmr, 10 spools	135
Daedric Longsword	6 daedric ebony, gm hmr	133
Daedric Mace	5 daedric ebony, gm hmr	126
Daedric Right Gauntlet	2 daedric ebony, gm hmr, 1 armor padding	130
Daedric Right Pauldron	3 daedric ebony, gm hmr, 1 armor padding	130
Daedric Shield	5 daedric ebony, gm hmr, 1 oak log, 1 netch leather	128
Daedric Shortsword	3 daedric ebony, gm hmr	125
Daedric Spear	5 daedric ebony, gm hmr	125
Daedric Staff	3 daedric ebony, gm hmr	120
Daedric Tanto	2 daedric ebony, gm hmr	120
Daedric Tower Shield	6 daedric ebony, gm hmr, 2 oak logs, 1 netch leather	132
Daedric Wakizashi	5 daedric ebony, gm hmr	130
Daedric War Axe	8 daedric ebony, gm hmr	130
Daedric Warhammer	10 daedric ebony, gm hmr	133
Ebony Boots	9 ebony, 2 armor padding	120
Ebony Broadsword	3 ebony	130
Ebony Closed Helm	12 ebony, 2 armor padding	118
Ebony Cuirass	30 ebony, 2 armor padding	123
Ebony Greaves	18 ebony, 2 armor padding	122
Ebony Left Bracer	12 ebony, 1 armor padding	120
Ebony Left Pauldron	21 ebony, 1 armor padding	120
Ebony Longsword	5 ebony	133
Ebony Mace	4 ebony	125
Ebony Right Bracer	12 ebony, 1 armor padding	120
Ebony Right Pauldron	21 ebony, 1 armor padding	120
Ebony Scimitar	5 ebony	133
Ebony Shield	8 ebony, 1 netch leather, 1 iron ingot	116
Ebony Shortsword	2 ebony	116
Ebony Spear	3 ebony	115
Ebony Staff	2 ebony	130

Object	Components	Difficulty
Ebony Throwing Star	1 ebony	120
Ebony Tower Shield	12 ebony, 1 netch leather, 1 iron ingot	122
Ebony War Axe	5 ebony	122
Glass Boots	9 glass, 2 iron ingots	115
Glass Claymore	4 iron ingots, 6 glass	120
Glass Cuirass	30 glass, 10 iron ingots	118
Glass Dagger	1 iron ingot, 1 glass	110
Glass Greaves	18 glass, 5 iron ingots	116
Glass Halberd	2 iron ingots, 3 glass	115
Glass Helm	12 glass, 2 iron ingots	115
Glass Left Pauldron	21 glass, 2 iron ingots	115
Glass Longsword	3 iron ingots, 5 glass	117
Glass Right Pauldron	21 glass, 2 iron ingots	115
Glass Shield	8 glass, 5 iron ingots, 1 netch leather	112
Glass Staff	2 iron ingots, 1 glass	110
Glass Throwing Knife	1 glass	110
Glass Throwing Star	1 glass	114
Glass Tower Shield	12 glass, 5 iron ingots, 1 netch leather	116
Glass War Axe	3 iron ingots, 3 glass	115
Her Hand's Boots	5 ebony, 4 iron ingots, 2 armor padding	125
Her Hand's Cuirass	8 ebony, 4 iron ingots, 2 armor padding	128
Her Hand's Greaves	4 ebony, 3 iron ingots, 2 armor padding	126
Her Hand's Helmet	1 ebony, 3 iron ingots, 1 armor padding	126
Her Hand's Left Gauntlet	1 ebony, 3 iron ingots, 1 armor padding	125
Her Hand's Left Pauldron	2 ebony, 2 iron ingots, 1 armor padding	125
Her Hand's Right Gauntlet	1 ebony, 3 iron ingots, 1 armor padding	125
Her Hand's Right Pauldron	2 ebony, 2 iron ingots, 1 armor padding	125
Her Hand's Shield	1 ebony, 2 iron ingots, 1 oak log, 1 netch leather	125
Huntsman Axe	7 iron ingots ore, 2 pine, 1 bristleback hide, 1 spool	32
Huntsman Crossbow	3 pine, 1 bristleback hide, 4 spools	38
Huntsman Longsword	10 iron ingots, 2 bristleback hides, 2 spools	38
Huntsman Spear	3 iron ingots, 1 bristleback hide, 2 spools, 2 pine logs	30
Huntsman War Axe	14 iron ingots ore, 1 pine, 2 bristleback hides, 2 spools	35
Imperial Broadsword	6 iron ingots, 1 netch leather	45
Imperial Chain Coif	2 iron ingots, 1 armor padding	42
Imperial Chain Cuirass	10 iron ingots, 2 armor padding	43
Imperial Chain Greaves	5 iron ingots, 2 armor padding	42
Imperial Chain Left Pauldron	5 iron ingots, 1 armor padding	40
Imperial Chain Right Pauldron	5 iron ingots, 1 armor padding	40
Imperial Shield	5 iron ingots, 1 oak log, 1 bristleback hide	48
Imperial Shortsword	4 iron ingots, 1 netch leather	42
Imperial Steel Boots	9 iron ingots, 2 armor padding	50
Imperial Steel Cuirass	14 iron ingots, 2 armor padding	53
Imperial Steel Greaves	8 iron ingots, 2 armor padding	50
Imperial Steel Helmet	2 iron ingots, 1 armor padding	48
Imperial Steel Left Gauntlet	2 iron ingots, 1 armor padding	50
Imperial Steel Left Pauldron	5 iron ingots, 1 armor padding	50
Imperial Steel Right Gauntlet	2 iron ingots, 1 armor padding	50
Imperial Steel Right Pauldron	5 iron ingots, 1 armor padding	50
Imperial Templar Boots	10 iron ingots, 6 gold, 2 armor padding	65
Imperial Templar Greaves	9 iron ingots, 6 gold, 2 armor padding	66
Imperial Templar Helmet	3 iron ingots, 2 gold, 1 armor padding	63
Imperial Templar Knight Cuirass	15 iron ingots, 8 gold, 2 armor padding	68
Imperial Templar Left Bracer	3 iron ingots, 2 gold, 1 armor padding	65
Imperial Templar Left Pauldron	5 iron ingots, 2 gold, 1 armor padding	65
Imperial Templar Right Bracer	3 iron ingots, 2 gold, 1 armor padding	65
Imperial Templar Right Pauldron	5 iron ingots, 2 gold, 1 armor padding	65
Indoril Boots	8 iron ingots, 1 armor padding, 3 cloth	100
Indoril Cuirass	14 iron ingots, 2 armor padding	103
Indoril Helmet	2 iron ingots, 1 armor padding, 4 fiber	102

Object	Components	Difficulty
Indoril Left Gauntlet	2 iron ingots, 1 armor padding	100
Indoril Left Pauldron	5 iron ingots, 1 armor padding	100
Indoril Right Gauntlet	2 iron ingots, 1 armor padding	100
Indoril Right Pauldron	5 iron ingots, 1 armor padding	100
Indoril Shield	5 iron ingots, 1 oak log, 1 netch leather	100
Iron Battle Axe	14 iron ingots, 1 ash	37
Iron Boots	9 iron ingots, 2 armor padding	35
Iron Broadsword	6 iron ingots, 1 netch leather	35
Iron Claymore	14 iron ingots, 1 netch leather	38
Iron Club	6 iron ingots	30
Iron Cuirass	14 iron ingots, 2 armor padding	38
Iron Dagger	2 iron ingots	32
Iron Greaves	9 iron ingots, 2 armor padding	36
Iron Halberd	3 iron ingots, 2 ash	35
Iron Helmet	3 iron ingots, 1 armor padding	33
Iron Left Bracer	3 iron ingots, 1 armor padding	35
Iron Left Gauntlet	4 iron ingots, 1 armor padding	35
Iron Left Pauldron	5 iron ingots, 1 armor padding	35
Iron Longsword	10 iron ingots, 1 netch leather	37
Iron Mace	8 iron ingots	33
Iron Right Bracer	3 iron ingots, 1 armor padding	35
Iron Right Gauntlet	4 iron ingots, 1 armor padding	35
Iron Right Pauldron	5 iron ingots, 1 armor padding	35
Iron Saber	7 iron ingots, 1 netch leather	35
Iron Shield	6 iron ingots, 1 pine	32
Iron Shortsword	4 iron ingots, 1 netch leather	30
Iron Spear	2 iron ingots, 2 ash	30
Iron Tanto	2 iron ingots, 1 netch leather	32
Iron Throwing Knife	1 iron ingot	35
Iron Tower Shield	8 iron ingots, 1 netch leather, 1 pine	35
Iron Wakizashi	5 iron ingots, 1 netch leather	37
Iron War Axe	10 iron ingots, 1 oak log	35
Iron Warhammer	15 iron ingots, 2 netch leather	36
Left Glass Bracer	12 glass, 2 iron ingots	115
Miner's Pick	2 ash, 4 iron ingots	32
Nordic Battle Axe	15 iron ingots	26
Nordic Claymore	18 iron ingots, 1 bristleback hide	28
Nordic Mail Boots	9 iron ingots, 2 silver ingots, 2 armor padding	90
Nordic Mail Cuirass	14 iron ingots, 3 silver ingots, 1 armor padding	94
Nordic Mail Greaves	8 iron ingots, 2 silver ingots, 2 armor padding	92
Nordic Mail Helmet	4 iron ingots, 1 silver ingot, 1 armor padding	88
Nordic Mail Left Gauntlet	4 iron ingots, 1 silver ingot, 1 armor padding	90
Nordic Mail Left Pauldron	5 iron ingots 1 silver ingot, 1 armor padding	90
Nordic Mail Right Gauntlet	4 iron ingots, 1 silver ingot, 1 armor padding	90
Nordic Mail Right Pauldron	5 iron ingots 1 silver ingot, 1 armor padding	90
Nordic Mail Shield	6 iron ingots, 1 silver ingot, 2 pine, 1 bristleback hide	88
Nordic silver ingots Axe	12 iron ingots, 6 silver ingots, 1 pine, 1 bristleback hide	82
Nordic silver ingots Battleaxe	14 iron ingots, 7 silver ingots, 2 pine, 1 bristleback hide	85
Nordic silver ingots Claymore	10 iron ingots, 5 silver ingots, 1 bristleback hide	88
Nordic silver ingots Dagger	4 iron ingots, 2 silver ingots	80
Nordic silver ingots Longsword	8 iron ingots, 4 silver ingots	85
Nordic silver ingots Mace	12 iron ingots, 6 silver ingots	83
Nordic silver ingots Shortsword	6 iron ingots, 3 silver ingots	82
Orc Warhammer	15 iron ingots, 5 silver ingots	80
Orcish Battle Axe	6 iron ingots, 3 silver ingots	82
Orcish Boots	7 iron ingots, 3 silver ingots, 2 armor padding	80
Orcish Cuirass	11 iron ingots, 5 silver ingots, 2 armor padding	83
Orcish Greaves	5 iron ingots, 2 silver ingots, 2 armor padding	82
Orcish Helm	2 iron ingots, 1 silver ingot, 1 armor padding	80
Orcish Left Bracer	2 iron ingots, 1 silver ingot, 1 armor padding	80

Object	Components	Difficulty
Orcish Left Pauldron	4 iron ingots, 2 silver ingots, 1 armor padding	80
Orcish Right Bracer	2 iron ingots, 1 silver ingot, 1 armor padding	80
Orcish Right Pauldron	4 iron ingots, 2 silver ingots, 1 armor padding	80
Orcish Tower Shield	3 iron ingots, 1 silver ingot, 1 oak log, 1 netch leather	78
Right Glass Bracer	12 glass, 2 iron ingots	115
Royal Guard Boots	8 iron ingots, 2 armor padding, 1 daedra heart	105
Royal Guard Cuirass	12 iron ingots, 2 armor padding, 1 daedra heart	108
Royal Guard Greaves	5 iron ingots, 2 armor padding, 1 daedra heart	106
Royal Guard Helm	2 iron ingots, 1 armor padding, 1 daedra heart	102
Royal Guard Left Gauntlet	2 iron ingots, 1 armor padding, 1 daedra heart	105
Royal Guard Left Pauldron	4 iron ingots, 1 armor padding, 1 daedra heart	105
Royal Guard Right Gauntlet	2 iron ingots, 1 armor padding, 1 daedra heart	105
Royal Guard Right Pauldron	4 iron ingots, 1 armor padding, 1 daedra heart	105
silver ingots Dagger	1 iron ingot, 1 silver ingot	47
silver ingots Longsword	5 iron ingots, 3 silver ingots	52
silver ingots Shortsword	3 iron ingots, 1 silver ingot	50
silver ingots Spear	4 iron ingots, 3 silver ingots	46
silver ingots Staff	2 iron ingots, 3 silver ingots, 1 sand, 1 bittergreen	48
silver ingots Throwing Star	1 iron ingot, 1 silver ingot	50
silver ingots War Axe	5 iron ingots, 3 silver ingots, 1 oak log, 1 netch leather	50
Steel Axe	8 iron ingots, 2 oak logs	40
Steel Battle Axe	12 iron ingots, 2 oak logs	47
Steel Boots	10 iron ingots, 2 armor padding	45
Steel Broadsword	6 iron ingots, 1 netch leather	45
Steel Claymore	14 iron ingots, 1 netch leather	48
Steel Club	6 iron ingots	40
Steel Crossbow	5 iron ingots, 6 spools	50
Steel Cuirass	15 iron ingots, 2 armor padding	48
Steel Dagger	2 iron ingots	40
Steel Dai-katana	10 iron ingots, 1 netch leather	50
Steel Greaves	9 iron ingots, 2 armor padding	46
Steel Halberd	2 iron ingots, 2 oak logs	45
Steel Helm	3 iron ingots, 1 armor padding	43
Steel Katana	9 iron ingots, 1 netch leather	48
Steel Left Gauntlet	3 iron ingots, 1 armor padding	45
Steel Left Pauldron	5 iron ingots, 1 armor padding	45
Steel Longbow	3 iron ingots, 1 bristleback hide, 10 spools	50
Steel Longsword	10 iron ingots, 1 netch leather	48
Steel Mace	8 iron ingots	42
Steel Right Gauntlet	3 iron ingots, 1 armor padding	45
Steel Right Pauldron	5 iron ingots, 1 armor padding	45
Steel Saber	8 iron ingots, 1 netch leather	47
Steel Shield	5 iron ingots, 1 oak log, 1 netch leather	42
Steel Shortword	4 iron ingots, 1 netch leather	42
Steel Spear	3 iron ingots, 2 oak logs	40
Steel Staff	2 oak logs, 1 iron ingot	40
Steel Tanto	2 iron ingots, 1 netch leather	42
Steel Throwing Knife	1 iron ingot	42
Steel Throwing Star	1 iron ingot	44
Steel Tower Shield	8 iron ingots, 1 oak log, 1 netch leather	45
Steel Wakizashi	5 iron ingots, 1 netch leather	44
Steel War Axe	10 iron ingots, 1 oak log, 1 netch leather	46
Steel Warhammer	12 iron ingots, 2 oak logs	42

Anvil: Sorted by difficulty

Object	Components	Difficulty
Nordic Battle Axe	15 iron ingots	26
Nordic Claymore	18 iron ingots, 1 bristleback hide	28
Huntsman Spear	3 iron ingots, 1 bristleback hide, 2 spools, 2 pine logs	30
Iron Club	6 iron ingots	30
Iron Shortsword	4 iron ingots, 1 netch leather	30
Iron Spear	2 iron ingots, 2 ash	30
Huntsman Axe	7 iron ingots ore, 2 pine, 1 bristleback hide, 1 spool	32
Iron Dagger	2 iron ingots	32
Iron Shield	6 iron ingots, 1 pine	32
Iron Tanto	2 iron ingots, 1 netch leather	32
Miner's Pick	2 ash, 4 iron ingots	32
Iron Helmet	3 iron ingots, 1 armor padding	33
Iron Mace	8 iron ingots	33
Huntsman War Axe	14 iron ingots ore, 1 pine, 2 bristleback hides, 2 spools	35
Iron Boots	9 iron ingots, 2 armor padding	35
Iron Broadsword	6 iron ingots, 1 netch leather	35
Iron Halberd	3 iron ingots, 2 ash	35
Iron Left Bracer	3 iron ingots, 1 armor padding	35
Iron Left Gauntlet	4 iron ingots, 1 armor padding	35
Iron Left Pauldron	5 iron ingots, 1 armor padding	35
Iron Right Bracer	3 iron ingots, 1 armor padding	35
Iron Right Gauntlet	4 iron ingots, 1 armor padding	35
Iron Right Pauldron	5 iron ingots, 1 armor padding	35
Iron Saber	7 iron ingots, 1 netch leather	35
Iron Throwing Knife	1 iron ingot	35
Iron Tower Shield	8 iron ingots, 1 netch leather, 1 pine	35
Iron War Axe	10 iron ingots, 1 oak log	35
Iron Greaves	9 iron ingots, 2 armor padding	36
Iron Warhammer	15 iron ingots, 2 netch leather	36
Iron Battle Axe	14 iron ingots, 1 ash	37
Iron Longsword	10 iron ingots, 1 netch leather	37
Iron Wakizashi	5 iron ingots, 1 netch leather	37
Huntsman Crossbow	3 pine, 1 bristleback hide, 4 spools	38
Huntsman Longsword	10 iron ingots, 2 bristleback hides, 2 spools	38
Iron Claymore	14 iron ingots, 1 netch leather	38
Iron Cuirass	14 iron ingots, 2 armor padding	38
Imperial Chain Left Pauldron	5 iron ingots, 1 armor padding	40
Imperial Chain Right Pauldron	5 iron ingots, 1 armor padding	40
Steel Axe	8 iron ingots, 2 oak logs	40
Steel Club	6 iron ingots	40
Steel Dagger	2 iron ingots	40
Steel Spear	3 iron ingots, 2 oak logs	40
Steel Staff	2 oak logs, 1 iron ingot	40
Imperial Chain Coif	2 iron ingots, 1 armor padding	42
Imperial Chain Greaves	5 iron ingots, 2 armor padding	42
Imperial Shortsword	4 iron ingots, 1 netch leather	42
Steel Mace	8 iron ingots	42
Steel Shield	5 iron ingots, 1 oak log, 1 netch leather	42
Steel Shortword	4 iron ingots, 1 netch leather	42
Steel Tanto	2 iron ingots, 1 netch leather	42
Steel Throwing Knife	1 iron ingot	42
Steel Warhammer	12 iron ingots, 2 oak logs	42
Imperial Chain Cuirass	10 iron ingots, 2 armor padding	43
Steel Helm	3 iron ingots, 1 armor padding	43
Steel Throwing Star	1 iron ingot	44
Steel Wakizashi	5 iron ingots, 1 netch leather	44
Imperial Broadsword	6 iron ingots, 1 netch leather	45
Steel Boots	10 iron ingots, 2 armor padding	45

Object	Components	Difficulty
Steel Broadsword	6 iron ingots, 1 netch leather	45
Steel Halberd	2 iron ingots, 2 oak logs	45
Steel Left Gauntlet	3 iron ingots, 1 armor padding	45
Steel Left Pauldron	5 iron ingots, 1 armor padding	45
Steel Right Gauntlet	3 iron ingots, 1 armor padding	45
Steel Right Pauldron	5 iron ingots, 1 armor padding	45
Steel Tower Shield	8 iron ingots, 1 oak log, 1 netch leather	45
silver ingots Spear	4 iron ingots, 3 silver ingots	46
Steel Greaves	9 iron ingots, 2 armor padding	46
Steel War Axe	10 iron ingots, 1 oak log, 1 netch leather	46
silver ingots Dagger	1 iron ingot, 1 silver ingot	47
Steel Battle Axe	12 iron ingots, 2 oak logs	47
Steel Saber	8 iron ingots, 1 netch leather	47
Imperial Shield	5 iron ingots, 1 oak log, 1 bristleback hide	48
Imperial Steel Helmet	2 iron ingots, 1 armor padding	48
silver ingots Staff	2 iron ingots, 3 silver ingots, 1 sand, 1 bittergreen	48
Steel Claymore	14 iron ingots, 1 netch leather	48
Steel Cuirass	15 iron ingots, 2 armor padding	48
Steel Katana	9 iron ingots, 1 netch leather	48
Steel Longsword	10 iron ingots, 1 netch leather	48
Imperial Steel Boots	9 iron ingots, 2 armor padding	50
Imperial Steel Greaves	8 iron ingots, 2 armor padding	50
Imperial Steel Left Gauntlet	2 iron ingots, 1 armor padding	50
Imperial Steel Left Pauldron	5 iron ingots, 1 armor padding	50
Imperial Steel Right Gauntlet	2 iron ingots, 1 armor padding	50
Imperial Steel Right Pauldron	5 iron ingots, 1 armor padding	50
silver ingots Shortsword	3 iron ingots, 1 silver ingot	50
silver ingots Throwing Star	1 iron ingot, 1 silver ingot	50
silver ingots War Axe	5 iron ingots, 3 silver ingots, 1 oak log, 1 netch leather	50
Steel Crossbow	5 iron ingots, 6 spools	50
Steel Dai-katana	10 iron ingots, 1 netch leather	50
Steel Longbow	3 iron ingots, 1 bristleback hide, 10 spools	50
silver ingots Longsword	5 iron ingots, 3 silver ingots	52
Imperial Steel Cuirass	14 iron ingots, 2 armor padding	53
Imperial Templar Helmet	3 iron ingots, 2 gold, 1 armor padding	63
Imperial Templar Boots	10 iron ingots, 6 gold, 2 armor padding	65
Imperial Templar Left Bracer	3 iron ingots, 2 gold, 1 armor padding	65
Imperial Templar Left Pauldron	5 iron ingots, 2 gold, 1 armor padding	65
Imperial Templar Right Bracer	3 iron ingots, 2 gold, 1 armor padding	65
Imperial Templar Right Pauldron	5 iron ingots, 2 gold, 1 armor padding	65
Imperial Templar Greaves	9 iron ingots, 6 gold, 2 armor padding	66
Imperial Templar Knight Cuirass	15 iron ingots, 8 gold, 2 armor padding	68
Orcish Tower Shield	3 iron ingots, 1 silver ingot, 1 oak log, 1 netch leather	78
Nordic silver ingots Dagger	4 iron ingots, 2 silver ingots	80
Orc Warhammer	15 iron ingots, 5 silver ingots	80
Orcish Boots	7 iron ingots, 3 silver ingots, 2 armor padding	80
Orcish Helm	2 iron ingots, 1 silver ingot, 1 armor padding	80
Orcish Left Bracer	2 iron ingots, 1 silver ingot, 1 armor padding	80
Orcish Left Pauldron	4 iron ingots, 2 silver ingots, 1 armor padding	80
Orcish Right Bracer	2 iron ingots, 1 silver ingot, 1 armor padding	80
Orcish Right Pauldron	4 iron ingots, 2 silver ingots, 1 armor padding	80
Nordic silver ingots Axe	12 iron ingots, 6 silver ingots, 1 pine, 1 bristleback hide	82
Nordic silver ingots Shortsword	6 iron ingots, 3 silver ingots	82
Orcish Battle Axe	6 iron ingots, 3 silver ingots	82
Orcish Greaves	5 iron ingots, 2 silver ingots, 2 armor padding	82
Nordic silver ingots Mace	12 iron ingots, 6 silver ingots	83
Orcish Cuirass	11 iron ingots, 5 silver ingots, 2 armor padding	83
Nordic silver ingots Battleaxe	14 iron ingots, 7 silver ingots, 2 pine, 1 bristleback hide	85
Nordic silver ingots Longsword	8 iron ingots, 4 silver ingots	85
Nordic Mail Helmet	4 iron ingots, 1 silver ingot, 1 armor padding	88

Object	Components	Difficulty
Nordic Mail Shield	6 iron ingots, 1 silver ingot, 2 pine, 1 bristleback hide	88
Nordic silver ingots Claymore	10 iron ingots, 5 silver ingots, 1 bristleback hide	88
Nordic Mail Boots	9 iron ingots, 2 silver ingots, 2 armor padding	90
Nordic Mail Left Gauntlet	4 iron ingots, 1 silver ingot, 1 armor padding	90
Nordic Mail Left Pauldron	5 iron ingots 1 silver ingot, 1 armor padding	90
Nordic Mail Right Gauntlet	4 iron ingots, 1 silver ingot, 1 armor padding	90
Nordic Mail Right Pauldron	5 iron ingots 1 silver ingot, 1 armor padding	90
Nordic Mail Greaves	8 iron ingots, 2 silver ingots, 2 armor padding	92
Nordic Mail Cuirass	14 iron ingots, 3 silver ingots, 1 armor padding	94
Indoril Boots	8 iron ingots, 1 armor padding, 3 cloth	100
Indoril Left Gauntlet	2 iron ingots, 1 armor padding	100
Indoril Left Pauldron	5 iron ingots, 1 armor padding	100
Indoril Right Gauntlet	2 iron ingots, 1 armor padding	100
Indoril Right Pauldron	5 iron ingots, 1 armor padding	100
Indoril Shield	5 iron ingots, 1 oak log, 1 netch leather	100
Indoril Helmet	2 iron ingots, 1 armor padding, 4 fiber	102
Royal Guard Helm	2 iron ingots, 1 armor padding, 1 daedra heart	102
Indoril Cuirass	14 iron ingots, 2 armor padding	103
Adamantium Spear	4 adamantium, 1 oak log	105
Royal Guard Boots	8 iron ingots, 2 armor padding, 1 daedra heart	105
Royal Guard Left Gauntlet	2 iron ingots, 1 armor padding, 1 daedra heart	105
Royal Guard Left Pauldron	4 iron ingots, 1 armor padding, 1 daedra heart	105
Royal Guard Right Gauntlet	2 iron ingots, 1 armor padding, 1 daedra heart	105
Royal Guard Right Pauldron	4 iron ingots, 1 armor padding, 1 daedra heart	105
Royal Guard Greaves	5 iron ingots, 2 armor padding, 1 daedra heart	106
Adamantium Helm	4 adamantium ore, 2 armor padding	108
Royal Guard Cuirass	12 iron ingots, 2 armor padding, 1 daedra heart	108
Adamantium Boots	3 adamantium ore, 2 armor padding	110
Adamantium Left Bracer	4 adamantium ore, 1 armor padding	110
Adamantium Left Pauldron	7 adamantium Ore,1 armor padding	110
Adamantium Mace	5 adamantium	110
Adamantium Right Bracer	4 adamantium ore, 1 armor padding	110
Adamantium Right Pauldron	7 adamantium Ore, 1 armor padding	110
Adamantium Shortsword	4 adamantium	110
Admantium Axe	7 adamantium	110
Glass Dagger	1 iron ingot, 1 glass	110
Glass Staff	2 iron ingots, 1 glass	110
Glass Throwing Knife	1 glass	110
Adamantium Claymore	10 adamantium	112
Adamantium Greaves	6 adamantium ore, 2 armor padding	112
Glass Shield	8 glass, 5 iron ingots, 1 netch leather	112
Glass Throwing Star	1 glass	114
Adamantium Cuirass	10 adamantium ore, 2 armor padding	115
Ebony Spear	3 ebony	115
Glass Boots	9 glass, 2 iron ingots	115
Glass Halberd	2 iron ingots, 3 glass	115
Glass Helm	12 glass, 2 iron ingots	115
Glass Left Pauldron	21 glass, 2 iron ingots	115
Glass Right Pauldron	21 glass, 2 iron ingots	115
Glass War Axe	3 iron ingots, 3 glass	115
Left Glass Bracer	12 glass, 2 iron ingots	115
Right Glass Bracer	12 glass, 2 iron ingots	115
Ebony Shield	8 ebony, 1 netch leather, 1 iron ingot	116
Ebony Shortsword	2 ebony	116
Glass Greaves	18 glass, 5 iron ingots	116
Glass Tower Shield	12 glass, 5 iron ingots, 1 netch leather	116
Glass Longsword	3 iron ingots, 5 glass	117
Ebony Closed Helm	12 ebony, 2 armor padding	118
Glass Cuirass	30 glass, 10 iron ingots	118
Daedric Staff	3 daedric ebony, gm hmr	120

Object	Components	Difficulty
Daedric Tanto	2 daedric ebony, gm hmr	120
Ebony Boots	9 ebony, 2 armor padding	120
Ebony Left Bracer	12 ebony, 1 armor padding	120
Ebony Left Pauldron	21 ebony, 1 armor padding	120
Ebony Right Bracer	12 ebony, 1 armor padding	120
Ebony Right Pauldron	21 ebony, 1 armor padding	120
Ebony Throwing Star	1 ebony	120
Glass Claymore	4 iron ingots, 6 glass	120
Ebony Greaves	18 ebony, 2 armor padding	122
Ebony Tower Shield	12 ebony, 1 netch leather, 1 iron ingot	122
Ebony War Axe	5 ebony	122
Ebony Cuirass	30 ebony, 2 armor padding	123
Daedric Club	4 daedric ebony, gm hmr	125
Daedric Dagger	1 daedric ebony, gm hmr	125
Daedric Shortsword	3 daedric ebony, gm hmr	125
Daedric Spear	5 daedric ebony, gm hmr	125
Ebony Mace	4 ebony	125
Her Hand's Boots	5 ebony, 4 iron ingots, 2 armor padding	125
Her Hand's Left Gauntlet	1 ebony, 3 iron ingots, 1 armor padding	125
Her Hand's Left Pauldron	2 ebony, 2 iron ingots, 1 armor padding	125
Her Hand's Right Gauntlet	1 ebony, 3 iron ingots, 1 armor padding	125
Her Hand's Right Pauldron	2 ebony, 2 iron ingots, 1 armor padding	125
Her Hand's Shield	1 ebony, 2 iron ingots, 1 oak log, 1 netch leather	125
Daedric Mace	5 daedric ebony, gm hmr	126
Her Hand's Greaves	4 ebony, 3 iron ingots, 2 armor padding	126
Her Hand's Helmet	1 ebony, 3 iron ingots, 1 armor padding	126
Daedric Shield	5 daedric ebony, gm hmr, 1 oak log, 1 netch leather	128
Her Hand's Cuirass	8 ebony, 4 iron ingots, 2 armor padding	128
Daedric Boots	6 daedric ebony, gm hmr, 2 armor padding	130
Daedric Claymore	9 daedric ebony, gm hmr	130
Daedric Face of Inspiration	3 daedric ebony, gm hmr, 1 armor padding	130
Daedric Face of Terror	3 daedric ebony, gm hmr, 1 armor padding	130
Daedric Katana	7 daedric ebony, gm hmr	130
Daedric Left Gauntlet	2 daedric ebony, gm hmr, 1 armor padding	130
Daedric Left Pauldron	3 daedric ebony, gm hmr, 1 armor padding	130
Daedric Right Gauntlet	2 daedric ebony, gm hmr, 1 armor padding	130
Daedric Right Pauldron	3 daedric ebony, gm hmr, 1 armor padding	130
Daedric Wakizashi	5 daedric ebony, gm hmr	130
Daedric War Axe	8 daedric ebony, gm hmr	130
Ebony Broadsword	3 ebony	130
Ebony Staff	2 ebony	130
Daedric Greaves	6 daedric ebony, gm hmr, 2 armor padding	132
Daedric Tower Shield	6 daedric ebony, gm hmr, 2 oak logs, 1 netch leather	132
Daedric Longsword	6 daedric ebony, gm hmr	133
Daedric Warhammer	10 daedric ebony, gm hmr	133
Ebony Longsword	5 ebony	133
Ebony Scimitar	5 ebony	133
Daedric Battle Axe	9 daedric ebony, gm hmr	135
Daedric Cuirass	9 daedric ebony, gm hmr, 2 armor padding	135
Daedric Dai-katana	7 daedric ebony, gm hmr	135
Daedric Face of God	3 daedric ebony, gm hmr, 1 armor padding	135
Daedric Face of Persuasion	3 daedric ebony, gm hmr, 1 armor padding	135
Daedric Long Bow	3 daedric ebony, gm hmr, 10 spools	135

Smelter:

Object	Components	Difficulty
Iron Ingot	Iron Ore	5 [1]
Silver Ingot	Silver Ore	10 [2]
Daedric Ebony	Raw Ebony, 1 dremora soul, 50 magicka [3]	80

[1] After achieving a smithing skill of 25, smelting iron becomes a trivial task and no longer provides training.
[2] After achieving a smithing skill of 30, smelting silver becomes a trivial task and no longer provides training.
[3] Processing Daedric Ebony requires the completion of a quest to learn a magical ritual.

Smithing notes:

1) Using an anvil to forge armor or weapons requires an armorer's hammer of any variety. The hammer is not used up under normal circumstances. However, forging magically hardened daedric ebony requires a grandmaster repair hammer, and the hammer is consumed in the process.

2) Acquiring a smelter requires speaking to Sleeps-in-trees in the Vivec miner's guild with a minimum disposition of 40. You may purchase one from him, but he will not restock this smelter for reasons that he'll explain to you when you purchase it. The smelter must be installed using a woodworking toolchest before it can be used.

3) Acquiring an anvil requires speaking to Branaldus Tarran in the East Empire Company offices of Ebonheart. If you haven't previously spoken to one of the crafting trainers about smithing, the anvil dialog option won't appear. You have to have been referred to him in order to negotiate the sale of an anvil. A woodworking toolchest must be used to install the anvil before it can be used.

4) Ore for smelting can not only be acquired through the use of the mining skill, but can be purchased in limited quantities from Nivos Drivan in the Vivec Tanner's and Miner's guild. He restocks his ores weekly when he's in short supply.

5) Unlike sewing and crafting, making hide armor and bow strings requires enough thread to consume the entire spool. An empty spool is returned for each full spool used in the process.

6) Component locations - Places where you can ALWAYS find the appropriate tools:

Heavy Leather and Resin Tools: Thed Snopiler - Caldera (near Caldera Mansion), Gevn Trabor - Raven Rock, Tiras Sadus: General Merchandise - Ald-ruhn

Anvil (for sale) Branaldus Tarran - East Empire Office in Ebonheart (dialog only)

Anvil (for use) There are no active anvils in the game unless you have activated the Morrowind Crafting Equipment replacer. After that, all anvils in the game can be used for smithing. Note, that virtually every blacksmith in the game as well as many weapon and armor sellers have an anvil.

Smelter (for sale): Sleeps-in-trees - Vivec Tanner's and Miner's Hall (dialog only)

Smelter (for use): Uveran Ancestral Tomb Storage, [Add-on] Yagrak gro-Gluk's forge in Mournhold Craftsman Hall

7) SPOILER ALERT: The solution to the quest to learn the ritual for infusing Daedric ebony follows.

*
*
*
*
*
*

Daedric Ebony is made using a magical ritual that requires a quest to learn. When you reach a minimum smithing skill of 50, the smithing trainer in Sadrith Mora will tell you a hint about a blacksmith in Ebonheart that used to forge daedric armor. If you speak to Sirollis Saccus, he'll tell you about a friend of his that used to help him make daedric ebony. He gives you a hint and sends you off towards Dagon Fel. The citizens there remember this person, but he's left. They send you to the local savant who may have an idea where to find him. The local savant will recommend you search for an ebony mine near a source of "spiritual energy". Of the three locations he offers as possibilities, the correct one is the Caldera mine. They've seen the person by this description. He's hiding in the tomb located nearby. Speak to him and he'll tell you about a problem he's having with the local ghosts. If you speak to the non-aggressive ghost in the tomb (which only appears AFTER you've spoken to Rishnakt) He'll send you off in search of an amulet stolen by a khajiit which he believes to be Rishnakt (but isn't). Speak to the miners and guards in the Caldera mine. They'll send you to the foreman who will offer to give you the amulet if you return the key that locks the chest in which it's stored. He lost it in the water while exploring a submerged section of the mine. It's in the belly of one of the slaughterfish. Kill the fish, recover the key, give it to the foreman, take the amulet to the ghost, then speak with Rishnakt again. He'll teach you the ritual.

Unfortunately, as a result of an unforeseen greeting to all members of the fighter's guild, you might not get the initial hint from Ignatius Parensim in Sadrith Mora if you're also a fighter's guild member. You can skip this portion of the quest and head straight to the tomb near Caldera Mine, speaking to Rishnakt directly. You can pick up the quest from that point without needing to do all the previous research.

Strategy Guide: Herein lie all the secrets of Morrowind Crafting. Look no further unless you want all the mysteries revealed. You have been warned.

Morrowind Crafting Revealed:

MC Woodcutter locations:

Bivrane Moaldin	Mournhold, Great Bazaar
Caravel Onnasi	Gnisis (near the temple entrance)
Follows-Her-Eyes	Maar Gan (silt strider alcove)
Gay Dinannendro	Sadrith Mora (boat docks)
Gevn Trabor	Raven Rock, (after mine has been completed)
Iralen Mildor	Ald-Ruhn (silt strider alcove)
Karum Bok	Gnaar Mok (boat docks)
Mellen Aram	Vivec, Foreign Quarter (north of the canton)
Melly Hlaale	Balmora (silt strider alcove)
Mi'jale	Suran (silt strider alcove)
M'jreen	Molag Amur Region (nw of Molag Mar canton)
Nedrik Bililar	Pelagiad
Sighs-a-Lot	Maar Gan (silt strider Alcove)
Thed Snopiler	Caldera (near Governor's Mansion)
Tilare Namenaxa	Vivec, St Olms Tailors and Dyers Hall
Walks-in-Woods	Seyda Neen (near Census and Excise Office)

MC Merchant locations:

Bertram Secundum	Ebonheart (Boat Docks)
Gratim Secundum	Mournhold, Craftsmen's Hall

MC Trainer locations:

Bednor Rialthi	Maar Gan, Outpost	
Bered Mithso	Vivec, St Delyn Potter's Hall	Secret Master - Crafting
Embri Farnoth	Ald-ruhn, Redoran Council Hall	
Geth Sandrim	Tel Vos, Services Tower	Secret Master - Woodworking
Harabi Eribisna	Erabenimsun Camp	
Harld Hammerhand	Abaelun Mine	
Ignatius Parensim	Wolverine Hall	
Ingli Verdril	Mournhold Clothier	Secret Master - Sewing
Mavrim Imale	Balmora Temple	
Rashirra	Gnisis (behind temple)	
Sirecia Diatorum	Caldera, Governor's Hall	Secret Master - Cooking
Skanro Virari	Molag Mar	
Sleeps-in-Trees	Vivec, St Olms Tanners and Miners Hall	
Thjord Brummel	Fort Frostmoth Armory	Secret Master - Fletching

Formula Explanations:

Effective skill for project attempt = (skill base * health mod * fatigue mod * fate mod * luck mod)

> **skill base** = The appropriate skill for the project in questions (woodworking, cooking, crafting, etc)
> **health mod** = (2 * GetHealthGetRatio) If health mod > 1, set health mod to 1
> > this results in a fractional value between 0 and 1 which only affects players that are
> > 50% injured or more. crafting while seriously injured is not recommended.
> **fatigue mod** = (current fatigue / player maximum fatigue)
> > current fatigue = player -> getfatigue
> > player maximum fatigue = strength + agility + willpower + endurance
> **fate mod** = a randomly determined value ranging from 0.8 to 1.4
> > set temp to (random 32700) ; Very wide random range
> > set temp to (temp / 545 - 20) ; convert to a range of -20 to 40
> > set fate to (100 + temp) ; convert to a range of 80 - 140
> > set fate to (fate / 100) ; convert to a percentage from .8 to 1.4
> **luck mod** = a range determined by the player's current luck attribute
> > set temp to (player -> getluck) ; get the player's luck
> > set temp to (temp - 50) ; convert to a range of -50 to 50
> > set temp to (temp / 5) ; convert to a range of -10 to 10
> > set luck to (100 + temp) ; convert to a range of 90 to 110
> > set luck to (luck / 100) ; convert to a percentage from .9 to 1.1

To succeed in any project, the player's "effective skill" must be equal to or greater than the project difficulty.
Since the intent was to allow the Morrowind Crafting skills to approximate normal skills as closely as possible, the formula takes into account the possibility that the player's luck may be fortified to values higher than 100. It also takes into account the possibility that the player's fatigue may be fortified to higher than 100%.

However, to prevent the player from abusing these "exploits", the luck mod values were capped at 1.3 for smithing projects and 1.5 for non-smithing projects while the fatigue mod values were capped at 1.25 for smithing projects and 1.5 for non-smithing projects. This allows players the freedom to exploit the Morrowind Crafting skills using the same techniques that work on standard skills, but prevents "ugly" exploitation.

Skill training reward = training base * rewardmod

> **training base** = global float mc_default_reward. Set at 2.5.
> **rewardmod** = $((100 - skill\_base + difficulty\_base) / 100)^2$
> > skill_base is the unmodified skill value associated with the crafting project
> > difficulty_base is the difficulty for the project being attempted

The rewardmod is a range between 0.0001 and 5.29 with the lowest being for a player with 100 skill attempting an almost trivial project (difficulty 1) and the highest being an unachievable theoretical limit of a player with an untrained skill (value 5) attempting the most difficult task (difficulty 135)

The value is squared to create a parabolic difficulty curve so that a player cannot gain significant training from menial tasks. A player who successfully completes a project of a difficulty at his current skill level will receive 2.5 training points. Performing a task more difficult causes faster training (up to an unachieveble theoretical limit of 13.225 points per project), while performing a task below your current skill level results in much slower training (as low as 0.00025 points per project).

The number of training points required to gain a level of skill in any of Morrowind Crafting skills is one more than the current skill value. e.g. to increase a cooking skill of 35, a player must gain 36 training points by successfully completing cooking projects.

To simulate the fact that smithing is a highly demanding skill whose learning curve is more difficult than other crafting skills, rewardmod is divided by 3 for smithing projects.

Note that the global value mc_default_reward can be increased by the player if skill improvement speed is unacceptable, however for the sake of game balance, this isn't recommended.

Training Cost = 0.43 + 0.062 * (200 - PMerc + TMerc - TDisp)) * (skill level + 1)

> **PMerc** = Player's current mercantile score
> **TMerc** = Trainer's current mercantile score
> **TDisp** = Trainer's current disposition score

The price varies in proportion to the trainer's disposition and the difference between the player's mercantile and the trainer's mercantile and closely approximates the cost of training standard skills (usually within a gold piece or two). In order to maintain consistency with the rest of the game, trainers with higher skills typically have higher mercantile and not only can train you higher, but charge you more for the same training. To get the best training value, one should train with the lesser skilled trainers first and only move to more skilled trainers when the player has exceeded the current trainer's ability.

Resource collection difficulty = (previous successful attempts + 1) * difficulty modifier

> **Difficulty modifier** = 5 for low value resources; 10 for high value ore; and 20 for extremely rare ore
> > low value resources = clay, iron ore, sand, or silver ore
> > high value resources = diamonds, raw ebony, or raw glass
> > extremely rare ore = adamantium ore

Once the resource has been harvested at least twice, the messagebox will start to indicate the number of previous successful attempts. This begins with the second piece to avoid grammar errors. (e.g. 1 pieces) that would otherwise require excessive coding to avoid.

Poison Effects

Earthblood Missile	2-20 points of fire damage for 10 seconds
Earthblood Grenade	2-20 points of fire damage for10 seconds in 10 feet
Kjelvik Missile	2-20 points of frost damage for 5 seconds in 5 feet
Kjelvik Grenade	5-20 points of frost damage for 5 seconds in 10 feet
Magrok Tuk Missile	2-20 points of damage speed for 20 seconds
Magrok Tuk Grenade	2-20 points of damage speed for 20 seconds in 10 feet
Magruk Baj Missile	2-20 points of damage strength for 20 seconds
Magruk Baj Grenade	2-20 points of damage strength for 20 seconds in 10 feet
Maisith Missile	5-10 points of poison on touch for 30 seconds
Maisith Grenade	5 points of poison on touch for 30 seconds in 10 feet
Stilltongue Missile	silence for 10 seconds
	50 points of sound for 30 seconds
Stilltongue Grenade	silence for 10 seconds in 10 feet
	50 points of sound for 30 seconds in 15 feet
Stith Missile	Paralyze for 10 seconds
Stith Grenade	Paralyze for 10 seconds in 10 feet
Vvardith Missile	25-50 points of disintegrate armor for 20 seconds
Vvardith Grenade	25-50 points of disintegrate armor for 20 seconds in 10 feet

Poison damage is in addition to any damage done by the weapon itself. A grenade is a thrown weapon which does 1-5 points of physical damage in addition to the grenade effect.