

MOD SPOILERS AHEAD! Only read further if you're trying to find that last pesky item for one of my LOTD Display patches. The doc is broken up by mod so you can skip mods you don't use or don't want spoilers for.

Items are considered 'missable' when they are in an area you can't return to without console commands, or you can be locked out of them by the choices you make.

Unofficial Patches:

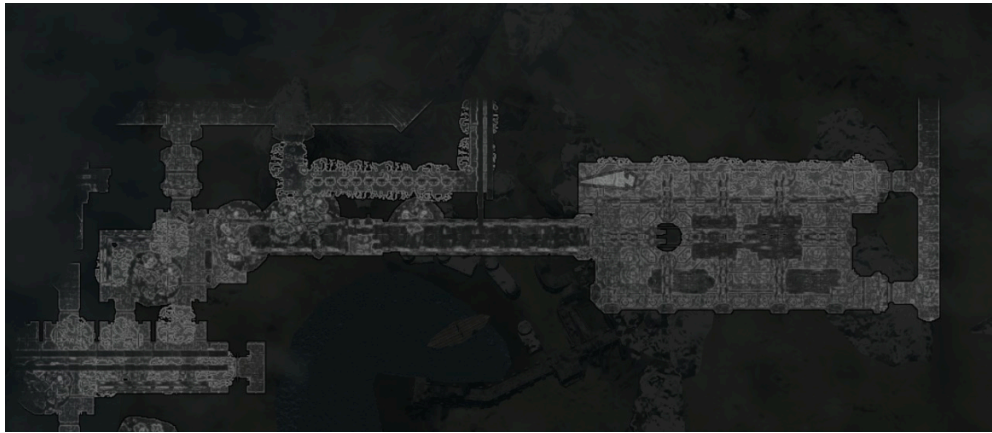
Aethernautics:

Display items:

1. Harquebus - May be carried by **dead chronographers** or found in **Rthamaz**. Most common of the five.



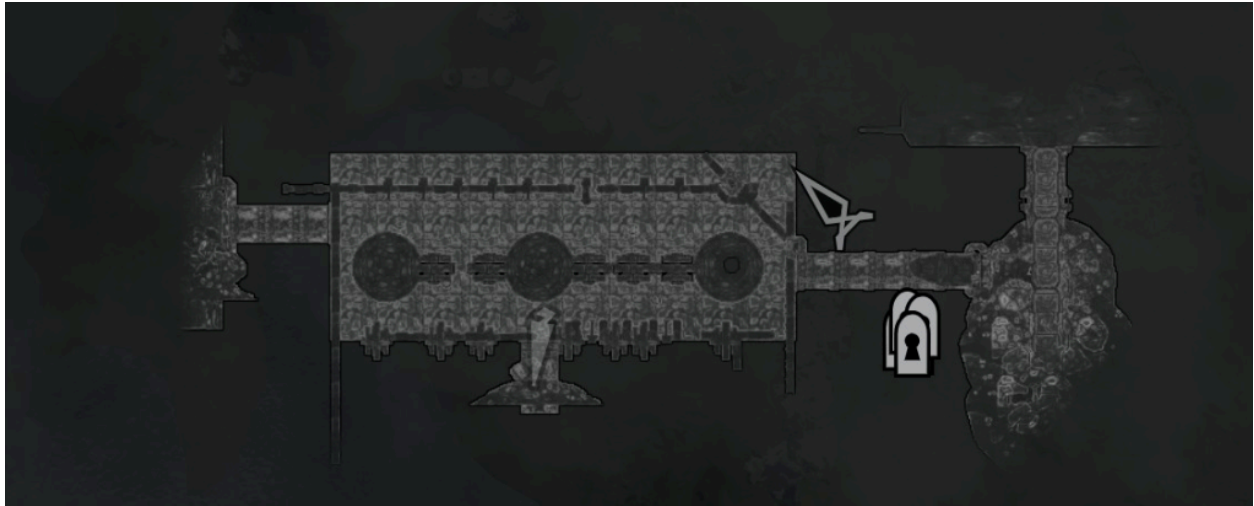
2. Ohmic Harquebus - Found in **Rthamaz** behind an **expert-locked door**. Can also be purchased from the **chronographer merchant**.



3. Heavy Harquebus - Found in **Rthamaz** near a **dead chronographer**, guarded by an **Aetherion**. Can also be purchased from the **chronographer merchant**.



4. Magmatic Harquebus - Found in **Rthamaz**, requiring you to traverse along some pipes over a pit of lava.



5. Aetherial Arquebus - Found on the **Nzhavananear Bridge**.



6. Aethernaut Suit
7. Aethernaut Helmet - Both the suit and helmet can be found on the **Nzhavananear Bridge**. Behind the chair you use to pilot the aethership. Additional suits can be purchased from the **chronographer merchant in Sotha Sil** (accessible from the ship)



Quest Display:

1. "To Infinity... and Beyond!" - Activated after **completing the mod's sole quest, Starstruck.**

Dig sites - This patch features a few Dwemer dig sites to discover. All of them can be found within Rthamaz or along the mountain pass

Blackreach Railroad:

Display items:

1. Conductor's Hat - obtained automatically after you reactivate the locomotive
2. Steamboiler Staff - found in the **Private Car**, which you unlock gradually as you clear each rail station.



Quest Display:

1. **Kthanchend-izet Rides Again** - Activated after **completing the mod's sole quest of the same name.**

Dig sites - This patch adds a Dwemer dig site to each (cleared) rail station. You'll find them along the walls.

Brhuce Hammar:

Display items:

The first ten items are obtained as a reward for the additional boss fights you can attempt after **Pacific Skyrim**. Be sure to check the reward container after each one.

1. Axe of Acceptance
2. BetterInMorrowind Boots
3. Bigot's Blade
4. Helm of the Librarian
5. Helm of the Train Wizard
6. Iron Horse Handles
7. Ring of the Trainmen
8. Ring of the Train Wizard
9. Robe of the Train Wizard
10. Train Conductor's Hat

11. Power Core (replica) - you don't get to keep the real one. The replica recipe unlocks after completing **The Hardly Lore-Friendly Space Expedition**.

12. Scroll of Icarian Flight - **MISSABLE** - You'll be able to grab several during the quest **Choo Choo Plane**. Make sure you pick up more than one because Brhuce will take one from you during the quest.

13. Blade of Wretched Dark - **MISSABLE** - looted from the invaders that attack during **The Day The Earth Stood Fabulous**
14. Large Ham Hammer - **MISSABLE** - looted from the invaders that attack during **The Day The Earth Stood Fabulous**
15. Bow of the Edge - **MISSABLE** - looted from the invaders that attack during **The Day The Earth Stood Fabulous**
16. 'Oh For God's Sake' - **MISSABLE** - looted from the invaders that attack during **The Day The Earth Stood Fabulous**

17. The Tankard of Why - **Obtained during the quest of the same name**, which starts after **A Night to Remember** (vanilla quest).

Quest Displays:

After completing each of Brhuce's quests, five in total, a painting will appear within the display depicting a moment from that quest.

Dig sites:

A couple dig sites have been placed in the dungeons you explore during Brhuce's quests. Many locations in the mod can't be returned to so make sure to explore thoroughly!

The Brotherhood of Old:

Display items:

1. Night's Shade (replica) - the real version is broken during **Rebirth**, the replica recipe unlocks after that quest.
2. The Five Tenets (3E hand-written) - Multiple copies can be found throughout the quest, and inside the new sanctuaries you unlock.
3. Black Hand Robes
4. Black Hand Hood
5. Black Hand Gloves
6. Black Hand Boots - An entire Black Hand set can be looted from **Arquen's body** during **What Remains**.



7. Heart of Sithis - **MISSABLE** - Bonus reward from **Baby Steps**, if you complete **Dreekius' secondary request**, or **lie (hard speech check)** about having done so. You can also turn down the request altogether, missing out as a result.
8. Hroldar's Grace - **MISSABLE** - Bonus reward from **The Taste of Blood**, if you **kill the guards outside of town AND convince the captain they were feuding**.
9. Deceiver's Amulet - **MISSABLE** - Bonus reward from **A Breath of Fresh Air**, if you **use the client's poison and collect blood samples** from the thief after killing them.
10. Crimson Scar Robes
11. Crimson Scar Hood
12. Crimson Scar Shoes - Crimson Scar clothes can be looted from **Crimson Scar members** you fight during **The Cults of Darkness**
13. Languorwine Blade - Obtained during **The Cults of Darkness**
14. Languorwine Antidote - The real potion is used to revive Crito after **The Cults of Darkness**. The replica will unlock after the quest.

15. Staff of Diamzel (replica) - The real staff is carried by Diamzel the lich, the replica recipe unlocks after **Two Souls, One Destiny**
16. Shadowhunt - **MISSABLE** - In the **Winterhold Sanctuary hidden chest**. This item is removed in the OAP version and replaced with a note hinting at the OAP version's location.
17. Cruelty's Heart - **MISSABLE** - During the **Two Souls, One Destiny**, allow the binding ritual to proceed without interfering. Your new ally should start the quest **Recover the Relics**, which reveals a **hidden chest in the Winterhold Sanctuary**.



18. Torch of the Black Hand - **MISSABLE** - During the **Two Souls, One Destiny**, allow the binding ritual to proceed without interfering. Your new ally should start the quest **Recover the Relics**, which reveals a **hidden chest in the Markarth Sanctuary**.



19. Investigator's Boots
20. Investigator's Coat
21. Investigator's Gloves
22. Investigator's Scarf - As you complete **Dead Drop side quests** you'll be confronted by an investigator. Kill them for the armor

- 23. Gortwog's Armor - **MISSABLE**
- 24. Gortwog's Boots - **MISSABLE**
- 25. Gortwog's Gauntlets - **MISSABLE**
- 26. Gortwog's Helmet - **MISSABLE** - During **An Orc Walks Into a Bar**, make sure to **free Azuk from Cidna Mine**. He will take you to the stash containing the armor set, and offer it to you as a reward for freeing him. If you decline, he'll wear it himself.

- 27. Boots of Bloody Bounding - **MISSABLE** - Bonus reward from **Azuk** after **One Small Favor if you bring him Mazoga's heart**. If you never recruited Azuk or you left him in Cidna Mine, this quest can't be completed.

Quest Displays:

The Brotherhood of Old - unlocked after **completing the mod's penultimate quest of the same name**.

Investigator Julius Kingsley - unlocked after completing **all 7 Dead Drop** quests.

The Lost Wonders of Mzark:

Display items:

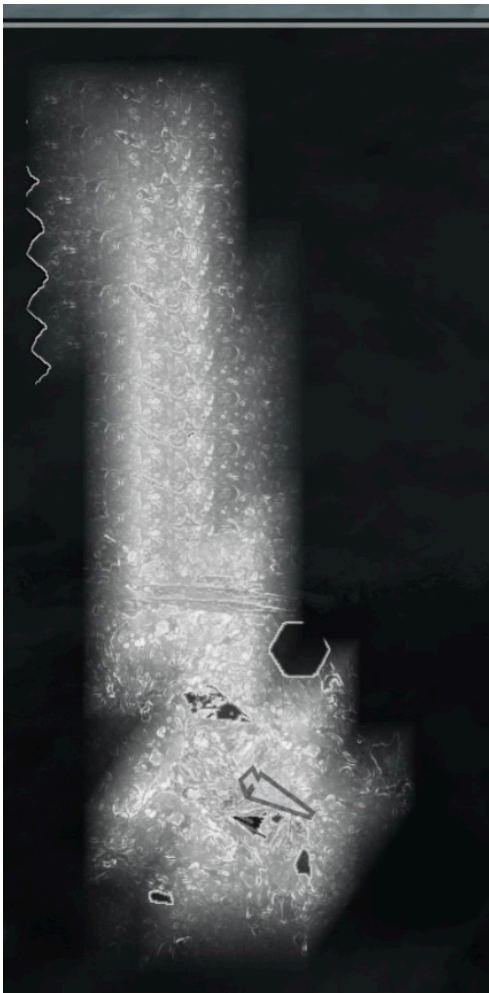
1. Dwemer Gold M(z)ark - You'll find one **almost immediately after entering Mzarnumez, next to the dead Psijic**. Dozens of them are also scattered around the **Submarine bay, Foundry, and Light Labs**. Only one is needed for the display, but they also contribute to the Safehouse treasury when added to it.
2. Dwemer Staff of Tonality - **Mzarnumez Submarine Bay, beside a dead Psijic (Sirua)**



3. Mzarnumez Light Cuirass - **Mzarnumez Submarine Bay**, on a ledge above the area, the armor might also get knocked into the water below, annoyingly



4. Mzarnumez Heavy Cuirass - **Mzarnumez Foundry**, follow the tunnel and broken machinery underground into the crystal cave



5. Brass Crown of the North
6. Spell Tome: Project Hologram - replica is made in the museum library
7. Mzark's Armor
8. Holostaff - All four items are found in **the Vault of Mzark, on or beside the throne**



9. Fictitious Holostaff - created at an **Anvil of Mithas** using a Holostaff + ingredients
10. Abominable Holostaff - created at an **Anvil of Mithas** using a Holostaff + ingredients
11. Combustious Holostaff - created at an **Anvil of Mithas** using a Holostaff + ingredients
12. Fortounous Holostaff - created at an **Anvil of Mithas** using a Holostaff + ingredients
13. Nirnshifted Holostaff - created at an **Anvil of Mithas** using a Holostaff + ingredients

The patch also enables crafting the holostaves at a regular forge after the mod's primary quest is finished.



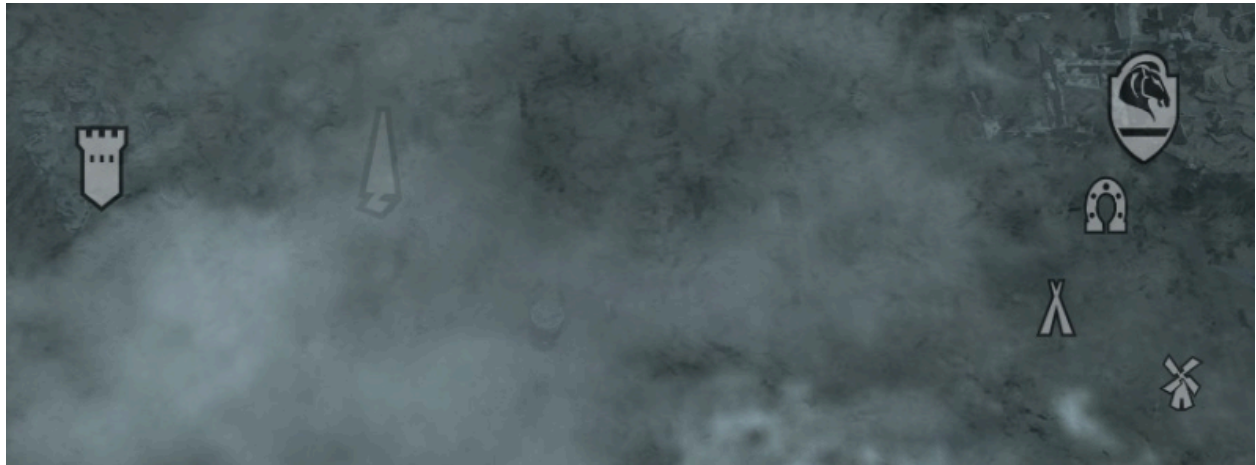
Quest Display:

The Lost Wonders of Mzark - Appears after finishing the quest of the same name

Fall of the Space Core, Vol. 1 (discontinued)

Display items:

1. Space Core - Walk west from Whiterun, and wait for the fireworks.



2. Dovahcore Helmet - Take the **Space Core** to the **Atronach Forge** and place it on the pedestal. Add **moonstone ore** or a **moonstone ingot**, plus an **iron helmet** to get the Dovahcore helmet.

Your Choices Matter - DB

Displays:

1. Ancient Dawnstar Sanctuary Dagger - Found in the **Dawnstar Sanctuary**.



2. Gabriella's Blood Painting - **MISSABLE** - Reward from Gabriella's personal task **The Art of Blood**. Talk to Gabriella periodically as you complete the vanilla DB quest chain. The quest is optional and can't be completed after Gabriella dies during the DB quests.

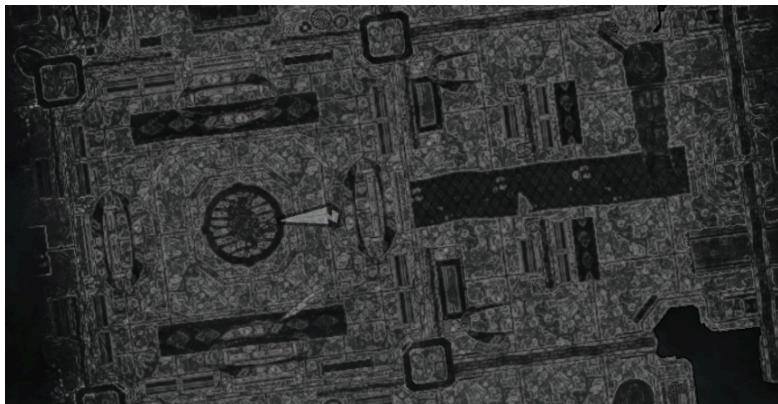
The last three items are obtained during the quest **The Artifacts of Sithis**, a quest you undertake as the new Listener of the Dark Brotherhood.

3. Amulet of Sithis - **High Hrothgar, from a Greybeard descendant**



4. Ring of the Night Mother - **Markarth, Dwemer Museum**

5. Ring of Sithis - **Markarth, Dwemer Museum**



Follower Rooms:

Serana:

Display items (vanilla items have wiki links, other mods may add copies of these items to the world):

1. [Vampire Royal Armor](#)
2. [Vampire Gauntlets](#)
3. [Vampire Boots](#)
4. [Bloodcursed Elven Arrows](#) - **MISSABLE** if you don't ask Serana to make you a set of arrows before curing her vampirism.
5. [Sunhallowed Elven Arrows](#)
6. Scarlet Fang - **SEMI-MISSABLE**, other mods may bury it under other objects (especially after the Dawnguard ending, see below) or it might end up in a random corner. In **Serana's room at Castle Volkihar**, look for a red glass dagger. You can snag it during your first visit if you don't talk to Harkon right away.



Post-Dawnguard ending: The furniture gets changed around when you raid the castle with the Dawnguard, so the dagger will end up falling to the floor, but it can still be found in the same room.



Teldryn Sero:

Display items (vanilla items have wiki links, other mods may add more of these items to the world):

1. [Cultist Mask](#) - Looted from any of the **Miraak cult members** you encounter before or during the Dragonborn MQ
2. [Morag Tong Hood](#) - Obtained from any **Morag Tong member**, usually encountered during the quest **Served Cold**.
3. Ashenbrand - Resting **on the table next to Teldryn in the Retching Netch**. If you have mods that add to or move the table the sword may be on the floor.



Completed Displays:

Aethernautics



Blackreach Railroad



Brhuce Hammar (old)



The Brotherhood of Old



The Brotherhood of Old (OAP)



Fall of the Space Core Vol. 1 (old, also discontinued)



The Lost Wonders of Mzark (old)



Your Choices Matter DB



Serana's Room A-3



Serana's Room A-4



Serana's Room B-2



Serana's Room B-4



Teldryn Sero's Room A-2



Teldryn Sero's Room B-3

