

Game: Fallout 4
Content: Skill Magazines (Pages 1-6)
 DLC Skill Magazines (Page 7)
Legend: ↻ Magazine may respawn

Note: Under general stats the game will recognize 121 magazines found. This is due to the existence of two copies of *GrognaK the Barbarian, Issue #05: Demon Slaves, Demon Sands*. Far Harbor and Nuka-World DLCs add five more magazines each.

✓	Magazine ^{▼1}	Nearest Map Marker ^{▼2}	Location Description	Effect
<input type="checkbox"/>	Astoundingly Awesome Tales	Boston Mayoral Shelter	Lower level bedroom, southwest corner, on a small table.	Regenerate 1 Health per minute
<input type="checkbox"/>	Astoundingly Awesome Tales	Coast Guard Pier	On the toilet inside the locked cell by the secured storage room.	+5% Scoped Damage
<input type="checkbox"/>	Astoundingly Awesome Tales	Dunwich Borers	At the bottom of the pit below terminal #3, on a table near the steamer trunk.	-5% Damage from Robots
<input type="checkbox"/>	Astoundingly Awesome Tales ↻	East Boston Preparatory School	On a desk in the computer room, top floor, southeast corner.	+5% Radiation healing for RadAway
<input type="checkbox"/>	Astoundingly Awesome Tales	Old North Church	Inside Railroad HQ, on a metal desk in the brick crypt area, west area of the room.	+5% Cryolator Damage
<input type="checkbox"/>	Astoundingly Awesome Tales	Outpost Zimonja	On the workshop.	+5% Damage at Night
<input type="checkbox"/>	Astoundingly Awesome Tales	Pickman Gallery	In the final room where the raiders confront Pickman, on the ground in front of the steamer trunk.	+5% Poison Resistance
<input type="checkbox"/>	Astoundingly Awesome Tales	Sentinel Site	In the first control room, lower half of room to right of the bottom of stairs, on the teal control panels.	+5% Radiation Resistance
<input type="checkbox"/>	Astoundingly Awesome Tales	Skylanes Flight 1981	On the restroom toilet below the cockpit.	+5% damage against mirelurks
<input type="checkbox"/>	Astoundingly Awesome Tales	Vault 114	In the living quarters area, on a container in the blocked corridor, under the "Laundry" sign.	+5 Action Points
<input type="checkbox"/>	Astoundingly Awesome Tales ↻	Crater of Atom	Top floor of the central metal shack built into the Western rocks.	+5% Damage against Ghouls
<input type="checkbox"/>	Astoundingly Awesome Tales ↻	Hubris Comics	Top floor, in the "star" restroom on a table, near the steamer trunk.	+5% Alien Blaster Damage
<input type="checkbox"/>	Astoundingly Awesome Tales ↻	The Institute	On the triangular table of the outside balcony, accessed via Holdren's quarters. North of atrium.	Your canine companion permanently takes 10 percent less damage.
<input type="checkbox"/>	Astoundingly Awesome Tales ↻	Trinity Plaza	On the lectern, by the steamer trunk at the east side of the church interior.	+5% Damage against Super Mutants
<input type="checkbox"/>	GrognaK the Barbarian	Back Street Apparel	On a living room table in the ruined upstairs apartment, near the TV and safe.	Critical Hits with unarmed and melee attacks do +5% damage.
<input type="checkbox"/>	GrognaK the Barbarian	Boston Common	In the bandstand, near the skeleton, close to Park Street Station entrance.	Critical Hits with unarmed and melee attacks do +5% damage.
<input type="checkbox"/>	GrognaK the Barbarian ↻	Bus And Apartment Wreckage	On the bed of the comic book fan's apartment, with the bus crashed into it, close to Andrew Street Station.	Critical Hits with unarmed and melee attacks do +5% damage.
<input type="checkbox"/>	GrognaK the Barbarian	Corvega Assembly Plant	Assembly level (top floor), in the Raider metal hut accessed via catwalk bridge, near Steamer Trunk.	Critical Hits with unarmed and melee attacks do +5% damage.
<input type="checkbox"/>	GrognaK the Barbarian	Hyde Park	In the raider camp on the roof of the buildings south of the main drag.	Critical Hits with unarmed and melee attacks do +5% damage.

✓	Magazine ^{▼1}	Nearest Map Marker ^{▼2}	Location Description	Effect
<input type="checkbox"/>	Grognak the Barbarian	Mass Pike Interchange	On the toilet inside the Gunner camp, by the Power Armor Station.	Critical Hits with unarmed and melee attacks do +5% damage.
<input type="checkbox"/>	Grognak the Barbarian	Museum of Witchcraft	On the table in the “dungeon” room, upper floor, south wall.	Critical Hits with unarmed and melee attacks do +5% damage.
<input type="checkbox"/>	Grognak the Barbarian	Sanctuary Hills	On the kitchen table of the House of Tomorrow, where Codsworth resides.	Critical Hits with unarmed and melee attacks do +5% damage.
<input type="checkbox"/>	Grognak the Barbarian	Vault 75	On the bed, inside the Overseer’s office, top floor. (Critical Hits with unarmed and melee attacks do +5% damage.
<input type="checkbox"/>	Grognak the Barbarian	Vault 81	Given as a reward by Katy the teacher for completing Miscellaneous Quest: Short Stories in the Classroom.	Critical Hits with unarmed and melee attacks do +5% damage.
<input type="checkbox"/>	Grognak the Barbarian	Wicked Shipping Fleet Lockup	East end of the main warehouse in the small office, on the desk with the key.	Critical Hits with unarmed and melee attacks do +5% damage.
<input type="checkbox"/>	Guns and Bullets	Badtfl Regional Office	On a desk in the chief’s office, bullpen room in the western part of the building.	+5% ballistic weapons Critical Hit damage.
<input type="checkbox"/>	Guns and Bullets	Cambridge Police Station	In a locked safe in the station chief’s office. Available only after Brotherhood reinforcements arrive at the station.	+5% ballistic weapons Critical Hit damage.
<input type="checkbox"/>	Guns and Bullets	Fort Hagen	On the oval table in the kitchen area, top floor, southeast area.	+5% ballistic weapons Critical Hit damage.
<input type="checkbox"/>	Guns and Bullets	Fraternal Post 115	On the lectern in the stage area, by the American flag and sandbags.	+5% ballistic weapons Critical Hit damage.
<input type="checkbox"/>	Guns and Bullets	Gunners Plaza	Top floor lounge, in the table surrounded by sofas, south mezzanine offices.	+5% ballistic weapons Critical Hit damage.
<input type="checkbox"/>	Guns and Bullets	Quincy Ruins	On the desk with the terminal, elevated freeway Gunners camp, between the two big-rig trailers.	+5% ballistic weapons Critical Hit damage.
<input type="checkbox"/>	Guns and Bullets	Rook Family House	Inside Barney’s bunker, on a metal desk near the lantern and filing cabinet.	+5% ballistic weapons Critical Hit damage.
<input type="checkbox"/>	Guns and Bullets	South Boston Military Checkpoint	Inside the checkpoint, on a metal desk, east wall.	+5% ballistic weapons Critical Hit damage.
<input type="checkbox"/>	Guns and Bullets	The Castle	On the radio operator’s desk, in the middle of the Castle grounds, outside.	+5% ballistic weapons Critical Hit damage.
<input type="checkbox"/>	Guns and Bullets	Ticonderoga	On the desk of the corner office, northwest corner, top floor.	+5% ballistic weapons Critical Hit damage.
<input type="checkbox"/>	Hot Rodder	Atom Cats Garage	On the bedside table in Zeke’s trailer.	Unlocks Shark paint for Power Armor.
<input type="checkbox"/>	Hot Rodder	Milton Parking Garage	Inside the parking lot, to the west of the Hospital. Top floor sleeping quarters, near the prize cells.	Unlocks Hot Pink paint for Power Armor.
<input type="checkbox"/>	Hot Rodder	Robotics Disposal Ground	Inside the small concrete hut, on the desk with the terminal on it.	Unlocks Flame Job paint for Power Armor.
<input type="checkbox"/>	La Coiffe ◊	Charlestown Laundry	In a shopping basket on top of one of the washing machines.	Unlocks The Hornet's Nest haircut.
<input type="checkbox"/>	La Coiffe	Fallon'S Department Store	In the upper floor octagonal room, by the Steamer Trunk, west side of the building near the roof exit.	Unlocks Megaton haircut.
<input type="checkbox"/>	Live and Love	Bunker Hill	At the top of the monument.	Permanently gain +25% XP from persuading men.

✓	Magazine ^{▼1}	Nearest Map Marker ^{▼2}	Location Description	Effect
<input type="checkbox"/>	Live and Love	College Square Station	On the safe behind the counter, at the station entrance interior, before descending the stairs.	Companions permanently inflict +5% damage.
<input type="checkbox"/>	Live and Love	Diamond City Schoolhouse	Inside the Schoolhouse bedroom, ground floor, on the bedside table.	Robot companions permanently inflict +5% damage.
<input type="checkbox"/>	Live and Love	Faneuil Hall	On the small table, attic level, just after climbing the main staircase.	Companions permanently gain +10 health.
<input type="checkbox"/>	Live and Love	Fiddler'S Green Trailer Estates	Inside the caravan trailer, east side of the estates (and swimming pool).	Permanently gain +25% XP from persuading women.
<input type="checkbox"/>	Live and Love	Goodneighbor	On top of the toilet, The Third Rail restroom, entrance area (north).	Companions permanently gain +5 Damage Resistance and Energy Resistance.
<input type="checkbox"/>	Live and Love	Goodneighbor	On the bar counter, just right of the entrance, in the lobby of Hotel Rexford.	Permanently gain +5% XP while adventuring with a companion.
<input type="checkbox"/>	Live and Love	Revere Beach Station	On the concrete blocks by the cooking pot and steamer trunk, inside the promenade building, upper floor.	Permanently gain +1 Luck from alcohol when traveling with a companion.
<input type="checkbox"/>	Live and Love	Wrvr Broadcast Station	On the table near the recording desk and wall computer.	Companions permanently gain +10 carry weight.
<input type="checkbox"/>	Massachusetts Surgical Journal	Boston Public Library	In the overdue book vending machine (northwest area). Purchase with 50 Tokens via the terminal.	+2% limb damage for all weapons.
<input type="checkbox"/>	Massachusetts Surgical Journal	Cabot House	Top floor bedroom, west side, on the wooden desk.	+2% limb damage for all weapons.
<input type="checkbox"/>	Massachusetts Surgical Journal	Cambridge Polymer Labs	On the desk inside the Director's office, above the reception area.	+2% limb damage for all weapons.
<input type="checkbox"/>	Massachusetts Surgical Journal	Greater Mass Blood Clinic	In the analyst's room (accessed via the wall terminal), on the desk.	+2% limb damage for all weapons.
<input type="checkbox"/>	Massachusetts Surgical Journal	Greenetech Genetics	On the table between the two red sofas and dark carpet, in the long room mid-way up the north side of the building.	+2% limb damage for all weapons.
<input type="checkbox"/>	Massachusetts Surgical Journal	Medford Memorial Hospital	In the filing and storage room, west side balcony above the main lobby, one floor up from the ground.	+2% limb damage for all weapons.
<input type="checkbox"/>	Massachusetts Surgical Journal	Med-Tek Research	On the large central laboratory table, lowest floor of the sub-level, where the Prevent is located.	+2% limb damage for all weapons.
<input type="checkbox"/>	Massachusetts Surgical Journal	Parsons State Insane Asylum	Inside Lorenzo's living quarters, at the very bottom floor of the facility.	+2% limb damage for all weapons.
<input type="checkbox"/>	Massachusetts Surgical Journal	Sandy Coves Convalescent Home	Behind the security door, next to the wall of safes, near the reception	+2% limb damage for all weapons.
<input type="checkbox"/>	Picket Fences	Beantown Brewery	In the foreman's concrete wall office, upper walkways of the main vat room, near the steamer trunk.	Picket fences can be built at settlements.
<input type="checkbox"/>	Picket Fences	Combat Zone	On the formica table, ground level near the bar, in front of the main stage.	Potted plants can be built at settlements.
<input type="checkbox"/>	Picket Fences	Hardware Town	In the upstairs office on the desk with the key, center of the building, near the steamer trunk.	High tech lights can be built at settlements.
<input type="checkbox"/>	Picket Fences	Saugus Ironworks	Blast Furnace area, on the catwalk just below the steamer trunk and Bobblehead.	Statues can be built at settlements.

✓	Magazine ^{▼1}	Nearest Map Marker ^{▼2}	Location Description	Effect
<input type="checkbox"/>	Picket Fences	Weston Water Treatment Plant	In the metal office overlooking the generator room, before descending to the main treatment chamber.	Patio furniture can be built at settlements.
<input type="checkbox"/>	RobCo Fun 	Fort Hagen	Command Center - adjacent to Kellogg's Terminal under a table, in the chamber where you speak with Kellogg.	Unlocks Pip Fall Pip-Boy game.
<input type="checkbox"/>	RobCo Fun	Goodneighbor	In the Memory Den (Must be in Act II) of MQ.	Unlocks Grognak the Barbarian Pip-Boy game.
<input type="checkbox"/>	RobCo Fun 	Museum of Freedom	In the chamber above the front doors, where Preston is holed up, on Sturges' desk.	Unlocks Atomic Command Pip-Boy game.
<input type="checkbox"/>	RobCo Fun 	Valentine Detective Agency	On a desk, inside the Valentine's Detective Agency located in Diamond City Market.	Unlocks Zeta Invaders Pip-Boy game.
<input type="checkbox"/>	RobCo Fun	Vault 111	Inside the cafeteria terminal, northeast area. Only the holotape is available, not the magazine.	Unlocks Red Menace Pip-Boy game.
<input type="checkbox"/>	Taboo Tattoos	Concord Civic Access	In the scavenger's sleeping area, close to the steamer trunk, western area near exit stairs.	Unlocks Eagle tattoo.
<input type="checkbox"/>	Taboo Tattoos	Irish Pride Industries Shipyard	On the metal picnic table, inside the docked ship, in the shipyard interior.	Unlocks Radioactive Skull tattoo.
<input type="checkbox"/>	Taboo Tattoos	Mass Pike Tunnel East Or West	In a locked room to the South, next to Det. Perry's holotape	Unlocks Clover tattoo.
<input type="checkbox"/>	Taboo Tattoos	Thicket Excavations	In the metal trailer caravan on the south edge of the excavation area, close to two other trailers.	Unlocks Anchor tattoo.
<input type="checkbox"/>	Taboo Tattoos	Vault 81	On the lowest level of the atrium, in the barber's shop.	Unlocks upside-down horseshoe tattoo.
<input type="checkbox"/>	Tales of a Junktown Jerky Vendor	Big John'S Salvage	On the small table with the lantern, inside the caravan perched atop the containers, adjacent to the steamer trunk.	Better prices at vendors.
<input type="checkbox"/>	Tales of a Junktown Jerky Vendor	Four Leaf Fishpacking Plant	Basement locker room, on the bench, western side of the plant.	Better prices at vendors.
<input type="checkbox"/>	Tales of a Junktown Jerky Vendor	Gwinnett Brewery	Catwalk metal hut, upper level, along the northwest wall. Climb the pipes and catwalks to reach it.	Better prices at vendors.
<input type="checkbox"/>	Tales of a Junktown Jerky Vendor	Longneck Lukowski'S Cannery	Inside the metal catwalk hut, northwest upper area of the main cannery room, with the Bobblehead.	Better prices at vendors.
<input type="checkbox"/>	Tales of a Junktown Jerky Vendor	Mystic Pines	On the sideboard table by the TV, west wall, inside the building, just north of the main entrance.	Better prices at vendors.
<input type="checkbox"/>	Tales of a Junktown Jerky Vendor	Super Duper Mart	On the magazine stand, northwest wall, just right of the Milton General Hospital poster.	Better prices at vendors.
<input type="checkbox"/>	Tales of a Junktown Jerky Vendor	Walden Pond	On the barrel with the lantern on it, inside the pipe tunnel interior cave.	Better prices at vendors.
<input type="checkbox"/>	Tales of a Junktown Jerky Vendor	Wreck of the FMS Northern Star	Upper level, mid-deck, on the parasol table, north side of the ship.	Better prices at vendors.
<input type="checkbox"/>	Tesla Science Magazine	Arcjet Systems	In the CEO's office on the second floor, next to his terminal.	Energy Weapons inflict +5% critical damage.
<input type="checkbox"/>	Tesla Science Magazine	General Atomics Factory	In the upper floor office, on a metal desk against the east wall, directly above the entrance lobby.	Energy Weapons inflict +5% critical damage.

✓	Magazine ^{▼1}	Nearest Map Marker ^{▼2}	Location Description	Effect
<input type="checkbox"/>	Tesla Science Magazine	Hallucigen, Inc.	First floor, in the Weaponization Research lab, in the northeast corner.	Energy Weapons inflict +5% critical damage.
<input type="checkbox"/>	Tesla Science Magazine	Mahkra Fishpacking	Lowest floor filleting room, on a small table, north west corner. Room below the one with the Steamer Trunk.	Energy Weapons inflict +5% critical damage.
<input type="checkbox"/>	Tesla Science Magazine	Mass Fusion Building	On the computer bank, southeast mezzanine room, upper offices above the glass floor.	Energy Weapons inflict +5% critical damage.
<input type="checkbox"/>	Tesla Science Magazine	Poseidon Energy	On the metal desk with the Bobblehead near the steamer trunk, in the central metal catwalk hut.	Energy Weapons inflict +5% critical damage.
<input type="checkbox"/>	Tesla Science Magazine	Reeb Marina	On the wooden bench in the kitchen of the warehouse, near the birthday sweetroll.	Energy Weapons inflict +5% critical damage.
<input type="checkbox"/>	Tesla Science Magazine	Rocky Cave	In Virgil's Laboratory on a broken fridge, just left of Virgil's terminal.	Energy Weapons inflict +5% critical damage.
<input type="checkbox"/>	Tesla Science Magazine	University Point	Top floor of Sedgwick Hall, in the northern computer room, northeast corner on a small table. Access via the open curtains.	Energy Weapons inflict +5% critical damage.
<input type="checkbox"/>	Total Hack	The Shamrock Taphouse	Held by the female mannequin standing on the table in the "game" room with the checkers board.	Unlocks ability to control spotlights using a terminal.
<input type="checkbox"/>	Total Hack	Wattz Consumer Electronics	Basement server room, on the terminal desk, north wall.	Unlocks ability to control robots using a terminal.
<input type="checkbox"/>	Total Hack	Wildwood Cemetery	Under the tree in the center of the cemetery.	Unlocks ability to control turrets using a terminal.
<input type="checkbox"/>	Tumblers Today	Easy City Downs	On the side chest by the black sofa, in the commentator's area, southwest side of the racetrack	Wider 'sweet spot' when lockpicking.
<input type="checkbox"/>	Tumblers Today	Fens Street Sewer	Next to the holotape on the metal drawers, inside the "cell" area of the sewers, northwest catwalks and tunnels.	Wider 'sweet spot' when lockpicking.
<input type="checkbox"/>	Tumblers Today	Malden Center	Inside one of the cargo carriages at the station, in the Raider camp at the deepest part of this location.	Wider 'sweet spot' when lockpicking.
<input type="checkbox"/>	Tumblers Today	Poseiden Energy Turbine 18-F	In the metal control room, northwest corner of the facility, by the steamer trunk, on a metal shelf.	Wider 'sweet spot' when lockpicking.
<input type="checkbox"/>	Tumblers Today	West Roxbury Station	In the open locker, eastern platform maintenance room, next wall button.	Wider 'sweet spot' when lockpicking.
<input type="checkbox"/>	U.S. Covert Operations Manual	Abandoned Shack/Federal Surveillance Center K-21B	In Federal surveillance center K-21B, deepest area, on the light blue metal computer bank, near the steamer trunk and terminal.	Makes you more difficult to detect while sneaking.
<input type="checkbox"/>	U.S. Covert Operations Manual	Federal Ration Stockpile	On the main table in front of the sofa, in Red Tourette's base, southeast tunnels near exit.	Makes you more difficult to detect while sneaking.
<input type="checkbox"/>	U.S. Covert Operations Manual	Fort Hagen	Command Center, on the side table of the bedroom and kitchenette room, just east of the armory.	Makes you more difficult to detect while sneaking.
<input type="checkbox"/>	U.S. Covert Operations Manual	Fort Strong	On the desk of General Brock, southwest corner of the ground floor.	Makes you more difficult to detect while sneaking.
<input type="checkbox"/>	U.S. Covert Operations Manual	Lexington: The Switchboard	On the desk by the terminal in the executive office above the open office and double stairwell area.	Makes you more difficult to detect while sneaking.

✓	Magazine ¹	Nearest Map Marker ²	Location Description	Effect
<input type="checkbox"/>	U.S. Covert Operations Manual	Libertalia	By the red chair on the main shanty ship, halfway up, same level as the white metal window wall.	Makes you more difficult to detect while sneaking.
<input type="checkbox"/>	U.S. Covert Operations Manual	National Guard Training Yard	On a table in the cafeteria of the barracks, near a cooler.	Makes you more difficult to detect while sneaking.
<input type="checkbox"/>	U.S. Covert Operations Manual	Revere Satellite Array	In the shanty hut atop the central satellite support (without the dish).	Makes you more difficult to detect while sneaking.
<input type="checkbox"/>	U.S. Covert Operations Manual	Usaf Satellite Station Olivia	Inside the computer room unlocked by terminal (southeast interior), on the desk with the mini nuke.	Makes you more difficult to detect while sneaking.
<input type="checkbox"/>	U.S. Covert Operations Manual	Uss Constitution	Ship interior, on a corner table inside the Captain's cabin.	Makes you more difficult to detect while sneaking.
<input type="checkbox"/>	Unstoppables	Don Bosco Technical High School	Basement level swimming pool, northwest corner wall, on a table above a Fat Man and near the steamer trunk.	+1% chance of taking no damage from an attack.
<input type="checkbox"/>	Unstoppables	Hubris Comics	On the shop counter, in front of the cheeky monkey and GrognaK's Axe in the display case.	+1% chance of taking no damage from an attack.
<input type="checkbox"/>	Unstoppables	Shaw High School	Library office on the lower level, with the Steamer Trunk. North area.	+1% chance of taking no damage from an attack.
<input type="checkbox"/>	Unstoppables	Suffolk County Charter School	In the library room, upper floor, by the holotape and steamer trunk.	+1% chance of taking no damage from an attack.
<input type="checkbox"/>	Unstoppables	Westing Estate	On the shack closest to the river, with the lantern on the wooden floor near the mattress.	+1% chance of taking no damage from an attack.
<input type="checkbox"/>	Wasteland Survival Guide	Crater House	Western side of the crater, on the table, lower level of a stilt shack with a lantern and caps stash on a table.	Permanently take 5% less damage from insects.
<input type="checkbox"/>	Wasteland Survival Guide	Egret Tours Marina	On the counter of the diner and coolant recharge station.	Permanently heal +50% from irradiated packaged food and drink.
<input type="checkbox"/>	Wasteland Survival Guide	Gorski Cabin	In the underground bunker, by the journal terminal, on a metal desk.	Diamond City is now permanently marked on your map.
<input type="checkbox"/>	Wasteland Survival Guide	Lynn Woods	On the sleeping bag, inside the main shack with the steamer trunk.	Permanently unlock new decoration items in workshop settlements.
<input type="checkbox"/>	Wasteland Survival Guide	Nahant Oceanological Society	On the metal desk with the typewriter, entrance room area, ground floor.	Permanently gain +10% discount from food and drink vendors.
<input type="checkbox"/>	Wasteland Survival Guide	Old Gullet Sinkhole	On a concrete block inside the sinkhole, by the cooking pot station.	Permanently swim 25% faster.
<input type="checkbox"/>	Wasteland Survival Guide	Ranger Cabin	On the sideboard table in the cabin.	Permanently take 5% less damage from melee attacks.
<input type="checkbox"/>	Wasteland Survival Guide	Sunshine Tidings Co-Op	In the locked cabin near the silos, on the floor near a mattress and steamer trunk.	Permanently collect more meat from animal kills.
<input type="checkbox"/>	Wasteland Survival Guide	Wreck of The USS Riptide	Inside the ship, on a table, under the bridge on the water's level.	Heal +50% more from fruits and vegetables.
<input type="checkbox"/>	You're SPECIAL!	Sanctuary Hills	In The House of Tomorrow, under Shaun's crib.	Add one S.P.E.C.I.A.L. point.

Far Harbor DLC - Islander's Almanac Magazine

✓	Nearest Map Marker ^{v1}	Issue	Location Description	Effect
<input type="checkbox"/>	Acadia	Children of Atom Exposé	On Dejen's counter next to the group of candles.	Receive 10% less damage from radiation-based attacks.
<input type="checkbox"/>	Brooke's Head Lighthouse	Precision Hunting	Top of the lighthouse, on a small broken bookcase next to the cooking stove.	5% higher VATS chance against animals the player is in combat with.
<input type="checkbox"/>	National Park Visitor's Center	Recipe Roundup	On the counter under a burnt trade magazine in the room to the right of the front entrance, i.e. the gift shop.	Unlocks sludge-based recipes at chemistry stations. †
<input type="checkbox"/>	Northwood Ridge Quarry	Pincer Dodge	Inside the quarry's interior area, on a bedside table at the top of the indoor shack.	Take 5% less damage from Mirelurk melee attacks.
<input type="checkbox"/>	The Last Plank	Far Harbor Sightseer's Guide	On the table where Old Longfellow is sitting when first met.	Marks multiple locations on the map. †

† These perks are not shown in the Pip-Boy's perk list.

Nuka-World DLC - SCAV! Magazine

✓	Nearest Map Marker ^{v1}	Issue	Location Description	Effect
<input type="checkbox"/>	Dry Rock Gulch	#5, That No-Caps Rage	Dry Rock Gulch employee area, on a roof. Access it from the theater (inside, hop over the eastern wall) or once you have restored the power access it through a door in the wall.	+1 Strength & +1 Endurance if you have <= 10,000 caps. +2 Strength & +2 Endurance if you have <= 1,000 caps. +3 Strength & +3 Endurance if you have <= 100 caps.
<input type="checkbox"/>	Galactic Zone	#1, The Terrible Truce	Behind Starport Nuka, on a brown crate near a campfire and sleeping mats, right next to an explosives box.	Increases speech challenge success chance by 10%
<input type="checkbox"/>	Grandchester Mystery Mansion	#4, Nuka Brahmin Stampede!	Behind the master lock leading to the attic, it is on a box to the right.	+5% explosives damage.
<input type="checkbox"/>	Kiddie Kingdom	#3, Mutant Fists of Stephie Knuckles	Fun House. From the room with the rotating bottles, head into the Hypno Halls and use the tunnel on the right. Once through that tunnel, turn left and take the tunnel straight ahead. It is on the floor next to a raiders body.	+10% hand to hand weapon damage.
<input type="checkbox"/>	Nuka-World junkyard	#2, Fear the Knife King	In a barn on the outskirts of the junkyard. On the top floor of the barn, sitting on a desk, next to a safe and an attacking animatronic alien.	+25% Combat Knife and Switchblade damage.

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