

# The Hungry Troll's Guide to: *Blacksmithing Grandmastery*

The following guide is a compilation of work that we have put together from experiences of our own and we have researched it all using 100's of websites including some of Verant/Sony's own websites.

Most of the material has come from personal websites of the players themselves and although we would like to thank each and every one of them that would literally be impossible as, at last count we have over 100 websites in our favorites folder from which we have gleaned the information then actually put them all to the test.

This guide is a result of hours of research as well as hours played on EQ testing the recipes to make sure they are correct and that the trivials are right. We wish only to pass this information on to help you get your tradeskills as high as you need or wish to get.

This work is copywrited by H & H Productions 2002, it is an original compilation of data, facts and techniques that we have found or developed over the last 2 years. This guide contains no cheats, exploits, nor anything that is against the "Spirit of the Game"...as such none of the information contained here is a violation of your Everquest EULA. Any images present are screenshots from a licensed copy of Everquest and are presented here as fair and acceptable use of in-game imagery. Hungry Troll guides are not endorsed by Sony/Verant. This guide is for your personal use only, and is not intended to be resold. If you have obtained this guide from any source other then HungryTroll.com or Powerleveling.com please contact us at hungrytroll@powerleveling.com.



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## **Preface:**

First, a word about the Smithing Craftskill. In Everquest this skill is used in the creation of Armor, Weapons, Utensils, Containers, and Tools...and probably more will be thrown in as the game further matures. The market in Norrath for smithed items is enormous, and recently Smithing was made easier to learn and many of the more commonly asked-for items were made easier to make by the lowering of their "trivial" level...that is the level of skill at which you will be able to make an item with the least chance of failure.

Smithing is done in a Forge. These are found in cities and towns around the land...there are now 2 kinds of forge you will find, normal and cultural. Normal ones are forges that anyone can use and cultural forges are race-specific and only the primary race of the town you are in will be able to make use of them.

Don't stack items you place into the Forge when trying to do crafting. The order you put items into the forge is irrelevant, however since you will be making things over and over again, it is helpful if you position the forge window and whatever bag/box you have your raw items stored in next to each other so you can drag & drop from one to the other. *Also, to avoid the quantity select box from popping up all the time, hold [SHIFT] when clicking on a stack of items if you want to pick up the whole stack, and hold [CTRL] when clicking on a stack of items if you want to pick up only one of them.* This makes things quite easy and rapid.

Also, in other tradeskills your Intelligence or Wisdom, whichever is higher, helps you to learn skill in this trade. However, contrary to popular belief, the Wisdom rating does NOT effect your failure rate at all...the way the other stats now work varies on the tradeskill you are trying to perform. This is going against current urban-legend, but we have proven it with our own toons. For Smithing it is Strength(STR), Intelligence(INT) or Wisdom(WIS) whichever is higher for the stat you want to buff to learn the skill. Dexterity(DEX) is responsible for helping you with successes. So before you head to the forge, /ooc in your zone or ask in your guild for a Shaman to buff you with some STR and DEX buffs. If you tell them you are doing tradeskills and most will not hesitate to help you out. Remember that your STR also determines how much you can carry without being encumbered, and some of the blocks and bricks of ore you will be carrying weigh 15 stone...you will be carrying lots of these, so the higher your STR the better.

To finance your Smithing career you will need to sell your wares almost all the time. The way Verant has structured the Smithing trivials, there are definite stages you will pass through, with quite a distance between them and that means lots of combines that will fail to build skill on your way to combines that have a chance of working. Thankfully they made weapons and banded armor very easy to reach. You will be able to advertise in "NooB" areas and the hunting zones around them for your services. Don't limit yourself to armor, remember that there are lots of weapons you can make. They are not magical but are very good weapons compared with the rusty ones they will find and loot. You can make throwing axes for Beastlords that are not available anywhere else, and shuriken's or javelins for monks. Javelins are only available in one place in fungus grove and no one that I have asked knows about him. Once you reach a skill 10 or so levels above the trivial for an item you can make it fairly reliably, but there is always a 5% chance of failure no matter how skilled you are. Be creative...this is one of the more merchant like tradeskills in that the wares you make appeal to a very wide variety of players, so make use of that and prosper! At the back of this guide is a [price sheet](#) I recommend that you print out. It is a form to record the prices you pay for Ore. This should play a large part in determining prices you need to charge to other players in order to cover your expenses and make a little plat besides.

Keep in mind that selling anything back to an in-game vendor will be at a substantial loss. Verant is on record as saying that players are not to be able to gain financially from tradeskill items sold back to a vendor. You will have to sell some of the items you make back to vendors as a course of this guide's method of skill gain only because it is quicker to do so and the items you sell back are fairly inexpensive to make, so the loss is low. I mention this to alert you to scams you may hear of, or read about...remember that if you find something like this and make use of it you could log in to find much of your money or choice items purchased with money made on a vendor quirk removed from your account while you were logged off. This is well within VI's rights under the EULA and if you make use of game bugs for gain, and do not report them, it is a chance you now knowingly take. We at H&H Productions are not part of VI but we respect their power and our guides work within the framework they have set...you have been warned.

## **The Basics**

OK, you will be buying some of the metal you will be using, and farming from various places the metal you cannot buy. You will need to break down the larger blocks sometimes and other times you will need to take small pieces and forge them into larger ones...all depending on the recipes you need to fill. You will almost always need water or some other kind of temper when working with metal...if the recipe calls for Water use a "Flask of Water" purchased from a vendor, not foraged, not summoned. The other tempers that are used require other tradeskills to create, usually brewing. There are many of them, all of the cultural Smithing have their own tempers as well as the two expansion ores Velium and Acrylia. This guide is created for any race however, so there will be no recipes that only certain races can do.

A word about Smithing tools. There are things like chisels, hammers, files, and such that you will need to have to include into the various recipes...these are returned to you regardless of the success of the combine. So when you fail a combine you only loose the raw materials required for the item you were making, not the tools.

A word about carrying raw materials. Some of the ore types you will use can stack together, some cannot. The ones that do currently are Bits, Small Pieces, Studs, Boning, Sheets, Folded Sheets. That is all. The various blocks, bricks, and molds that you will use are single items. Make sure if you are farming for these things you have plenty of room in your character's inventory and space in the bank to storage until needed.

**Combine Acrylia Temper (CAT)** is not purchasable anywhere so must be brewed in a brew barrel (1 Essence of wind + 1 Crushed Windstone(2 Windstones combined in a mortar & pestle), and 1 Vial of clear mana [must be made by a Enchanter]). This has a brewing trivial of 122. The only time you will need this temper is in the final creation of an item, to change block/ore sizes water is suitable. I will refer to this as CAT in the recipes.

A Temper is always needed for Smithing, normal ore needs only Water. Magical ores use special tempers, and you will be using Acrylia toward the end of your road to Grand Mastery. The full name for Acrylia Temper is Combine Acrylia Tember(CAT). To further complicate matters, Acrylia ore uses water when you are forming Bricks, Blocks, Sheets, or Folded Sheets, but for the final combine to create the Smithing product you must use CAT.

Refer to the table at the back of this guide for [various formulas](#) that you will need as you do your work. There are times when you need a certain size block but cannot buy it, or do not want to take the time to leave the forge...consult this table to find the correct formula to create or break down Ore to create what you need. The trivial level of skill for all of these is fairly low, by the time you are needing to do these conversions you will likely have more than enough skill for them.

## **Who is your Smith?**

**High strength and a good dexterity are needed for doing this trade with any reasonable expectation of success.** The Large Bricks of Ore and Blocks of Ore are very heavy, and you can actually buy enough to make your running speed into a bare crawl...or even buy too much and not be able to move at all! The greater your strength is the more you can carry of course.

**Faction is a factor.** You want decent faction with the cities you will be visiting in order to get good prices from the ore vendors. With Luclin and not Planes of Power there are places to obtain material where almost everyone is allowed to buy goods however so this is less of a concern then it once was. Charisma is also a stat you want to keep an eye on, if your Smith has low charisma you will want to get some gear eventually. Even with good faction, your charisma can make up to a 30% difference in pricing. Try to get your charisma to over 100, anything over this adds very little gain in pricing. Even if it means carrying seperat gear that you put on just to buy things, it can make a big difference in your productivity. My warrior has great gear, but it actually takes from his charisma. So everytime I go buy things I take it all off, and grab two charisma steins I bought just for this. Puts me at 102 charisman and I get great prices.

**What race of people would you like to create gear for.** This may sound silly, since armor is armor...but the very best armor that you can make will only fit your own race or religion. So, on your server what people do you see the most of? Or, what race is your favorite character? This is called Cultural armor and is very high level, usually just below or at the 250 skill mark.

## **Building your Skill**

To start you can either place as many training points as you can (up to 21 max) into Smithing skill at your classes guild trainer. Or you can start by making metal bits. You will have to make lots of metal bits for the items you make up to a skill of 88. Remember don't stack any items in the recipes, lay them out in the forge singly.

### **Level 1**

It is possible to gain smithing experience several times from each Rusty Weapon. First on taking the weapon and sharpening. Success make a Tarnished Weapon, failure returns the Rusty Weapon to you so you can try again. You then try to smelt the weapon down into Ore. Success gives you Ore in various sizes depending on the weapon, and failure destroys the weapon. This is a cheap way to raise your smithing skill and try to get ore at the same time. This is particularly helpful if you are making a new character to do smithing with, you get the weapons while getting experience fighting.

<b>18</b> Triv	Metal Bits = 2 Sml Pieces of Ore + Water (Bits stack)
<b>27</b> Triv	Tarnished Weapons = Rusty Weapon + Sharpening Stone
<b>27</b> Triv	Ore = Tarnished Weapon + Water
<b>41</b> Triv	Scaler = 1 Metal Bits + Scaler Mold + Water
<b>67</b> Triv	Dairy Spoon = 2 Metal Bits + Scaler Mold + Water
<b>88</b> Triv	Lockpicks = 1 Metal Bits + Lockpicks Mold + Water

\*Lockpicks Mold is only available in one place in the entire game. From a vendor named Jason Flay in the Fungus Grove off of Shadow Haven. It is a bit to get there, but if you avoid the stationary plants there is little actual danger. He is near locatoin -1465, -985. I reccommend that you download and print out a map. If you do not have the Luclin Expansion or you simply do not want to try to go to Fungus Grove for molds then simply go to Level 2 after you top out with Dairy Spoons, but you will have a better chance of success with something to sell back to a vendor..

As a level 1 smith you can successfully make most of the normal Forged Weapons reliably. You should be able, with a little patience, to finance your next major jump in skill by selling your made weapons to the lower level folks. Normally charge double what the raw materials are for the item you are selling...unless of course you know that you can get away with a steeper price. Example: many classes cannot use a bow, therefore they have no way other then magic to strike a MoB from a distance to pull it to them. This includes Beastlords, pure casters, Bards and Monks. They can however throw, and you can things for them that are slightly better then vendor bought...there are several things like that, research the ones that work for you.

### **Level 2**

Now things get a bit more expensive, this next set of recipes use Sheets of Metal that you should be able to purchase...if you cannot get to a vendor that sells sheets you can make them using the chart I provided earlier in the guide but it will be more time consuming and a bit more expensive also. Sheets of metal cost about 1.5 plat, the molds are run from 2gp to about 1.5 plat, and water of course is a couple silver at most.

<b>95</b> Triv	Banded Bracer = 1 Sheet of Metal + Banded Bracer Mold + Water
<b>106</b> Triv	Banded Helm = 2 Sheets of Metal + Banded Helm Mold + Water
<b>115</b> Triv	Banded Tunic = 3 Sheets of Metal + Banded Tunic Mold + Water

At this point you are now a very capable smith, there is a lot of call for banded anywhere Warriors, Paladins or Shadowknights come from. Most other classes can also wear banded but as they often don't know about it or are much weaker physically and choose not to make use of the protection this armor provides...notable exception is Dwarven Clerics. Keep in mind that the next level involves some fairly expensive Ore to produce...you will need a good solid income to progress, if you do not have a high level character or a patron paying for you to learn your skill you will have to make items and sell them to players for profit.

### **Level 3**

OK, time to step up to the next level. At this point you are going need High Quality Ore. You will also need a supply of precious metal bars, silver to start, then electrum. This is where it starts to get a little costly. \*Cool point, at this stage you will start to make armor that has stat boosts!\*

- 121** Triv Ornate Chain Bracelet = 1 HQ Ring + Chain Bracelet Pattern + Smithy Hammer + Silver Bar + Water
- 128** Triv Electrum Ornate Chain Bracelet = 1 HQ Ring + Chain Bracelet Pattern + Smithy Hammer + Electrum Bar + Water
- 135** Triv Electrum Ornate Chain Gauntlet = 2 HQ Rings + Chain Gauntlet Pattern + Smithy Hammer + Electrum Bar + Water
- 142** Triv Gold Ornate Chain Gauntlet = 2 HQ Rings + Chain Gauntlet Pattern + Smithy Hammer + Electrum Bar + Water
- 148** Triv Electrum Ornate Chain Tunic = 3 HQ Rings + Chain Mail Pattern + Smithy Hammer + Electrum Bar + Water
- 155** Triv Gold Ornate Chain Tunic = 3 HQ Rings + Chain Mail Patter + Smithy Hammer + Gold Bar + Water

High Quality Ore is only available in limited quantities from in-game vendors, there is a mini quest that you can do to make them restock and I will go over that at the end of this guide.. HQ Ore is also available by smelting down Fine Steel Weapons you loot from MoBs, the recipe for this is on page 3. So from here on out try to direct your hunting to areas where FS Weps drop...and don't sell them!

Here is the math: FS Weps sell back to a vendor for less then 5pp, some as low as 2pp...but you are looking at around 6pp per Sml Brick to buy HQ Ore. So you can see the economy of using looted FS Weps as a means to get ore. It is unlikely you will be able to get all the ore you need by hunting for FS Weps, so you will need to purchase the HQ Ore from game vendors. Purchase the Large Bricks of HQ Ore, this will run around 18pp and makes 2 rings.

### **Level 4**

OK, you have spent lots of cashola and spent lots of time hunting for FS Weapons and asking friends and guildies for FS Weps they loot. Get ready to spend even more because Medium Quality Ore is used here, and lots of it. You will need to purchase Blocks or Large Bricks to make Blocks, then make the Blocks into Folded Sheets. The armor value of these pieces is very high, and they have all the good looks of the plate graphics. These next four recipes use [Leather Padding](#), this is a Tailoring product, the recipe for this will be in the back of this guide. A side benefit is that the resell value of these pieces compared to the cost to make them is very generous, at this level with decent charisma gear you should only loose a few plat per combine.

- 166** Triv Fine Steel Plate Gorget = 1 MQ Folded Sheet + Plate Gorget Mold + Leather Padding + Smithy Hammer + Water
- 179** Triv Fine Steel Plate Helm = 2 MQ Folded Sheets + Plate Helm Mold + Leather Padding + Smithy Hammer + Water
- \*188** Triv Fine Steel Plate Breastplate = 3 MQ Folded Sheets + Plate Breastplate Mold + Leather Padding + Smithy Hammer + Water

\*instead of doing this you may want to start doing the Acrylia depending on your situation for Acrylia Ore and the Acrylia temper.

Now you have almost reached the 200 level of Smithing skill. You can make almost anything in the game that is not a "magical" ore like Acrylia. Now you can even work Velium into any form at all without a second thought. The problem is that in order to proceed farther, you will have to obtain Acrylia in order to work it into weapons and armor. Remember, at the beginning of this guide, I mentioned Combine Acrylia Temper(CAT)? Well, you are going to need it now. One vial of it for every combine you make. You only need water to work the Acrylia into blocks or sheets, but to actually form it into a product you will need 1 vial of CAT.

## **LEVEL 5**

This is the home stretch, and will take you the longest. But you can already make lots of goodies, so you will have plenty to keep you busy while you perfect your craft. Some of the following recipes again use the Tailoring product [Leather Padding](#), please refer below for the recipe.

Yes, these are weapons and not armor...the size of these makes the difficulty level perfect for this level of skill though, plus these have very nice stats and should sell well to other players.

**191** Triv        Acrylia Battle Axe = 1 Acrylia Sheet + Axe Head Mold + Oak Shaft + CAT

**202** Triv        Acrylia Halberd = 1 Acrylia Sheet + Halberd Head Mold + Oak Shaft + CAT

Back to making some chain armor, remember each Large Brick makes 2 rings.

**215** Triv        Acrylia Chain Tunic = 3 Acrylia Rings + Chain Mail Pattern + Combine Smithy Hammer + CAT

And now to the real deal...Each folded sheet is made from a Block and it takes 3 Large Bricks to make a Block. Also these use a new component called Chain Jointing, the recipe comes these last 3 last items.

**225** Triv        Acrylia Plate Boots = 2 Folded Sheets of Acrylia + 1 Acrylia Chain Jointing + Leather Padding + Plate Boot Mold + Combine Smithy Hammer + CAT

**236** Triv        Acrylia Plate Helm = 2 Folded Sheets of Acrylia + 1 Acrylia Chain Jointing + Leather Padding + Plate Helm Mold + Combine Smithy Hammer + CAT

**242** Triv        Acrylia Plate Breastplate = 3 Folded Sheets of Acrylia + 1 Acrylia Chain Jointing + Leather Padding + Plate Breastplate Mold + Combine Smithy Hammer + CAT

Basically to make the Chain Jointing you make a Ring then and Turn it into the Jointing.

Acrylia Chain Jointing = 1 Acrylia Ring + File + Combine Smithy Hammer + Water

The Leather Padding is a low trivial Tailoring product, Tailoring is done in a Tailoring Kit or a city Loom. First let me say that I encourage you to make friends with a Brewer and a Tailor. You will need lots of tempers for skilling up with Acrylia, not to mention what you will need for making Velium weapons and armor, and as you grow you will need it to making cultural armor as well. You can learn Brewing and/or Tailoring yourself if you prefer; you only need a skill of 156 max for Tempers, and you can get to that level in many cities with vendor bought components without searching for anything...Leather Padding has a trivial of 31. I chose to team up with a friend of mine in Tradeskilling, and we decided to make toons that complement each other in tradeskills and to help each other farm components. It has worked great, just try to hook up with someone you trust...a guild-mate or someone you hunt with regularly are both good ideas.

To make the **Leather Padding** you will need to either skill up your tailoring to 31(recommended) or ask Tailor to do these for you.

When you are farming the animals you will get 1 of 5 types of pelts/hides: they are Ruined, Low Quality, Medium Quality, High Quality, and "animal name" skin. You can destroy any that are ruined outright. The name of the item will vary, some will say hide and some will say pelt...as long as it says a quality level along with it, you can use it. The "animal name" skin are different, some are used in quests or can be used by potters making poison vials, but they are of no use to you at all. You can turn Med and High quality into Low Quality variety with a Skinning Knife (made with Smithing!). Put the pelt into the Tailoring Kit or Loom along with the Skinning Knife and you will get the pelt back 1 quality lower...ie do this twice to HQ to make LQ pelts, only once to MQ to make LQ Pelts. The type of animal that the pelt comes from is irrelevant. Tailors need to size the pelt to the client for leather armor,, but for producing padding it is irrelevant. We set the size of the armor by the mold or pattern we use when we smith in the forge.

Silk Thread (Tailoring) = 2 Spiderling Silks (Spider silks will not work, must be Spiderling!)

Leather Padding (Tailoring) = 1 Silk Thread + 1 Low Quality Wolf/Cat/Bear pelt

Skinning Knife (Smithing) = Small Brick of Ore + Dagger Blade Mold, Hilt Mold + Water

## **Master Smith's Tradeskill Trophy.**

Any time after you have skilled up to 250 in Smithing you are ready to attempt to make a Smithing trophy. It is the Grandmaster Smith's Hammer. The stats on it are well known...STR 10, INT 10, WIS 10, CHA 50 and it is a right clickable item that summons a 10 slot, 100% weight reduction bag that weighs 0.1. No, it doesn't get any better than this thing. It goes into either hand, or your range weapon slot. Technically it can also fit into your ammo slot as well, but you get no stat benefit from it there.

Step one, get the gems and get them Mounted. The gems this calls for are Blue Diamond, Diamond, Black Sapphire, and Jacinth. The recipe for producing Mounted gems is the gem plus 2 bars of velium. This is a Jewelry trade procedure, so you can pick up that Tradeskill as well, get another Tradesperson to do some combines for you, or just pay for the final products outright.

Step two, you now need to put these gems together to form the Artisan's Seal. One each of the 4 gems, 1 Purified Vial of Mana, 1 Small Block of Clay, 1 Flask of Water. Combine them in a Pottery Wheel, and then fire them in a Kiln with an HQ Firing Sheet. The Vial of Mana comes from your friendly neighborhood Enchanter, and yes, this uses the Pottery Tradeskill. Once again you can learn to do this for yourself or arrange things with a Potter to do the combine for you.

Step three, combine the Artisan's Seal in a forge with a Smithy Hammer. This is the Smithing combine...and the trivial is above 250. That means that you have a good chance of failing. Failure at this point destroys everything, success returns to you the object of your smithing dreams. Good luck to you. Walk with a spring in your step, and a smile on your face; you are the best of the best.

## **Vendor Locations and other Recipes**

1) Recipes. After you start raising your skill you need to know what else you can make using your new found skills. There are many, many sites out there that are full of info but one stands out from the rest...EQTraders© at [WWW.EQTRADERS.COM](http://WWW.EQTRADERS.COM). This is a somewhat confusing site but it is that way from the sheer amount of data they collect. They provide the formulas as best they can and as fast as they get the data. Remember Weapons, Armor, and Utensils are made with the smithing skill so here are some links into the respective areas of their site. There are popups, but it is a free site otherwise. [ARMOR RECIPES](#) [WEAPON RECIPES](#) [UTENSIL RECIPES](#) [WHERE TO HUNT](#). The value the various Tradeskill websites, not just EQTraders present to you as a Tradesperson is immense. Browse them often for ideas on what you can make, where to go to find Drop Only components, and more.

2) Vendor locations. EQTraders also has a list of vendors that they keep pretty much up to date. Including who, where, and what they sell. [SMITHING VENDORS](#)

We used EQTraders as well as several other sites specific to Smithing and Tradeskills in general to make sure we had all our information correct, then followed our own method to check for any difficulties. We are not going to endorse any specific website, and are not endorsed by any website that I am aware of. I mention this one by name simply because they have been there for the EQ Community from day 1. They deserve a great deal of respect for the work they put into keeping the site current with game changes, and at least to the time of this publication remaining a free site(although they accept donations). The links we provide for you in blue are links into their site and since their site grows and changes they may become non-functional, but the link in red is to their main page.

## **Quests and Misc Info**

### Unrefined Armor Quest:

This is what you need to do if you want to buy HQ ore and the vendor is out.

Keep in mind that there are several vendors that sell HQ ore, but if the ones you can get to are out of stock then you must do this quest to respawn them with full inventory.

You will need to head to one of the places that Unrefined Ore drops. Permafrost, Sol A, and High Keep. Sol A has had the best results for me by far...the Unrefined Ore drops pretty frequently and you can get Fine Steel Weapons and Fiery Ore too! Woot! Anyway, the way it works is you gather 4 Small Bricks or 4 Large Bricks. Must be 4 of either one not mixed.

Hail the HQ Ore vendor, follow the text until he hands you a box...put the 4 Unrefined Ores you gathered into the box and hit it's combine button then had it back to him. You will get appropriate faction and he will despawn and respawn upon wich time he has a full supply of HQ Ore for you! Oh, yea...you also get plat for this quest. 14 plat for turning in 4 small bricks but around 40 plat for turning in 4 large bricks.

The amount these vendors will have at respawn is 300 Small Bricks, 150 Large Bricks, and 75 Blocks.

### Farming

Various Ore, Pelts for Padding, Temper Components, etc...

*Ok, here is a reality check...you are going to farm or you are going to pay through the nose for the various things you will need.*

I farmed a great deal of my HQ Ore for Level 3 smithing by going to Rathe Mt and taking on the Hill Giants there. This is really the first time where the time and danger it takes to fight MoBs for smithing items is warranted by the results. Most, but not all of the giants have Fine Steel weapons...basically if a giant has a weapon at all it is a Fine Steel weapon. But they also drop large amounts of platinum. I regularly walked out of Rath Mt after a few hours with several hunders plat more then I had when I came in and was encumbered at double my wieght allowance with all the FS Weps I had. Remember each FS Wep is a small brick of HQ Ore! Sol A is another good place for FS Weps, and although the plat is much lower the goblins dont hit nearly as hard as giants do.

For pelts you are looking at North Karana or Stonebrunt Mountains...most of the lions there drop Med or High quality pelts...and if you are in North Karana and get a "High Quality Lion Skin"(must be named this exactly) you can sell it in the bazaar for good coin, this is the skin to make a "Fleeting Quiver" You take the MQ and HQ pelts and skin them down as shown earlier in this guide. These two areas can be done with characters in their 30s fairly safely.

For the Spiderling Silks I head to Everfrost, the spiderlings that run in the newby area are very plentiful...I have been told that the newby area in Feerot is also excellent, specifically by the druidic ring.

Acrylia ore drops regularly off of the Grimlings in Tenebrous Mountains, there are 2 camps of them on the south wall. They `con green at 51. Combine Temper components are mainly found in Tenebrous Mountains off of the Cral Ligi...the problem is they all wander, there is no camp of them. So, you will need a ranger or druid friend to find them in this zone, I reccomend a ranger as thier track can show wich ones are closest. As for levels here, at 51 almost all the animals `con light blue and fight well. The Cral Ligi are dark blue. There are some other mobs that look like the Cral Ligi but will ignore you if you do not attack them and are not social with the Ligi as far as I could tell.



We would like to take this time to thank everyone who has purchased our guide. If you should happen to find any information that is either incorrect or you think should be added please email either of us and we will make an update ASAP. We strive to update these guides as often as possible and when Verant/Sony decides to do a patch then of course things always change. It takes a bit to get all the recipes checked out so bear with us and the guides will get updated as soon as we are completely sure they work properly.

GOOD LUCK and if you do master any of the tradeskills and get this please email us and we will soon make a list of people on our main website listing your characters name and server and the trade you Grandmastered in. Just a little "ataa boy" for you. Everyone wants to be a star right? lol

We like to encourage our customers to email us with feedback both good or bad. If you have an idea that something should be included into our guide please forward that to us, likewise if you find something confusing or "not quite right" please let us know that also! If we use your idea we may send you one of our other guides as our way of thanking you. We can be reached at the following email addresses:

hungrytroll@powerleveling.com

We wish you all the best of luck in any adventures you may undertake and please let us know if we can be of any help at all.

Safe travels,

.....~~Zleeb~~.....  
..~~The Hungry Troll~~..

## **Common Formulas**

### ***Conversions***

\* remember that some ore requires a brewed temper, not just water

Bits	2 Sml Pieces + Temper
Sml Pieces	<i>dn</i> Sml Brick + Smithing Chisel (makes 2)
Sml Brick	<i>up</i> 3 Sml Pieces + Temper <i>dn</i> 1 Lrg Brick + Smithing Chisel
Lrg Brick	<i>up</i> 3 Sml Brick + Temper <i>dn</i> 1 Block + Smithing Chisel
Block	<i>up</i> 3 Lrg Blocks + Temper
Sheet	2 Sml Bricks + Temper
Folded Sheet	Block + Smithy Hammer + Temper

### ***Armor Components***

Studs	3 Bits + File + Temper (makes 2)
Boning	Sml Brick + File + Temper
Rings	Lrg Brick + File + Temper (makes 2)
Jointing	Ring + Smithy Hammer + File + Temper

### ***Shields***

Buckler (AC5)	Sheet + Buckler Mold(s/m/l) + Smithy Hammer + Water
Round Shield (AC7)	2 Sheets + Round Shield Mold(s/m/l) + Smithy Hammer + Water
Targ Shield (AC8)	Folded Sheet + Targ Shield Mold(s/m/l) + Smithy Hammer + Water
Kite Shield (AC10)	2 MQ Sheet + Kite Shield Mold(s/m/l) + Smithy Hammer + Water
Tower Shield (AC11)	MQ Folded Sheet + Tower Shield Mold(s/m/l) + Smithy Hammer + Water

### ***Baking Goods***

Bread Tin	Metal bits + Bread Tin Mold + Ceramic Lining(Pottery Product) + Water
Cake Round	Metal bits + Cake Round Mold + Ceramic Lining(Pottery Product) + Water
Dairy Spoon	2 Metal bits + Scaler Mold + Water
Filleting Knife	3 Metal bits + Scaler Mold + Water
Nonstick Frying Pan	Metal bits + Frying Pan Mold + Ceramic Lining(Pottery Product) + Water
Pie Tin	Metal bits + Pie Tin Mold + Ceramic Lining(Pottery Product) + Water
Pot	Metal Bits + Pot Mold + Standing Legs Mold + Water
Cookie Cutters	Metal Bits + Cookie Cutter Mold + Water
Skewers	Metal Bits + Skewer Mold + Water
Smoker	Metal Bits + Skewers(produced, not the mold) + Smoker Base Bold + Smoker Support Mold + Water

### ***Fletching Goods***

Field Point Arrowheads	Bits + Water (makes 20)
Hooked Arrowheads	3 Sml Bricks + File + Water (makes 5)
Silver Arrowheads	MQ Block + Silver Bar + File + Water (makes 5)
Steel Arrow Shafts	2 Lrg Bricks + File + Water (makes 5)
Fishbone Dart Tool	2 Velium Bits + Scaler Mold + Coldain Velium Temper(Triv 146)
Filleting Knife	3 Metal Bits + Scaler Mold + Water

### ***Tailoring Goods***

Skinning Knife	Sml Brick + Dagger Blade Mold + Hilt Mold + Water
Sewing Kit	Metal Bits + Needle Mold + Thimble Mold + Water (Makes 2 slot kit)
Embroidering Needle	Metal Bits Needle Mold + Celestial Essence + Water (Triv 122)

### ***Smithing Goods***

File	Metal Bits + File Mold
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**PRICES OF SUPPLIES**

Note your charisma and the faction you have with various vendors. Since these can make a huge difference in your profitability. I highly recommend purchasing CHA gear as soon as you can. The simplest is to find an Enchanter that is making Jewelry and ask them for prices on CHA enhancing items they make. There items you can get from certain MoBs that also enhance CHA but it is more reliable to purchase what you can from an enchanter.

***Normal Ore***

Small Piece of Ore		
Small Brick of Ore		
Large Brick of Ore		
Block of Ore		
Sheet of Metal		
Folded Sheet of Metal		

***Medium Quality Ore***

Small Piece MQ Ore		
Small Brick MQ Ore		
Large Brick MQ Ore		
Block of MQ Ore		
Sheet of MQ Metal		
Folded Sheet of MQ Metal		

***High Quality Ore***

Small Piece HQ Ore		
Small Brick HQ Ore		
Large Brick HQ Ore		
Block of HQ Ore		
Sheet of HQ Ore		
Folded Sheet of HQ Metal		

***Precious Metals***

Silver Bar		
Electrum Bar		
Gold Bar		
Platinum Bar		

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