

**The Economical Guide to Smithing  
*or, Making mail without losing your shirt***

***Edition 3.0***

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# Introduction

## Why smith?

If you are reading this guide, chances are that something about smithing has intrigued you and you would enjoy learning more about it. There are many reasons to become a smith:

- Personal satisfaction of making something nice and using it
- Need to learn smithing to fulfill a quest
- Need to learn smithing to support other tradeskills
- Desire to make nice things for others

There are some reasons people give to become a smith that will ensure they will be disappointed with this craft.

So let's get this out of the way right off the bat:

**You will not get rich learning to smith.**

**You are going to lose a LOT of money, especially if you want to attain 250.**

It takes a lot of time, dedication, and up to *hundreds of thousands* of platinum to get to grandmaster smith. Some grandmaster smiths do sell their wares and make excellent money AFTER attaining high levels close to 250 in smithing, but only after spending up to several months learning their craft and investing untold amount of money into advancement. It may take a very long time to recover your initial investment, *if ever*. Some few can even do it with a minimum of monetary investment, but these are people who will be hyper-dedicated to farming everything for their skillups.

You may hear the occasional story about a person who became a grandmaster smith in a month. Be aware that, while this can happen, it requires single-minded dedication, several hours *every day*, hundreds of thousands of platinum, and probably a lot of cooperation from other people for farming duties.

The vast majority of high level and grandmaster smiths have taken months, sometimes years, to advance.

Smithing is arguably the most expensive tradeskill to advance, both in terms of actual cash and hours logged. The most successful advanced smiths do this for personal satisfaction and the sense of accomplishment – and possess a good deal of plain old stubbornness.

Still reading? Maybe you have what it takes...

## What it takes to be a good smith

Any class may become a smith, but an **enchanter** would make a particularly good one for three reasons: high intelligence, high charisma, and the ability to enchant your own ore (starting at level 49), a huge bonus for cultural armor. Enchanters also have a wide variety of mana vials they can make at various levels, which can be used for enchanting various high-level metals acquired on the high-level planes, or for tailoring, or for many other uses. This presents a good source of income which will be valuable for smithing progress.

**Clerics, druids, and shamans** have the ability to imbue their own gems, also for cultural armoring (starting at level 29). Clerics and druids of Tunare can also imbue emeralds, a skill which is handy for mistletoe cutting sickles, a later project.

**High strength, intelligence, or wisdom.** You can skill up in smithing based on one of three attributes: strength, intelligence, or wisdom. With one of these three traits pushed as high as you can, you will learn more quickly, produce fewer failures, and waste less money and time.

For some classes, such as melee classes, **strength** may be the easiest to attain. It's the easiest skill to get strength-enhancing items and the easiest to improve with buffs. Strength buffs are easier to get and improve your strength more than intelligence- or wisdom-improving buffs will improve those abilities.

Strength is nice for everyone because of the need to carry around heavy loads. However, you can get around this with more frequent trips, smithing at forges with ore vendors close by (such as Shadow Haven or Plane of Knowledge), weight reducing bags, or the ability to smith in the Bazaar, a magical place where weight has no meaning.

However, if you choose strength as your primary skill, don't totally neglect intelligence or wisdom. This is because you will also need advanced skills in tailoring, brewing, and pottery, and none of these skills use strength as a primary attribute. While strength is good for smithing, it is not good for the other skills. Tailoring, brewing, or pottery rely on intelligence or wisdom to advance - in fact, all tradeskills can advance on either of these two attributes.

Personally I chose intelligence to keep myself well-rounded for other tradeskills. I keep a "smart suit" in my bank vault, with high-intelligence gear I can swap in to maximize my intelligence while working on my smithing. Be sure to get all buffs and eat and drink stat-enhancing food while you work.

**High charisma** is crucial because smithing is expensive, so buying your materials for less and selling them for more is a good thing. Buy a couple of opal encrusted steins to help you with your transactions. Depending on your faction, religion, race, face, personal hygiene, etc., you may need additional assistance with other charisma-boosting items.

*/ooc hint: There seems to be a law of diminishing returns for charisma and selling. Up until about 105, you continue to get better prices. After 105, as long as you have amiable faction, the prices for buying and selling seem to level out. Opal encrusted steins give you +25 to CHA each, so these are very helpful if your charisma is low - you will get to 105 with a natural charisma of 55 or better. You can use two as they are not lore. Jewelry with cats' eye agate or star rubies may help boost it further if your natural charisma is below 55.*

There are some vendors that will sell for higher prices than others; “greedy” vendors may require better local faction and a CHA as high as 140 to get the best prices! Know the prices of what you are buying and what these items should cost. This guide will help.

If you’re not sure, carry around with you a “price check” item - something you use that you know both how much it costs from vendors and how much a vendor will spend to buy it from you. If the price is not what you expect, your faction with that merchant may not be high enough. Spell reagents or buffing gems like peridots are good for this purpose.

**Good faction with your chosen smithing venues** is a must. Many places have local quests where a wise smith can raise his or her standing with the local merchants. For example, in Neriak, home of my local cultural forge, I turned Red Wine into a local lush named Lokar until I gained ally faction with the Dark Bargainers. If you are a cultural smith, it makes absolute sense to find what makes your local merchant population happy.

This is crucial in the city of Shadow Haven, a popular smithing site due to availability of goods and the number of forges residing right next to ore vendors. Everyone, no matter what race or religion, starts out with some vendors who will sell and many who will not sell at all. They are suspicious of outsiders, and even those merchants who will sell to you right away will not give you their best prices. Visit Trade Commissioner Henry, near the Warrior’s Guild in Shadow Haven, for a quest to receive an Amulet of the Haven, which will help with many faction problems in Shadow Haven.

After receiving the Amulet of the Haven, visit Mistala Glimmerblade in Shadow Haven, near Fordel Hold bank. She will give you an errand to fetch a report from Lieutenant Broansas in Dawnshroud Peaks. Run this quest a few times to further improve Shadow Haven merchant faction.

Another faction quest starts with Gearo in the bazaar, and may be easily worked into your runs for Trade Commissioner Henry.

While every race can eventually get in good with the Shadow Haven merchants, some races such as Iksar may require several iterations of these quests to allay suspicions.

On the Plane of Knowledge, another wonderful place to smith, treats everyone with indifference and no quests are required to be able to shop there.

**/ooc hint: You can always get the best prices on the Plane of Knowledge with 105 charisma, an attainable goal even to the smelliest trolls or snarliest Iksar.**

**You must, must, MUST have a high tolerance for mind-numbing tedium and frustration.** Failures cost money and at upper levels are particularly difficult to deal with because of the scarcity of raw materials. Farming is necessary at upper levels, which often requires repeated killing of monsters that are too easy to kill. Smithing can be dreadfully tedious at times -- buy materials, make raw materials, shovel into forge, curse at failures. Repeat, repeat, repeat...

**Advanced level in your chosen career.** You can start smithing early in your career, but until you have reached your late 40s or early 50s, much of the farming required for the post-188 smithing is likely to be impossible for you. Plus, until you have reached higher levels, you just cannot generate the amount of cash necessary to keep your smithing alive. The best way you can



advance your smithing if you are lower level is to put down your smithy hammer and get experience. *Unless you have outside patronage giving you money, it is highly unlikely -- not impossible, but unlikely -- you will become a grandmaster smith if you are below level 50.*

**An excellent bank account.** (see below for more)

## Smithing races

A wise smith would plan to develop into a grandmaster smith (200+ skill) only if he or she belongs to a **race** where cultural armor is possible. Cultural armor is that armor which may only be created by members of that race, and in many cases may be imbued (blessed) to be worn only by followers of a particular deity. A smith does not need to be of the appropriate religion to create imbued armor – only to wear the end product.

This eliminates:

- Half Elves
- Vah Shir
- Frogloks

None of these races has developed cultural armor. (Caveat: Vah Shir can skill up very cheaply using the Progressive Vah Shir Armor quests available to them. However, their “cultural armor” created through these quests do not require grandmaster level skill. Shadownscream is not cultural because it can be made by anyone).

It also **probably eliminates** as best candidates:

- Erudites
- Halflings
- Trolls
- Wood elves

None of these races has stand-alone cultural armor. Erudites, halflings, and wood elves all have cultural tailoring supported by lower-level cultural smithing. Wood elves also have cultural fletching and some few unremarkable cultural weapons. Trolls have no cultural armor and only a few weapons and shields. Troll weapons also involve converting/improving existing rare weapons that are difficult to acquire in quantity.

So which races produce the best cultural armor, and thus are the best candidates for becoming grandmaster smiths?

- Barbarians
- Dark Elves\*
- Dwarves\*
- Gnomes
- High Elves
- Humans\*
- Iksar
- Ogres\*

\*These are among the very best for smiths because, in addition to producing cultural armor, their cultural armor can help skill through a very difficult bridge period above level 188.

This is not to say that if you are a member of another race that you cannot become a grandmaster smith. It simply points out that there are possibly better choices. There is more on cultural armoring in the appropriate section. There are excellent grandmaster items to make that don't require cultural armoring, such as Tae Ew weapons and armor, but to give yourself the best range of options, if you have a choice, choose one with the cultural option.

In my personal opinion, the very best race for smithing, in terms of the widest range of options for skilling and advancing past 188, is human.

## The economic realities of smithing

If you are thinking of smithing because you want a way to get rich quick, you are pursuing the wrong thing. While if you follow this guide, you will learn how to skill up in smithing that will mitigate or even eliminate costs through the mid 140s, after this it becomes much more expensive.

Smithing is *extremely* expensive to grandmaster – many believe it to be the most expensive skill to develop to that point. One smith estimated that he spent well over 400,000pp getting from level 1 to 250 in smithing, and several others agreed that this was a fair estimate. Even the cheap routes can take thousands, even tens of thousands of platinum, and those routes take literally *hundreds* of hours of farming.

Many smiths choose to buy a certain portion of their farmed items. The reason is that many smiths, especially higher-level ones, can “farm plat” faster than they can farm high level smithing items. In other words, for the same amount of time, they can earn more cash than it would take to farm up the ingredients for a stack of leather padding. Notice I said “eventually”. It's not profitable until you are a very advanced smith – well over 200 -- and perhaps not even then.

Here are the economic realities of smithing:

- Until you have reached master level in smithing (about 100), very little you can make will sell at much of a profit. The good news is that it's not very expensive to get to this point, either. The better news is that between 122 and 132, there is an item you can make that will recover all your smithing costs and more.
- Until you are a master smith, you will not be able to make a profit selling to vendors -- and then only under limited circumstances.
- You may spend *thousands* of platinum getting from 132 to 188. The good news is that if you follow the guidelines set here, your skilling path should be relatively smooth, you should have few failures, and you will be able to recover some of these costs.
- Past 188, you have only a few choices for skilling up. All of them either require the equivalent of days of farming time to get enough items, or it will require thousands of plat – up to a few hundred thousand in one skilling path.
- Some cultural armor sells reasonably well and a cultural smith can help defray some costs, but due to rarity of ingredients and hassle of getting ingredients together, it is unwise to try some cultural until it is very close to trivial (depends partly on your race)

- Until you are a grandmaster smith or can make your cultural armor reliably, most of the things you make aren't things you can sell directly to others in Norrath -- you will need to sell to the vendors.
- The real key to making money smithing is being the first to market, so if you are learning now, you are probably already too late. There are already grandmaster smiths who have more advanced skills, more money, more access to dropped resources, and more resources, period, than you are likely to have at this point. Unless some new smithed recipes are discovered and you already have the skill and ability to take advantage of them, big money in smithing is probably not a realistic goal.

Developing the skill can take a considerable amount of time and a serious outlay of cash. Expect to lose money and be pleasantly surprised if you are able to make a profit eventually.

Once you are a top level grandmaster smith and can produce the very best of everything, you might be able to make money, depending on local circumstances. But given that you will likely spend tens of thousands of platinum to get there, smithing to become rich is, at best, an iffy proposition.

*/ooc hint: The profitability of smithing depends in part on your server. Older, better established servers will likely have more grandmaster smiths with plenty of AA points and the best of everything, and it will be very difficult, if not impossible, to compete with them. If you are considering making a cultural smith, it pays to study the bazaar and ask around to see how many established cultural smiths are already working. Perhaps you will find that your server has more dark elven smiths than it can support, but no ogre smiths to speak of. It's worth doing a little research.*

## On skillups and trivials, successes and failures

For each item you make in smithing, there are three things you must consider:

1. Your current level
2. The trivial level of the item you are making
3. Your chances of succeeding or failing at making that item

The trivial of a given item is the level at which you can no longer learn anything from making that item. For example, if your smithing skill is 110, and you are making embroidering needles (trivial 122), you can continue to learn smithing skill from making embroidering needles until you have reached level 122 in smithing. Once you are level 122, making embroidering needles has become too easy and you need to make something else to continue to get skill.

Some people have suggested that the easiest way to progress in smithing (or in any tradeskill) is to make large jumps in trivials – that is, pick something well above your trivial level and make that over and over until you reach that skill level. One argument for this method is that you only need to collect one set of ingredients. While this is certainly possible, this guide does not recommend this method for several reasons.

Having completed experiments with doing both methods with brewing, by staying closer to your trivials (within 20 levels when possible – closer is better), you gain skill doing far fewer combines than you would jumping ahead more trivial levels.

## **The Experiment: Do you skill faster staying closer to trivials?**

This simple experiment involved training several level 1 Dark Elven mages with an intelligence rating of 134 to gain level 46 in brewing. All received a basic skill of 1 in brewing from their guild masters. The original experiment was designed by smith Kiztent Hatepriest, and I have taken his experiment, with some modifications, to collect data on the relationships between success, trivials, and gaining skill.

The first set of young brewers made only heady kiola until reaching level 46 in brewing. Heady kiola becomes trivial at level 46.

The second set of young brewers stayed closer to trivial levels and made the following items in progression: bog juice to 21, malted milk to 26, khalish or root beer to 31, and then heady kiola to 46.

The result was that the second set of brewers (Mixed style) completed their goal of level 46 in brewing, on average, completing 65% of the combines that the first set (Kiola only) completed. On average, the Kiola-only group had to do approximately 50 combines more to reach the same goal as the Mixed-style group.

The surprising thing was this: the groups actually got nearly same proportion of successes to skillups. On average, both groups had nearly 2 successful combines per skill point. *What was different, however, was that the Kiola-style group had nearly twice as many failures as the Mixed-style group.* These failures added, on average, 50 more combines needed to complete the same goal.

Other experiments conducted by Kiztent Hatepriest and others seem to indicate that you are more likely to skill up on a success than on a failure. While you can skill up on both, successes produce more skillups.

Therefore, this guide promotes, when possible, staying as close to your trivial levels as you can. Staying close to trivial levels reduces the number of failures, as your failure rate is calculated based on your current level and your trivial level. While statistically, evidence suggests you will have approximately the same number of successes per skillup level, you will have far fewer failures – and far less wasted time and money – by staying closer to your trivials. Selling back your successes will also net you more money to work on more smithing goals. And any tradeskiller will tell you that fewer combines for the same goal is a good thing!

## The formula: calculating percentage of success

Many formulas have been suggested to calculate your success rate when looking at a particular item and its trivial level. Many of the formulas are quite close to one another, but this is the formula I prefer. It is one of the more conservative formulas, and I prefer to err on the side of conservatism.

Even if it is not absolutely correct, it will give a basic idea of relative success:

$$\text{Percentage of success} = (\text{skill} - (\text{trivial} \times 0.75) + 51.5)$$

Taking the embroidering needle (trivial 122) example again, a person with a skill level of 100 has a 60% chance of succeeding. However, a person with a skill level of 50 has only a 10% chance of succeeding. The person with a skill of 100 will succeed making more needles, have fewer failures, and skill faster on this object than the person at level 50 making the same object.

Staying close to your trivials saves you from failing, and thus saves time and money. Failures result in the loss of all your items, except your tools.

The hassle of collecting new ingredients is nothing compared to the hassle of doing a lot of extra combines to get your goal. In the end, you will save time and money by choosing a smoother path.

## Is failure possible if an item is still trivial?

Yes. Sorry.

First, the maximum average success rate you can ever achieve is 95%. A level 250 smith will fail making metal bits (trivial 18) 5% of the time. Lesson: nobody's perfect. You will see on the individual item listings that I do not list any possible success rate as higher than 95%.

Second, an item at trivial is not at its maximum success rate until around level 172. For example, at level 122, your chance of succeeding making an embroidering needle is about 82%. At lower levels, your chances for success are actually lower; for someone at level 31 trying to make an object requiring level 32 skill, the chances are around 60%.

This is why it's a good idea to follow this rule: if you are trying to make an item to make it, not just for skill, get your skill level at least 20 points beyond the required trivial level. This will become very important later when developing other trade skills.

There are a few items that are so easy to make that these are called "no-fail combines". Two examples of no-fail combines are celestial essence and silk thread. However, these types of combines are very rare.

One more item about trivials and failures: an item that trivials above grandmaster level cannot be mastered. Even a smith with a rating of 250 will fail making these items fairly consistently.

/ooc hint: The problem is this: we only know if an item trivial is above 250, because the maximum base skill you can get in blacksmithing is 250. At 250, the items that show as having trivials above 250 -- detected because you don't get a "you can no longer get skill by making this item" message -- could actually have trivial levels far in excess of 251. They could be 251, or 260, or 300 -- we simply do not know at this time. It will require experimentation by grandmaster smiths using accepted success formulas to estimate these unknown true trivials.

## Geerlocks and other skill-enhancing items

**Geerlok automated hammers** are created by gnomish tinkerers and generally cost a few hundred platinum. Head up to Luclin's bazaar and you may even find an occasional deal. For the truly budget-minded, you might try to find or purchase the key ingredient for a smithing geerlok -- one small piece of acrylia ore -- and find a high level gnomish tinkerer who would be willing to cut you a deal for providing him with the hardest item to find.

A geerlok adds 5% to your skill, thus helping you succeed more and fail less. They do not affect directly whether you learn from your smithing, or the trivial difficulty. Failing less is good because it saves money.

The most your modified skill can be, however, is 252. A 250 smith with a 5% skill-enhancing item does not have an effective skill of 263. In fact, once you have reached level 240 in skilling, it doesn't matter whether you have a 5%, 10%, or 15% enhancement item; at 240 your effective skilling rate with a 5% item is 252.

The usual wisdom is that geerlocks are for succeeding, not skilling. They should not reduce the average number of successes per skillup, but it will help reduce the number of failures. This helps you save money by reducing the number of failed items. Although more experiments are necessary to prove or disprove this theory, it may have an indirect effect on getting skillups, if indeed you are more likely to skill up on a success than on a failure. However, even if this is true, the geerlok's primary purpose is to help you waste less money over time and should be seen primarily in that role until more experiments are completed.

However, geerlocks do *not* change the effective trivials. For determining trivials, it only compares your base skill to the trivial level, not to the modified level of +5%.

For example, if your skill is 120, your modified skill level is 126. Taking the embroidering needle (trivial 122) example again, a person with a skill level of 120, unmodified, has an 80% chance of succeeding. Give that person a geerlok, and that person has an effective skill of 5% more, or 126 -- and that person now has an 86% chance of succeeding. However, until that person reaches an unmodified level of 122, the embroidering needle will not be trivial.

A geerlok cannot close the 5% expected failure rate; even with a geerlok, the highest success rate possible is 95%.

There are other items other than the geerlok that add to smithing skill, but these items are very rare and difficult to obtain. None of them are able to be sold or traded like the geerlok; you must seek these items out from their source or make them yourself. These include:

*Grandmaster smith's hammer* (+5%) adds 10 to strength, wisdom and intelligence ratings, and 50 to charisma. Summons a Grandmaster's Satchel. This is the sought-after Smithing Trophy, which is both very expensive to make and over 250 skill required. Turn in this no-rent satchel to Jollum in the bazaar to get a permanent 10-slot 100% weight reduction bag.

*Massive Girdle of the Forge* (+10%): This drops in Sanctus Seru. It is restricted to beastlords, shamans, shadowknights, bards, rogues, and warriors and may only be worn by the larger races of Vah Shir, Iksar, Ogre, Troll, and Barbarian. It is also very heavy, weighing 15 stone.

*Hammer of the Ironfrost* (+15%): This is an awesome hammer that may be used by all races and all classes. It drops only rarely off a very difficult monster named Xerkizh the Creator in the Ssraeshza Temple; this monster is rated at level 65. This is a wonderful but exceptionally difficult item to obtain.

*Gauntlets of Dark Embers* (+15%) drop in Vex Thal and have many other desirable characteristics, but are only wearable by rangers, shamans, clerics, paladins, shadowknights, bards, rogues, and warriors. They are dropped rarely by a very difficult monster (level 66) named Kass Thox Xi Ans Dyek.

**Item modifiers do not stack.** If you have a 5% item and a 15% item, you will not get a 20% bonus in smithing. It will defer to the higher modifier -- in this case, 15%.

## What this means for Economical Smithing

I have tried whenever possible to choose a skilling path that will keep your projected success rate over 70%, or a maximum statistical failure rate of 3 out of 10 combines. Your actual success or failure rate will vary due to your current skill as compared to the trivial, and good old fashioned luck.

This is not possible with lower level items. As you gain skill in smithing, your ability to make new types of items will go up gradually. Take three smiths making 20-level trivial jumps and compare their relative success. A level 20 smith attempting a level 40 item will succeed about 42% of the time. A 120 smith attempting a level 140 item will succeed 67% of the time, and a level 220 smith attempting a level 240 item will succeed 92% of the time. This stands to reason that your *overall* rates of success will go up as you skill.

However, on lower-level items, you also lose a lot less money on failures because the items are so much cheaper to make. It matters more with higher level items, where failures can be very, very costly. Once you start making ornate chain at 132, sticking as close as possible to trivials matters a great deal more.

# Part 1: Preparation for smithing -- or smithing before you smith

This section covers:

- five critical rules every new smith needs to know
- overview of other trade skills a smart smith should learn, and to what level
- smithing tools
- ore

## The five critical rules of smithing

There are a few things that should be laid out before you even undertake smithing. The moment you decide to become a smith, you should observe five rules. Do not omit a single rule; you will regret it.

**1. Save all spiderling silks NOW.** Harvest spiderlings intentionally and make their silk into thread. Kill any spiderling you see, even after you can swat them dead with a single blow. You will need spiderling silks in great quantity later on to make into silk thread for leather padding, which you will need for making fine plate. You can also use shadeling silk to make into shade silk thread, but you can only use these in conjunction with rockhopper hide. You can use regular silk thread with rockhopper hides as well, but you cannot use shade silk thread with wolf, cat, or bear pelts.

See the discussion about Tailoring to follow for information on where to hunt for spiderlings.

**2. Save selected low-quality (LQ) pelts NOW - and all medium quality (MQ) and high quality (HQ) too.** When you have some money, start asking the younglings in your area to sell all LQ pelts to you -- many will be glad to farm pelts for you for the promise of money, which they need so early in their careers. You will need stacks and stacks of these later on for leather padding. You may use **wolf, bear, cat, or rockhopper** hides only for leather padding; no other types of pelts will work.

You can also purchase pelts in the bazaar, but expect to pay a hefty premium.

See the discussion about Tailoring to follow for information on where to hunt for pelts.

**3. Take early note of what ingredients you will need for smithing tempers and begin farming and saving these items NOW.** All acrylia armor and all cultural armoring requires smithing temper, which usually combines items you find and items you can buy - except for high elven temper, which has a forged item component instead of a purchased component.

In fact, you may wish to look ahead through the guide and start noting other ingredients and such you will need later on. Make yourself a shopping list. Be aware of things you will need to save for later, such as acrylia, windstones, essence of wind, swirling shadows, and especially no-drop items like shrieking substance or wailing substance.



**4. Get large space storage items for your bank vault and weight-reducing packs for your person.** At the very least, all your bank vault spaces should be taken up by 8-slot backpacks or large boxes. The first opportunity you get, travel to the Bazaar of Luclin and replace all the bags and boxes in your bank vault with trader's sacks. They are cheap (just over 1pp each), have 10 spaces, and hold Giant items. Do NOT use these for storage on your person. The trader's sacks are very heavy, weighing 25 stone apiece.

*/ooc hint: Trader's sacks also cannot be sold or traded, and have a special function in the Luclin bazaar: when you place items in these sacks, you can assign prices to the items and sell them, becoming like a clickable merchant. So while they make great and cheap bank storage, they do not make good walking-around storage.*

You are going to be carrying around a lot of very heavy items, so weight-reducing packs are essential. There are many, many weight-reducing packs available. Do pay attention to the size items it will carry, however. Ore is small in size, but some other tools are larger. The Vah Shir anvil is Giant, and may only be carried in an inventory slot or in a bag that holds Giant items, such as a Rallic pack.

**5. Mine, Mine, Mine!** Vendor-mining, also known as merchant-diving or power shopping, is an important source of cheap raw materials. This involves going around to vendors who cater especially to the young adventurers to see what they may have sold back to merchants in a quest for cash. That stack of spiderling silks a vendor may have accumulated can be turned into 10 silk threads which, when combined with low-quality pelts you bought for less than 2 silver apiece, can be turned into 10 leather padding you can sell for 250pp. Celestial tempers, which require blue diamonds to make and sell in the bazaar for hundreds of platinum, can very occasionally be found on vendors, who sell them for 1s apiece!

*/ooc hint: NPC vendors show up to 80 products available for sale, but they can store far more than 80 items. Truly dedicated merchant-divers will buy up cheap, stackable items such as snake scales, spiderling legs, and ruined pelts to uncover hidden treasures. It's important to do this at a time of day when you are not likely to encounter competition; remember that others will also see what you are uncovering.*

*Get to know the local vendors in your favorite areas and check them often for goodies. You will soon get a feel for which vendors are more likely to have the items you are seeking. Get in the habit of looking at every vendor you encounter; you never know what you will find.*

*Holding down the ALT key while browsing an NPC merchant will show the names of all items. It takes a little coordination to do this while scrolling, but it's a handy way to browse all available items quickly without missing possible "finds". I once found a Book of Obulus someone sold to a vendor, bought it for around 175pp, and resold it for 2500pp. This funds a lot of smithing.*

## Other trade skills and smithing

If your goal is to become a high level armorer -- and what smith with the drive, inclination, tolerance for tedium, and financial backing would not wish it? -- you must either become the following, or become good friends with the following:

- a competent **tailor** (minimum 31) or optional: high level tailor (minimum 179)
- a midlevel master **brewer** (minimum 136)
- a high-level journeyman or master **potter** (minimum 103)
- optional: high-level **jeweler** (minimum 185)
- optional: a decent **fisher** (humans; other races optional)

Fine plate will require tailored padding. Acrylia armor making will require combine acrylia temper, which requires a minimum 122 brewing skill. Cultural armoring is wonderful for the goods you can create, but it requires hard-to-create smithing tempers and essences you cannot purchase. It is most efficient if you can learn these yourself, so I will take a few moments to discuss these three other trades in minor detail.

For each, I have described what items the skill will be required to make, the minimum level you must develop that skill, the recommended level to take the desired item to the 95% success rate, at what smithing level you should have developed this other tradeskill.

I have not gone into detail about how to raise these skills to the required levels. There are many other guides on these subjects and it is not the purpose of this guide.

Please note: The wise smith develops the minimum level to the point where the item reaches the 95% success rate without the need to acquire another geerlok. Of course, you can acquire other tradeskill geerlocks if you wish, but it is one less thing you will need to carry with you when you are working on your smithing.

This is not, however, a treatise on any of these trade skills and I suggest looking at other guides if you want to find out more about developing these skills to the recommended levels. It merely points out what these skills are used to make and some specific information on acquiring the materials needed to develop these items, when appropriate.

## Brewing

- **What it is needed for:** Essence for cultural embroidering needles, assorted tempers (combine acrylia, cultural, mistletoe, celestial)
- **Minimum level:** 136
- **Recommended level to achieve 95% success at desired item:** 145
- **Smithing level to develop by:** 122 (for making cultural embroidering needles, a very profitable way to advance from 122 to 132)

**Brewing** is a very easy and inexpensive skill to get and one of the easiest to master, because nearly all the ingredients to advance are available in most cities and on the Plane of Knowledge.

## Tailoring

- **What it is needed for:** Leather padding; optional Soft Fur Padding (royal velium armor)
- **Minimum level:** 31 (179 for Soft Fur Padding)
- **Recommended level to achieve 95% success at desired item:** 67 (179)
- **Smithing level to develop by:** 140

Tailoring is an easy skill to start but not an easy skill to advance in. You need tailoring to make leather padding in quantity for fine plate. For this reason, advance your skill to at least 49 to get it to the 95% success rate.

The advantage of tailoring is that since you must find almost everything you need to advance -- pelts and silk chief among them -- tailoring is very inexpensive and easy to learn. Some of the early recipes are even no-fail, meaning that you cannot possibly fail making the object in question (such as silk thread).

The disadvantage of tailoring is that since you must find almost everything you need to advance -- pelts and silk chief among them -- that your supply of raw materials is never predictable.

Leather padding is 1 low quality pelt (wolf, cat, bear, or rockhopper) + 1 silk thread combined in a sewing kit or loom. There is one alternate recipe; you can also use 1 shade silk thread + 1 low quality rockhopper pelt. LQ rockhopper pelts may be used with either type of thread, but shade silk only works with rockhopper hides.

You will need STACKS of leather padding. Many cultural plates and acrylia plate armors also need leather padding. You will think you have enough, but you never do.

However, you may wish to consider this: divide your leather padding in half when you make it. Keep half for yourself, and sell the other half in the bazaar. Leather padding sells in the bazaar for excellent money -- 25pp - 35pp *each* depending on your local conditions -- so this can be a very important source of income for your smithing!

You can also take medium quality and high quality pelts and degrade them in a sewing kit using a skinning knife (made with your smithing skill). By combining a high quality pelt with a skinning knife in a sewing kit, you can turn a high quality pelt into a medium quality pelt. Combine the medium quality pelt with a skinning knife in a sewing kit to turn medium quality to low quality. (If you combine a low quality pelt with a skinning knife, it will turn into a ruined pelt, which is not the outcome you want. Be sure to watch what you are doing carefully).

The best place to hunt for low quality or better pelts is in the Stonebrunt Mountains on the continent of Odus. The cats there are renowned for the quality of their skins; indeed, you can hunt there all day and never find a ruined pelt on a single cat! The quantity and quality of their pelts are not equaled in all of Norrath. There is now a port to this zone, which is handy because it used to be very remote and difficult to reach.

Rockhoppers in Marus Seru drop many, many low-quality rockhopper pelt. As a bonus, they also drop greyhopper hides in great quantity. You can make greyhopper armor by combining a greyhopper hide with a pattern in a sewing kit or loom; this trivials at 95, so it is a cheap and easy way to give yourself some extra tailoring skill.

**Optional: Soft Fur Padding:** If you are doing smithing to complete the Royal Velium Armor for the Coldain Prayer Shawl quest or wish to manufacture the tradeable Engraved Royal Velium Armor, you will need to make Soft Fur Padding from velium hound fur. This trivials around level 179. If you do not wish to do this quest or make this armor, you do not need to push your tailoring so high.

## Pottery

- **What it is needed for:** Blessed Dust of Tunare (mistletoe cutting sickles), blue diamond powder (cultural armoring and tailoring)
- **Minimum level:** 103
- **Recommended level to achieve 95% success at desired item:** 121
- **Smithing level to develop by:** 200+

**Pottery** is easy to master and cheap to learn. The wise smith will advance over level 113 (pottery master), to cover both cultural options and blessed dust of Tunare, used in the manufacture of mistletoe cutting sickles.

The important thing to remember is that with skilling in pottery, until you are near grandmaster level, you are money ahead staying away from the kiln. Do NOT fire your results. You cannot sell unfired pottery but you waste more money firing and selling the pottery than you do by destroying the unfired successes.

## Jewelcraft (optional)

- **What it is needed for:** Manufacture of Engraved Royal Velium Armor (good armor, not a skilling item)
- **Minimum level:** 185
- **Recommended level to achieve 95% success at desired item:** 185
- **Smithing level to develop by:** Optional (armor trivials in the 170s and 180s)

If you wish to make the tradeable version of the Royal Velium Armor used for the Coldain Shawl Quest, you will need to develop your jewelcraft, both to make faceted gems and to do the “engraving” part of the armorcraft. The armor is good and sells for decent platinum, but requires high skills in many areas to create.

## Fishing (optional - recommended for humans)

- **What it is needed for:** Manufacture of Engraved Royal Velium Armor (good armor, not a skilling item), fishing for essence ingredients
- **Minimum level:** 100+ for humans; any level for others
- **Recommended level to achieve 95% success at desired item:** n/a
- **Smithing level to develop by:** 122, but optional (first armor with sea temper begins to trivial in the 120s, but recommended you not start making cultural until after 188). Also can be used as a way to acquire essence for making cultural embroidery needles, 122-132.

Humans have a fished element to their sea temper -- saltwater seaweed. This is fished in the Ocean of Tears. Although it is tradable, fishing it yourself is a good way to keep costs down.

If you are not a forager, you can also fish for clockwork koi in Ak'Anon or barren flounder in Erud's Crossing as ingredients to make clockwork essence of erud essence used to make cultural needles from level 122 to 132. There is more about this under the section for cultural needles.

Besides, fishing is a good skill to develop for many reasons, not the least of which is that all you need is a fishing pole, some bait, and a place to fish. It's even a relatively pleasant way to pass the time when meditating or healing.

## Smithing Tools and Ore

### Smithing tools

There are some smithing tools you will need or make. There are others you will not need and others you will need, but not for awhile. The number in parentheses suggests a smithing skill level at which you may wish to make or acquire the item:

**Smithing Books (Never).** Do not waste your platinum. Recipes are easily available in many places across the Great Web of Wisdom. This guide also lists recipes for skilling items.

**Chisel (Probably Never).** The chisel is only necessary if you plan to buy bricks of ore larger than the ones you need and chipping them down into smaller bricks. This is generally a waste. See the section on Ore below for more details.

**File (18):** You will be creating files in your second apprentice project. Be sure to keep one. These are necessary for creating rings for mail and for creating metal studs, your fourth apprentice project. You will also need it later for creating high quality mail rings for ornate chain, your first master project, and for cultural armor. It remains a useful tool for your entire smithing career.

**Smithy hammer (125):** A smithy hammer is a critical tool, but not one that you need right away. If you follow this guide, you will not need a smithy hammer until you do ornate chain, so you can put off this purchase.

**Geerlok (100):** A geerlok automated hammer is a gnomish tinkered device that improves your smithing skill by 5%. Due to the expense of this object (prices vary widely but expect to pay at least 200pp for this item in the Bazaar), you probably will not want to bother purchasing one until it really starts to matter and your prices are starting to increase.

**Cultural smithy hammer (150):** Until you start working on cultural armoring and start making items requiring the cultural smithy hammer, save your platinum and a bank vault space.

**Combine smithy hammer (188):** This is used for working with acrylia, which you will not need until you are past fine plate. Save your money and effort and acquire this item later.

**Coldain velium hammer (Optional; around 170):** If you are smithing to make the armor for the Coldain Prayer Shawl quest, or wish to make the tradeable Engraved Velium Armor, you will need to purchase one of these hammers. However, if you are not planning to make this armor, you will not need one at all. Nimren Stonecutter in Thurgadin sells this hammer.

**Vah Shir tools (Before 188):** If you intend to skill up making Shadowscream (188-242), you will need to complete a series of quests in Shar Vahl to acquire the necessary tools. These are the **Vah Shir Apprentice Mallet**, the **Vah Shir Luclinite Mallet**, the **Vah Shir Humming Luclinite Mallet**, and the **Vah Shir Anvil**. The Apprentice Mallet is turned in to get the Luclinite Mallet, which in turn is swapped for a Humming Luclinite Mallet later on. What you will end up with at the end is the Humming Luclinite Mallet and the Vah Shir Anvil, both crucial tools for Shadowscream and not able to be acquired in any other way other than completing the Progressive Smithing Quest (detailed in the Shadowscream section). These quests may be completed at any time, however. Note that the Anvil can only be stored in bags that can accommodate Giant sized items, so make sure you have at least one such bag in your bank vault, such as a traders' sack.

## Ore

Ore generally comes in four sizes:

- small piece
- small brick
- large brick
- block

The ores you will be working with most frequently all come in these sizes: (standard) **ore**, **medium quality ore**, **high quality ore**, **acrylia ore**, **velium** and, depending on what cultural you are able to work on, **adamantite** , **mithril**, or **brellium**.

- **Small pieces** are used to make bits (metal bits, acrylia bits, velium bits). Bits are most commonly used to make tools and metal studs.
- **Small bricks** are used to make sheets (sheet metal, velium sheets, acrylia sheets, etc.). Sheets are most commonly used to make banded armor and most forged weapons.
- **Large bricks** are used to make rings (metal rings, high quality rings, acrylia rings, velium rings, adamantite rings, etc). Rings are most commonly used to make chain armor and chain joining for plate armor.
- **Blocks** are used to make folded sheets (folded sheet of metal, medium quality folded sheet of metal, folded sheet of acrylia, folded sheet of adamantite, etc). Folded sheets are used most commonly to make plate armor.

Some ore, such as **fiery ore**, **deathsteel**, or **black acrylia**, has no specific size. There are also some quest ores used for armor quests for young adventurers, such as crude bronze or crude iron ore. These are not for smithing, but are specific to these quests. Almost all of these ores are just labeled as "bricks" (brick of black acrylia, brick of fiery ore, brick of deathsteel ore). Some of them are stackable, and some are not. Most of these ores are used to manufacture weapons.

The only exception to the rules above is **unrefined ore**, which comes in two sizes: small bricks and large bricks. These are not used directly for smithing per se, but are important in a quest

related to restocking high quality ore merchants. This quest will be detailed in the section about fine steel.

**Note to the first-time smith:** looks can be deceiving! Some vendors who sell ore also sell pottery clay, which looks identical. Be sure you are buying small pieces of ore and not bricks or clay! Pieces of ore can be purchased in stacks, but bricks of ore cannot stack. Clay does stack, so it can look like pieces of ore. Be careful!

Always make sure you are buying the right type of ore for your project. You save money by not wasting your money this way.

## Ore Conversions

You can convert smaller pieces of ore into larger pieces with a 3:1 combination. Combining three of any identical smaller pieces of ore with a required liquid in a forge will produce the next larger item, up to blocks.

Ore Type	Liquid for Combinations
ore (normal, mq, hq)	water
acrylia	water
adamantite	neriak nectar
brellium	dwarven ale
mithril	morning dew
velium	coldain velium temper

You can also convert larger pieces of ore into smaller ones, but this is generally a bad idea. Most downward conversions involve combining a chisel with the type of ore in a forge (no liquid required), but with most metals this only gets you a 1:1 conversion on most conversions, with the exception of small bricks, which convert down to 2 pieces. Chiseling down a block will only get you 1 large brick, and 1 large brick converts down to 1 small brick. For purchased metal ores, this is a good way to waste money. (For acrylia and velium only, this may be necessary at times to acquire pieces to make bits for manufacturing studs for high level tailoring).

**It is important to note that you can fail conversions, and that conversions have trivial levels.** Most of these conversions trivial between levels 27-30, which means you will need to raise your own smithing level to 64-66 to achieve 95% conversion success. Even after this, you have a 5% chance of failure on every conversion. Conversions should be kept to a minimum, although with enchanted cultural plate armor these are unavoidable, an issue that will be addressed in the section on cultural armor.

## A guide to the guide

I have taken the effort in my guide to show the approximate cost of creating these items and your expected loss when selling to the merchants. This is based on my own relationship with the merchants and my own personal charisma, so your prices will vary somewhat from mine. These are only meant to illustrate basic relationships between prices, such as loss and profit ratios.

I recommend those progression paths that will not hurt your purse quite as badly as some others' recommendations have done. Part of this may mean doing more items than other guides suggest; you succeed more often and can sell more of your own products than if you skip a lot of steps.

Some items are simply easier to create, sell, and store than other items. I tend to stay away from products with a lot of similar-looking ingredients (multiple molds, for example) or that create a container (hard to store because they don't fit inside other containers, such as your backpacks). I will occasionally skip items within short trivial bridges (under 10 trivial points) to save looking for extra ingredients, and to save money by having to sell back those extras.

Each project will detail several items, with an extensive description of my reasoning behind my choice of advancement pieces:

**Save or Sell:** My recommendation about whether you should save items of your own work for your own use, or whether you should sell them to merchants. These are listed only in the apprentice section.

**Approximate cost per unit:** This is how much it costs me to acquire the raw materials to make the item in question. A "unit" represents one sale item -- for example, 1 metal bit is one unit, whereas 10 throwing daggers are 1 unit. This can also be called "failure cost", as this is about how much money you will lose per failure.

**Approximate sale price to vendor:** How much a vendor will pay for the end result item. This can help you price your wares should you decide to try selling them directly to customers yourself. JOURNEYMAN SMITH AND BEYOND ONLY; people are generally not interested in buying apprentice items, and the vendors often sell these items for less or approximately equal to what it costs you to make them anyway.

**How much the vendor sells the item for:** This is how much you could purchase the finished product from a vendor. This is included both to illustrate how dreadful the markup is on these items, and to show you how much you might be able to sell a finished item for yourself.

**Approximate vendor loss:** How much money you lose selling to a vendor

**Loss percentage:** Approximate percentage of monetary loss you can expect selling these items to vendors (may vary by 2-3%, depending upon your personal charms).

**Projected success rates, levels x-x:** Using the trivial success formula, this estimates the expected success rate from the lowest to highest skill levels you will have when attempting this item. This is just an average and is modified by such things as your strength/wisdom/intelligence, any skill enhancing gear you may have, or just plain luck.



**Level for 95% success:** This lists the level at which you will succeed 95% of the time making that item. If you are only learning smithing to achieve certain goals, such as making metal boning for tailoring, this is good to know. You will notice that the level gaps will go down as you progress.

## **Otavis' Progress**

To test this guide, my human bard friend Otavis became a blacksmith. Through gear, we gave her a wisdom rating of 176. The sections *Otavis' Progress* on each project lists how many items she made and how many successes/failures she had skilling up, as well as how much money she spent, up to and including that project. This may give you an idea of how much you will need to buy for raw materials to make similar successes. Your own success will vary.

As of this edition (Edition 3), Otavis has only finished through the last part of ornate chain (level 146). Future editions will chart her progress through fine plate and through grandmaster levels.

## Part 2: The apprentice smith (levels 1-75)

I have heard of smiths using practices with their guild leaders to advance in smithing, which is certainly an acceptable alternative, but usually hardly necessary. Early advancement is not expensive, and unlike the end products of many ventures, the end products of your early trials in smithing will be used later (and used and used and used...). In fact, you do not need to put a single point into smithing. You can start making items and you will acquire skill through your work. If you are starting early in your fighting career, you need practice points to build your survival skills. If you are not a youngling, consider putting at least 5 practice points into smithing, as it will speed your early progress.

*/ooc hint: You will see some older guides that state that if you start a tradeskill anytime after level 1, you will start at a skill level equal to your level until level 20, or at level 20 anytime thereafter. For example, if you are level 8 and you put your first practice point into smithing, you will start smithing at level 8; if you are level 28 and put your first practice point into smithing, you will start smithing at level 20. After the patch of 24 June 2002, this no longer seems to be true. One practice points now yields one skill level without any such advantageous starts.*

*You can only train through level 21 using practice points in smithing. After 21, you can only advance by doing the actual work.*

The first thing you are going to need to make? It's not glamorous, but get used to it because you will be making a lot of these.

### Apprentice Project 1: Metal bits (trivial: 18)

**Save or Sell:** Save

**Approximate cost per unit:** 1g 1s 7c

**Approximate sale price to vendor:** 7s 6c (but do not sell)

**Approximate vendor loss:** 4s 1c

**Loss percentage:** -35%

**Projected success rate, levels 1-17:** 39% - 55%

**Level for 95% success:** 57

**Recipe:** 2 small pieces of ore + 1 flask water (Creates 1 metal bit; stackable)

**Pieces of ore available in:** Ak'Anon, Cabalis, Erudin, Felwithe, Freeport, Grobb, Halas, High Keep, Kaladim, Katta Castellum, Neriak, Oggok, Paineel, Plane of Knowledge, Qeynos, Rivervale, Shadow Haven, Shar Vahl, Steamfont, Stonebrunt, Thurgadin

Making metal bits is dreary, but it is a skill you will use over and over, as most of the actual items you make until your smithing is Good will be made with metal bits -- sometimes as many as two or three per item.

Save every metal bit you make. You will need them later, and a lot more besides. (Sometimes when I was feeling particularly industrious, I would sit at the forge and make over a hundred metal bits in a sitting. It is not exciting work, but they will all be used).

*/ooc hint: When placing items in the forge, do not stack items. Do not put one stack of 2 small pieces of ore in the forge and expect it to work. Put in two stacks of 1 small piece of ore. To select only one item from a stack in your bag, hold down the Control key while clicking the item you want.*

By level 18, metal bits are trivial and you can move on to your next project. Save all your metal bits, as you will be using these and far more throughout your apprenticeship projects.

## **Alternate Early Advancement Path: Tarnished Weapons Conversion**

This method is best for young smiths who are short on cash and want to make a little extra money early on. It is anywhere from very cheap to free, creates raw materials, and actually helps you turn a little profit in the beginning.

Rusty weapons are plentiful; they drop off many creatures in areas where younglings fight. You can also get scores of rusty daggers while developing your fishing skill. By sharpening rusty weapons into tarnished weapons, you can build smithing skill anywhere from 18 to 25, depending on the weapon:

18: dagger  
19: shortened spear  
20: short sword, rapier, warhammer  
21: mace, spear, broadsword  
23: longsword, scimitar, morning star  
24: battle axe  
25: two-handed sword, bastard sword, scythe

Combine the rusty weapon with a sharpening stone (cost 3c) in a forge to turn it from a rusty weapon to a tarnished weapon. If you fail, the weapon comes back still rusty, but you lose the sharpening stone. Buy several stones.

That's cool enough – but you're not done.

By combining the tarnished weapon in a forge with a flask of water (cost 1s), it returns anything from 1 small piece to 1 small brick of ore. You can then use this ore to create things you need, such as metal bits or sheet metal.

With some weapons – five to be exact – you can actually profit by making ore. With the rest of the weapons, it is more cost effective to sell the weapons and buy the ore.

	Sale price to vendor	Plus water	Plus stone	Converts to	Ore price	Gain/loss
Two-hd sword	2g 8s 6c	2g 9s 6c	2g 9s 9c	1 lg brick	1p 5g 7s 5c	1p 2g 7s 6c
short sword	2s 9c	3s 9c	4s 2c	2 sm pieces	9s 6c	5s 4c
broad sword	5s 7c	6s 7c	7s	1 sm brick	1g 1s 9c	4s 9c
mace	9s 5c	1g 5c	1g 8c	1 sm brick	1g 1s 9c	1s 1c
dagger	2s 9c	3s 9c	4s 2c	1 sm piece	4s 8c	6c
scimitar	1g 8s 1c	1g 9s 1c	1g 9s 4c	1 sm brick	1g 1s 9c	-7s 5c
battle axe	1g 8s 1c	1g 9s 1c	1g 9s 4c	1 sm brick	1g 1s 9c	-7s 5c
longsword	1g 9s	2g	2g 3c	1 sm brick	1g 1s 9c	-8s 4c
short spear	1g 3s 6c	1g 4s 6c	1g 4s 9c	1 sm piece	4s 8c	-1g 1c
scythe	2g 1s	2g 2s	2g 2s 3c	1 sm brick	1g 1s 9c	-1g 4c
spear	1g 9s	2g	2g 3c	2 sm pieces	9s 6c	-1g 7c
bastard sword	2g 2s 9c	2g 3s 9c	2g 4s 2c	1 sm brick	1g 1s 9c	-1g 2s 3c

The "Sale price to vendor" shows the amount of money you would get if you sold the rusty weapon directly to a vendor rather than sharpening and converting it. "Plus water" adds the cost of the water needed to make the conversion (1s). "Plus stone" adds the 3c for the sharpening stone. "Converts to" lists what the weapon converts to in ore. The "ore price" shows what it would cost for you to buy the same amount of ore from a vendor. The "Gain/Loss" column displays how much money you will gain or lose by converting ore rather than buying it.

Rusty halberds and rusty two-handed hammers cannot be sharpened or converted.

Converting weapons will allow you to progress to level 21. The sharpening may get you as high as 25.

Two good ways to get rusty weapons include fishing (rusty daggers are plentiful) and turning in bone chips in the Kaladim paladin guild, if your faction allows it.

**Otavis' Progress:** Since she was also learning fishing, Otavis got to level 5 in blacksmithing with converting rusty weapons to tarnished weapons. From levels 5 to 18, she attempted 18 combines and had 9 successes. *Used:* 18 flasks of water and 36 pieces of ore. *Money spent to date:* 2p 1g 6c. Saved all metal bits.

## Apprentice Project 2: Files (trivial: 21)

**Save or Sell:** Save 1, sell rest

**Approximate cost per unit:** 1g 3s 9c

**Approximate sale price to vendor:** 9s 4c

**Approximate vendor loss:** 4s 4c

**Loss percentage:** -32%

**Projected success rate, levels 18-20:** 54-57%

**Level for 95% success:** 59

**Recipe:** File mold + 1 metal bit + 1 flask water (Creates 1 file; not stackable)

**File molds available in:** Ak'Anon, Cabalis, Freeport, Halas, Katta Castellum, Kelethin, Neriak, Oggok, Plane of Knowledge, Rivervale, Shadow Haven, Shar Vahl, West Karana

You will need to make many files, but be sure to keep one for yourself. When you make your first one, congratulate yourself! You have made your first smithing tool.

Continue to make files until you reach level 21, when files too become trivial. When you have reached 21, stop making files. Even if files are already trivial, make one. You will need it.

*Otavis' Progress:* Between levels 18-21, she attempted 5 files, made 4 files successfully, and saved one for herself. Used: 5 file molds, 5 metal bits, and 5 flasks of water. *Money spent to date:* 6g 9s 5c on files, 2p 8g 1c overall. Saved 1 file and sold 3, recovering 2g 3s 2c for a total of 2p 5g 1s 9c.

### **Apprentice Project 3: Sheet metal (trivial: 31)**

**Save or Sell:** Save

**Approximate cost per unit:** 1p 5s

**Approximate sale price to vendor:** 9g 4s 4c

**Approximate vendor loss:** 1g 1s 6c

**Loss percentage:** -12%

**Projected success rates, levels 21-30:** 49% - 58%

**Level for 95% success:** 67

**Recipe:** 2 small bricks of ore + 1 flask of water (Creates 1 sheet of metal; stackable)

**Small bricks of ore available in:** Ak'Anon, Cabalis, Erudin, Felwithe, Freeport, Grobb, Halas, High Keep, Kaladim, Katta Castellum, Neriak, Oggok, Paineel, Plane of Knowledge, Qeynos, Rivervale, Shadow Haven, Shar Vahl, Steamfont, Stonebrunt, Thurgadin,

Sheet metal is a second case where you are making raw materials for future projects, as you will begin using sheet metal in your 8th apprentice project, Forged Throwing Knives. You will continue to use sheet metal for several projects thereafter, so you should keep every sheet metal piece you make. Fortunately, sheet metal is easily stored in stacks of 20.

You can purchase sheet metal from several vendors, although this is not possible in all cities. It costs almost exactly the same to make sheet metal as buy it if your charisma and faction are good, so after you have reached level 31 in smithing you may wish to purchase sheet metal for future projects. But for the time being, it will help you develop skill and produce something you can use later.

Making sheet metal does have a serious disadvantage: each piece requires two small bricks of ore, which cannot be stored in stacks and are relatively heavy. Thus, you will need to be careful of where you make this project. You need to find a smithing location where you can buy ore very close to the forge, such as in Shadowhaven. In many cities, however, this is nearly impossible, as for some unknown reason, many ore merchants have chosen to position themselves far away from the forges. Unfortunately, no merchants in the Bazaar sell normal ore, which would eliminate this problem (the Bazaar has a magical field where weight has no meaning).

Each small brick weighs 15 stone, so you may need to experiment with how much you can carry at once. You will come to recognize other smiths in this area by their dragging walk between ore

merchants and forges. Having a caster put a strength buff or a Spirit of Wolf spell can help you immeasurably (although foot speed spells and items do not work indoors).

*/ooc hint Watch your agility rating as you purchase ore. You don't want it to fall below 10 or your movement rate will become so slow that you will not be able to stand it. I found it difficult to deal with an AGI of less than 20. Strength buffs, Spirit of Wolf, journeyman's boots, and the alternative advancement Run 3 all help a great deal.*

Still, even 10 bricks only produce a maximum of 5 sheets of metal, barring failures, so you will be making repeat trips back and forth from the forge to the ore merchant for more ore. Be sure to carry sufficient water for your efforts and only buy small bricks in even numbers, as it does you no good to be carrying an odd-man-out brick.

Continue making sheet metal until you reach level 31, when sheet metal becomes trivial. Be sure to save any successes from your work, as you will need them later.

<p><i>Otavis' Progress:</i> Between levels 21-31, Otavis made 13 attempts at sheet metal and succeeded making 8 sheets. <i>Used:</i> 26 small bricks of ore, 13 flasks of water. <i>Money spent to date:</i> 13p 6g 5s on sheet metal, for a total of 16p 4g 6s 9c spent. Saved all sheet metal; none sold.</p>
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## Apprentice Project 4: Steel boning (trivial 37)

**Save or Sell:** Sell in the bazaar or use for tailoring

**Approximate cost per unit:** 5g 4s 1c

**Approximate sale price to vendor:** 4g 7s 2c

**Approximate vendor loss:** 6s 9g

**Loss percentage:** -13%

**Projected success rates, levels 31-37:** 55%-60%

**Level for 95% success:** 71

**Recipe:** 1 small brick of ore + 1 flask water + 1 file (file returned)

Before I go into steel boning, let me talk briefly about the items I did not choose for skilling.

**Studs (trivial 35)** require three metal bits, which are far more tedious to make than boning, and trivial slightly lower. They cost 3g 6s 2c to make and only sell to vendors for 2g 3s 6c, a loss percentage of -35%. However, you can choose to make studs if you or a friend will use it for tailoring. If you choose to make studs, save the studs for tailoring projects. Level for 95% success: 55.

**Small metal containers (trivial 37)** are very inconvenient, for two reasons. First, although small metal containers use molds easily available nearly everywhere, each box requires a metal bit, a flask of water, and *three different but identical* molds. Since all molds look alike, keeping track of what molds are in the forge and where the correct molds reside in your personal baggage can be tricky. Second, small metal containers are inconvenient to sell because, being containers, you cannot place them inside your bags. Smiths who get to this level often carry many backpacks and bags to store their items. This means that you must either destroy every small container you make immediately, or you must leave a slot or two open in your personal storage to put the small

container, run and sell it, come back, and start over. This makes a tedious process even more tedious. Small metal containers cost about 2g 4s 9c to make, but sell at about a 28% loss.

**Steel boning**, on the other hand, is a very simple recipe: small brick, water, file. This is your first chance to use the file you made in Project 2. Steel boning sells relatively well in the Bazaar and can also be used for tailoring projects. It can be used to make picnic baskets (boning + woven mandrake, made from 2 mandrake roots), which trivial at 76 and are used to make the popular baking item, Misty Thicket Picnics, or it can be combined with a high quality pelt and pattern to make reinforced leather or hopperhide armor, which trivials at 108.

*Otavis' Progress:* Otavis made 15 attempts with 12 successes, and used 15 small bricks of ore and 15 flasks of water. She is saving her boning to make picnic baskets later for tailoring skillups. *Money spent to date:* 8p 1g 1s 5c on boning, 24p 5g 8s 4c overall. Sold no boning because she intends to use it herself.

## Apprentice Project 5: Shaped cookie cutters (trivial: 40)

**Save or Sell:** Sell cookie cutters to a baker if you are not one yourself

**Approximate cost per unit:** 5g 1s 5c

**Approximate sale price to vendor:** 4g 7s 2c

**Approximate vendor loss:** 4s 3c

**Loss percentage:** -6%

**Projected success rates, levels 31-39:** 59% - 61%

**Level for 95% success:** 73

**Recipe:** 1 cookie cutter mold (type not important) + 1 metal bit + 1 flask water

**Cookie molds available in:** Freeport, Grobb, Jaggedpine, Katta Castellum, Kelethin, Plane of Knowledge, Rivervale, Shadow Haven, Shar Vahl, Surefall Glade

Before I go into information about the next project, let me explain why I choose to skip some possible advancement projects with lower ratings.

**Metal rings (trivial 40)** are a bad deal all around. First, they require large bricks of ore, which cost nearly three times as much as small bricks of ore. Second, large bricks weigh nearly 25 stone, 10 stone more than small bricks, meaning you can carry far fewer (if you can carry 14 small bricks, you can only carry 9 large ones). The loss percentage on steel boning is only -13%, whereas the loss percentage on metal rings is a whopping -70%! If you intend to sell these, you will lose more than 1p per ring. Third, while you will eventually need these for making shadowscream armor, that won't be until after level 188 - are you willing to store the rings possibly for months for that eventuality? You will be making rings later on with high quality ore, but high quality ore is too expensive and rare to use just for building your skill.

**Field point arrowheads (trivial 41)** might seem like a good idea, but it is actually more expensive to make these items than it is to buy them from a vendor.

**Cookie cutters** do have one disadvantage: cookie cutter molds are not as readily available as other types of molds. However, if they are not available in your city, they can be purchased either in Shadow Haven or on the Plane of Knowledge. The type of cookie cutter mold you purchase does not matter.

They are excellent and easy advancement projects, requiring only three items. They can also be resold for a small profit in the Bazaar or given to baker friends. They resell to vendors at a very small loss.

**Otavis' Progress:** Otavis made 4 attempts and succeeded 4 times, using 4 cookie cutter molds, 4 metal bits, and 4 flasks of water. She decided on animal cookies and saved one animal-shaped cookie cutter mold for future baking. *Money spent to date:* 2p 6s on cookie cutters. Sold 3 cookie cutters, recovering 1p 4g 1s 6c, for a total expenditure to date of 25p 2g 5s 8c.

## Apprentice Project 6: Forged throwing knives (trivial: 53)

**Save or Sell:** Discretion

**Approximate cost per unit:** 1pp 9s 3c (10 forged throwing knives)

**Approximate sale price to vendor:** 9g 4s (per 10)

**Approximate vendor loss:** 1g 4s 3c

**Loss percentage:** -14%

**Projected success rates, levels 41-52:** 53% - 64%

**Level for 95% success:** 83

**Recipe:** Forged throwing knives: 1 sheet metal + 1 throwing knife mold + 1 flask of water (creates 10; stackable)

**Throwing knife molds available in:** Ak'Anon, Cabalis, Feerrott, Felwithe, Freeport, Halas, Kaladim, Katta Castellum, Neriak, Plane of Knowledge, Qeynos, Rivervale, Sanctus Seru, Shadow Haven, Stonebrunt

**Sheet metal available for purchase in:** Cabalis, Freeport, Kelethin, Plane of Knowledge, Qeynos Hills, Shadow Haven, Shar Vahl, Toxxulia Forest

Other smiths recommend making toolboxes at this point in your career, but I do not.

*/ooc Part of the reason you see toolboxes being promoted in older guides are based on the fact that the toolbox recipe changed several months ago. The toolbox recipe used to be very simple and did not require a mold. Since the change, however, this is no longer desirable.*

Toolboxes are a terrible money-losing proposition, with a manufacture price of just over 1pp and a sale price of less than 1g. Although they have copious storage space of eight slots, they are only useful to gnomish tinkerers. There are not enough gnome tinkerers around to justify making too many of these, especially since most tinkers prefer the deluxe toolboxes, which have 10 slots in stead of 8.

Toolboxes share the problem of metal containers in that, as containers themselves, you cannot place them inside of your packs or bags, as they serve no purpose there. Therefore they are difficult to sell, even though you get back very little for them.

For **forged throwing knives**, you will use the metal sheets you created in your second project, and probably several more besides. Throwing knife molds are widely available.

Forged throwing knives have three distinct advantages over toolboxes. First, they are small, light, and easily stored in stacks, so you can carry several. Second, depending upon your career choice,



you can actually use them yourself to throw at your enemies. (Throwing toolboxes at your enemies is undignified at best). Third, they are much more cost effective to make, as you lose only 14% on the sale rather than the whopping 91% loss making toolboxes.

You can use whatever sheet metal you made in Project 3 to make throwing knives. However, if you do not have enough, I strongly recommend purchasing sheet metal pre-made. Sheet metal is sold in Cabilis, East Freeport, Kelethin, Plane of Knowledge, Qeynos Hills, Shadow Haven, Shar Vahl, and Toxxulia Forest. First, making your own sheet metal builds in a 5% risk of failure even if trivial. Second, it costs as much to buy it as it does to make it, so save yourself the trouble.

If there is a monk in your life, you can make **forged shuriken** instead. The prices are similar, though shuriken trivial at 58 instead of 53.

*Otavis' Progress:* Otavis attempted throwing knives 21 times and succeeded 11 times. She then had a good time throwing the knives around. Used: 21 throwing knife molds, 21 sheets of metal, 21 flasks of water. Money spent to date: 22p 9g 5s 3c on knives, 48p 2g 1c overall. Saved throwing knives for throwing.

## Apprentice Project 7: Lantern (trivial 68)

**Sell or Save:** Discretion

**Approximate cost per unit:** 2g 9s 5c

**Approximate sale price to vendor:** 2g 2s 5c

**Approximate vendor loss:** 7s

**Loss percentage:** -24%

**Projected success rates, levels 51-67:** 54% - 68%

**Level to achieve 95% success:** 94

**Recipe:** 1 metal bit + 1 lantern casing mold + 1 bottle + 1 flask water (creates 1; not stackable)

**Lantern molds and bottles both available in:** Ak'Anon, Cabalis, Freeport, Grobb, Halas, Jaggedpine, Katta Castellum, Kelethin, Neriak, Plane of Knowledge, Rivervale, Shadow Haven, Shar Vahl, Steamfont, Thurgadin, Toxxulia (*bottles or lantern molds available in a few other locations - these list only where both items are available*)

You could also make bucklers or sewing kits, but these are not the best choices for a variety of reasons.

**Bucklers** cost the most to make and you lose a little over 1g when you sell them. They trivial a little lower (62) but they are also the first item that requires a fairly expensive tool investment: the smithy hammer. You will need this for several upcoming projects, but it costs nearly 11p to purchase. Fortunately, the smithy hammer never disappears, even if you fail to create projects made with it, so it is a good investment in your future if you can afford it. Plus, the difference in the projected success rate between making lanterns or bucklers only amounts to about 5.5% at level 51 skill. Although the loss on lanterns is a slightly larger percentage of its price, it is less money - 7s as opposed to a bit over 1g.

The real question becomes: **lanterns** or **sewing kits**? Both items take you through your 68th level of smithing. Even though lanterns sell at a bit more of a loss, I prefer lanterns to sewing kits. Here is why:

First, lanterns are easier to make. Lanterns and sewing kits have the same number of ingredients (4), but lanterns use four different items -- metal bits, water, bottles, and mold -- and sewing kits have metal bits, water, and 2 molds that can be difficult to tell from one another. Plus, since bottles stack and molds do not, moving items in and out of the forge is easier with lanterns.

Third, lanterns are easier to sell. Sewing kits are containers (remember my mentioning the problems with selling containers?) and thus you can't put them inside packs. Lanterns do not stack but they fit into packs, so you can stand at the forge making lanterns for a long time before you have to go sell them.

**A side note about forged weapons:** During this time, you can also make forged weapons such as spears, picks, and maces, but generally these are expensive to make with fairly high profit loss rates. More, since a weapon such as a forged mace can cost over 12p to create, failures are extremely expensive. The properties of forged weapons are not much better than regular ones, so I do not encourage making forged weapons to advance your skills.

**Otavis' Progress:** Otavis made 33 attempts on lanterns from 53 to 68 and successfully made 19. She thus used 33 metal bits, 33 molds, 33 flasks of water, and 33 bottles. Since she is human and has trouble seeing at night, she put one in her bank account for the inevitable corpse recoveries. Money spent to date: 9p 7g 3s 5c on lanterns. She saved one lantern and sold 18, recovering 4p 5s. Total expenditure to date is 53p 8g 8s 8c.

## **Apprentice Project 8: Dairy spoons (trivial: 74) or fillet knives (trivial 76)**

**Sell or Save:** Discretion

**Approximate cost per unit:** 3g (spoon) or 4g 1s 7c (knives)

**Approximate sale price to vendor:** 1g 3s 5c (spoon) or 3g 2s 2c (knives)

**Approximate vendor loss:** 1g 6s 5c (spoon) 9s 5c (knives)

**Loss percentage:** -55% (spoon) or -23% (knives)

**Projected success rates, levels 68-73:** 64% - 69%

**Projected success rates, levels 68-75:** 63% - 68%

**Projected success rates, levels 74-75:** 69% - 70%

**Level needed to achieve 95% success (dairy spoons):** 99

**Level needed to achieve 95% success (fillet knives):** 100

**Recipe:** 2 metal bits + 1 scaler mold + 1 flask water (creates 1; nonstackable – spoon) or 3 metal bits + 1 scaler mold + 1 flask water (creates 1; stackable – knives)

**Scaler molds available in:** Butcherblock, Freeport, Grobb, Jaggedpine, Katta Castellum, Plane of Knowledge, Rivervale, Shadow Haven, Shar Vahl, Surefall, Thurgadin

You can make either dairy spoons or filleting knives. On the face of it, it may appear that dairy spoons are better because they use only 2 metal pieces while fillet knives use 3; otherwise, the recipe is identical. However, fillet knives sell for a somewhat more attractive price, and unlike dairy spoons, you can store fillet knives in convenient stacks. You can make dairy spoons if you prefer, as the failure cost is somewhat lower, so it is up to you to some extent.

Both dairy spoons and fillet knives are used by high-level bakers, so if you know any high-level bakers these make lovely gifts. You can also try your luck selling them in the Bazaar.

**Otavis' Progress:** From levels 68 to 74, Otavis made 12 attempts at dairy spoons and created 9. She used 12 scaler molds, 24 metal bits, and 12 flasks of water. From 74 to 76, she attempted 4 fillet knives and created 2, using 4 scaler molds, 12 metal bits, and 4 flasks of water. She saved one of each for baking and fishing projects. Total spent on project: 3p 6g on dairy spoons, 1p 6g 6s 8c on fillet knives. She kept 1 spoon and 1 fillet knife for herself and sold the rest, recovering 1p 8s in dairy spoons and 9g 6s 6c in fillet knives. *Total expenditure to date: 57p 1s 1c.*

Congratulations! You're done making tools and you've mastered making most (not all) raw materials. You're ready to start making armor!

**Otavis' Progress: Apprentice Summary:**

Otavis used the following materials to get from level 1 to 76:

Small pieces of ore .....	156	(just under 8 stacks)
Small bricks of ore .....	41	(just over 2 stacks)
Flasks of water .....	125	(just over 6 stacks)
Metal bits .....	78	(just under 4 stacks)
Sheets of metal .....	21	(just over 1 stack)
Assorted molds		

**Total money spent, including proceeds from sales: 57p 1s 1c**

## Part 3: The journeyman smith (Level 75-132)

Congratulations! You're done making tools and you've mastered making most (not all) raw materials. You can now make banded armor! The ability to make armor is what separates the apprentice from the journeyman.

First, you will make banded armor. Then you will continue your training with embroidering needles.

It's also a good time to discuss and understand some basic truths about armor itself, since the majority of your future training will involve the manufacture of armor.

### About armor and sizing

Most armor comes in three sizes: small, medium, and large. This is true for banded molds, chainmail patterns, or plate molds. Some races can wear more than one size.

Race	Sizes Race Can Wear
Barbarian	Medium, Large
Dark elf	Small, Medium
Dwarf	Small
Erudite	Medium
Froglok	Small, Medium
Gnome	Small
Half elf	Medium
Halfling	Small
High elf	Small, Medium
Human	Medium
Iksar	Medium, Large
Ogre	Large
Troll	Large
Vah Shir	Medium, Large
Wood elf	Small, Medium

A pattern or mold will list "small" in its name if it will make a size small object. It will have "large" in the name if it will make a large sized object. It will have no size indicator if it makes a medium sized object. For example, a plate helm mold will be listed as "Small Plate Helm Mold", "Large Plate Helm Mold", or "Plate Helm Mold" for small, large, and medium molds respectively. If no size is indicated, it's medium. The finished products will show up as "Small Fine Plate Helm", "Large Fine Plate Helm" or "Fine Plate Helm". The same holds true for mail molds (for banded), chainmail patterns, or other armor molds and patterns.

**Do not confuse the armor's size with the size of the actual mold or the size of the finished product.** On any item listing, you will see its size listed (tiny, small, medium, large, giant). This does not indicate the size as far as what race it will fit. It indicates the space it will take up in an inventory slot and what bags it will fit into.

## Armor terminology

Armor piece terminology will change, depending on the type of mold or pattern. Here is a little translation table that should help:

Slot	Banded mold	Chain pattern	Plate mold
Arms	sleeve sectional	sleeve	plate vambraces
Back	cloak sectional	cloak	field splinted cloak
Chest	mail sectional	tunic	plate breastplate
Face	mask	veil	plate visor
Feet	boot	boot	plate boot
Hands	gauntlet	gloves	plate gauntlet
Head	helm	coif	plate helm
Legs	leggings	pants	plate greaves
Neck	gorget	neckguard	plate gorget
Shoulders	mantle sectional	mantle	plate pauldron
Waist	belt sectional	skirt	plate belt
Wrist	bracer sectional	bracelet	plate bracer

## What about skipping banded and going straight to needles?

You can, if you choose, skip making banded armor and go straight to embroidering needles (trivial 122). Many people can and do this. I do not recommend it

Consider this: If you decided to stop making tools with dairy spoons, and you are starting this next stage with level 74 skill, you have only a 34% chance of succeeding with embroidering needles, but a 57% chance of succeeding with your first banded project. More successes will lead to less wasted money. However, it is your choice. If you choose to skip straight to needles, then skip to Journeyman Project 7.

## Locations of banded armor molds

**Small banded armor molds are found in:** Butcherblock, Icewall Keep, Misty Thicket, Neriak, Plane of Knowledge, Shadow Haven, Steamfont Mountains, Thurgadin

**Medium banded armor molds are found in:** Cabilis, Freeport, Katta Castellum, Kelethin, Plane of Knowledge, Qeynos Hills, Shadow Haven, Shar Vahl, Toxxulia Forest

**Large banded armor molds are found in:** Everfrost, Feerrott, Plane of Knowledge, Shadow Haven, West Karana

## Secondary market for banded armor and needles

You can sell banded armor successes back to vendors and you will lose only a very small amount of money. You can also sell them directly to other people yourself. Many people sell banded armor at a cost of 1pp per point of armor class. Some people even sell it successfully in the Bazaar, but this does require some commitment to staying there as a trader.

*/ooc hint: Many tradeskillers finding having a dedicated trader character very helpful. Some even get a second account for this purpose. Since availability is very important, and because you still want to have some time to play, a dedicated trader account can make your life a lot easier if you have the resources for it.*

There is a shaman armor quest for Totemic Armor in Lake Rathetear that requires medium-sized banded armor pieces. These items may be in slightly more demand for this reason.

There is very little secondary market for embroidering needles, but you can try selling a few. You can also try selling the cultural needles, but you may have better success if you manage to find a variety of different essences and make several different kinds of needles. Because one of the essences is particularly easy to find ingredients for, namely Faydark essence, the market is glutted for this item and the demand is relatively small.

## Pricing

Pricing in this guide is based on purchasing sheet metal rather than making it yourself. It is actually slightly cheaper to purchase sheet metal pre-made than it is to make it yourself.

## Journeyman Project 1: Banded gorget (trivial 92)

**Approximate cost per unit:** 1p 1g 1s 4c

**Approximate sale price to vendor:** 1p 3s 8c

**What vendor sells them for:** 5p 8g 2s 6c

**Approximate vendor loss:** 7s 6c

**Loss percentage:** -7%

**Projected success rates, levels 74-92:** 57% -75%

**Recipe:** 1 sheet of metal + 1 (banded) gorget mold + 1 flask of water

Fortunately, there is one piece of banded armor that is relatively cheap to make (for armor), uses few ingredients, and sells to vendors at a relatively small loss.

Why start with banded gorgets instead of the more saleable items such as masks, cloaks, mantles, and belts? These items all require 2 sheets of metal, while gorgets only use 1. Fewer ingredients are easier to work with. Plus, it is the least expensive item to make of all banded items, so failures will also cost less. When deciding on what to make, it is very important to count your failures as well as your successes!

**Otavis' Progress:** Otavis made 50 combines on gorgets and made 32 successfully. *Used:* 50 sheet metal, 50 flasks of water, 50 molds. Money spent on to date: 55p 7g. She sold all 32 banded gorgets for a total of 33p 2g 1s 6c recovered. *Total spent to date:* 79p 4g 9s 5c.

## **Journeyman Project 2: Banded bracers (trivial 95)**

**Approximate cost per unit:** 1p 3g 8s 5c

**Approximate vendor loss:** 5s 2c

**What vendor sells them for:** 7p 3g 5s

**Loss percentage:** -2%

**Projected success rates, levels 92-94:** 72% - 74%

**Recipe:** 1 sheet of metal + 1 bracer sectional mold + 1 flask of water

You could make banded boots here instead of banded bracers. However, banded boots cost more to make (2p 5g 4s), so failures will be slightly more expensive.

**Otavis' Progress:** Otavis made 5 attempts on bracers and made 4 successfully. *Used:* 5 sheet metal, 5 flasks of water, 5 molds. *Money spent to date:* 6p 9g 2s 5c on bracer materials. She sold all 4 banded bracers for a total of 5p 3g 3s 2c. *Total spent to date:* 81p 8s 8c.

## **Journeyman Project 3: Banded cloak (trivial 102)**

**Approximate cost per unit:** 3p 3g 9s

**Approximate vendor loss:** 4s

**What vendor sells them for:** 19p 9s 5c

**Loss percentage:** -1%

**Projected success rates, levels 95-101:** 70% - 76%

**Recipe:** 2 sheets of metal (unstacked) + 1 cloak sectional mold + 1 flask of water

Banded cloaks require only 2 sheets of metal and sell back very well for banded items. Vendors charge 6 times what it costs an armorer to make them. Since very few armor quests for young adventurers include cloaks, they are a good "fill in" item for all melee types. Sleeves and gauntlets also require this amount of sheet metal and the molds are cheaper, but they do not sell back for as high a price, and most youngling quest armor already includes sleeves and gauntlets.

If you cannot be bothered to sell these yourself, vendors will buy them for very nearly what it costs you to make them.

And, after you have reached level 101, congratulations! You are now a master smith!

We will continue on with a few journeyman projects to get you through the first several levels of Master Smith, just enough so you understand your craft before making the jump to true Master level projects.

*Otavis' Progress:* Otavis made 11 attempts on cloaks and succeeded 8 times. *Used:* 22 sheets of metal, 11 flasks of water, 11 molds. *Money spent to date:* 37p 2g 9s on cloaks; she sold all 8 cloaks and recovered 26p 8g. *Total spent to date:* 91p 5g 7s 8c.

## **Journeyman Project 4: Banded helm (trivial 106)**

**Approximate cost per unit:** 2p 7g 8s 9c

**Approximate vendor loss:** 2g 4s 3c

**What vendor sells them for:** 14p 3g 2s 9c

**Loss percentage:** -9%

**Projected success rates, levels 102-105:** 74% - 77%

**Recipe:** 2 sheets of metal (unstacked) + 1 (banded) helm mold + 1 flask of water

Unfortunately, the banded helm is not a popular sale item, because so many good and cheap options are widely available. However, you may get lucky. The main reason to make banded helms is to bridge the gap between 102 and 106 with a two-sheet item.

You could go on to make banded tunics or banded leggings, but these are 3 sheet items, and therefore production costs and failure costs go up, as does the simple hassle of dealing with so many ingredients. Therefore, this is the last banded armor piece you will make, and it's time now to move to needles.

*Otavis' Progress:* Otavis attempted 11 helms and made 9 successfully. *Used:* 22 sheets of metal, 11 flasks of water, and 11 molds. *Money spent to date:* 30p 6g 7s 9c, but she sold all 9 helms and recovered 22p 9g 1s 4c. *Total spent to date:* 99p 3g 4s 3c.

## **Alternate skilling path to 111 for enchanters: Worked silver chain**

This path would be most viable for enchanters, since the problem for most smiths for this as a skilling path would be obtaining enchanted silver. If you have a friend who can enchant silver, this path may also work for you.

I would recommend waiting to do worked silver chain until finishing banded gorgets, which trivial at 92. At this level, your average success rate has reached approximately 65%, just 5% below the "economical threshold" (if you want to go for the full 70% threshold, wait until you have reached level 97 before starting chains).

The recipe for worked chains is 1 enchanted silver bar, 1 metal bit, plus 1 water.

*/ooc hint: Enchanters get the Enchant Silver spell relatively early in their careers - level 8. It's very easy to get a character up to level 8, especially if you use quests such as the Kaladim bone chip turn-in quest. Do this and you have your very own silver-enchanting character. They also get Enchant Clay at this level, so if you want to go into pottery, it's not a bad thing either.*



## Journeyman project 5: Embroidering needles (trivial 122)

**Approximate cost per unit:** 2p 4g 1s 9g

**Approximate sale price to vendor:** 1s 1c (but do not sell)

**Projected success rates, levels 74-121:** 34% - 81%

**Projected success rates, levels 106-121:** 66% - 81%

**Recipe:** 1 celestial essence + 1 metal bit + 1 needle mold + 1 water

The beauty of embroidering needles is that you can make to skip banded and get to 122 with a minimum of expense, with all your items in one handy location – Plane of Knowledge. If you cannot get to the Plane of Knowledge, you can find the necessary molds and ingredients in other locations.

The true delight of embroidering needles is that you can turn them into cultural needles (process described later). Cultural needles not only help you advance your smithing skill an extra ten points to 132, but also add a very tidy profit. Since they do sell so high, I strongly recommend not selling any unaltered needles. Store completed needles in the bank if you have to. Try to get as close to 122 as you can before you start processing them for cultural needles, just to ensure as frequent a success as possible.

**Needle molds** are widely available and may be found in the following areas: Ak’Anon, Cabalis, Erudin, Firiona Vie, Freeport, Highpass Hold, Katta Castellum, Kelethin, Misty Thicket, North Ro, Overthere, Plane of Knowledge, Rivervale, Shadow Haven, Shar Vahl, Steamfont, Thurgadin, and West Karana. Needle molds are generally not going to be your problem. Individuals with faction problems may find it difficult to purchase needle molds except in Shadow Haven or on the Plane of Knowledge.

**Celestial essence** is created from mixing celestial solvent with an agent in a mortar and pestle. **Celestial solvent** may be purchased fairly easily from Dashelo Dalroshan in the Bazaar in Luclin, or from merchants in Fungus Grove, Katta Castellum, the Plane of Knowledge, and Shadow Haven.

You do not need to be a rogue to create celestial essence (it is so easy to make that anyone can do it without failure), but you do need a **mortar and pestle**. Mortar and pestles may be purchased in Echo Caverns, Firiona Vie, Freeport, Plane of Knowledge, Shadow Haven, and Shar Vahl.

There are literally dozens of **agents**, including necromancer words, enchanter pages, magician items, and wizard runes. For the sake of simplicity, though, I usually restrict myself to using the following magician items: Essence of Rathe, Flame of Vox, Gloves of Rallos Zek, Tears of Prexus and Scent of Marr. These items can often be found for sale in vendors, though not regularly, as they are only for sale if other residents have found these items elsewhere and have resold them.

Scent of Marr is sold regularly in Ak’Anon, East Commons, the Plane of Knowledge, and Qeynos. This is by far the easiest way to create celestial solvent.

*/ooc hint: A full list of compatible celestial solvent agents can be found at the EQTraders site at [http://www.eqtraders.com/secrets/celestial\\_solvent.htm](http://www.eqtraders.com/secrets/celestial_solvent.htm). I have found this list to be useful but occasionally problematic due to various patches; please check each item before investing in large numbers of these items, thinking they will work.*

**Otavis' Progress:** Otavis attempted 39 embroidering needles and had 28 successes. *Used:* 39 celestial essence, 39 metal bits, 39 flasks of water, 39 molds. . *Money spent to date:* 94pp 3g 4s 1c. *Total spent to date:* 193pp 6g 8s 4c.

## Journeyman project 6: Cultural needles (trivial 132)

**Approximate cost per unit:** 2p 4g 2s 9g + cost of cultural ingredient, if any

**Approximate sale price to vendor:** 9p 5g 2s 4c

**Profit per success:** 7p 1g 5c

**Projected success rates, levels 122-131:** 75% - 84%

You can continue to skill up using embroidering needles even after reaching level 122 in smithing by making cultural needles, provided you have the ingredients and a brewing skill that can match to a 122 brewing trivial (what you need to make the essence). Cultural needles can take you to 132.

To make cultural needles, you need to combine an embroidering needle in a forge with one of the following essences. All of these are made by combining the item with a flask of water in a brew barrel. Some items are foraged, others fished. The location in ( ) shows where this item is either foraged or fished:

### Foraged:

- Cabilisian essence: deadwood barley (Field of Bone) – **cabilisian needle (Iksar)**
- Faydark essence: cinnamon stick (Greater Faydark) – **feir'dal needle (high elf)**
- Nektulos essence: glow lichen (Nektulos) – **teir'dal needle (dark elf)**
- Vital essence: surefall sap (Surefall Glade) - **antonican needle (human)**

### Fished:

- Clockwork essence: clockwork koi (Ak'Anon) – **clockwork needle (gnome)**
- Erud's essence: barren flounder (Erud's Crossing) – **erudian needle (Erudite)**

You can forage or fish your own essence items. However, the easiest thing to do is to go to the bazaar and purchase a few stacks of cinnamon sticks. Even if you pay up to 1pp per cinnamon stick, you are going to make a very, very nice profit.

Since embroidering needles don't stack, you may need to make several needles, then brew some essence, make cultural needles, and repeat as necessary.

*Otavis' Progress:* Otavis took her 28 needles and made 21 cultural needles, but this only got her to level 128 in blacksmithing. She then made 13 more embroidering needles and made 10 more cultural needles to 132. The essences were all made from fished clockwork koi, so the essences only cost 1s for the water. *Used:* First series used 28 pre-made needles, 28 clockwork koi, and 28 flasks of water for a cost of 2g 8s. Second series required making 13 more needles at a cost of 31p 5g 7s 7c for the needles and 1g 3s for the water. She used 13 celestial essences, 13 flasks of water, 13 molds, and 13 metal bits. *Money spent to date:* 31g 6g 1s 8c, but Otavis sold all 31 cultural needles back to the vendor for a total recovery of 295p 2g 5g 4s. *Total spent to date:* By adding the extra needles, the money spent to date, and the amount of money she realized from selling the needles to vendors, Otavis actually ended up with more money than she started with. This means, that at the conclusion of her journeyman status, Otavis has realized a PROFIT of 69p 9g 5s 2c!

Had Otavis purchased cinnamon sticks secondhand instead of fishing the clockwork koi for her essence, she might have cut into her profit by as much as 31p, assuming a secondary price of 1p per cinnamon stick. Even so, it's a tidy sum and made smithing more than free.

### Otavis' Progress: Journeyman Summary:

Otavis used the following materials to get from level 76 to 132:

Sheets of metal .....	99	(about 5 stacks)
Metal bits .....	52	(about 3 stacks)
Celestial essence .....	52	(about 3 stacks)
Flasks of water .....	149	(about 8 stacks)
Clockwork koi .....	41	(about 2 stacks)
Assorted molds		

**Total money gained in journeyman status, including proceeds from sales:** 69p 9g 5s 2c

**Total money spent in apprentice status, including proceeds from sales:** 57p 1s 1c

At the conclusion of her journeyman phase, Otavis has realized a *profit* of 12p 9g 4s 1c. Not only has smithing been free because of cultural needles, it has even returned a small (VERY small) profit!

## Part 4: The master smith part 1: Ornate chain

This is the level that starts to separate the dedicated smiths from the dilettantes. Pretty much anyone with some amount of stubbornness can get to this point. After this, it requires real dedication.

The major difference between a journeyman smith and a master smith is that now some of your raw materials require farming and cannot simply be purchased. While you can buy some or all of your materials for ornate chain, you can farm some of the materials, and for fine plate, some farming is required.

### Geerlocks

If you have not purchased a geerlok, do it now. I mean it. Failures are so expensive now that you simply cannot afford to be without one. If the numbers preceding don't convince you, I do not know what will.

In fact, I am going to assume from now that many will have purchased a geerlok, and thus will include success rates for both with and without geerlocks.

### Notes about high-quality ore

Ornate chain is made from high-quality rings, which are made from large bricks high-quality ore. The recipe for a high quality ring is 1 large brick of high quality ore + 1 flask of water + file.

There are three ways to obtain high quality ore:

1. Purchase it (expensive but easy, though may still require a farming element)
2. Loot it (free but slow and tedious)
3. Create HQ ore from converting looted fine steel weapons (good for some weapons, not for others)

**Purchase it:** You can purchase high quality ore in the Bazaar of Luclin, Kaladim, Plane of Knowledge, or Qeynos. However, there are two problems. First, high quality ore is expensive. One large brick of high quality ore costs over 17pp and yields two rings, which makes each ring cost a little under 9pp each. Second, the high quality ore merchants require restocking, which you need to do occasionally by completing the Unrefined Ore Quest.

To do this, you must ask the vendor "May I offer my assistance?" and he will give you a very heavy little box to fill with either 4 small bricks of unrefined ore or 4 large bricks of unrefined ore.

You can find unrefined ore in the same places that goblins drop high quality ore - Solusek's Eye (Sol A), Permafrost, Runnyeye, and High Keep.

The vendor in the druid rings near the entrance to Solusek A more than occasionally has unrefined ore for sale, as adventurers leaving Sol A often sell to her. There are also merchants in Sol A itself who often have this for sale for the same reason. If you are not strong enough to brave the dangers of Sol A on your own, you might ask a more advanced adventurer to buy this for you from the merchants and bring it to you. Or, you could ask adventurers within Solusek if they would be willing to sell you any unrefined ore they loot and do not need. Mostly you will find many adventurers willing to give up useless (to them) and heavy ore for welcome, lighter, hard cash. (Vendors in High Keep may also have unrefined ore, but I have never been able to investigate this personally. I am not well loved there; perhaps all the times I have killed their guards has something to do with it).

**Loot it:** There is a big incentive to using looted ore over purchased ore: if you buy ore, you lose a lot of money -- generally around 14-15p per created item. If you use looted ore, you actually make a small profit of around 3p selling this to vendors.

If you are determined enough, patient enough, stubborn enough, and have a lot of weight reducing packs, you can acquire all your high quality ore through looting. If you are between levels 20 and 30, you might even get some experience for doing so. If you are more advanced in your career, this will be a simple farming expedition. Unless you are extremely patient, or have a lot of friends assisting your search, it is unlikely you are going to be able to acquire all your ore in this fashion.

Goblins drop high quality ore, and the best sources for these goblins are in Solusek A, Permafrost, Runnyeye, and High Keep.

**Convert fine steel weapons:** Many monsters drop fine steel weapons, including some goblins, hill giants, lizards around Cazic-Thule, and the Highhold Keep guards if you don't mind the faction hits. It is possible to convert fine steel weapons by combining the weapon in a forge with a flask of water.

Fine steel weapons yield only one of two possibilities: 1 small brick or 1 small brick plus one small piece of ore. You must then combine this ore to create large bricks. You will use large bricks to make high quality rings for ornate chain. All fine steel weapons except for spears and two-handed swords yield 1 small brick; spears and two-handed swords yield 1 small brick plus 1 small piece.

The *ore value* of a fine steel weapon, therefore, is based on this yield. A weapon, when converted, will yield either 1/3 or a large brick, or 1/3 plus 1/9 of a large brick. For a weapon to be cost effective to convert, the ore value of the brick must be greater than the weapon sale cost -- that is, you get more value converting it to ore than you go selling the weapon back to a vendor.

There is one other thing you must take into account, and that is expected conversion failure. Converting fine steel to ore does not seem to fail. However, converting three small bricks to one large brick will statistically fail 5% of the time.

One large brick of high quality ore, at highest faction and charisma, sells from vendors for 17p 3g 2s 5c. Therefore, the if a fine steel weapon sells for more than 1/3 of this price (or 1/3 + 1/9 of this price for spears and two-handed swords), it should be sold as is rather than being converted, because the value of the unaltered weapon is greater than the value of it as ore. In other words, you can make more money buying ore by selling these unconverted weapons.

The ore value for any fine steel weapon that converts to 1 brick, adjusted for 5% expected small-to-large brick conversion failure, is 5p 4g 8s 6c.

The ore value for any fine steel weapon that converts to 1 small brick plus 1 small piece, adjusted for 5% small-to-large brick conversion failure, is 7p 3g 1s 5c.

Weapons that sell for less money than their ore value are a good bargain to convert. Weapons that sell for more money than their ore value should be sold, because you will make more money selling the weapon and buying the ore.

Only four fine steel weapons sell to vendors for less than ore value, and therefore are cost-effective to convert: dagger, short sword, spear, and two-handed sword.

Fine steel weapons that sell to vendors for more money than the value of the ore they can produce, and therefore should be sold to finance ore purchases: long sword, rapier, morning star, scimitar, staff.

Item	Sale price	Converts commonly to	Ore value	Gain/loss
dagger	4p 2g 8s 6c	1 sm brick	5p 4g 8s 6c	1p 2g
short sword	5p 2g 3s 8c	1 sm brick	5p 4g 8s 6c	2g 4s 8c
rapier	5p 5g 8s 8c	1 sm brick	5p 4g 8s 6c	-1g 2c
scimitar	5p 6g 1s 9c	1 sm brick	5p 4g 8s 6c	-1g 3s 3c
longsword	5p 7g 1s 4c	1 sm brick	5p 4g 8s 6c	-2g 2s 8c
morning star	5p 8g 7s 2c	1 sm brick	5p 4g 8s 6c	-3g 8s 6c
staff	6p 1g 9s	1 sm brick	5p 4g 8s 6c	-7g 4c
2-handed sword	6p 6g 6s 7c	1 sm brick + 1 piece	7p 3g 1s 5c	6g 4s 8c
spear	6p 9s 5c	1 sm brick + 1 piece	7p 3g 1s 5c	1p 2g 2s

There is another thing to consider when choosing the fine-steel conversion path, however. Fine steel weapons are heavy and do not stack. You will need to take them to a forge to melt them down, and many of the best places to hunt for fine steel are not located near forges.

It is sometimes possible for any fine steel weapon to produce, on occasion, an extra piece. This seems to be a random, rare success where you can melt out a very little extra. However, this chart shows how the item in question converts most frequently, and thus should be the major consideration when deciding whether conversion is right for you.

Note: Fine steel weapons also drop in Stonebrunt. These have not been included in this edition but information will be included in a later edition.

## The importance of counting rings

Because high quality ore is expensive and/or difficult to obtain, you may want to restrict your ornate chain creations to those items that only require one ring, or two at the most. One brick yields two rings. Since this is either the most expensive single item in the piece, or it is the most difficult to find, a prudent smith creates one-ring items to skill up to the highest level possible,

and only in electrum, and gold (more below). If you have enough ore, you may wish to continue with two-ring items until achieving a level closer to fine plate.

## Electrum and gold

While you can make ornate chain from silver, electrum, gold, or platinum, for skilling purposes we are going to work only with electrum and gold. If you skilled to 122 with embroidering needles, you have trivialized all one-ring silver ornate items anyway, so you may skip directly to electrum.

Electrum, and gold bars may be purchased at most jewellery stores and are widely available. They are sold in Ak'Anon, Cabalis, Echo Caverns, Erudin, Felwithe, Firiona Vie, Freeport, Kaladim, Katta Castellum, Kelethin, Neriak, Overthere, Paineel, Plane of Knowledge, Plane of Tranquility, Qeynos, Sanctus Seru, Shadow Haven, Shar Vahl, Thurgadin, and West Commons.

Enchanted metal does not work with ornate chain recipes, so do not bother wasting time and money obtaining enchanted metal for it.

## Why not skip directly to fine plate?

You will find many smiths who take a dim view of ornate chain, a sentiment I do not share. While there may be some minor hassle involved with acquiring high quality ore, there is also hassle with acquiring the ingredients for leather padding, which is needed for all fine plate. There are now many different vendors of high quality ore and there are many other ways of farming the ore, which may produce some profit.

But the most important reason to do ornate has to do with success rates. Ornate chain provides a smooth skillup path all the way to 146, without going to three-ring items or to platinum bars.

Consider these figures:

- Your first fine plate item trivials at level 163.
- If you jumped from the last possible banded trivial of 115 (making banded tunics) you will only succeed at the lowest fine plate item 44% of the time (50% with geerlok) - that is 6 failures on average in 10 attempts.
- If you go directly from embroidering needles to fine plate, you are jumping 41 levels and will have an average success rate of only 51% (57% with geerlok).
- If you jump from cultural needles to fine plate, you are jumping 31 levels for a success rate of 61% (68% with geerlok).
- If you go through the ornate chain steps only through the last 1-ring item (ornate gold bracers to level 135), you are jumping 28 levels for a success rate of 64% (71% with geerlok).
- If you go through ornate chain to 146 as recommended, your chances of succeeding with fine plate goes up to 75% (82% with geerlok). This means you will succeed a lot more with fine plate when the time comes.

The difference between succeeding 4 out of 10 times versus 7 out of 10 times may not seem like much, until you realize that fine plate gorgets cost about 26pp to make. Each failure costs you

26pp, which means losing, on average, twice as much money – about 312pp per stack of fine plate combines at 40% success, versus 156pp per stack on fine plate combines if you wait until you can get 70% or better. If you get your average to 80% or better, you will only lose 104pp per stack on average. It all adds up.

Remember, failure = money down the drain.

## Locations of chainmail patterns

Chain patterns can be difficult to find, as there are actually few sellers in Norrath. With the recent opening of the Plane of Knowledge, much of this problem has been resolved, but you may also be able to find patterns locally as well.

Medium chain patterns are least expensive, with small patterns being the next most expensive and large patterns the most expensive. Restrict to medium chain patterns if you are simply using these items to learn smithing.

Chain patterns are more convenient than molds, since they may be stored in stacks.

**Small chain patterns are available in:** Ak'Anon, Dawnshroud Peaks, Kelethin, Plane of Knowledge, Rivervale

**(Medium) Chain patterns are available in:** Dawnshroud Peaks, Felwithe, Freeport, Katta Castellum, Neriak Third Gate, Plane of Knowledge, Qeynos, Sanctus Seru

**Large chain patterns are available in:** Halas, Neriak Foreign Quarter, Oggok, Plane of Knowledge

## Secondary market for ornate chain

Ornate silver items do not sell in the Bazaar. The armor class to weigh ratio is not attractive.

There may be a small external market for ornate electrum, gold, and platinum items, as these add to your personal charm.

However, for skilling purposes, avoid making any ornate platinum items. The bar of platinum adds 105p to the price and the resale of these items is poor – on average, you will lose 10pp per item if you loot the ore, with an added 8pp loss per ring if you purchase the ore.

It may be worth trying to sell in the bazaar.

*/ooc hint For most pieces, ornate electrum adds a base +1 to CHA, ornate gold +2 and ornate platinum +3. Add +1 to each base for sleeves, cloak, and leggings, +2 for gloves and coif, and +4 for tunic. There is a very small market to bards and to those who want to purchase “selling suits”. Bards are probably your largest market, which means you should make most of your pieces for sale in size medium.*



## Pricing in this guide

Prices for this guide are based upon size medium chain patterns. It includes costs and losses for both looted ore and purchased ore.

IMPORTANT: You may skip Projects 1, 2, and 3 if you have skilled to 132 on cultural needles.

### Ornate project 1: Ornate electrum neckguard (trivial 126)\*

**Approximate cost per unit if you buy ore:** 11p 9g 8s 3c

**Approximate cost per unit if you loot ore:** 3p 1g 9s 6c

**What vendor will pay for it:** 6p 3g 5s 3c

**What vendor sells them for:** 35p 9g 6s 8c

**Loss, purchased ore:** 5p 6g 3s

**Profit, looted ore:** 3p 1g 4s 6c

**Projected success rates, levels 122-125:** 79% - 82%

**Projected success rates with geerlok, levels 122-125:** 85% - 88%

**Recipe:** 1 high quality ring + 1 chain neckguard pattern + 1 electrum bar + 1 flask of water + smithy hammer

Why skip the ornate silver? Your most rare commodity in this recipe is the high quality ring, so you are going to want to skip to the next one-ring item available. In this case, it is the ornate electrum gorget. There is no reason to make two-ring or three-ring silver items when the trivials overlap with one-ring electrum.

### Ornate project 2: Ornate electrum bracelet (trivial 128)\*

**Approximate cost per unit if you buy ore:** 13p 5g 5s 3c

**Approximate cost per unit if you loot ore:** 2p 6g 6s

**What vendor will pay for it:** 4p 7g 8s 2c

**What vendor sells them for:** 41p 2g 3s 5c

**Loss, purchased ore:** 3p 7g 2s 5c

**Profit, looted ore:** 2p 5s 1c

**Projected success rates, levels 125-127:** 82% - 83%

**Projected success rates with geerlok, levels 125-127:** 88% - 89%

**Recipe:** 1 high quality ring + 1 chain bracelet pattern + 1 electrum bar + 1 flask of water + smithy hammer

### Ornate project 3: Ornate gold neckguard (trivial 132)\*

Approximate cost per unit if you buy ore: 19p 9g 6s 1c

Approximate cost per unit if you loot ore: 11p 1g 8s 5c

What vendor will pay for it: 13p 4g 2c

What vendor sells them for: 75p 8g 6s 5p

Loss, purchased ore: 6p 5g 5s 9c

Profit, looted ore: 2p 2g 1s 7p

Projected success rates, levels 128-131: 81% -84%

Projected success rates with geerlok, levels 128-131: 87% - 90%

Recipe: 1 high quality ring + 1 chain neckguard pattern + 1 gold bar + 1 flask of water + smithy hammer

### Ornate project 4: Ornate gold bracelet (trivial 135)

Approximate cost per unit if you buy ore: 21p 5g 3s 6c

Approximate cost per unit if you loot ore: 12p 7g 6s

What vendor will pay for it: 14p 3g 3s 2c

What vendor sells them for: 81p 1g 3s 2c

Loss, purchased ore: 7p 2g 4c

Profit, looted ore: 1p 5g 7s 2c

Projected success rates, levels 132-134: 82% - 84%

Projected success rates with geerlok, levels 132-134: 89% - 91%

Recipe: 1 high quality ring + 1 chain bracelet pattern + 1 gold bar + 1 flask of water + smithy hammer

*Otavis' Progress:* Otavis had 5 combines and 5 successes of ornate gold bracers from 132 to 135. Used: 5 high quality rings, 5 bars of gold, 5 flasks of water, 5 medium bracelet patterns.

*Looted ore:* If Otavis had looted ore, she would have spent 63p 8g on materials. She sold back all 5 bracers, realizing 71p 6g 6s, for a profit of 7p 8g 6s. Total profit on smithing: 20p 8g 1c.

*Purchased ore:* Otavis purchased ore, so she spent 107p 6g 8s, or a total of 36p 6s after the sale of the helms. Her total smithing expenditure to date: 23p 7s 9c.

### Ornate project 5: Ornate electrum coif (trivial: 139)

Approximate cost per unit if you buy ore: 24p 4g 3s 5c

Approximate cost per unit if you loot ore): 6p 8g 7s 1c

What vendor will pay for it: 12p 3g 8s 1c

What vendor sells them for: 68p 2g 4s 9c

Loss, purchased ore: 12p 5s 4c

Profit, looted ore: 5p 5g 1s

Projected success rates, levels 135-138: 82% - 85%

Projected success rates with geerlok, levels 135-138: 94% - 95%

**Recipe:** 2 high quality rings + 1 chain coif pattern + 1 electrum bar + 1 flask of water + smithy hammer

By now, if you finished all the one-ring pieces laid out in these projects, you are beyond the trivial levels for nearly all the two-ring items except the chainmail coif, or helm. Doing first the electrum and then the gold helm will get you to within twenty trivial levels of fine plate, a very surmountable obstacle, particularly with your geerlok.

**Otavis' Progress:** Otavis had 12 combines and 10 successes. Used: 24 high quality rings, 12 bars of electrum, 12 flasks of water, 12 medium coif patterns.

**Looted ore:** If Otavis looted ore, she would have spent 82p 4g 5s 2c on materials. She sold the 10 helms, realizing returns of 123p 8g 1s, or a profit of 55p 1s after expenses. Total profit on smithing to date: 75p 8g 2s.

**Purchased ore:** Since Otavis purchased ore, she spent 293p 2g 2s on materials, or a total of 169pp 4g 1s after sale of successes. Her total smithing expenditure to date: 192p 4g 8s 9c.

## Ornate project 6: Ornate gold coif (trivial 146)

**Approximate cost per unit if you buy ore:** 49p 9g 6s 6c

**Approximate cost per unit if you loot ore):** 14p 8g 3s 6c

**What vendor will pay for it:** 19p 5g 1s 6p

**What vendor sells them for:** 107p 6g 6s 1c

**Loss, purchased ore:** 30p 4g 5s

**Profit, looted ore:** 4p 6g 8s

**Projected success rates, levels 139-145:** 81% - 87%

**Projected success rates with geerlok, levels 139-145:** 88% - 95%

**Recipe:** 2 high quality rings + 1 chain coif pattern + 1 gold bar + 1 flask of water + smithy hammer

Finishing the two-ring projects with the gold ornate helm will put you just that much closer to your goal.

As you may have noticed, I skipped ornate gold sleeves (trivial 142) and went right from electrum coifs to gold coifs. This was one time where I chose to skip a small trivial bridge for the sake of convenience. Coif and sleeve patterns cost the same, so one is not more expensive to make than another (the variation between items with the same metal and the same number of rings depends on the cost of the pattern and the sell-back price). The difference in success rates varies only 2% without a geerlok and 1% with a geerlok by doing sleeves as a bridge between the two helms; for such a small difference I chose just to buy more helm patterns and not bother with the sleeves.

**Otavis' Progress:** Otavis had 35 combines and 27 successes on ornate gold coifs from 139 to 146. Used: 35 high quality rings, 35 patterns, 35 flasks of water, 35 bars of gold.

*Looted ore:* If Otavis had looted ore, she would have spent 519pp 2g 6s on materials. She sold 27 helms for a total of 526pp 9g 3s 2c, or a profit of 7p 6g 7s 2c after expenses. Total profit on smithing to date: 83p 4g 9s 2c.

*Purchased ore:* Since Otavis purchased ore, she spent 1748pp 8g 1s on materials, or a total of 1221p 8g 7s 8c after the sale of the helms. *Total spent on smithing to date:* 1414p 3g 6s 7c.

## Optional ornate project 7: Ornate gold tunic (trivial: 156)

**Projected success rates, levels 145-155:** 80% - 90%

**Projected success rates with geerlok, levels 145-155:** 87% - 95%

**Recipe:** 3 high quality rings + 1 chain tunic pattern + 1 gold bar + 1 flask water + smithy hammer

This is only if you want to be sure you are going to get as close to the lowest fine plate trivial without totally breaking your bank account. If you have had especially good luck scrounging ore and wish to continue with making ornate chain, gold ornate tunics will take you through to 155.

### Otavis' Progress: Master Part Summary:

Otavis used the following materials to get from level 132 to 146:

High quality rings .....	94	(about 5 stacks)
Electrum bars .....	17	(about 1 stack)
Gold bars .....	35	(about 2 stacks)
Flasks of water .....	52	(about 8 stacks)
Assorted patterns		

**Total money spent in apprentice status, including proceeds from sales:** 57p 1s 1c

**Total money gained in journeyman status, including proceeds from sales:** 69p 9g 5s 2c

**Total money gained in master Part 1 status, looted ore, including proceeds:** 83p 4g 9s 2c

**Total money spent in master Part 1 status, purchased ore, including proceeds:** 1414p 3g 6s 7c

It's clear from Otavis' example, then, that if monetary economy and keeping costs down is your primary goal, loot or convert ore using the "ore value" of a weapon to save yourself money -- and even come out a little ahead at the end of ornate chain.

If money is not as much of a problem, realize that ornate chain will cost you money with purchased ore -- around 1.5kp. For many smiths, especially those later in their careers, this is not a significant sum of money to spend for the convenience of being able to do all this smithing in one sitting in the bazaar or on the Plane of Knowledge.

*Note: At this point, Otavis' Progress will be suspended for the remainder of the guide. Future editions will see Otavis through fine plate and grandmaster levels.*

## **Alternative bridge to fine plate 1: Humming orbs (trivial 168)**

Another way to shorten the gap between ornate chain and fine plate that may also help you with your future smithing is manufacturing humming orbs. This is covered in the fourth part of the **Progressive Vah Shir smithing quest** (details starting on page 39), so this will require doing this quest at this point in your smithing if you choose to take advantage of it.

The humming orbs are used for making Shadownscream armor, one of the options for progressing past 188. The advantage of this is that you will need hundreds of humming orbs later if you choose shadownscream as a skilling option, and having some put away now is not necessarily a bad idea.

The only disadvantage to doing humming orbs at this point is that you really need to put the humming orbs away until you are completed fine plate. (Do not, I repeat, DO NOT start shadownscream until you have finished fine plate. I'm serious. You'll regret it. Save it for when you don't have the easier choice of fine plate). The problem is that humming orbs don't stack.

Again, the details for making humming orbs, and for getting the tools necessary, are detailed in the shadownscream section.

## **Alternative bridge to fine plate 2: Feir'Dal fletching kits (trivial 163)**

Since this is wood elven cultural smithing, this alternative is only available to wood elves. Since I am not a wood elf, I cannot speak to the effectiveness of this method or whether this is price competitive, but if you are a wood elf you may wish to try this.

Feir'Dal fletching kits are made by combining a small brick of mithril, a hinge mold, a container base mold, a container lid mold, and a flask of water in the Feir'Dal cultural forge. Small bricks of mithril reportedly sell for around 6pp each. The molds, together with the water, cost only a little over 1g total.

I have reservations about this method for the same reasons I never recommend making containers.

First, it uses multiple identical molds -- three, to be exact -- which can be confusing.

Second, it produces a container that cannot be stored in bags. This means you have to juggle between having several bags available to carry four non-stacking items per combine (three molds and the small brick of mithril) and having bag spaces available in which to put your finished fletching kits. You have three choices of what to do with the kits when you make them: destroy

them, drop them, or sell them immediately. You can also keep one for yourself, but that only takes care of one of many you are likely to produce.

Third, mithril is only sold in Felwithe, and the Feir'Dal forge is located in Kelethin. If you are a wood elven druid, you can bind yourself either at the forge or at the mithril vendor and use a Gate spell to get back and forth easily, but no other wood elven career choice has that option. Plus, the molds you will need are sold five platforms away (and the bank is several platforms away in the opposite direction).

Only you can decide whether this option works for you.

## Part 5: The master smith part 2: Fine plate

Most smiths make the mistake of starting fine plate too soon. Do not start fine plate until you are at least within 30 trivial levels (134 or above). Do not stop making fine plate until you have finished the last item where you can get skill (breastplates at level 188). You will never have it this easy again.

Fine plate is no cheaper to make and fail at than ornate chain. The high quality ore for ornate can be difficult to get, and medium quality sheets of metal for fine plate are not, but every smith I know runs into the same problem with fine plate: running out of leather padding. No matter how many stacks of leather padding you have made to date, you will need much, much more.

The advantage to fine plate is that it sells back to the vendors for a very attractive percentage -- only 1%-2% loss -- but this is only good if you can keep your failure rate down. The items are expensive to make, but if you can keep your failure rate minimal, you can lose very little money making it.

The disadvantage of fine plate is that it uses medium quality ore. Medium quality ore may not be farmed or acquired through weapon conversions; it may only be purchased.

In every piece of fine plate except the first one, having a geerlok will *always* put you at your maximum 95% success rate, as long as you follow the trivial path laid out here. This means that fine plate is not that expensive, as long as you farm the padding.

*Remember - success does not necessarily equal skilling.* Success keeps your costs down by giving you something to sell back.

### Fine plate raw materials

Fine plate requires medium quality folded sheet metal, leather padding, and plate molds. Medium quality folded sheet metal cannot be purchased; **do not make the mistake of buying medium sheets of metal as these will not convert into plate.** You must make folded sheets yourself, using blocks of medium quality ore.

**Blocks of medium quality ore are available in many places, including:** Bazaar, Freeport, Kaladim, Katta Castellum, Neriak, Plane of Knowledge, Qeynos, Sanctus Seru, and Shadow Haven. It is also available in High Keep, Rathe Mountains, or Steamfont, but do not purchase it there. There is no forge in easy walking distance of any of these locations and blocks are exceptionally heavy.

But, in my opinion, there is only one place in Norrath you should be making medium folded sheet metal, and possibly the entire process of fine plate smithing: the Bazaar.

Why the Bazaar? Because the weight limitations imposed by gravity do not apply to the Bazaar. You can carry hundreds of stone in weight with no restriction on your movement. *Weight rules to do not apply in the Bazaar, so you can carry as many blocks of medium ore as your packs can hold.*

You can then take your ore and molds to the forge in the stables. The locals have an annoying habit of setting up casinos in there, but ignore them. You can do the rest of your fine plate smithing there as well, since all three mold sizes are also sold in the Bazaar.

## Why not skip fine plate and go to shadowscream?

Some people toy with the idea of skipping fine plate altogether and going directly to shadowscream. The reason for this skip is that shadowscream is inexpensive to make, especially as compared to fine plate.

This is not a good idea. While you can skip some of the early fine plate by making humming orbs if you wish, it's best to continue with fine plate until it trivializes at 188. First, shadowscream's lowest trivial is 228, meaning that you will be making trivial jumps of 80 points or more, which will drive down your success rates. Second, the farming for shadowscream is very, very extensive and far more problematic than finding the ingredients for pelts. Third, although there is what seems to be a significant initial financial investment in making plate, you will get almost all of it back when you sell the finished armor, so you actually lose very little money as long as you stick close to the trivials.

Stick with fine plate until 188 and put off the pain of shadowscream until you do not have a choice. You'll thank me for it later.

## Locations of plate molds

**Small plate molds are available in:** Ak'Anon, Bazaar, Kaladim, Neriak, Plane of Knowledge, Rivervale

**Medium plate molds are available in:** Bazaar, Felwithe, Freeport, Katta Castellum, Plane of Knowledge, Qeynos, Sanctus Seru

**Large plate molds are available in:** Bazaar, Halas, Oggok, Plane of Knowledge

## Secondary market for fine plate

You can (and many do) attempt to sell fine plate in the bazaar. You are probably not going to sell fine plate for more than what a vendor will pay for them. The fact is that there are many, better options available. As more of the world is explored, new items are being imported from abroad that provide better options for adventurers than the sturdy (but otherwise unremarkable) fine plate.

It's important for you to know the sale price of fine plate because many smiths make the mistake of selling their wares for below costs and well below what vendors will pay for them. Know your market. You will probably save yourself many headaches by simply selling them back to vendors.



## Pricing in this guide

All prices for fine plate are based on medium plate molds. Like all molds and patterns, medium is cheapest, small next, and large most expensive.

Particularly in fine plate, take note of the "what vendor sells them for" number. This could help suggest a price you could ask for the items in the Bazaar. If you ask a bit below what vendors cost, but enough over the cost to make a small profit, you may actually turn a profit over time, particularly in two-sheet and three-sheet items, where the cost and vendor sale price may be separated by as much as 50pp.

Costs for fine plate in this guide **do not** include the cost of leather padding. If you choose to purchase pelts, silk thread, or padding itself, it will cost extra. Prices are figured here assuming you will farm these and will not pay for them.

### Fine plate project 1: Fine plate visor (mask) (trivial 163)

**Approximate cost per unit:** 25p 9g 8s 2c

**What vendor will pay for it:** 25p 7g 1s 4c

**Loss:** 2g 6s 8c

**Loss percentage:** -1%

**Recipe:** 1 medium quality folded sheet + 1 plate visor mold + 1 leather padding + 1 flask water + smithy hammer

This is probably the single item you will make the most, since you have the longest trivial jump to make here. Assuming that you have made ornate chain through 146, you will be trying to bridge 17 levels of skill to get to the trivial. This is quite doable, however.

Because fine plate visors have the lowest loss percentage of the one-sheet items, you will want to do these until they are trivial. Don't jump to gorgets until then. I have not included projected success rates as there are many possible levels where a person will start this level.

### Fine plate project 2: Fine plate gorget (trivial 166)

**Approximate cost per unit:** 21p 4g 6s 7c

**What vendor will pay for it:** 21p 1g 4s 3c

**Loss:** 3g 2s 4c

**Loss percentage:** -2%

**Projected success rates, levels 163-165:** 90% - 92%

**Projected success rates with geerlok, levels 163-165:** 95%

**Recipe:** 1 medium quality folded sheet + 1 plate gorget mold + 1 leather padding + 1 flask water + smithy hammer

Again, because gorgets have a lower loss percentage than bracers, you will want to continue making gorgets until they are trivial.

### **Fine plate project 3: Fine plate bracer (trivial 168)**

**Approximate cost per unit:** 27p 7g 1s 4c

**What vendor will pay for it:** 26p 5g 7s 1c

**Loss:** 1p 1g 4s 3c

**Loss percentage:** -4%

**Projected success rates, levels 166-167:** 92% - 93%

**Projected success rates with geerlok, levels 166-167:** 95%

**Recipe:** 1 medium quality folded sheet + 1 plate bracer mold + 1 leather padding + 1 flask water + smithy hammer

This is the last of the one-sheet recipes, so you will not want to shortchange yourself by jumping to two-sheet items too early. Make bracers until level 168.

### **Fine plate project 4: Fine plate gauntlets (trivial 175)**

**Approximate cost per unit:** 44p 9g 4s 4c

**What vendor will pay for it:** 42p 8g 5s 7c

**Loss:** 2p 8s 7c

**Loss percentage:** -5%

**Projected success rates, levels 168-174:** 88% - 95%

**Projected success rates with geerlok, levels 168-174:** 95%

**Recipe:** 2 medium quality folded sheets + 1 plate gauntlet mold + 1 leather padding + 1 flask water + smithy hammer

You may safely skip fine plate boots, fine plate pauldrons (shoulders) and fine plate girdles (belts) because these all become trivial at the same time as bracers, so you will already be beyond them.

For two-sheet items, you have the choice of making gauntlets, vambraces, and helms. Gauntlets and vambraces both trivial at level 175, so you will need to choose between them. Gauntlets are the more cost effective choice as the molds cost less and they sell for a slightly more attractive loss margin -- so it is cheaper to fail and very slightly more profitable to sell. (Just for comparison, vambraces cost approximately 53p 9s to make and sell for about 49p 7g 1s 4c, at a loss of 3p 3g 7s 6c or a loss percentage of -6%)

You could make helms right from the start, but it is a smaller jump from 168 to 175 than it is from 168 to 179, so evidence suggests you will skill faster and have fewer failures making gauntlets first. If you are overly concerned about the differences in loss percentage, you should be killing hill giants rather than spending time at the forge.

## **Fine plate project 5: Fine plate helm (trivial 179)**

**Approximate cost per unit:** 53p 9s

**What vendor will pay for it:** 51p 4g 2s 9c

**Loss:** 1p 6g 6s 1c

**Loss percentage:** -3%

**Projected success rates, levels 175-178:** 92% - 95%

**Projected success rates with geerlok, levels 175-178:** 95%

**Recipe:** 2 medium quality folded sheets + 1 plate helm mold + 1 leather padding + 1 flask water + smithy hammer

This is the last two-sheet item you can skill on with fine plate, so you should take advantage of this and make fine plate helms until you reach your trivial level of 179. Plus, it has the most attractive loss percentage of any of the two-sheet items, although three-sheet items, particularly the breastplate, lose little money.

## **Fine plate project 6: Fine plate greaves (trivial 182)**

**Approximate cost per unit:** 83p 1g 2s

**What vendor will pay for it:** 77p 1g 4s 3c

**Loss:** 5p 9g 7s 7c

**Loss percentage:** -7%

**Projected success rates, levels 179-181:** 94% - 95%

**Projected success rates with geerlok, levels 179-181:** 95%

**Recipe:** 3 medium quality folded sheets + 1 plate greaves mold + 1 leather padding + 1 flask water + smithy hammer

You will be skipping fine plate cloaks entirely. These do not sell well, sell at a high loss percentage for fine plate (-7%) and become trivial at 175, before the two-sheet helms become trivial. There is no reason to make them for skilling.

Again, you can skip directly from helms to breastplates, but at this stage of the game your primary purpose is to learn more about smithing, not to make money or lose less of it. If this is indeed your goal, you will want to make greaves up until level 182, even though they actually sell for the highest loss of any fine plate item. Still, it is a small percentage of the cost of the item, so all things considered, it isn't bad.

## **Fine plate project 7: Fine plate breastplate (trivial 188)**

**Approximate cost per unit:** 85p 4g 4s 8c

**What vendor will pay for it:** 82p 2g 8s 6c

**Loss:** 3p 1g 6s 2c

**Loss percentage:** -4%

**Projected success rates, levels 182-187:** 93% - 95%

**Projected success rates with geerlok, levels 182-187:** 95%

**Recipe:** 3 medium quality folded sheets + 1 plate breastplate mold + 1 leather padding + 1 flask water + smithy hammer

Fine plate breastplates actually sell back to the vendor for a very small loss, so in terms of sale to vendors they are something of a bargain.

Medium-sized breastplates are used in the Emerald Dragonscale Tunic quest, so these items in this size actually can sell reasonably well. Make sure you are using regular (medium) breastplate molds.

### **Congratulations!**

You are now within 12 levels of becoming a grandmaster smith. However, now the fun really begins. Leave behind the world of purchasing ore from vendors, and enter the mysteries (and endless frustration) of acrylia, shadowscram, mistletoe cutting sickles and cultural.

## Part 6: Advancement to GrandMaster Smith

There are four ways to advance past 188:

1. Shadowscream
2. Acrylia
3. Mistletoe cutting sickles
4. Cultural armor

Depending on your race, cultural armor may or may not be a viable skilling path for you. However, these are the four possible paths and will be discussed below as to the advantages, disadvantages, relative costs and difficulties.

There are a couple other ways to get a few points, but for the most part these are the major four paths.

### Hell Levels in Grandmaster Smithing

Hell levels -- myth or reality?

Some people claim that there are individual levels that are “hell levels” -- that is, levels that take more combines than usual to get a skillup. While it has never been conclusively proven that an individual, single level is a hell level -- it is probably perception that makes 199 to 200 seem so long -- there is a hell level duration you will encounter during grand master smithing. The levels 190 through 220 are the hell levels of grandmaster smithing; it will take you much longer to get through these levels than any others.

These are the levels where it can take stacks of combines to get single points of skillups. This is something every grandmaster smith knows well and has survived.

*/ooc Some people make claims to be able to manipulate the RNG (random number generator) by camping out every 10 combines or only doing combines in batches of 20. The sad truth is no one has been able to outwit the RNG consistently. The RNG is fickle; it might give you two skillups in a row and then not another one for 300 combines. It also does seem to be 'streaky' at times. If you find yourself caught in a bad streak, it might be time to do something else -- not to fool the RNG, but rather to give yourself an opportunity to breathe, get a drink, and maybe get a little sanity back by doing something else for awhile.*

## Path 1: Shadowscream

Shadowscream armor is cheap to make but requires quests and extensive and dull farming, though mostly in low-level areas. Auxiliary skills such as brewing are not required.

To make shadowscream armor, you must complete a series of quests in the Vah Shir city of Shar Vahl to acquire the necessary tools. Fortunately, unless you have deliberately ruined your relationship with the Vah Shir, every sentient race in Norrath is able to walk the streets and shop in this city in peace and safety.

The shadowscream quest has four steps:

1. Complete Bloodling Plate Mail to acquire an apprentice hammer
2. Repair four guard shields to acquire the Vah Shir anvil
3. Make eight Shadow Disks to trade in your apprentice hammer for a luclinite hammer
4. Make three Humming Orbs to trade in your luclinite mallet for a humming luclinite mallet

*/ooc hint: The Vah Shir anvil, the luclinite mallet, and the humming luclinite mallet are all lore and nodrop, so there is no getting around these quests. There is only one real shortcut in this process, which will be detailed later.*

Each of the steps will list the quest details, tips, and possible shortcuts.

### Vah Shir Progressive Smithing Quest details

#### 1. Complete Bloodling Plate Mail to acquire an apprentice hammer

*Quest Details:* Find Master Barkham in Shar Vahl (map location 179, -156). Unfortunately buildings in Shar Vahl are not marked with lettered signs, but there are two easy ways to find this. First, the building is marked with a sign with a silver round shield. Second, the building is just north of the large fountain in the center of town. You will be going to this building a lot, so you will become quite familiar with it.

Master Barkham sells Bloodling Carapace Frames. These are containers, so make sure you have space in your inventory for a container. You will eventually need two of these eventually. You may choose to buy them now or later; it really doesn't matter.

You are going to need to acquire a total of 16 bloodling carapaces. These drop off ch'thk bloodlings, small brown bugs that are very easy to kill. They spawn plentifully in Shadeweaver Thicket. If you go straight west out of the Shar Vahl city gates and head south of that road, there is an area just south of the tents where the bloodlings spawn frequently. This is the best hunting ground for bloodlings.

The bugs in this area seem to spawn either bloodlings or Xaxra silkworms. If the silkworms are up, kill silkworms until the bloodlings start to spawn. Eventually the bloodlings will replace the silkworms. Ch'thk bloodlings are hopelessly easy to kill; even the youngest adventurers kill these with ease. Kill as many of them as you can as quickly as you can, because in about half a game day the silkworms will start replacing them and you'll have to wait for the cycle to start over. The bloodling carapace is a rare drop – it seems to drop on average about once for every 9-10 kills.

**Tips:** Have as many people as you can help you kill these – mostly because they spawn very quickly and you want to make the most of the time you have to kill them. If there are many young adventurers about, you can also offer a bounty – say, 1-5 platinum pieces each – to buy their bloodling carapaces. Soon you may have a whole army of young adventurers eager for cash helping you with your quest.

**Shortcuts:** Bloodling carapaces may be sold to vendors, so the first thing you should do is check as many vendors as you can to see if any young adventurers have sold bloodling carapaces to them, and buy as many as you can. There is a bank in Shadeweavers just outside the Shar Vahl entrance, as well as a house with two vendors.

If you have a friend who has already completed this quest and already has the Bloodling Mail, you can borrow his or her Bloodling Mail, turn it in, and get your own hammer.

**Finishing the quest:** Once you have 16 bloodling carapaces, put 8 each into the two purchased bloodling carapace frames and combine them. You also need one nepeta oil, which is purchased from a vendor named Chialle. Normally Chialle, a black leopard, is under her vendor awning straight ahead of you as you leave the bridge leading into Shar Vahl from Shadeweavers. However, Chialle may wander, and if she does, you need to wait for her to come back. If you catch her while she is out for her walk, she will tell you she is busy. Wait until she assumes her post back under her awning and buy her nepeta oil.

Return one of the combined bloodling carapace frames to Master Barkham, and he will return a Bloodling Carapace Plate. Repeat with the second frame. Purchase a medium mail sectional mold from Apprentice Garr in Master Barkham's shop, and go to the back of the shop where a forge stands. Combine the two Bloodling Carapace Plates, the nepeta oil, and the sectional mail mold to create the Bloodling Plate Mail, a tunic.

Give the Bloodling Plate Mail to Master Barkham, and he will return the tunic together with the Vah Shir Apprentice Hammer.

## **2. Repair four guard shields to acquire the Vah Shir anvil**

Quest details: The four guards stand at the far ends of the two bridges, the one leading to Shadeweaver and the other one leading to Hollowshade.

First, you need to get a repair order from Master Barkham (simply ask him "What repair order" and he will give you one). Take this repair order to one of the guards, take his shield back to the forge, combine the shield with your Vah Shir Apprentice Hammer, and return it to the same guard to get a completed work order. You must get one completed work order from each of the four guards. Simple, right?

There is a catch. This is a timed quest.

You must get the shield, repair the shield, and return it to the guard in a very, very short period of time, or the guard will acquire a new shield in your absence. You have just about enough time to run unerringly to the forge, repair it, and get back immediately with your new Immaculate Shield – without a single stop or wrong turn – before the guard gets another shield. If the guard acquires another shield while you were away, you must destroy the Immaculate Shield, get another repair order from Master Barkham, and start over. The second run usually works fine.

*Tips:* If you are doing this alone, become extremely familiar with the layout of Shar Vahl before attempting this quest. You must be able to run back and forth between the guards and the forge with no errors and no delays. There are many shamans around Shar Vahl, so if you do not own journeyman's boots, cannot cast the Spirit of Wolf spell yourself (or have a SoW potion), or do not have innate run speed, pay a local shaman to cast this spell on you.

However, this quest is best done with a friend. Both you and your friend acquire work orders from Master Barkham and stand near the guard whose shield you plan to repair. Turn in your own work order and go repair the shield. If the guard has not acquired a new shield before you return, just go ahead with the quest and give him the repaired Immaculate Shield. But – here is the nice part of having a friend along – if the guard *has* acquired a new shield by the time you return with the Immaculate Shield, have your friend turn in *her* work order to the same guard. Your friend will get the damaged shield, and you will be able to give the guard your Immaculate Shield and get credit for the repair. (Your friend can simply destroy the damaged shield). This saves having to run this repair more than once and takes a lot of time pressure off.

You can do this alone and simply to two runs to the guards instead of just one. However, it is much easier when done with two people.

*Shortcuts:* There are no particular shortcuts to this quest. The closest thing to a shortcut that exists is the two-person method of completing this quest.

*Finishing the quest:* When you have successfully repaired all four shields and have four completed work orders, give the four work orders to Master Barkham. He will give you the Vah Shir Anvil, an extremely heavy, giant-sized item that may only be stored in an empty inventory slot, or a bag that accommodates Giant sized items such as a Rallic pack or a traders' sack.

### **3. Make eight Shadow Disks to trade in your apprentice hammer for a luclinite hammer**

*Quest details:* Ask Master Barkham “what shadow disks” and he will give you an 8-slot Barkham's Box to fill with shadow disks.

Shadow disks are easy to make, requiring 1 metal bit, 1 swirling shadows, your Vah Shir Anvil and your Vah Shir Apprentice Mallet.

Information on farming swirling shadows is available later in this section.

*Shortcuts:* There are no particular shortcuts to this quest, other than perhaps buying the swirling shadows instead of farming them.

*Finishing the quest:* After you have acquired eight swirling shadows, return to the forge and create eight shadow disks. Fill the box and combine the contents. Return the combined box and your Vah Shir Apprentice Mallet to Master Barkham and he will give to you a Luclinite Mallet to complete your final quest.



#### 4. Make three Humming Orbs to trade in your luclinite mallet for a humming luclinite mallet

**Quest details:** Ask Master Barkham “what humming orbs”. He will give you the recipe for humming orbs and request you return three humming orbs and your Luclinite Mallet to him. Humming orbs are made using 1 wailing substance, 1 shrieking substance, 1 metal ring, your Luclinite Mallet, and your Vah Shir anvil.

Again, this sounds easier than it is.

Metal rings are easy; these are made with 1 large brick of ore, 1 file, and 1 flask of water (file returned) to make two rings. Best thing to do is to make several stacks in advance.

**Wailing substance** drop off owlbears and **shrieking substance** drops from sonic wolves. However, these are uncommon drops and only seem to drop off some owlbears or sonic wolves – not all of them. There is more information later in this section about finding wailing and shrieking substances.

*/ooc Both wailing substance and shrieking substance are nodrop. You can farm as much as you like at a time, but you cannot purchase it from an outside source.*

Once you have acquired at least three wailing substance and three shrieking substance, go to the forge. Create three humming orbs using the recipe above. Give the three humming orbs and your Luclinite Mallet to Master Barkham, and he will return to you a Humming Luclinite Mallet.

Congratulations! You have all your tools! Now you can make shadowscream armor.

*/ooc hint: THESE TOOLS ARE NODROP! This means that if you put them in the forge, and you back away from the forge such that the forge closes, your tools will disappear. You can also have this problem if you go linkdead while you are at the forge. Be very, very careful using these tools. If your tools disappear you will either need to redo the quests or petition a GM for their return. Petitioning a GM is no guarantee; I lost my tools due to linkdeath and after a week of petitioning with no success I finally repeated the quests to get my tools back.*

### Making shadowscream

You will need varying numbers of swirling shadows to make shadowscream armor pieces, metal rings (made with normal ore), medium banded armor molds (no other size will do), one humming orb, your luclinite humming mallet and your Vah Shir anvil (anvil and mallet returned). The easiest place to do your smithing is in Barkham’s shop in Shar Vahl, where one of his apprentices sells the molds needed.

You want to stick with items that allow you to make the most items with the fewest resources. Bracers and collars will each take you to 228 with 1 humming orb and 2 swirling shadows; boots will take you to 248, also with 1 humming orb and 2 swirling shadows. Make bracers or collars until 228 and boots to 248. If you want to become a 250 smith with shadowscream, you can make gauntlets to 250, which also takes only 1 humming orb and 2 swirling shadows. Other than fashion, there is no reason to make any other Shadowscream armor pieces.

**Shadowscream skilling path:** You want to stick with items that use the fewest ingredients, since this is the hardest part to do with shadowscream. The fewer items you use, the more combines you can accomplish. If skilling alone is your goal, you can skill to 250 entirely on three items. All three use the same recipe: appropriate medium banded mold + 1 flask of water + 1 humming orb + 2 swirling shadows, humming luclinite hammer, and Vah Shir anvil:

- Shadowscream bracers to 228
- Shadowscream boots to 248
- Shadowscream gloves to 250

## Swirling shadows

Swirling shadows are an uncommon drop off lesser shades in Shadeweavers' Thicket. They drop more commonly from various shadows in an island near the Twilight Sea, but these are more difficult monsters and less easy to farm. They also drop uncommonly from Xi Vius in Maiden's Eye, which is a nice bonus if you are hunting there, but not a good farming option. You may also find them for sale from vendors or in the bazaar. Since shadowscream has such a poor secondary sales market, I would hesitate to pay much for these, considering that they are so easy to farm.

Lesser shades are most plentiful near the tunnel entrance leading to Paludal Caverns. Follow the road north out of Shar Vahl across Shadeweaver's Thicket and you will eventually come to the round tunnel entrance. In this immediate area, lesser shades are born and spawn plentifully. This is the very best place to hunt lesser shades. If you have a spell such as Sense the Dead that lets you find and target undead, or you have the ability to track, so much the better.

## Wailing substance

The best place to farm wailing substance is to wait for the owlbears to control the southern part of Hollowshade zone, and then farm it off owlbears occupying the southern islands of Hollowshade. This area is commonly known as the Grimling Camps. Stay on the islands and kill as many bears as you can. Do not bother hunting by the Grimling Chieftain's camp, as although many of the owlbears have the same names, the owlbears in that camp rarely if ever drop the wailing substance. I found one of the best places to farm was right around map location -1900, -1900, in the Grimling camps. They are plentiful and, when I was hunting them as a young reaver (level 52 shadowknight) I found them easy to kill in quantity. Wailing substance does not drop from owlbears in any other part of the zone or when the owlbears do not control the southern islands at the very least.

The best place to hunt wailing substance when the bears do not control Hollowshade is from a small four-owlbear camp in Paludal Caverns, around map location -2000, -300. Four grimy owlbear cubs live there and about half the time they will drop wailing substance. This is easy and reliable but the drop rate is slower. However, this is a well-known camp so you may have to wait your turn.

*/ooc hint Grimy owlbear cubs are levels 16-19, so at the level you will likely be, this will be a simple farming session. It's also for this reason that this camp cannot really be shared. There are only four and they spawn on a six-minute cycle. My usual drop rate is about 50%, so you can reasonably expect perhaps about 10-15 wailing substance per hour from this camp. Owlbears in the more plentiful southern regions are in the high 20s to around 30; there are far more of them and you can expect a somewhat higher drop rate.*

## Shrieking substance

The best place to hunt shrieking substance is, predictably, in the very same camp when the sonic wolves control that part of the zone.

Unlike with the owlbears, shrieking substance will drop off sonic wolflings ONLY in other parts of the Hollowshade zone. It also drops fairly frequently off dire sonic wolves in the Tenebrous Mountains. You can hunt these wolves when the easier southern island camp is occupied by someone else.

*/ooc hint Sonic wolflings are around level 23-25. Sonic wolves in Hollowshade, which may add, go as high as 27. They hit deceptively hard for their level. Dire sonic wolves in Tenebrous Mountains are more difficult, in the 34-36 level range, and the adds in this area - vampire bats, crag li, and coterie - are also more dangerous, depending on your faction and what else you are killing. Some races do not start out KOS to the coterie, and most are not KOS to the crag li, unless you have done something specific to hurt your faction.*

## The Hollowshade War

There are three factions in Hollowshade that control this area: the owlbears, the sonic wolves, and the grimlings. Whichever faction is in control determines what creatures control the various camps in zone. The easiest way to know which faction is controlling the war is to look around the Vah Shir encampment in Hollowshade; whichever you see wandering around controls the zone. You still may wish to check the southern islands to see what inhabits it there.

There is considerable discussion over what will trigger the Hollowshade War. It is sometimes possible to "flip" the war such that a different faction controls the zone. If, for example, the grimlings control the zone, you can sometimes trigger a war that will put either the owlbears or the sonic wolves in control. *You cannot control which of the remaining two it will be.* If you are successful in triggering the war, however, you will hear a message across the entire Hollowshade Moor that the war has started and which faction is attacking the dominant faction.

*/ooc hint: It is largely believed that the Hollowshade War is bugged. It may be that there are complexities to this spawn trigger nobody has entirely figured out, but it is more likely that the coding behind this war is buggy and therefore flipping the spawn here can be very difficult. I will not enter a major discussion about this because there are too many conflicts and as yet I have not successfully managed to control the war.*

*One hint: if the ENTIRE zone is dominated by a single type of mob, the war is impossible to trigger. In that case, your only recourse is to petition a GM to have the zone reset.*

It may be best simply to wander into Hollowshade from time to time to see who owns the zone. If the sonic wolves own the southern islands, set aside time and hunt shrieking substance til you drop. Do the same if the bears own the southern islands.

## Secondary market for shadowscream

For the amount of time, work, and effort, the secondary market for shadowscream armor simply isn't very good. The reason is that the armor itself isn't very good, either, despite the great name. Vendors will buy them back, but will not pay very much at all for them.

*/ooc hint: This can depend partly on your server and partly on current conditions. They tend to sell somewhat better on very young servers with more low-level characters with fewer options. They can also become very popular due to circumstances beyond your control. When the Legacy of Ykesha expansion became live, and everyone made froglok characters, I sold out of all my shadowscream armor in two hours in what I called the Great Frog Twink-Off of 2003. But in general, you will sell your shadowscream armor very cheaply and very slowly.*

## Path 2: Acrylia Armor

Acrylia armor comes in two flavors: chain and plate. You can farm almost all ingredients for acrylia armor, but you may also buy them. Few smiths actually recommend trying to skill on acrylia armor, simply because one of the ingredients can be difficult to find.

Acrylia chain uses the following ingredients: combine smithy hammer, combine acrylia temper, 1-3 acrylia rings, and the appropriate chainmail pattern (sized small, medium, or large). Acrylia plate uses the following ingredients: combine smithy hammer, combine acrylia temper, 1-3 folded sheets of acrylia, acrylia chain joining, leather padding, and appropriate plate mold.

Acrylia chain armor trivials start around 190 and end at 215. Acrylia plate trivials range from 216 to 242.

## An overview of acrylia armor ingredients

**Acrylia ore:** Acrylia ore is the cornerstone of acrylia armor. Eventually you will need large bricks for making acrylia rings and blocks for making acrylia. You will get acrylia in four forms: small pieces, small bricks, large bricks, and blocks. Small pieces stack, but bricks and blocks do not. Get weight reducing bags, and as often as you can, convert to large bricks and turn into rings, or convert to blocks and convert to folded sheets, both of which stack.

You will need rings for making acrylia chain armor. You will need both rings and sheets to make acrylia plate, which needs folded sheets for the armor and chain for chain joining.

Acrylia drops primarily off grimplings in Hollowshade, Grimling Forest, Tenebrous Mountains, and the Acrylia Caverns. Depending on your strength, choose appropriate targets for your farming. They also drop a great number of etched acrylia runes, but no real use has been found for these yet other than selling them to vendors (some sell for several platinum each, so don't throw them away).

It also drops off Tribal Gatherers in Dawnshroud Peaks, occasionally off Goranga in the Maiden's Eye, and off samabata in the Scarlet Desert.

You may wish to consider the Tenebrous Mountains as your hunting spot if you are ready for it. The grimpling cave closest to the tunnels to Grimling Forest is not only a good place to hunt for acrylia, but it also provides one of the better hunting spots for windstones (see windstones below).

*/ooc hint: Hollowshade grimplings average in the mid-20s. Grimling Forest and Tenebrous Mountain grimplings average in the mid-30s. Acrylia Caverns grimplings are 39-60, with most being closer to the level 50 range.*

**Combine smithy hammer:** The combine smithy hammer is sold in Katta Castellum by Granic Malicus (map location 100, -1480) . This is not expensive, but since the inhabitants of this city are hostile to followers of dark faiths and to many races who ascribe to evil beliefs, those individuals may not be able to buy it directly. Katta Castellum is also a dangerous city off dangerous zones.

**Leather padding:** Acrylia chain does not require leather padding, but like fine plate, acrylia plate needs it.

**Combine acrylia temper:** Combine acrylia temper is created using 1 essence of wind, 2 windstones crushed in a mortar and pestle, and 1 vial of clear mana. It requires a brewing skill of 122 to make.

**Essence of wind:** Essence of wind drops from air elementals in the Twilight Sea and from Grol Baku and Cral Ligi (alien creatures) in Tenebrous Mountains. This is not the rarest item and can often be purchased in the bazaar for 30-50pp each.

**Vial of clear mana:** Vials of clear mana are made by level 29 enchanters with the Clarify Mana spell, and a poison vial and an emerald for each one. Emeralds cost around 14pp each. You can buy poison vials cheaply from several vendors around Norrath in Dagnors Cauldron, Echo Caverns, Firiona Vie, Lake of Ill Omen, Shadow Haven, Shar Vahl, West Freeport and West Karana, or you can make them yourself with pottery skill. You can also buy vials of clear mana in the bazaar, but you will pay a little more.

**Windstones:** Windstones are very rare drops and very difficult to find. In theory, they drop from several different monsters, but the best place to farm them is in the Grimling caves of Tenebrous Mountains, particularly the cave closest to the zone line to Grimling Forest. They drop from grimplings there, as well as from crag ligi in Tenebrous and Scarlet Desert, earth elementals in Twilight Sea and Gantru Moktor in Umbral Plains. These are sometimes for sale in the bazaar for 150-200pp each, but more often the prices are much higher, topping 500pp from some sellers.

To make crushed windstones, place two windstones in a mortar and pestle and combine. This is not possible to fail. If you are at this point in your smithing career, you may wish to carry a Collapsed Mortar and Pestle so you can make a mortar and pestle any time you need one without having to reserve a precious space for it in your inventory.

Important note: Because windstones are so rare, and because you need two for every temper, VERY few smiths recommend acrylia for skilling.

## **An overview of acrylia armor trivials**

Acrylia chain armor does not sell well, and only the breastplate and legs of acrylia plate seems to have any resale value to other Norrathians. But if you are determined to try acrylia for skilling and wish to stay close to your trivials (as well as conserve ingredients), here is what I recommend for a trivial path.

- Acrylia chain gorget (1 ring) to 190
- Acrylia chain veil (1 ring) to 192
- Acrylia chain boots (2 rings) to 195
- Acrylia chain sleeves (2 rings) to 202
- Acrylia chain leggings (3 rings) to 208
- Acrylia chain tunic (3 rings) to 215

There is a great deal of misinformation about acrylia trivials on plate armor. At present no one has sat down to figure these out entirely. So, the next set of recommendations will produce a range of possibilities. If you find out the trivial numbers, please let me know.

- Acrylia plate bracer (1 sheet) to between 221 and 224
- Acrylia plate leggings (3 sheets) to 235 (saleable)
- Acrylia plate breastplate (3 sheets) to 242 (saleable)

However, as said before, acrylia is a very difficult path to skill up in due to the rarity of the materials, particularly windstones for temper.

### Path 3: For the Un-Economical: Mistletoe Cutting Sickles

On the face of it, skilling on mistletoe cutting sickles makes sense. You can buy all of the ingredients; no farming is required. All of the ingredients except for elven wine can be purchased right on the Plane of Knowledge, and you can buy elven wine in many other places. The secondary market for mistletoe cutting sickles is good, since it is a consumable product. Mistletoe cutting sickles are an ingredient in the very popular PoTC quest (Protection of the Cabbage), which results in one of a couple very nice earrings.

However, mistletoe cutting sickles also require at least THREE HUNDRED SIXTY subcombines to make 20 attempts at the end product. This is before combining the blades, hilts, and pommels and without counting the 5% expected failures (this would be 378 subcombines, modified).

- Combine celestial essence for mistletoe temper	60
- Combine mistletoe temper	60
- Combine celestial essence for mistletoe temper	60
- Combine blessed dust of Tunare	60
- Combine celestial essence for three stacks of subcombines	60
- Combine items for hilts	20
- Combine items for pommels	20
- Combine items for blades	20
- Total subcombines for 20 attempts:	360

#### Celestial essence:

Celestial solvent: 1g 2s 6c each

Scent of Marr: 1p 5g 7s 5c each

Total for celestial solvent: 1p 7g 1c

Total needed alone (not part of other subcombine): 60

Celestial essence budget for 20 combines: 102pp 6c

#### Blessed dust of Tunare:

Imbued emeralds: 13p 6g 5s each\*

Jar of acid: 1g 5c

Celestial essence: 1p 7g 1c

Total for Blessed Dust of Tunare: 15p 4g 5s 6c

Total needed: 60

Blessed dust of Tunare budget for 20 combines: 927p 3g 6s

*\*You cannot purchase imbued emeralds directly. You must purchase emeralds (price is for emeralds alone) and then have them imbued by a cleric or druid of Tunare. Depending on your situation, you may need to donate for this service, which will add cost to the finished product. fdsf*

#### Mistletoe temper:

Mistletoe: 1s

Elven wine: 7s 1c

Celestial essence: 1p 5g 7s 5c

Total for mistletoe temper: 1p 7g 8s 2c

Total needed: 60

Mistletoe temper budget for 20 combines: 106p 9g 2s

**Sapphires:** 105pp each  
Total needed: 20  
Sapphire budget for 20 combines: 2100pp

**Emeralds:** 13p 6g 5s each  
Total needed: 20  
Emerald budget for 20 combines: 273pp

**Rubies:** 113p 2g 5s each  
Total needed: 20  
Ruby budget for 20 combines: 2625pp

**Curved blade mold:** 4p 2g  
Total needed: 20  
Curved blade mold budget for 20 combines: 84pp

**Pommel mold:** 5g 2s 5c  
Total needed: 20  
Pommel mold budget for 20 combines: 10p 5g

**Total outlay for 20 combines, no failures:** 6228p 7g 8s 6c  
**Price per combine:** 311p 4g 3s 9c

None of the discussion that follows even takes into account whether you can actually get skillups making mistletoe cutting sickles. Skillups past 188 are hard to come by no matter what you do. I strongly believe that starting too far from your trivials will make it harder to get successes *and* skillups, so starting at 188 with a 250+ item will probably not produce the most efficient skilling path.

So, on to the raw cost discussions. We're going to talk money for the rest of this section, not skillups.

It is important to discuss successes in terms of mistletoe cutting sickles because they are very expensive to make, and successes help offset the costs. The fewer cutting sickles you fail, the less money you waste.

Hey, and you see mistletoe cutting sickles on sale for 2000pp each – this should be a great money maker, right? After all, you only need to make 4 successes out of 20 to exceed your costs. Right?

*/ooc hint: The secondary market price of mistletoe cutting sickles seems very server-specific. Some servers report sickles selling for as little as 1,500pp, some as much as 2,500pp. Be aware of your local market before deciding whether it makes sense for you. If you are on one of the 1,500pp servers, you would need as much as a 25% average success rate to cover costs. In addition, the timing can also be specific, depending on what is going on in the world at the time. When the Legacy of Ykesha expansion came out and everyone was twinkling their new frogs, mistletoe sickles sold like hotcakes. At other times, smiths may sit on unsold sickles for a long time.*

Theoretically, yes. But in reality, you won't do it.



First of all, this is assuming you make no failures on the sub-combines. Even when trivial, the expected failure rate on subcombines is 5%. You need to adjust your price for expected failures on subcombines:

**Price with 5% expected failure on subcombines for 20 combines:** 6540p 2g 2s 5c  
**Adjusted price per combine:** 327p 1s 1c

Well, still, that's only a difference of a bit over 312pp total and only about 16pp per sickle – still enough that 4 successful combines will more than cover your losses.

Wrong again.

A smith with a skill of 188 has a very slim chance of making any of these successfully. Mistletoe cutting sickles are a high grandmaster skill level with a trivial level ABOVE 250. This means that a level 250 smith can expect a statistical failure rate higher than 5%; some early estimates indicate that mistletoe cutting sickles have about a 60-70% failure rate at 250, which would put their functional trivial rate somewhere above 300. At level 188, even with a geerlok that will raise your functional skill level to 197, you are still well below the threshold of success. *It is not uncommon for smiths of under 200 skill to attempt stacks of cutting sickles with no successes at all.*

Plus, while the first-level subcombines stack (mistletoe temper, celestial essence, and blessed dust of Tunare) all stack, the second-level subcombines (blade, pommel, and mold) do not. You also need so many of these items that you will end up with very little room in your packs. Assuming eight backpacks with ten slots (80 slots), you will need to carry the following for 20 combines:

- 1 stack of emeralds
- 1 stack of sapphires
- 1 stack of rubies
- 3 stacks of mistletoe temper
- 3 stacks of blessed dust of Tunare
- 3 stacks of sheet metal
- 3 stacks of celestial essence
- 1 smithy hammer
- 20 hilt molds
- 20 pommel molds
- 20 blade molds

That fills 76 slots of space – just enough to carry food, water, and two other items. This is just for one set of 20 combines. That's also assuming you carry eight ten-slot bags; many people will find it impossible to carry everything needed for 20 combines.

Mistletoe cutting sickles are a great option for higher levels, when the costs will be more offset by successes, but wait until you're much further along in your smithing career before you consider this expensive and time consuming option.

With all the hassle, numerous subcombines, high trivial jump (meaning you'll be spending a lot more time attempting – and failing – sickles), and high expense, mistletoe cutting sickles might be a good product to try skilling on when you are very high level – say, 240 or so – but are probably not viable to anyone but the very wealthiest and most tedium-tolerant adventurers.

## Path 4: Cultural armor

### About cultural armor

Cultural armor is armor created by a member of that race. A barbarian can only create barbarian cultural armor, a high elf only high elf cultural armor, etc. Illusions, by spell or by potion, do not fool the forge. Cultural armors are created only in that race's cultural forge, usually located within their home city.

Some cultural armor is imbued, meaning that it is dedicated to a specific deity. It means that only people who worship that deity may wear that item. It does not mean, however, that only members of that deity may create that item. An human worshipping Rodcet Nife can still create imbued armor dedicated to Erollisi Marr; she just cannot wear the end product.

### Imbuing gems

Some cultural armor requires gems imbued, depending on your deity. An imbued gem is one specially treated with a blessing spell that dedicates the gem, and thus the end product, as the sole province of that deity. Imbuing adds this deity restriction, but also usually adds greater power to the armor.

This means that, depending on your deity, you will need to find clerics, shamans, or druids who can imbue your items. For example, sapphires are the gem of Innoruuk, and any Innoruuk-worshipping cleric or shaman of at least 29 levels can imbue sapphires for you. Emeralds are the province of Tunare, and any cleric or druid of Tunare of at least level 29 can imbue emeralds.

Deity	Gem	Who can imbue
Bristlebane	Peridot	Cleric
Cazic-Thule	Amber	Shaman
Erollisi Marr	Rose quartz	Cleric
Innoruuk	Sapphire	Cleric or shaman
Karana	Plains pebble	Cleric or druid
Mithrael Marr	Diamond	Cleric
Prexus	Black pearl	Cleric
Quellious	Topaz	Cleric
Rallos Zek	Jade	Shaman
Rodcet Nife	Opal	Cleric
The Tribunal	Ivory	Shaman
Tunare	Emerald	Cleric or druid
Veeshan	Fused dragon crystal	Cleric

Although a druid, cleric, or shaman of a particular race that may worship more than one deity may purchase an imbuing spell for another deity, they may not scribe it or use it. Only a priest of that deity may imbue in his or her gods' (or goddess') name.

## Enchanted ore

Most cultural armor requires specially enchanted ore – adamantite for dark elves and ogres, brellium for dwarves, mithril for high elves and wood elves, and high quality ore for some higher level human armor.

This ore is sold in various sizes, but unfortunately enchanters can only enchant large bricks. Though you will need blocks of enchanted ore to make most cultural plate armor, you must buy and enchant large bricks, then combine the enchanted large bricks to make blocks. Don't waste your money buying blocks to be enchanted; the enchanters cannot use them. Buy and enchant large bricks ONLY.

You must enchant the large bricks and make the blocks from enchanted bricks. You cannot enchant blocks and you cannot enchant sheets of metal after the fact.

Any enchanter of any race or religion may enchant any type of armor with the appropriate spell. These spells all require an enchanter of at least level 49.

## Cultural armor trivials

There are wildly conflicting reports on trivial levels on some items. This section is going to report only whether the 188+ bridge is possible and some of the potential pitfalls of this race's cultural armor.

*/ooc hint: Go to [http://www.eqtraders.com/secrets/recipes\\_smithing\\_cultural\\_main.htm](http://www.eqtraders.com/secrets/recipes_smithing_cultural_main.htm) to get more information on your own cultural armor trivials and recipes.*

## Cultural skilling recommendations

Here are the recommendations, with explanations to follow:

- **Yes, definitely consider it if you are:** dark elven, dwarven, high elven, human, ogre
- **Possibly yes if you are:** high elven
- **Definitely no, if you are:** barbarian, gnome, Iksar, troll
- **Not possible if you are:** Erudite, Froglok, Halfling, wood elf, half elf, Vah Shir

**Barbarians:** Barbarian cultural armor is not necessarily the best choice for skilling from 188 to 250 for this reason: there is no "bridge". Imbued northman ring mail trivials out in the early 160s, and the next armor you can make, Artificer's Ringmail, Helanic Tundra Armor, and black lace-boned armor, all have trivials above 250. It has the same disadvantage of making mistletoe cutting sickles – you are trying to make a 62-point trivial leap on something a 250 smith can only succeed making 50% of the time. This equals few successes, which will mean wasted money until you are closer to the 250 mark. Do not consider barbarian cultural for skilling if you have options; it's too

expensive and provides no skilling advantage. Stick with options that allow you to stay closer to your trivials, such as Shadowscream.

**Dark elves:** Dark elven cultural armor is one of the very best for skilling from 188 upward. True, the temper ingredients can be a bit of a pain; elven blood and Essence of Shadows are not easy to find, but in truth they are no harder to obtain than materials for shadowscream, and certainly much easier than obtaining windstones for acrylia.

Teir' Dal armor presents a smooth skilling path from 188 to above 237, making enchanted Teir'Dal plate and imbued enchanted Teir'Dal plate. It is a cost-effective route because, particularly with a geerlok, you will succeed much of the time and can sell the products. It can be worn by dark elves, humans, and frogloks. This sells reasonably well in the bazaar due to good properties of this armor.

**Dwarves:** Dwarven cultural armor also presents a smooth skilling path above 188. The temper ingredients have their own challenges, but again, these are no harder to farm than shadowscream or acrylia ingredients.

Dwarven cultural armor, brellium armor, sells respectably well in the bazaar, as it can be worn both by dwarves and by gnomes. Enchanted plate and imbued dwarven enchanted plate pick up neatly where fine plate leaves off. Cultural is a fine skilling path for dwarves.

**Erudites:** Erudites have no cultural armor; the only cultural smithing is enchanting thread, which is needed for cultural tailoring.

**Frogloks** have no cultural products at this time.

**Gnomes:** Gnomes have the same problem as barbarians: while they have high-level cultural armor, namely Clockwork Shadow Walker and Clockwork Observer Armor, they have no smooth skilling path available from 188 to 250, thus providing no cost-effective route. Both of these armors are trivial above 250.

**Half Elves** have no cultural products.

**Halflings:** Halflings have no cultural armor; the only cultural smithing they have supports cultural tailoring and trivials far below useful ranges.

**High Elves:** High Elves seem, at first glance, to be in the same lucky boat as dark elves and dwarves: koadal mithril plate armor and imbued koadal mithril plate armor present a smooth progression from 188 and beyond. However, they do have one challenge that may make cultural skilling less desirable.

Processing mithril requires morning dew, both for making sheets and rings and for the temper required to make armor. Morning dew is acquired one of two ways: foraging and killing. It is foraged in Greater Faydark, which is a problem because no high elves can forage.

*/ooc hint: This used to be the only way to acquire morning dew, which was a raw deal because high elves cannot forage. If you want to speed up morning dew production, try making a wood elf ranger or druid. Wood elves start with a cultural advantage in foraging; they begin with a skill of 50, and both classes can forage to 200 by level 39. Wood elves are*

also accepted in the areas where you need to do your foraging, specifically Greater Faydark. Wood elf bards can also forage, but they are capped at level 55 so are less useful as foragers.

You can also kill brownies and faeries in Lesser Faydark for morning dew.

*/ooc hint: Brownies are well known as being massive undercons. Even green ones can nuke for significant damage. They range widely in levels and are social. Be very, very careful when hunting brownies.*

Though the fact is that high elves have more ways to acquire morning dew, it is still rare enough that skilling on high elven cultural is less than ideal. However, it can be a good supplement to skilling in other fashions.

**Humans:** In some ways, humans have the very best luck with the cultural armor draw, because they have two armors to choose from: field plate and royal plate. Field plate does not even require enchanted ore.

Field plate requires sea temper, which has a fished element. Fortunately, the seaweed is now tradable and can be purchased from vendors or from folks in the Bazaar. The wise human smith learns to fish early.

While sea temper has its challenges, it is no worse than farming for shadowscream. Imbued field plate can be made for several deities – Bertoxulous, Erollisi Marr, Innoruuk, Karana, Mithraniel Marr, Rallos Zek, or Rodcet Nife. It is the easier of the two to skill on and will provide a smooth transition from 188 and beyond.

Royal plate is better armor but not practical for skilling, because it requires two Essence of Sunlight for its temper, a rare drop from sand giants. It is probably the temper ingredient out of all that is most difficult to farm. Essence of Sunlight also drops from faerie dragons in Wakening Lands and chromodracs from Skyfire, but neither of these has most human smiths jumping for joy, either.

*/ooc hint: Sand giants range from levels 33-37 and are found in Oasis of Marr, South Ro, and more rarely in North Ro. Chromodracs are between 41-45 and are very difficult to fight and kill due to their predilection for casting dispel and damage-over-time spells. Faerie dragons are between 38-42, but killing them also has negative impact on Tunarean Court faction - in other words, it can screw up your relationship with light elves.*

Field plate is perhaps better for skilling, and royal plate will sell a bit better.

**Iksar:** Iksar, like barbarians and gnomes, have the “skip” problem, where the trivial differences between the two highest armors, Imbued Cabilis scale armor and Fearsome Skyiron Armor, does not make a cost-effective skilling path. The imbued scale trivials somewhere below 175, but the Fearsome Skyiron Armor trivials above 250.

**Ogre:** Enchanted ogre warplate may be a possible option for you to get you from 188 to over 200, though it may not get you much beyond 230. Trivials range from 188 to over 229. Three bloods in the temper may make it no worse, at least, than shadowscream, and the end product may sell better. It does require imbued jade, however.

**Troll:** Theoretically, it is possible to skill up on troll weaponry, but it is so totally impractical as to not be worth discussing. “Working” weapons such as Sword of Ykesha and Staff of the Observer into other weapons do provide a trivial bridge from 190 to over 200, but unless you have oodles of cash it’s unlikely you will be able to obtain enough of the weapons in question to make it a viable skilling option.

## Comparing the four paths

There are advantages and disadvantages to all four paths.

### Advantages of shadowcream:

- Items are comparatively cheap to make. The only items that need purchasing are the armor molds and water. Anything you can sell shadowcream for is almost pure profit.
- You get good Vah Shir faction when you do the quests.
- The farming can be relatively low level; the highest mobs you have to encounter are around level 30, and many of them are significantly lower. Depending on your level, you may have the option to combine experience with farming, depending upon where you go.
- No brewing skill required, since no temper is involved.
- Shadowcream armor fits all races and is not sized for small, medium, and large.
- No enchanting or imbuing is required.

### Advantages of acrylia:

- Items can be almost free to make if you farm all items.
- There are no nodrop items involved, you can also purchase all ingredients from others if you choose.
- You can sometimes buy the temper pre-made from other Norrathians in the bazaar.
- There is a decent secondary market for some pieces of acrylia plate.
- There are no lengthy quests required to complete to start acrylia armor.
- No imbuing or enchanting is required.

### Advantages of mistletoe cutting sickles

- All items are purchased. No farming is required.
- There is a reasonably consistent demand for mistletoe cutting sickles, so there is a constant market. Since these items are consumed for a popular quest earring (the PoTC quest), they do not return to the market once sold.
- No enchanting is required.

### Advantages of cultural armor

- For those races for which cultural armor is a viable option (dark elf, dwarf, human, and ogre) the materials are often easier to farm than other paths.
- Cultural armor generally sells well in the bazaar.
- For those races for whom cultural armor is a viable option, the trivial paths are smooth and without huge gaps and bridges.
- For humans, field plate requires no enchanted ore.

### **Disadvantages of shadowscream**

- The farming is incredibly tedious.
- Because two of the ingredients are nodrop, you can't buy them, nor can you have others find it for you. You must farm wailing substance and shrieking substance yourself.
- The necessary drops seem to be uncommon to rare.
- The secondary market for shadowscream is not great, so you will not be able to sell your items for very much.
- Humming orbs do not stack, which makes it difficult to make several in advance for later smithing.

### **Disadvantages of acrylia:**

- You need a brewing level of 122 or better to make the temper.
- Temper ingredients are extremely difficult to find and can be very expensive if you choose to purchase them.
- The farming is also tedious if you choose to farm. The acrylia is expensive if purchased.
- The most difficult item to acquire, and the most expensive to buy - windstones - are also required in pairs. You need 2 windstones for each temper.
- If you are not an enchanter, or you don't know one of at least level 29 who has the spell and can make it for you, you must purchase vials of clear mana to make the temper. At any rate, you will at least need to buy the reagents and vials (see Acrylia Temper for more information).
- Farming levels are significantly higher than for other paths. The lowest level mobs you will encounter are grimlings for acrylia drops, which at their lowest are in their mid-20s. Many of the mobs you will have to fight for drops are still difficult to kill when you are in your early 50s.
- There is almost no secondary market for acrylia chain armor.
- While there is a decent secondary market for some acrylia plate armor, particularly the breastplate, not all pieces are in demand.
- Acrylia armor, both chain and plate, is sized by small, medium, and large, so you need to guess which sizes will be most popular for resale.
- Acrylia armor requires a combine smithy hammer, which is only sold in Katta Castellum. Evil races usually start out KOS here, so you will need to enlist the aid of a good-aligned friend to buy one for you.

### **Disadvantages of mistletoe cutting sickles**

- Mistletoe temper requires a brewing skill of 136 or greater.
- Blessed dust of Tunare requires a pottery skill of 103 or greater.
- The cutting sickles trivial above 250, which means it creates a huge gap to cover when starting from 188. Successes will be rare, which means fewer sickles to sell to offset costs.
- This is by far the most expensive way to skill up. It has been estimated that going from 188 to 250 on mistletoe cutting sickles can cost over 300k.
- It requires by far the greatest number of subcombines - minimum 360 subcombines -- before combining the blade, hilt, and pommel for 20 attempts (or minimum 18 subcombines per set).
- Materials for even 1 "stack" of combines (20 combines) will consume more room in your packs than you will likely be able to carry.
- Sub-parts (blades, pommels, and hilts) do not stack.
- Blessed Dust of Tunare requires imbued emeralds, which means you may need to arrange (and possibly pay) for imbuing service with a cleric or druid of Tunare.



## Disadvantages of cultural

- Cultural tempers require a brewing skill of 135. Higher is better to help prevent failures.
- Not all races have cultural armor options; only dark elves, dwarves, ogres, and humans have cost-effective cultural skilling options. High elves may also use this option, but the difficulty in obtaining morning dew hampers this.
- Temper ingredients may be difficult to find and farm.
- Most cultural armor requires enchanting large bricks of specialized ore – adamantite for ogres and dark elves, brellium for dwarves, mithril for high elves, normal metal for human royal plate (human field plate requires no enchanting, though royal armor does). Enchanted large bricks must then be converted into enchanted blocks by combining the bricks and appropriate liquid in a cultural forge. Blocks cannot be enchanted directly. Enchanting requires the assistance of a level 49+ enchanter. Depending on your situation, you may have to pay for enchanting service.
- Imbued cultural armor requires imbued gems, which requires the assistance of a cleric, druid, or shaman of the appropriate deity of at least level 29. Depending on your situation, you may need to pay for imbuing service.
- Cultural smithing may only be done on a cultural forge, located within a home city. It also requires the use of a cultural-specific smithing hammer. Cultural forges are rarely located near banks or convenient vendors.

## Final recommendations on skilling past 188

If you have access to all parts of Norrath, and access to the moon of Luclin, here are my recommendations for skilling past 188:

**Choice #1:** If you are a dark elf, dwarf, human, or ogre, your main method of skilling should be on cultural armor. It sells well and they have fewer and more surmountable disadvantages. It is a cost-effective way that presents the fewest farming headaches. By being able to stay close to trivials, you will minimize failures and thus skill faster.

**Choice #2:** All other races, or even those of the races mentioned above, should concentrate on shadowscream. The four cultural races may consider shadowscream as a supplement to cultural armor, particularly if they have trouble getting the enchanted ore or imbued gems.

**Choice (a distant) #3:** If the choice comes between acrylia and mistletoe cutting sickles, start saving your coin and either buy lots of windstones and acrylia, or buy ingredients for mistletoe cutting sickles. You have bought yourself the expensive routes. You may wish to view mistletoe cutting sickles as a viable skillup option later in your career, but not at the beginning, as massive failures will make you bleed platinum.

If you do not have access to the moon of Luclin, shadowscream is not an option, and acrylia armor is only a choice if you can buy all of your goods. However, this is very difficult without access to that wondrous moon, as the only place to buy these items directly is in the bazaar from other Norrathians. You may find some kind soul willing to do your buying for you, or find another way to purchase your goods, but you have seriously limited your options.

## Alternative skilling to 212: Ethereal rings

It may seem silly to discuss a method that will only get you two points of skill, but skill points are so difficult to come by in this range that any method that may help make it cheaper and easier to skill needs to be addressed.

Ethereal rings are interesting because they trivial at level 212, but you cannot even make them until your smithing skill is level 220. This would seem like a silly thing to try to skill on, but if you have a geerlok or other 5% skill enhancement item, the forge will allow you to make these items when you are actually level 210. It counts modified skill level for the purposes of manufacture.

(If you are lucky enough to have a 10% skill enhancing item, you can make ethereal rings from 200 to 212. If you have 15%, you can start making them as early as level 192).

Ethereal rings are made from 1 brick of ethereal energy, ethereal temper, and a file, combined in a tanaan forge. There is one tanaan forge on the Plane of Knowledge.

Ethereal temper is made from 2 celestial essence, an emerald tea leaf, and soda. All these items are sold on the Plane of Knowledge. This combine also requires a modified brewing skill of 220, so the same modifier stats above apply. These must be combined in the tanaan brew barrel. (It is frequently sold in the bazaar as well).

Bricks of ethereal energy drop off various mobs on the Plane of Valor. They are very frequently for sale from vendors on the Plane of Knowledge.

While this may be a limited option item, hey – two points are two points!

## Appendix 1: Smithing for Tradeskill Support: Levels You Need to Achieve

This table shows some commonly-made items not mentioned elsewhere in this guide and what levels in smithing you need to achieve to have a 95% projected success rate making this item. If you are learning smithing to support other tradeskills such as fletching, tailoring, or baking, this will give you an idea of what level of smithing you need to achieve to meet your goals.

Item	Trivial	Skill needed for 95%	With geerlok
Acrylia or velium boning	47	79	75
Acrylia or velium rings	53	83	79
Acrylia or velium studs	45	77	74
Arrow shafts: acrylia	54	84	80
Arrow shats: steel	44	76	73
Arrowheads: condensed	116	130	124
Arrowheads: field point	41	74	71
Arrowheads: hooked	44	76	73
Arrowheads: silver tipped	79	103	98
Bread tin	38	72	69
Cake round	38	72	69
Dairy spoon	74	99	94
Fillet knife	76	100	96
Metal studs	35	70	66
Muffin tin	35	70	66
Nonstick frying pan	91	112	106
Pie tin	35	70	66
Pot	50	81	77
Skinning knife	41	74	71
Smoker	50	81	77