

Smithing for Tailors
or, Studs for the Studly
Edition 1.0

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Introduction

I'm a tailor -- why do I care about smithing?

Many tailored items require smithing skill to make component parts. Studs and boning both use smithing skill. Some cultural tailoring requires smithing skill to make other types of parts as well: tools, special threads, and containers.

Tailors have two choices when it comes to smithing: do it themselves or find someone else to do it for them. Since you never know when you're going to run out of the things you need, the wise tailor learns enough smithing to do the job without outside assistance.

You can sometimes purchase such items in the Bazaar, but supply will be spotty and you will pay a premium for this service. If you are comfortable with this "laziness tax", so be it. But if you want to be a fully self-sufficient tailor, you must learn smithing to one degree or another.

Who knows? You may discover that time at the forge is satisfying in and of itself. Then again, you may find tailoring enough of a frustration that adding another difficult and time-consuming tradeskill isn't for you. There is considerable debate between tailors and smiths as to which skill is more expensive, time-consuming, frustrating, and difficult to raise.

If your smithing goes beyond the scope of this guide, which is intended only for tailors who wish to get their smithing skills up to the point they can support their tailoring, I recommend the full version of this smithing guide, **The Economical Smith**.

/ooc hint: All my tradeskilling guides are available in PDF form at http://www.crimsonsnow.org/pdfs/economical_smith.html. Some of the text for this guide is straight from The Economical Smith, but much of it has been rewritten or written completely new for this guide. Some of this guide will be familiar to those familiar with the original.

Fortunately, there's good news. Most of your smithing needs can be filled relatively easily without resorting to (more) endless farming and (more) expensive ingredients. You do enough of that with tailoring; why compound your problems?

How much smithing is "enough" for a tailor?

How high you need to raise your smithing to support tailoring depends entirely on your needs. Some smiths will not even need to raise it any higher than the mid-80s. If you are planning to do cultural smithing, your needs will be greater.

To understand how much smithing you need to develop, it's important to understand some basic principles about skilling, trivials, skill-enhancing items, before discussing exactly how much smithing is "enough smithing".

On skillups and trivials, successes and failures

For each item you make in tradeskills, tailoring or 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 tradeskill 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 most tradeskills is 250 (200 in fishing). 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 repeat experimentation by grandmasters using accepted success formulas to estimate these unknown true trivials.

Geerloks 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 geerloks 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, geerloks 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%.

Should you invest in a smithing geerlok as a tailor?

Since most of the time you will be working on tailoring, not smithing, I actually support *not* buying a smithing geerlok unless you intend to get serious with smithing, or unless you are a halfling or wood elf who plans to do cultural tailoring. The reason is that with the low levels of smithing you are going to need to master, getting to a point where the extra 5% will not make any difference to your success is quite easy and cost-effective. 95% is 95%; 95% success plus a geerlok is not going to improve your success rate.

For wood elf and halfling cultural tailors, it may be worth investing in a smithing geerlok around level 100 in smithing if you can buy one for a good price. This will keep failures down (and thus reduce the amount of money wasted) on skillup projects.

However, the goal of this guide is to get you to the point where you are in the 95% range for smithing WITHOUT having to use a geerlok. It's just one more thing taking up room in your stash. A wood elf or halfling tailor, completing the smithing program, may wish to sell the smithing geerlok to make room for something else.

How high do I need to get my smithing as a tailor?

The answer is: it depends on who you are and what you want to make. For most tailors, the maximum smithing skill you will need to develop to ensure 95% success without the use of a smithing geerlok is 77. For erudite, wood elf, and halfling cultural tailors, more smithing skill is required.

Here is a list of items used for all non-cultural tailored items. With the exception of the skinning knife, these are all items that will need to be made repeatedly for your needs:

Item	Trivial	Skill needed for 95%	With geerlok
Acrylia or velium boning	47	79	75
Acrylia or velium studs	45	77	74
Metal studs	35	70	66
Steel boning	37	71	67
Skinning knife	41	74	71

Smithing for Robes: Dark Elf, Erudite, Gnome, Human, and Iksar:

You may wish to hire a smith to make these for you rather than developing your own skill to make these yourself. All of these are one-time items, not things you will need to make repeatedly. To make these all yourself with a 95% success rate, you would need to develop your smithing skill to 150; to have a 75% chance at the highest items, develop smithing to 130:

Cultural Smithing Item, Robes	Trivial	Skill needed for 95%	With geerlok
Embroidering needle	122	135	129
Cultural embroidering needle	132	142	136
Shears, elm handled	142	150	143
Shears, hickory handled	136	145	139

Erudite Cultural Smithing:

Erudite tailoring has two culturally smithed components, both of which trivial at 53. Therefore, you will need a smithing skill of 83 to achieve 95% success.

Erudite cultural smithing must be done in the Erud cultural forge:

Cultural Smithing Item, Erudite	Trivial	Skill needed for 95%	With geerlok
Enchanted steel thread	53	83 max	79
Enchanted platinum thread	53	83 max	79

Halfling Cultural Smithing:

Halfling cultural tailors will require the highest smithing level -- about 160 for safety. Notice that although the Vale sewing kit trivials at 162, I don't necessarily recommend getting smithing up to the point you can make these 95% of the time; one sewing kit will do and you can make it once you are in the correct range for making steelweave. Not all of these have precise trivials available, since infused items used blue diamonds and therefore no one wants to use them for skilling.

All halfling cultural smithing needs to be done in the Vale cultural forge:

Cultural Smithing Item, Halfling	Trivial	Skill needed for 95%	With geerlok
Embroidering needle	122	135	129
High quality metal bits	20	58	56
Infused platinum thread	141/142	149/150	142/143
Infused vale boning	<=143	151 max	144 max
Infused vale chainweave	<=122	135 max	129 max
Infused vale steelweave	<=155	160 max	155 max
Vale sewing kit	162	165	162

Wood Elf Cultural Smithing:

Wood elf cultural tailors will need to get their smithing to the second highest level -- about 140 for safety. Again, the smithing trivials known are estimates, so I am recommending them based on the highest number for safety's sake.

Cultural Smithing Item, Wood Elf	Trivial	Skill needed for 95%	With geerlok
Mithril boning	<=67	94 max	89 max
Infused mithril boning	<=120	133 max	127 max
Infused mithril chainweave	<=129	140 max	134 max
Mithril bits	<=66	93 max	88 max
Mithril studs	<=47	79 max	75 max
Fier'Dal sewing kit	71/72	97/98	92/93

Summary of smithing skill needed for tailoring

- If you are *not* a halfling, erudite, or wood elf cultural tailor, develop smithing skill to 79.
- If you are an erudite cultural tailor, develop smithing skill to 83.
- If you are a wood elf cultural tailor, develop smithing skill to 140.
- If you are a halfling cultural tailor, develop smithing skill to 160.
- If you are a human, iksar, dark elf, erudite, or gnome who wishes to do cultural robes and do all your own smithing, follow the Wood Elf program and get smithing up around 140. Otherwise, acquire these items another way and follow the appropriate path for your race listed above.

Smithing and attributes

The same attributes -- **intelligence or wisdom** -- that will serve you in tailoring will also serve you in smithing. In addition, high strength can be substituted if that is higher than the intelligence or wisdom. However, it is better for the tailor-smith to develop intelligence or wisdom, as this attribute is interchangeable for either skill.

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 tailor who will be using the cultural forge for smithing, 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. This 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...

However, if you are already a tailor, you already know this.

Part 1: Smithing basics

This section covers:

1. smithing tools
2. ore
3. brewing

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 (Optional to necessary). 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, but necessary for certain types of ore. 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 (132): A smithy hammer is a critical tool, but not one that you need right away, if ever. Probably only halfling and wood elf tailors will make use of this tool. If you follow this guide, you will not need a smithy hammer until you do ornate chain, so you can put off this purchase. Many tailors can get away without having one at all.

Smithing geerlok (Never, or 100): A geerlok automated hammer is a gnomish tinkered device that improves your smithing skill by 5%. Due to the expense of this object, you probably will not want to bother purchasing one until it really starts to matter and your prices are starting to increase. This is only recommended for wood elf or halfling tailors.

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, if you are a wood elf cultural smith, **mithril**.

- **Small pieces** are used to make bits (metal bits, acrylia bits, velium bits). Bits are most commonly used to make tools and metal studs, but are also used stand-alone in some wood elf and halfling cultural smithing.
- **Small bricks** are used to make sheets (sheet metal, velium sheets, acrylia sheets, etc.) and boning (steel boning, acrylia boning, velium boning, mithril boning, etc).
- **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 and are thus of little use to a tailor except as sales items or for skilling.
- **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. Blocks are of little use to a tailor, except for selling or skilling.

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, so are of no interest to a tailor.

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 will be very important for halfling cultural tailoring. The details of the Unrefined Ore Quest are listed in the section about Advanced Smithing (ornate chain).

Note to the first-time smith: looks can be deceiving! Many 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

Upward 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
mithril	morning dew
velium	coldain velium temper

Downward conversions: You can also convert larger pieces of ore into smaller ones, but depending on the situation, this can be either good or bad.

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.

However, for acrylia, velium and high quality ore, this may be desirable at times to chisel down small bricks into pieces. For high quality ore, this is the *only* way to acquire pieces to make bits for manufacturing studs for high level tailoring, especially since high quality ore and mithril are not sold in small pieces.

For the less-useful large bricks and blocks of velium or acrylia, there are three things you can do. First, you could chisel them down into small bricks or pieces, but this is wasteful. Second, you can sell the large bricks and blocks to fund more smithing. Or, third, you can use your smithing skill to convert them into rings, chain joining, and folded sheets that will sell well to higher-level smiths (probably better than the unaltered bricks).

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.

Brewing

If you are a wood elf or halfling tailor, you will need to develop brewing, both for your own tailoring and for skilling up profitably in smithing.

Wood elves and halflings will need to develop a brewing skill of at least 122 for the smithing you will need to do. You should have your brewing skill up to this level by the time you have also reached 122 in smithing.

Happily, this also gets your brewing skill up into that nice 95% success range for making acorn oil or oak bark tannin for your tailoring. So, just do it -- it's a cheap skill to develop, and you've prepared yourself nicely for cultural tailoring.

A guide to the guide

I have taken the effort in my guide to show the approximate cost of creating these items. 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 Basic 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.

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.

Part 2: Basic smithing for tailors (levels 1-92)

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 invest a practice point in 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 is no longer 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.

Basic Smithing 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)

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. You will need them for making a very important smithing tool you will use a lot, and for making metal studs.

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.

You will use this same recipe for making other types of bits, substituting specialized ores for the regular ore listed above. However, these ores are more expensive or more difficult to obtain, so do not make those bits until your skill is at the point where you succeed 95% of the time.

Basic Smithing 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

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.

Basic Smithing 3: Metal studs (trivial 35)

Save or Sell: Save

Approximate cost per unit: 3g 6s 2c

Approximate sale price to vendor: 3g 6s 2c

Projected success rates, levels 21-35: 46% - 59%

Level for 95% success: 70

Recipe: 3 metal bits + 1 flask of water + file (Creates 2 studs; 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,

This is your first chance to use the file you made in Project 2. The file will be returned whether you succeed or not, so you only need one.

Metal studs are used for making studded armor, which is a good tailoring progression. You will use this same recipe, substituting acrylia or velium, for making acrylia studs or velium studs. However, both acrylia and velium are too rare and expensive to use for skilling; wait until your

smithing skill is such that you will succeed making these 95% of the time. Practice with regular ore.

You can either do metal studs until trivial, or you can switch to steel boning when you have used up all the metal studs you used in your Basic Smithing 1 project.

Basic Smithing 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

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)

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,

/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.

Before I go into the recipe for steel boning, let me point out one of the recipes I have not recommended for skilling:

Small metal containers (trivial 37) not only have no application for tailoring, but also 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. 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.

Again, this is the same recipe you will use with other types of boning, substituting the appropriate ore. But also, again, do not use the specialty ores until the items are at 95% success rates. Practice on regular metal.

Basic Smithing Project 5: Forged throwing knives (trivial: 53)

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

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

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 instead 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 pre-purchased sheet metal, which is sold in several places.

/ooc hint: Blacksmith-tailors without Luclin or Planes of Power expansions who belong to evil races -- namely ogre, troll, and dark elf -- will have a problem purchasing sheet metal. They can buy it in Shadow Haven or Luclin, or in the Plane of Knowledge, but these require those expansions. They are KOS everywhere else sheet metal is sold and will have to make their own.

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.

Basic Smithing Project 6: Lantern (trivial 68)

Approximate cost per unit: 2g 9s 5c

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

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. If you are not a halfling or wood elf cultural tailor, you may never need one, so this is not a worthwhile investment. 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 (these are ordinary two-slot sewing kits, the same as those sold by many vendors). 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.

Second, 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.

Basic Smithing Project 7: 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.

Basic Smithing Project 8: 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

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!

STOP - TAILORS EXCEPT ERUDITE, WOOD ELF, AND HALFLING

If you are not a cultural tailor, and want to ensure 95% success on your smithing-created tailoring raw materials, you can stop smithing when you reach 77. You've completed all the smithing you need to succeed.

Erudite Cultural Tailoring, Levels 77-83

Since erudites need to get their smithing skill up to 83, continue making banded gorgets until level 83.

STOP - ERUDITE TAILORS

If you are an Erudite cultural tailor, and want to ensure 95% success on your smithing-created tailoring raw materials, you can stop smithing when you reach 83. You've completed all the smithing you need to succeed.

Halflings and Wood Elves

Since both halflings and wood elves need to get their smithing to levels higher than 92, continue making banded gorgets until trivial at 92. You will be moving on to Intermediate Smithing for Cultural Smiths.

Part 3: Intermediate Smithing for Cultural Tailors 101 (92-132)

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

Do not confuse plate molds with “full plate” molds. Full plate molds are sold only on the Plane of Knowledge and are used for making planar armor. These are not interchangeable with regular plate molds and are not usable for banded mold patterns.

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, Ferrott, 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.

Halflings and wood elves both need regular embroidering needles for cultural products, too, so keep one for your own use.

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.

Intermediate Smithing Project 1: 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.

Intermediate Smithing Project 2: 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!

Intermediate Smithing Project 3: 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.

Alternate skilling path to 111: Worked silver chain

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).

Worked silver chains are used to make gem-studded chains, which you will need eventually for making Ceremonial Solstice Robes.

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 an alternate 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.

Intermediate Smithing Project 4: 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 skip all three-sheet 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.

Both wood elves and halflings need embroidering needles for cultural tailoring, so keep one for yourself.

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. 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.

Intermediate Smithing Project 5: 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.

Even selling these back to vendors results in a very nice profit of about 7pp per needle. This adds up very quickly and can pay for all of your previous smithing and more besides.

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)**

As you see, there is no halfling or wood elf cultural needle, as neither race can make the cultural robes. However, since all wood elves can forage, and halfling rangers and druids can also forage, this makes a nice addition to your smithing. If you are a halfling with a different career path, you can fish for your own essence items. The fish pond at Ak'Anon is particularly nice.

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.

Part 4: Intermediate Smithing for Cultural Tailors 201: Ornate Chain (Levels 132-146)

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 trivaled 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.

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

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.

Ornate project 6: Ornate gold coif (trivial 146)

Approximate cost per unit if you buy ore: 32p 1s

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: 12p 4g 9s 4c

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.

STOP - WOOD ELF TAILORS

If you are an Wood Elf cultural tailor, and want to ensure 95% success on your smithing-created tailoring raw materials, you can stop smithing when you reach 140. You've completed all the smithing you need to succeed.

Alternative skillup path for wood elves: Feir'Dal fletching kits (trivial 163)

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).

I would recommend binding at the forge, for this reason: you can buy several molds, then go to Felwithe, where you can load up on mithril until you're so weighed down you can barely move. Gate back, and you're ready to work.

/ooc hint: Here is a tip if you are not of a porting class and have two accounts. Make yourself an ore fetcher.

1. Make a High Elven caster -- mage, wizard, or enchanter -- on the opposite account as your tailor/smith.

2. Run that fetcher up to level 4, the level needed for the spell Gate.

3. Get your caster bound at the Feir'Dal forge in Kelethin. Give your caster cash in the bank for ore purchases and backpacks.

4. When you need ore, run your ore fetcher to Felwithe, buy enough ore to fill all the bags (or however much you need). Don't worry if the caster gets so overloaded she can't move. Just gate her back to the forge when you are done.

Now you have backpacks full of ore ready to be handed off to your non-porting tailor/smith. Voila!

Only you can decide whether this option works for you.

Part 4: Advanced Smithing for Cultural Tailors: Fine Plate (Levels 146-163)

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.

Leather padding is made from 1 low quality pelt (wolf, cat, bear, or rockhopper) plus 1 silk thread. You can also make leather padding from 1 low quality rockhopper pelt plus 1 shadeling silk thread.

For low quality pelts, the best places to hunt are the cats of Stonebrunt Mountains, who never drop ruined pelts, or the rockhoppers of Marus Seru, who drop greyhopper hides and low quality rockhopper hides in quantity.

For silk thread, the best hunting is the swamps of Innothule, near the Gukta entrance. Halfling druids and rangers are warned that the frogs are not fond of wolves and will attack any druids in wolf form. There are hundreds of crab spiderlings who drop up to four spiderling silks each.

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.

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.

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.

Advanced Smithing 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.

Alternative skillup path for halflings: Vale Sewing Kits (trivial 162)

This would get you into the correct range for all of your routine smithing needs, and isn't quite as much of a pain to make as the Feir'Dal fletching kit. There are only two identical molds -- one needle mold and one thimble mold -- not three, like the fletching kit. It requires high quality

metal bits, which stack and are not heavy. In addition to high quality metal bits, thimble mold, and needle mold, all it needs is a flask of water.

You will need to make your high quality metal bits elsewhere, as high quality ore is not sold in Rivervale. You can acquire your high quality ore through the methods mentioned in the section about ornate chain, and use the smithing venues mentioned there. I would suggest making a few stacks of high quality metal bits before starting.

Also, better than Feir'Dal fletching kits, the Vale forge and the molds are located quite close to one another.

However, Vale Sewing Kits do have the same major disadvantage as Feir'Dal fletching kits -- they are containers. You will need to make spaces normally taken up by your backpacks to hold your created sewing kits. This means destroying or selling kits nearly every time you make one successfully.

Save your last sewing kit for yourself. The nice thing about this project is that you have to do it anyway.

STOP - HALFLING TAILORS

Congratulations -- after achieving a mid-160s level, you have ensured 95% success in your smithing for cultural tailoring.