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# INTRODUCTION

Welcome to Chade's Guide on Smithing! Smithing is one of the many trade skills that you can learn in Final Fantasy Online XI. Using smithing you can create a variety of weapons and armor, which in turn can be sold to other players! This guide will teach you how to advance your skill from Initiate to Journeyman (1-50) and will also teach you some of the better ways of making money using this skill! Remember that any tradeskill requires dedication, patience, and time. That, or a lot of money to burn!

So without further adieu let's get started with smithing!

Chade

## CRYSTALS

The basis of all crafts lays with-in these little shiny gems. Smithing is the forging of ore and ingots into items one can use. Expect to use many, many fire crystals to make use of this trade skill.

How can you obtain crystals for your craft? There are two main ways that you will be able to get crystals. The first of course is using your town's local Auction house. Stacks of crystals are always found for sale there, however prices tend to fluctuate within a certain range. After a while crystals bought from the Auction house will add up in both gil and space, so be wary of buying large amounts unless you plan on using them.

The second way of obtaining crystals is through extracting them from defeated enemies. Depending on the type of enemy you defeat they will drop a certain type of crystal. This remains the same for enemies of different levels but same types. (For Example: Carrion Crows drop Fire crystals as well as Akaba both being a bird type of enemy.) However you cannot gain crystals unless you receive experience from killing the enemy, but even if you only gain a low amount of experience you can still obtain crystals. Use this knowledge to your advantage. Especially in the lower levels this can help as an easy prey can be killed in 1-2 hits or with minimal spell casting. Doing this you can choose a certain type of enemy (In example Carrion Crows in the Sarutabarutas') and kill them repeatedly for 10-36 experience and still gain crystals.

Here is a nice list telling you of what enemies drop fire crystals around the three main towns. I suggest collecting the crystals from levels 8-10, as most of the surrounding baddies will be easy prey. I was even able to do this from levels 10-12 as well, though sometimes enemies were too weak to be worthwhile.

The first column is the name of the enemy the second is of is approximate level range, and lastly the third column is the type of crystal they drop. This is no means a bestiary of course...just a handy guide to locate crystals at lower levels or knowing what to kill to get the crystals you want.

### **If you are from Windhurst in the Sarutabaruta's:**

East and West Sarutabaruta.

<b>Monster</b>	<b>Level Range</b>	<b>Crystals Dropped</b>
Carrion Crow	(2-5)	Fire
Goblin Thug	(3-8)	Fire
Goblin Weaver	(3-8)	Fire
Goblin Digger	(5-8)	Fire
Balloon	(8-10)	Fire

### **If you are from San'Doria in the Ronfaure's:**

East and West Ronfaure.

<b>Monster</b>	<b>Level Range</b>	<b>Crystals Dropped</b>
Goblin Thug	(3-8)	Fire
Goblin Weaver	(3-8)	Fire
Goblin Digger	(5-8)	Fire
Bomb	(8-10)	Fire

### **If you are from Bastok in the Gustaberg's:**

North and South Gustaberg.

<b>Monster</b>	<b>Level Range</b>	<b>Crystals Dropped</b>
Goblin Thug	(4-8)	Fire
Goblin Weaver	(4-8)	Fire
Goblin Digger	(5-8)	Fire
Vulture	(2-6)	Fire
Shrapnel	(8-10)	Fire

## **WHERE TO START**

There are two places that you can start out with the skill of Smithing: Bastok or San d'Oria. Either is fine honestly, but I will suggest going to San d'Oria first, from skill levels 1-15 and then to Bastok for beyond. The reason is, San d'Oria also has the Carpenter's Guild. A very handy place for getting materials cheap that you will need for your first 15 points of skill.

Money wise, Smithing is yet another craft that will cost you a very large amount if you are buying materials straight from the Auction House. Luckily this guide will also tell you where to collect items through Mining (which is the best way to get materials for Smithing in my opinion) if you are not keen on spending all your hard earned gil. But even if you do invest money for the first 25 points I will teach you a couple tricks that can be used to make money quite reliably and quickly that I've discovered through out my game time.

Regardless if you are a numbers person, plan on spending a good 50K or more per every 10 points of skill. The price will climb as well if you plan on buying items from the Auction House. I myself was able to raise skill from 1-15 using about 50K and from there on up I've been raising skill only though mining materials myself. I find that although it is time consuming it is still good money!

## INGREDIENTS

The ingredients used in Smithing are pretty much what you would expect. In order to make most items you will require ingots of various metal. In order to make ingots you need metal ore to smelt together!

Most of the recipes in my guide will be based on using the lowest amount of materials. And many are based on mining for the materials yourself. However, in the early levels some items will require more than just some ingots and the same can be said in the later levels.

As stated before, buying materials straight from the Auction House is expensive. The best way to get the ore you need is through mining.

What is Mining you ask? It is the use of pickaxes in various zones to un-earth ore, precious metals, and more! Smithing and Goldsmithing both use many of the Ore that are mined and even if you don't have any Goldsmithing skill, you can always sell the ore you do not use for a good profit!

I actually started Smithing after Mining a lot for Goldsmithing, and noticing that I had all this iron ore that just didn't sell as fast as I liked. So I decided, "Hey why not learn Smithing too! It will keep my bags empty giving me more room to mine!" And that's pretty much what I did, and it was one of the best decisions that I've made.

## MINING

Mining is a great way to get ore, but very time consuming. If you choose to start mining for raw materials be ready to spend hours in various mines chipping away with pickaxes looking for ore. However, the benefit of this is that if you sell what ore you do not need through a mule (a mule is a term used for another character on one's account used to store items and/or sell them) or the Auction house. You will usually come out even or even making a profit selling the ore you do not use.

Many times you will go through many pickaxes. They seem to break quite a bit. Be ready to bring along two or three stacks of pickaxes for a trip. With a 50 capacity bag it takes me about three stacks of pickaxes to fill my bag completely. Usually I am making ingots all the time mining. Don't despair if you don't have a huge bag capacity or are able to make all types of ingot, there are of course items in FFXI that can help you!

If you have the money it is wise to invest in Field Armor (Gloves, Boots, Tunic.) This adds a + Mining skill and increases the chances of mining with out breaking a pickaxe as well as mining rares. This is a great investment and there is even a set of armor called Workers Armor (Gloves, Boots, Tunic) that increase your mining even more! Yes these are costly items at the auction house but after

buying them you will see results and will quickly make your money back and then some.

At least now prices have been slowly dropping across servers making it easier for new people to buy these. I remember when I first bought them and it was like 50K and it was pretty much *all* my money. A day later I had over 100K in the bank. It *pays off* I swear!

Area	Level Safe for Mining	Common Ore	Rare Ore
Zeruhn Mines	10+	Copper, Tin, Zinc, Iron	Silver, Darksteel
Yughott Grotto	32+	Flint stones, Copper, Tin, Zinc, Iron	Silver, Darksteel, Gold, Colored Stones
Palborough Mines	30+	Copper, Tin, Zinc, Iron	Silver, Mythril, Platinum
Gusgen Mines	48+	Copper, Tin, Zinc, Iron	Silver, Darksteel, Gold, Colored Stones

## THE SMITHING GUILD

Smithing Guilds are a great place to buy materials for raising skill. Usually much cheaper than the auction house for some items this will be a primary spot you will find yourself at often!

Not only can you buy materials here but consider this also your school where you can learn new recipes and obtain synthesis support to help you craft! Also, in order to advance in the ranks of smithing, you will be periodically tested by having to give an item you have crafted (or bought from the AH) in order to be recognized as a worker in the craft. This is important to do around the 8 th skill point (ie. 8,18,28,38) as if you have not raised your smithing level you cannot gain skill from combinations past 10 without advancing your smithing rank.

How does one join the Smithing Guild? It's easy! Just go to Bastok and talk to the guildmaster. There is no cost and you get a free fire crystal!

Synthesis Support and Advanced Synthesis Support.

One of the best things about being in a Smithing Guild is that you can obtain Synthesis Support and Advanced Synthesis support. This can be done easily by talking to either Wise Owl, Hugues, or Romero in Bastok or, Greubaque, Pinok-Morok, or Beaduric in San d'Oria.

While the Advanced Synthesis offered actually costs money (the formula for cost is 30 gil per skill level you have obtained) it is usually worth it in that it lasts

longer and gives you a higher amount of skill. However for quick trivial things it is not a bad idea to get the no cost synthesis support as a little extra skill can help you create +1 items.

## ITEMS FROM GUILD SHOPS

The following are items that can be bought from the guild shops. Most of the items can be found cheaper at the Auction house or through peoples' Bazaars, but some of the items are cheaper here. There are a couple skill raising recipes that benefit from being able to buy certain items straight up from the guild shop and these of course will be explained through out the guide.

Area	Items available
Bastok	Copper Ore, Tin Ore, Iron Ore, Darksteel Ore, Bronze Ingot, Iron Ingot, Bronze Sheet, Iron Sheet, Bronze Scales, Iron Scales, Steel Scales
San d'Oria	Copper Ore, Tin Ore, Iron Ore, Bronze Ingot, Iron Ingot, Bronze Sheet, Iron Sheet, Bronze Scales
Mahura	Copper Ore, Tin Ore, Iron Ore, Steel Ingot, Bronze Sheet

## HIGH QUALITY (+1 ITEMS)

These are created by exceptional craft results. It helps if your skill is higher than the base formula for any given recipe. The higher your skill is the better chance that you will get a +1 item. However if you are still getting skill raises making an item remember that actually making a +1 item is a rare thing indeed. But it still does happen! There are also other factors that you can use to your advantage in making +1 items.

During the new moon phase chances of making a +1 item are heightened so remember if you are trying exclusively for a +1 item to use the Moon Phases to your advantage.

## DESYNTHESIZING ITEMS

Using a Lighting crystal on a given item will break it back down to its base components. Although this tactic is not used as much as it can be in other tradeskills, desynthesizing is the secret moneymaker to smithing. After skill level of 25 you can expect to be able to start breaking items down into ingots which will be a godsend when skilling on those levels. Not to mention that you can also use desynthesis as a very good means of making money!

Also some beastmen items can be broken down through smithing if your skill is high enough. Once you can start breaking ingots from Goblin items with little money invested you will start feeling good!

There are some items that cannot be broken down back into their base components (most notably ingots cannot be broken down into ore again) but most items can be so desynthesizing is quite helpful.

## ADVANCING SKILL

There are two main ways of advancing skill in smithing. The first way is that of being able to patiently farm the items you need in raising skill. Although this is very time consuming, it's the best way to save money while raising your skill.

The other way of raising your skill is by just buying up ingredients from the Auction House or from other player characters and using money for quick skill ups. However, be forewarned that using straight up cash is always a very expensive proposition but if you have the gil to burn, why not? Just remember that smithing is another one of those trade skills that will have a very large investment to raise skill from 1-50 without mining. Somewhere around 400-500K if not more would be my best estimate.

I still maintain that you can raise your smithing skill with the benefit of mining most if not all of your material once you get past the first 10 points of skill or so. Along each level of raising your skill I will also outline what mines are good to visit and why.

Also, another note: The items that you use to skill up usually serve a dual purpose. The first reason is of course for skill-raising. The second purpose is that of giving you materials that you will need to raise your skill later. Remember to save everything that you make unless expressed otherwise.

With that, let us grab some crystals and ore, get some synthesis support, and get started on raising that smithing skill!

## AMATEUR LEVEL

Synthesis Result	Skill Level	Recipe
Bronze Ingot	0-2	3 Copper Ore + Tin Ore + Fire Crystal
Pickaxe	1-5	1 Bronze Ingot + Maple Lumber + Fire Crystal
Bronze Scales	5-10	1 Bronze Sheet + 1 Wind Crystal

A good place to start is with making something simple and that you will use quite a few of throughout your smithing career. In this case, bronze ingots. These are cheap! I suggest starting off in San d'Oria and buying copper and tin ore needed to make bronze ingots from the guildshop in Northern San d'Oria. Bring plenty of fire crystals. 3-4 stacks should be enough to get your skill level to 2 and you will have a few stacks of bronze ingots after you've raised your skill as well.

Next it's time to make some pickaxes! Don't bother actually making bronze sheets. Instead, buy them from the guildshop! It will be much cheaper in the end since you have to use so many crystals just to get a sheet (2 fire crystals...that can add up to a lot of gil!) Also, if you are raising skill in San d'Oria like I suggested this makes making pickaxes even easier!

The reason being is that the Woodworkers Guild sells maple lumber much cheaper than you can find at the Auction House so once again use this to your advantage! Building your skill to 5 with pickaxes will yield you quite a few stacks of pickaxes. You will also probably raise some skill in woodworking as you make pickaxes as well! After you have raised your skill, it is a good idea to put them in your safe for now, but don't worry, you will use them soon!

After getting to skill level 4-5 start making bronze scales. Once again it's a good idea to buy bronze sheets straight from the guildshop. Unfortunately, this is one of the few skill items that you can't sell for profit. You can save the bronze scales or try to sell them through the Auction House but it is very slow and you will yield little, if any profit. Your best bet is to sell them to a shop and suck up the cash loss but it is your decision. You can raise your skill all the way to 10 making these.

Remember at level 8 to go to the Auction House and buy a Xiphos. This can be found under the weapons section under swords. They go usually for less than 1000 gil or you can make your own if you really want too!

Synthesis Result	Skill Level	Recipe
Xiphos	5-8	2 Bronze Ingots + 1 Giant Femur + Fire Crystal

However, you'll find that buying it straight from the Auction House will probably be cheaper.

Turn in your Xiphos to a guildleader after reaching level 8 and you will be rewarded with the Recruit rank!

## RECRUIT LEVEL

Synthesis Result	Skill Level	Recipe
Bronze Bolt Heads (6)	10-14	Bronze Ingot + Wind Crystal
Tin Ingot	11-15	4 Tin Ore + Fire Crystal
Aspis	14-18	Ash Lumber + 2 Bronze Sheet + Fire Crystal
Iron Ingot	14-20	4 Iron Ore + Fire Crystal

After reaching the Recruit rank and a skill level of around 9-10 you can start making bronze bolt heads to increase your skill. This is another one of those items in that they don't sell very well and you lose a bit of gil making them. However, since most other items require multiple items this is the best in terms of time and money.

Making these you can advance your skill to around 14 -- or if you wish, stop making these at around skill level 12 and start making tin ingots. Although these are not used in any future recipes, skill seems to rise pretty quickly. I suggest using all the bronze ingots you have to make bolt heads and then if you are under 15 skill, try making a few tin ingots to raise your skill.

Next, if you choose, you can make a few aspis. Not only are these relatively cheap to make but you also will need one of these for your crafting rank at 18! Once again, I suggest buying the ingredients straight from both the smithing guild and the woodworker's guild. It will be cheaper than the auction house in the long run.

I myself only made about 10-12 of these before I got bored. I sold all of them to the vendor and saved one for skill level 18. The reason was because I just wanted to go mining and make iron ingots! And that's pretty much what I did raising skill from 14-20 on iron ingots from mining.

If you wish to do the same, it is pretty simple. Pack up your bags, crystals, and ingots and head to Bastok! This is one of the best places in my opinion to raise your skill from mid-teens to 20 making just iron ore. Grab the pickaxes that you made and empty your inventory of all the space you can. Stock up on about 3-4 stacks of fire crystals, put on your mining gear (If you don't have any -- go get some!) and head to Zerhun Mines.

This place is awesome for getting iron ore. From my experience, more iron ore appears here than any other mine. Good for us smithers! Expect to spend a good amount of time here mining but it is very well worth it. Silver and zinc you can sell at the auction house or send to mules if you ever plan on trying your hand with Goldsmithing. If you are lucky enough to get a darksteel ore (and you probably will get a couple there if you are raising your skill making iron ingots) pat yourself on the back and smile. Although you cannot use these yet and will not be able to for a while, you can sell these to other players for a good chunk of change. Usually around 5K for a single ore!

Once you have run out of pickaxes, it's a very short trip back to Bastok Mines where you can always buy more pickaxes from Boytz at his item shop. It's right behind the auction house and depending on fame, pickaxes will range from 188-220 gil or so.

Save all your iron ingots (you will get quite a few stacks of them) until you get to level 20 skill. This will take some time but it will be well worth it and hopefully you will have about 3-5 stacks of iron ingots after you have raised your skill!

Remember to save those ingots. If you really want to prepare, go ahead and mine ingots until you have close to 8-10 stacks! A lot of time? Yes. But it will help you on the next level. Either way, you will find yourself in these mines again.

Once your skill is about 20 in smithing you can now make a pretty decent income! How is that you ask? Well anytime that you need money and have about 10K to invest, just head to Zerhun Mines and mine until you have a stack of iron ingots. These go for about 28K-32K on my server and if you are lucky in Zerhun you can manage to get a stack of iron ingots every couple of hours. Probably one of the best/quickest ways to make money on demand that I've found in the game.

Don't forget to turn in an Aspis after you reach level 18 skill! You can do this in either Bastok or San d'Oria and you will be welcomed to the rank of Initiate!

## INITIATE LEVEL

Synthesis Result	Skill Level	Recipe
Iron Sheet	20-22	Iron Ingot + Fire Crystal
Iron Scales	22-26	Iron Sheet + Wind Crystal
Iron Chain	25-30	2 Iron Ingot + Fire Crystal

This is a pretty slow and expensive level. Well from here on out it only gets more slow and expensive but that's true of all trade skills. Just have patience and remember that when you need ingots that you can go mining for them. It will cut down your costs and the only thing it costs is time! And don't forget, a good mining trip will usually benefit you with profits on top whatever materials you mine so don't be afraid to use those pickaxes!

Luckily, starting this level you should have a decent amount of iron ingots saved up. That is good! Because you can use iron ingots solely for raising your skill this whole rank! There are many recipes for this level to make weapons but the cost is greater than the skill gains. Even though sometimes you will want to take a hammer to your computer because of frustrating skill gains take a deep breath and remind yourself that it will be worth it!

If your skill is around 19-20 and you have a good amount of iron ingots saved up, you can begin raising your skill making iron sheets. You will probably only get to about 2-3 stacks until they become trivial to you (don't bother using advanced synthesis support...since your skill should be close to 20 you want to keep your skill level down so you have better chance of getting +. 2 raises) but you can make up to as many as 4 or 5 stacks of them since you will be using iron Sheets for your next item to skill up on.

The next item for raising skill is iron scales. Sorry to say but once again this is one of those items that you will not be using much but is one of the better items for raising your skill. Use as many iron sheets that you have saved up and you

should get a few points of skill. Around 24-25 skill you can use the rest of your remaining iron ingots and start making iron chains. I suggest using Advanced Synthesis Support until around skill level 28ish. Then you can go back to not using any support for those ever precious +.2 gains.

What to do with all these iron chains? You can save the iron chains, or if you need money or whatnot sell for a considerable sum at the Auction House. On my server they go from 50-60K a stack but I suggest holding onto these for later use. No doubt that you will run out of iron ingots somewhere along the line here unless you pre-prepared and made about 10 stacks of them. I suggest grabbing some more pickaxes and heading back to Zerhun Mines rather than buying iron ingots from the Auction House. Remember that you are helping yourself to raise skill and mining is the best way to do it!

Around the 28 level of skill you will want to go ahead and buy a Bilbo at the Auction House (usually goes around 3K on my server) or you can make one yourself!

Synthesis Result	Skill Level	Recipe
Bilbo	24-28	Iron Ingot + Silver Ingot + Fire Crystal

Turn it in once you reach skill level 28 and you will get the Novice rank in blacksmithing! Good job you are over ½ the way to becoming a Journeyman and at this skill level you will be able to start making money using desynthesis. I will give more details about how to make money using desynthesis later. For now back to raising your skill!

## NOVICE LEVEL

Synthesis Result	Skill Level	Recipe
Claws	29-32	Steel Ingot + Beetle Jaw + Fire Crystal
Mythril Knife	30-34	Mythril Ingot + Chestnut Lumber + Fire Crystal
Steel Sheet	32-36	Steel Ingot + Fire Crystal
War Pick	34-38	Steel Ingot + Ash Lumber + Fire Crystal
Padded Cap	35-39 (9 in Leathercraft)	2 Lizard Skin + Iron Sheet + Earth Crystal

Once again this is a tough level both in terms of money and time. There will be 2 alternate ways to skill up your smithing. I suggest the 2<sup>nd</sup> way that also requires you to learn the basics of Leathercrafting, which will also help you later in your smithing career, should you choose to follow my advice.

Start off making claws. The components for these can be expensive, as you need steel ingots. Refer to the desynthesis guide (below) to find alternate ways to procure steel ingots usually for a lower cost than what they would go for in the Auction House.

As for beetle jaws, other than farming beetles, you will not find many other ways to obtain them. Try buying them from Bastok or San d'Oria as usually they will be less expensive than at Jueno. Be prepared to make close to 40-50 in order to raise your skill to 32 if you start around the level 29 area. I myself sold all my claws to a vendor for a loss, but saved the one +1 claw I managed to make and sold it through the Jueno Auction House for a decent chunk of change.

From 32-36 you can raise your skill making steel sheets. Once again, this is an expensive venture but at least you can use these sheets later or sell for a profit. I bought about 5 stacks of steel ingots from the Jueno Auction House and made about 4 stacks of iron sheets and turned around and sold them back at the Auction House and came out about even. You can do the same thing!

After getting a skill of about 35ish you have 2 choices. The first choice is to make war picks until 38 or to raise your leathercraft to a low level and make padded caps. In terms of expense, the padded caps will be slightly cheaper but not by much in the long run. Factor in the time and money it takes you to raise your leathercraft skill and it turns about even. However, there are recipes later on in smithing that will require you to have some leathercraft skills so it is wise to build it up a bit.

Making war picks isn't half bad! Steel ingots you can get from desynthesis and ash lumber can be bought from the San d'Oria Woodworkers Guild. Since it's a pretty easy recipe, it should build your skill pretty quick. Not too shabby! These will raise your skill to 38ish if you have the time and the patience. This is the best recipe if you do not raise your leathercraft skill.

At some point you will want to make a warhammer. The recipe is:

<b>Synthesis Result</b>	<b>Skill Level</b>	<b>Recipe</b>
Warhammer	31-34	2 Iron Ingot + Elm Lumber + Fire Crystal

This item will be needed in order to advance your rank!

## MINI-GUIDE TO THE BASICS OF LEATHERCRAFT

Leathercraft is making use out of the skins and hides of various animals. Most of this does, of course, include leather armor but a fair number of other items can be made including belts and weapons!

Expect to spend roughly 5-10K depending on prices raising your skill quickly to 11 in leathercraft -- More or less depending upon your server's prices.

### AMATEUR LEVEL (LEATHERCRAFT)

Synthesis Result	Skill Level	Recipe
Sheep Leather	0-2	Windurstian Tea Leaves + Distilled Water + Sheepskin + Dark Crystal
Leather Bandana	2-5	Sheep Leather + Wind Crystal
Rabbit Mantle	3-7	5 Rabbit Hides + Spool of Grass Thread + Earth Crystal

Raising your leathercraft is pretty quick, easy, and inexpensive. To start off I suggest making sheep leather. Distilled water can be bought at most item shops in any starting town and Windurstian Tea Leaves can be bought from regional vendors or usually quite cheaply at Auction Houses. As for sheepskins, I suggest to head to San d'Oria as the surrounding hunting grounds are host to many fleecy sheep providing a good source of cheap sheepskins. Make as many as you need until you reach a skill of 2.

Now its time to put those sheep leathers to work! However if you took my advice and are in San d'Oria there is a quick easy way to raise your skill. Buy a few stacks of lightning crystals, and head to Tamilya's Sundries in Southern San d'Oria. Check with the merchant on the right side named Ostalie. Not only does she sell many useful tools but also leather belts! Using lightning crystals you can desynthesize leather belts back into sheepskins. Make a few stacks and then make leather bandanas. Desynthesize the bandanas you make back into sheep leathers and rinse and repeat until your skill is at 5.

After that, make rabbit mantles until you reach 7. I suggest buying the ingredients straight from the Auction House as it is easier than farming rabbit skins. (Besides you could make more money mining than farming rabbit hides!) Sell the ones you don't want to a merchant or give them out to low-level players. Save 1 for the guild test for once you hit level 8 in leathercraft.

## RECRUIT LEVEL (LEATHERCRAFT)

Synthesis Result	Skill Level	Recipe
Solea	7-11	2 Sheep Leather + Wind Crystal
Lizard Mantle	10-14	Grass Thread + Lizard Molt + Lizard Skin + Earth Crystal
Lizard Trousers	14-18	Leather Trousers + 2 Lizard Skins + Earth Crystal

The recipe is plain and simple. Make these until you reach a skill of 11 and you will be set to back to smithing!

The other two recipes are for you if you wish to build up your skill a bit more. It is not really needed until 50+ blacksmithing so don't worry too much about it! Just a little bonus if you like to raise trade skills!

Now that you have your leathercraft up high enough, go nuts making padded caps. Lizard skins are quite cheap on my server for the most part and the iron ingots are very cheap when you mine them! Sell the caps back to vendors as selling them at the Auction House will prove to be quite slow. Continue making the padded caps until you have your skill level to at least 38 but go to 39 if you have the patience!

Depending on which way you choose to raise your skill you should have it up to 38-39. Head to the guildmaster, turn in your warhammer, and pat yourself on the back! You are now an Apprentice smith!

## APPRENTICE LEVEL

Synthesis Result	Skill Level	Recipe
Iron Mittens	38-41 (10 in Leathercraft)	Iron Sheet + Lizard Skin + Earth Crystal
Mythril Kukri	38-41	Mythril Ingot + Oak Lumber + Raptor Skin + Fire Crystal
Juji Shuriken (33)	40-44	Steel Ingot + Iron Sheet + Wind Crystal
Maul	42-46	2 Mythril Ingot + Oak Lumber + Fire Crystal
Mythril Pick	44-47 (8 in Woodworking)	Mythril Ingot + Elm Lumber + Fire Crystal
Steel Visor	45-49	Iron Scales + Steel Sheet + Sheep Leather + Wind Crystal

On to the next batch of making things! Once you have a skill of 38ish you can start making one of two things. If you didn't raise your leathercraft then I would suggest making mythril kukri until you reach a skill of 40-41. Making mythril

kukris is very expensive! 12 tries are close to 80K when all is said and done. Selling kukris to players can be done but it is not much of a profit and it can also be very slow.

After you reach a skill of 40-41 you can make Juji shurikens. A little bit more expensive to make but these actually can sell pretty decent at the Auction House. These you can continue to make until you reach skill 44 and I suggest getting it as high as you can before making the next items. That is unless you did not raise your leathercraft skill. If you didn't raise it you can stop making Juji shurikens around 42-43 and start to make mauls.

Mauls, much like myhril kukris, are expensive to make and don't sell well but you can get your skill to 46 with them. It will be expensive and probably somewhat disappointing at times (all trade skills can be, you just need to keep on going even though you are tired of it) but once you reach a skill of 45 you can stop making mauls and begin on steel visors.

Break out any of the old iron scales you might have in your safe and get cracking! Synthesize steel sheets by yourself (either through desynthesis or exceptional results on iron ingots while mining) and this is another recipe that if you have patience and time for you can raise your skill slowly but without killing all your gil. You can raise your skill to 49 in smithing on these, but I suggest only 47-48 because at that point you will be able to start making darksteel ingots.

If you did raise your leathercraft, then start by making iron mittens -- A pretty easy recipe and not overly expensive. Considering you can mine for iron ingots and turn them into sheets quite easily, you should be able to make these with a minimal loss to your pocket!

Lizard skins are not very expensive to buy and I suggest buying from Bastok or San d'Oria as I've found lizard skins for the lowest prices there. You can sell these back to players but once again, they're slow selling items. Otherwise, you should just sell them to a vendor and take the loss. Raise your skill to 40-41 then make Juji shurikens until 43-44 as stated above.

The next item requires you to have a bit of woodworking skill. Possibly you already have a point or two in it from making pickaxes a long, long time ago. Fortunately, it is really very quick, cheap, and simple to raise as long as you can get to San d'Oria.

## **MINI-GUIDE TO THE BASICS OF WOODWORKING**

Woodworking is the use of turning raw wood (which can be harvested with hatchets at logging points) into weapons from clubs to bows and even other items such as arrows and fishing rods.

## AMATEUR LEVEL (WOODWORKING)

Synthesis Result	Skill Level	Recipe
Luan Lumber	0-3	Luan Log + Wind Crystal
Luan Shield	3-7	2 Luan Lumber + Bronze Sheet + Earth Crystal
Ash Lumber	4-8	Ash Log + Wind Crystal

Starting in San d'Oria, you can easily buy the ingredients that you need from the Woodworker's guild in Northern San d'Oria. Start by making luan lumber until you have a few stacks in your inventory.

After that, make luan shields until a skill level of about 4-5. Bronze sheets should be more than easy for you to acquire either through desynthesis or by buying at the guild shop.

Next, make ash lumber until skill level 8. Save all your lumber if you wish to raise your skill a bit more or sell them at an Auction House.

Once your skill reaches 8 make a workbench.

Synthesis Result	Skill Level	Recipe
Workbench	3-7	4 Luan Lumber + Earth Crystal

Turn that in at the Woodworker's guild and you will become a Recruit in woodworking!

Now you are ready to go back to smithing and make some mythril picks!

Make mythril picks until you reach a skill level of 47. Save one in your bank and get ready to put your mining gear on! Head out to Zerhun Mines, Gusgen Mines, or Yugotto Grotto and start mining! I suggest going to Gusgen if you have a 50+ character. If you are only level 30+ then try your hand at Yugotto Grotto. And if you are a very low level your best bet will be in Zerhun Mines. My favorite is still Gusgen as darksteel ore seems to be all over that place! Plus there are a good amount of mining points.

Synthesis Result	Skill Level	Recipe
Darksteel Ingot	48-52	Darksteel Ore + 3 Iron Ore + Fire Crystal.

Much like making iron ore in Zerhun Mines, make as many darksteel ingots as you can. If you start while your smithing is lower (such as 46-47) make sure to head back to town after filling up with as many ore as you can carry and use Advanced Synthesis Support! It will greatly increase your chances of making

darksteel ingots. After you pass skill level 48, don't forget to turn in your mythril pick at the smithing guild and be welcomed to the rank of Journeyman!

It is a long hard road to get to this point in smithing, but with patience and a little luck you will be able to do it as well!

Now, how to make money now that you have a level 50ish smithing skill?

Well this is the part we have all really been waiting for. Some of these things can be done at a lower level (such as the desynthesis of goblin mail and helms) or mining for profit. Either way, you do not have to wait until you reach skill 50 to do these (well for some desynthesis you need about 50 skill...quadav helms, and backplates) so you can start doing these after 20-30 skill or there about.

## **DESYNTHESIZING FOR MONEY**

You might have noticed on your adventures that certain beastmen will drop various beast items. Although you cannot wear them you can make them into valuable ingots or other items with the right crystals.

Usually most items can break down into more than one thing. Just like regular crafting there are exceptional results in desynthesis. However, the caveat to that is that throughout all levels there is an inflated failure rate no matter what skill level you have but there is also very large exceptional result rate as well. Mind you, the higher your skill level the better chances that you will get an exceptional result.

This is one of the best ways to make money. Usually goblin helms and goblin mail cost only 500-1000 gil and the return can be anywhere from less than 500 gil to 4K gil. Make stacks of bronze, iron, and steel ingots to sell and you can make a tidy profit especially if you happen upon beastmen items cheap.

The following are items that you can break down, skill level, the end result, and the crystal needed.

<b>Item</b>	<b>Skill Level</b>	<b>Possible Desynthesis Results</b>
Goblin Helm	20	Bronze Ingot, Iron Ingot, Steel Ingot
Goblin Mail	20	Bronze Ingot (1-3), Iron Ingot (1-2), Steel Ingot
Antican Pauldron	48	Bronze Ingot (1-3) Iron Ingot (1-2) Steel Ingot, Darksteel Ingot
Quadav Helm	48	Bronze Ingot, Iron Ingot, Steel Ingot, Darksteel Ingot
Quadav Backplate	48	Bronze Ingot (1-3) Iron Ingot (1-2), Steel Ingot, Darksteel Ingot

Even at a low level of smithing you can start breaking down goblin helms and mail. I started doing these at 25 just to see what would happen and soon I was checking with all my mules in all the towns for beastmen items to break down! I would save up all my items until Earthsday and then I'd start desynthesizing with Advanced Imagery Support on. A very good way to get exceptional results! One of the best and most lucrative to make money -- all thanks to good smithing skill!

After you reach the higher levels of smithing (48+), you'll notice that you get quite a few exceptional results breaking down mail and helms. At this point you can also begin to break down quadav backplates and helms! The best part about breaking down backplates and helms is that you can get darksteel ingots. Usually they sell for 5K or so depending on server and if you paid only 500 gil for a backplate that's a profit of ten times!

Yes, this can be sick money.

Especially if you head to Palborough Mines and kill amethyst quadavs while mining, you can get rich!

## **MINING FOR MONEY**

Often times people ask me, "Chade, what is the best way to make money?" I tell them "Mining and a lot of patience." I have yet to find a way to make more money for time spent. (and yes, that is including Notorious Monster hunting...but that's a whole other guide – coming soon)

Usually I make anywhere from 30K+ an hour depending upon what mine I go to. Most often I go to Palborough Mines and mine there only for the reason that platinum ore can only be mined from there. Those go from 15-25K depending on what server you are on. And yes, they are rare but often times I leave with more than 3 off of 3 stacks of pickaxes and only 1-2 hours invested.

The real thing is this: While you mine always make ingots. Not only does this give you more space to mine more ore but selling stacks of ingots is always good for making money. In fact, learn goldsmithing (check out my Goldsmithing guide) if you are very serious about mining for money but just knowing blacksmithing can get you very far as well!

Beyond mining and making ingots you can of course make armor!

One of the items most in-demand is chain mail and other chain armor. Even though it has a relatively low level it is also used in other recipes in other trade skills (such as silver mail in goldsmithing) so it always keeps a pretty high price.

<b>Synthesis Result</b>	<b>Skill Level</b>	<b>Recipe</b>
Chain Mittens	27-31	2 Iron Chain + Ram Leather + Earth Crystal
Greaves	29-33	Iron Chain + Iron Sheet + Ram Leather + Earth Crystal
Chain Hose	31-35	2 Iron Chain + Linen Cloth + 2 Ram Leather
Chain Mail	33-37	Iron Sheet + 4 Iron Chain + Ram Leather + Earth Crystal

Focus mainly on making chain hose and chain mail. Those are the best sellers out of all the chain armor in my experience.