



Smith - Gear Crafting



 Create Weapons & Armour

 Salvage Item Materials

 Saddlery





Create Weapons & Armour



32405/50



32876/25



49/8



24/1



Mandatory Material
Inventory + Camp Storage

Possible Quality: **Rare(53%)** **Epic(45%)** **Legendary(2%)**



With every craft the chance increases for
Legendary % - Resets on legy craft



800



Use bound material & Bronze Coins



Use bound Material -> Item is bound
Use un-bound Material -> Item sellable



Salvage Item Materials

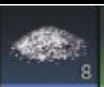




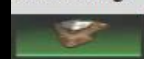





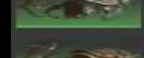








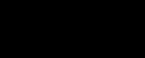
Salvaging



Salvage Cost: 🔥 0

Salvage

The higher the used Item the better materials + quantity
See example below:

x100 Salvage	 8	 32	 9999	 9999	 9999
	24	47	100	104	-
	22	43	100	92	-
	27	64	133	125	-
	34	70	139	144	-
	25	72	146	124	-
	24	69	150	124	-
	41	93	198	185	-
	42	86	205	206	-
	35	82	225	202	28
	34	72	203	211	28
	43	105	295	245	29
	43	90	303	238	34
	42	88	210	236	41
	48	73	195	263	31
	82	149	371	384	57
	91	156	390	418	46



Saddlery



32345/60



32786/90



14833/12



122/1

Fief Level: 1



2000



Use bound material & Bronze Coins

00:03

Start Crafting

Same as the gear smithing, you just need mandatory items to craft. The Saddlery gear comes with already extra bonus stats on the gear (example +14 pierce def.)