

Kritta's Notebook of Tinkered Goodies

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Should you find any errors, by all means let me know by posting on the forum board at tinkering.org.

Thanks in advance ... now, enjoy!

Unless noted, the combine happens in a toolbox, deluxe toolbox or collapsible toolbox.

This guide is color coded: **red text indicates a tinkered component**, **blue text indicates a mob drop**, **green text indicates an item made by another tradeskill**.

Animated Bait (50)

- 1 cork, 1 spricket

Compass (50)

- 1 static orb, 1 water flask, 1 **pie tin**, 1 cork, 1 **skewer**
- * pie tin: 1 high quality firing sheet, 1 unfired pie tin (in kiln, triv 15)
- ** unfired pie tin: block of clay (x2), 1 pie tin sketch, 1 water flask (at pottery wheel, triv 115)
- * pie tin: 1 ceramic lining, 1 metal bits, 1 pie tin mold, 1 water flask (in forge, triv 115)
- ** ceramic lining: 1 quality firing sheet, 1 unfired ceramic lining (in kiln, triv 17)
- ** unfired ceramic lining: ceramic lining sketch, small block of clay, water flask (at pottery wheel, triv 36)

Firewater (50)

- 1 gnomish spirits, 1 water flask

Collapsible Fishing Pole (50)

- metal rod (x3), 1 gnomish bolts

Gnomish Fireworks (50)

- 1 metal shaft, 1 **bat wing**, 1 **firewater**
- * bat wing: mob drop or purchase by the stack in East commonlands, Katha Firespinner (Loc 233, 4734)

Mechanical Lockpicks (62)

- 1 gear, 1 sprocket, 1 **lockpicks**, 1 **rat ear**
- * lockpicks: lockpick mold, 1 metal bits, 1 water flask (in forge, triv 88)
- * rat ear: mob drop or purchase by the stack in East Commonlands, Katha Firespinner (Loc 233, 4734)

Flameless Lantern (68)

- 1 large lantern, 1 metal twine, 1 **firewater**

Standard Bow Cams (75)

- 1 gear, 1 grease, 1 gnomish bolts

Spyglass (95)

- 1 **collapsible fishing pole**, 1 bottle, 1 metal twine, 1 metal rod, 1 reflective shard

Stalking Probe (102)

- gear (x2), 1 bottle, 1 metal rod, 1 **firewater**

Thermal Cloak (82)

- 1 **tattered gnomish cloak**, 1 metal rod, 1 **firewater**
- * tattered gnomish cloak: mob drop in solusek's Eye, most named goblins (king, bartender, foreman, etc)

Gemcutter (101)

- 1 metal rod, 1 **diamond dust**, 1 cam, 1 metal fastening, 1 **firewater**, 1 grease
- * diamond dust: mob drop, ice giants near Vox's lair, rare drop

Powered Gloves (122)

- 1 steel lined gloves, 1 sprocket, 1 gear, 1 metal twine, 1 **firewater**
- * steel lined gloves: purchase from vendor such as Steamfont's Bom Knotwood (Loc 175, -870)

Tinkered Catapult (135)

- 1 **shaped ashwood recurve bow**, 1 sprocket, 1 gear, 1 metal twine, 1 **firewater**
- * shaped ashwood recurve bow: ashwood bow staff, hemp twine, planing tool (fletching, triv 148)

Aqualung (148)

- 1 fine coral mesh, 1 silk lined steel helm, 1 metal twine, 1 gnomish bolts, 1 metal rod, 1 fresh fish
- * fresh fish: caught while fishing, or purchase from vendor such as AK'Anon's a clockwork merchant (Loc 726, 152)

Rebreather (175)

- 1 **aqualung**, 1 lime coated meshing, 1 sharkskin tubing, 1 platemail helm, 1 **firewater**, 1 metal fastening
- * platemail helm: vendor purchased such as Freeport's Ikthar Fireheart (Loc 42, -20)

Velious Recipes

Telescopic Eyepatch (82)

- 1 **low quality dire wolf fur**, 1 gnomish bolts, 1 reflective shard, 1 velium lens
- * low quality dire wolf fur: mob dropped by dire wolves
- * velium lens: purchased in Iceclad Ocean from (Adinel Jailbar @ 4540, 1287)

Footwarming Boots (235)

- 1 **small fine plate boots**, 1 **firewater**, 1 sharkskin tubing, metal rod (x2), 1 metal twine, 1 gnomish bolts
- * small fine plate boots: 1 leather padding, medium quality folded sheet metal (x2), small plate boot mold, 1 smithy hammer, 1 water flask (in forge, triv 168)
- ** leather padding: low quality cat/bear/wolf hide, silk thread (tailoring, triv 31)
- ** silk thread: spiderling silk (x2) (tailoring, triv 15)

Gnomish Vanishing Device (>250)

- 1 **diamond**, 1 small lantern, 1 steel wire, 1 gnomish bolts, 1 reflective shard, 1 **haze panther eye**, 1 class five mana battery
- * diamond: mob drop from "gem mobs"
- * haze panther eye: mob drop by haze panthers in Wakening Land, most often SE of lake

For Clockwork Watchman Items:

- ** leather padding: low quality cat/bear/wolf hide, silk thread (tailoring, triv 31)
- ** silk thread: spiderling silk (x2) (tailoring, triv 15)
- ** medium quality folded sheet metal: 1 block of medium quality ore, 1 smithy hammer, 1 water flask
- ** block of medium quality ore: large brick of medium quality ore (x3), 1 water flask (forge, triv <=27)

Clockwork Watchman Helm (208 < x <= 218)

- 1 **small fine plate helm**, 1 cog, 1 sprocket, 1 grease, 1 **sifaye dust**, 1 velium lens, 1 class 5 mana battery, 1 metal fastening, 1 gnomish bolts, 1 metal twine
- * sifaye dust: mob drop by sifayes in Wakening Land, along north wall
- * small fine plate helm: 1 small plate helm mold, 1 leather padding, medium quality folded sheet metal (x2), 1 smithy hammer, 1 water flask (forge, triv 179)

Clockwork Watchman Breastplate (>250)

- 1 **small fine steel breastplate**, 1 cog, 1 sprocket, 1 grease, 1 **gnomish vanishing device**, 1 class 5 mana battery, 1 metal fastening, 1 metal twine, 1 gnomish bolts
- * small fine steel breastplate: 1 leather padding, medium quality folded sheet metal (x3), 1 small breastplate mold, 1 smithy hammer, 1 water flask (forge, triv 188)

Clockwork Watchman Vambraces (227)

- 1 **small fine plate vambraces**, 1 cog, 1 sprocket, 1 grease, 1 metal rod, 1 **holgresh fur**, 1 class 5 mana battery, 1 metal twine, 1 gnomish bolts, 1 metal fastening
- * small fine plate vambraces: 1 leather padding, medium quality folded sheet metal (x2), 1 small plate vambrace mold, 1 smithy hammer, 1 water flask (forge, triv 175)
- * holgresh fur: mob drop by holgresh in Wakening Land, holgresh cave and wanderers

Clockwork Watchman Bracer (174 < x <=207)

- 1 **small fine plate bracer**, 1 cog, 1 sprocket, 1 grease, 1 metal rod, 1 **glob of tar**, 1 class 5 mana battery, 1 metal fastening, 1 metal twine, 1 gnomish bolts

* small fine plate bracer: 1 leather padding, 1 medium quality folded sheet metal, 1 small plate bracer mold, 1 smithy hammer, 1 water flask (forge, triv 168)

* glob of tar: mob drop by tar goo in Wakening Land, geonid caves in the south

Clockwork Watchman Gauntlets (235 < x <=238)

- 1 **small fine plate gauntlets**, 1 cog, 1 sprocket, 1 grease, 1 **block of living granite**, 1 class 5 mana battery, metal fastening (x2), 1 metal twine, 1 gnomish bolts

* small fine plate gauntlets: 1 leather padding, medium quality folded sheet metal (x2), 1 small plate gauntlet mold, 1 smithy hammer, 1 water flask (forge, triv 175)

* block of living granite: mob drop by geonids in Wakening Land, wanderers

Clockwork Watchman Greaves (227)

- 1 **small fine plate greaves**, 1 cog, 1 sprocket, 1 grease, 1 metal rod, 1 **holgresh wing**, 1 class 5 mana battery, 1 metal fastening, 1 metal twine, 1 gnomish bolts

* small fine plate greaves: 1 leather padding, medium quality folded sheet metal (x3), 1 small plate greaves mold, 1 smithy hammer, 1 water flask

* holgresh wing: mob drop by holgresh in Wakening Land, holgresh cave and wanderers

Clockwork Watchman Boots (230 < x <=247)

- 1 **small fine plate boots**, 1 cog, 1 sprocket, 1 grease, 1 **faun hoof**, 1 class 5 mana battery, 1 metal fastening, 1 metal twine, 1 gnomish bolts

* small fine plate boots: 1 leather padding, medium quality folded sheet metal (x2), 1 small plate boot mold, 1 smithy hammer, 1 water flask

* faun hoof: mob drop by faun and faun outcasts in Wakening Land

Luclin Recipes

Geerlok Sewing Contraption (215)

- 1 sewing contraption parts, 1 gear, 1 sprocket, 1 gnomish bolts, 1 [chitterling barb](#)
- * chitterling barb: mob drop by chitterlings in Shadeweaver's Thicket and shiknar hatchlings in Mons Letalis

Geerlok Automated Hammer (215)

- 1 smithy hammer, 1 gear, 1 sprocket, 1 gnomish bolts, 1 grease, 1 [small piece of acrylia](#)
- * small piece of acrylia: mob drop by grimlings in Tenebrous Mtns, Grimling Forest and others

Geerlok Sculpting Tools (215)

- 1 sculpting tools, 1 gear, 1 sprocket, 1 gnomish bolts, 1 metal twine, 1 [darkclaw claw](#)
- * darkclaw claw: mob drop by darkclaws in Shadeweaver's Thicket

Geerlok Planing Tool (215)

- 1 planing tool, 1 gear, 1 sprocket, 1 gnomish bolts, 1 [belt of leathery fungus flesh](#)
- * belt of leathery fungus flesh: mob drop by phlargs in Paludal Caverns

Geerlok Gem Setter (215)

- 1 gem setter parts, 1 gear, 1 sprocket, 1 gnomish bolts, 1 reflective shard, 1 [sensate reishi lens](#)
- * sensate reishi lens: mob drop by sensate reishi in Paludal Caverns

Geerlok Fermentation Device (215)

- 1 ceramic lined still, 1 cured leather tubing, 1 bottle, 1 cork, 1 [porous mineral block](#)
- * porous mineral block: mob drop by netherbians in Netherbian Lair

Geerlok All Purpose Cooking Utensil (215)

- 1 utensil parts, 1 gear, 1 sprocket, 1 gnomish bolts, 1 [darkclaw claw](#)
- * darkclaw claw: mob drop by darkclaws in Shadeweaver's Thicket

Post-Lucilin Recipes

Grandmaster Tinkerer's Spanner (>250)

- 1 **artisan seal**, 1 **metal bits**, 1 sharpening stone
- * artisan seal: 1 high quality firing sheet, unfired artisan's seal (kiln, triv 15)
- * unfired artisan seal: 1 mounted blue diamond, 1 mounted diamond, 1 mounted black sapphire, 1 mounted jacinth, 1 vial of purified mana, 1 small block of clay, 1 water flask (at pottery wheel, triv <=102)
- ** mounted blue diamond: 1 blue diamond, velium bar (x2) (jeweller's Kit, triv <=60)
- ** mounted diamond: 1 diamond, velium bar (x2) (jeweller's Kit, triv <=60)
- ** mounted black sapphire: 1 black sapphire, velium bar (x2) (jeweller's Kit, triv <=60)
- ** mounted jacinth: 1 jacinth, velium bar (x2) (jeweller's Kit, triv <=60)
- ** small block of clay: 1 block of clay, 1 water flask (pottery wheel, triv 21)
- ** vial of purified mana: 1 poison vial, ruby (x4) (spell: purify mana)

Corking Device (174)

- 1 cog, 1 sprocket, 1 gear, 1 grease, 1 **blue diamond**, 1 **branch of sylvan oak**
- * blue diamond: mob drop by "gem mobs"
- * branch of sylvan oak: foraged in Eastern Wastes and Wakening Lands

PoP Tinkering Recipes

The following items are mob drops in the Plane of Innovation:

knuckle joint, coiled spring, steel ball bearing, class 6 mana battery, class 5 mana battery, saltpeter, pinion, sillicorrosive grease, clockwork carapace, innovative clockwork bolts, innovative clockwork gears

Crab Cracker (>250)

- 1 knuckle joint, 1 firewater, metal rod (x2)

Collapsed Mortar and Pestle (207)

- folded sheet metal (x4), 1 coiled spring, 1 gnomish bolts, 1 metal rod
- * folded sheet metal: 1 block of ore, 1 smithy hammer, 1 water flask (forge, triv 37)
- * block of ore: large brick of ore (x3), 1 water flask (forge, triv 27)

Collapsed Mixing Bowl (223)

- folded sheet metal (x4), 1 coiled spring, 1 gnomish bolts
- * folded sheet metal: 1 block of ore, 1 smithy hammer, 1 water flask (forge, triv 37)
- * block of ore: large brick of ore (x3), 1 water flask (forge, triv 27)

Collapsed Spit (222)

- 1 coiled spring, 1 gnomish bolts, 1 skewers, metal rod (x3)
- * skewers: 1 quality firing sheet, unfired skewers (kiln, triv 15)
- ** unfired skewers: 1 block of clay, 1 skewers sketch, 1 water flask (pottery wheel, triv 21)

Collapsed Jewelers Kit (224)

- 1 coiled spring, 1 metal bits, 1 gnomish bolts, 1 container base mold, 1 container lid mold, 1 gem setter parts
- * metal bits: small piece of ore (x2), 1 water flask (forge, triv 18)

Collapsed Sewing Kit (226)

- 1 coiled spring, 1 metal bits, 1 gnomish bolts, 1 container base mold, 1 container lid mold, 1 thumble mold, 1 needle mold
- * metal bits: small piece of ore (x2), 1 water flask (forge, triv 18)

Collapsed Tackle Box (227)

- 1 coiled spring, 1 metal bits, 1 gnomish bolts, 1 container base mold, 1 container lid mold, 1 circle hook, 1 dry hook
- * metal bits: small piece of ore (x2), 1 water flask (forge, triv 18)

Collapsed Fletching Kit (227)

- 1 coiled spring, 1 metal bits, 1 gnomish bolts, 1 container base mold, 1 container lid mold, 1 planing tool
- * metal bits: small piece of ore (x2), 1 water flask (forge, triv 18)

Collapsed Toolkit (242)

- 1 coiled spring, 1 metal bits, 1 small brick of high quality ore, toolbox mold, 1 water flask

Advanced Poison Vial (70)

- high quality firing sheet, unfired advanced poison vial (kiln, triv 122)
- * unfired advanced poison vial: 1 advanced vial sketch, 1 large block of magic clay, 1 low quality wolf skin, 1 purified water (pottery wheel, triv 196)
- ** large block of magic clay: large block of clay (Spell: enchant clay)
- ** purified water: 1 celestial essence, water flask x(2) (brew barrel, triv 58)
- ** celestial essence: 1 celestial solvent, 1 research component

Advanced Propulsion Unit (162)

- 1 coiled spring, 1 saltpeter, 1 firewater, 1 tinkered catapult

Azimuth Indicative Curiass (>250)

- 1 coiled spring, 1 steel breastplate, 1 gnomish compass, 1 steel ball bearing, 1 class 6 mana battery
- * steel breastplate: vendor purchased such as in North Felwithe from Merchant Irontree (Loc -105, -385)

Anizok's Gauze Press (>250)

- 1 base prototype, 1 gnomish bolts, 1 static orb, 1 bandage, 1 class 6 mana battery

Anizok's Maximizing Device (210)

- 1 base prototype, 1 gnomish bolts, 1 sprocket, 1 class 6 mana battery, 1 perpetual air pump

Anizok's Minimizing Device (212)

- 1 base prototype, 1 gnomish bolts, 1 sprocket, 1 class 6 mana battery, 1 perpetual steam pump

Anizok's Necrotic Divining Device (215)

- 1 base prototype, 1 gnomish bolts, 1 static orb, 1 class 6 mana battery, 1 tiny jaid inlaid coffin

Base Prototype (151)

- 1 steel casing, 1 pinion, 1 grease, 1 steel ball bearing

Cheimetric Lockpick Device (>250)

- 1 coiled spring, 1 pinion, 1 steel ball bearing, 1 mechanical lockpicks, 1 chainmail gloves, 1 class 6 mana battery
- * chainmail gloves: vendor purchased

Greasy Diamond of Innovation (<= 151)

- 1 raw diamond, 1 gem cutter, 1 sillicorrosive grease
- * raw diamond: mob drop by mobs in various PoP zones

Happy Dragon (187)

- 1 saltpeter, 1 gnomish firework (blazing comet), 1 advanced propulsion unit

Meteorological Rocket (195)

- 1 **gnomish firework** (blazing comet), 1 opal, 1 **advanced propulsion unit**

Perpetual Air Pump (168)

- 1 **coiled spring**, 1 gear, 1 **steel ball bearing**, 1 inert gases, 1 cured leather tubing

Perpetual Steam Pump (168)

- 1 **coiled spring**, 1 gear, 1 **steel ball bearing**, 1 water flask, 1 cured leather tubing

Wok (>250)

- 1 **clockwork carapace**, 1 metal rod, 1 gnomish bolts, 1 **firewater**, 1 grease

Jar of Clockwork Grease (no fail)

- **clockwork grease** (x2), in **small clay jar** (brewing)
- * clockwork grease, foraged in Plane of Innovation
- * small clay jar: 1 quality firing sheet, 1 unfired small container (Kiln, triv 15)
- ** unfired small container: 1 block of clay, 1 small jar sketch, 1 water flask (pottery wheel, triv 31)

E'cian Ice Bow Cam (> 250)

- 1 **e'cian ice bolts**, 1 **e'cian ice gears**, 1 **jar of clockwork grease**
- * e'cian ice bolts/gears: chunk of e'cian ice, cam parts mold, file (forge, triv u/k)
- ** cam parts mold: vendor purchased in PoKnowledge from Ellis Cloudchaser (Loc -130, 1455)
- ** chunk of e'cian ice: mob drop by hraquis in Plane of Water

Molten Metal Bow Cam (> 250)

- 1 **molten metal bolts**, 1 **molten metal gears**, 1 **jar of clockwork grease**
- * molten metal bolts/gears: brick of molten ore, cam parts mold, file (forge, triv <= 106)
- ** brick of molten ore: mob drop by jorpall in Plane of Fire

Wind Metal Bow Cam (>250)

- 1 **wind metal bolts**, 1 **wind metal gears**, 1 **jar of clockwork grease**
- * wind metal bolts/gears: 1 chunk of wind metal, 1 cam parts mold, 1 file (forge, triv U/k)
- ** chunk of wind metal: mob drop by unknown in Plane of Air

Planar Steel Bow Cam (>250)

- 1 **planar steel bolts**, 1 **planar steel gears**, 1 **jar of clockwork grease**
- * planar steel bolts/gears: 1 brick of immaculate steel, 1 cam parts mold, 1 file (forge, triv <= 121)
- ** brick of immaculate steel: mob drop by unknown in Plane of Earth

Innovative Bow Cam (208)

- 1 **innovative clockwork bolts**, 1 **innovative clockwork gears**, **jar of clockwork grease**

Loy Recipes

Note: set of vials, contraption parts, galvanized pestle, lexicon excerpts, Geerloks Crafty Contraptions II, water flask- Kwyllon Geerlok (1500, -215; in the lighthouse)

Alchemy Geerlok (222)

- 1 gear, 1 sprocket, 1 gnomish bolts, 1 set of vials, 1 [maneater roots](#)
- * maneater roots: mob drop by lotus plants in Gulf of Gunthak

Automated Pestle (227)

- 1 gear, 1 sprocket, 1 gnomish bolts, 1 galvanized pestle, 1 [scorpion venom gland](#)
- * scorpion venom gland: mob drop by broken skull scorpion in Gulf of Gunthak

Automated Quill (232)

- 1 gear, 1 sprocket, 1 gnomish bolts, 1 lexicon excerpts, 1 [silver tipped quill](#)
- * silver tipped quill: mob drop by skeleton sailors in Gulf of Gunthak

Geerlok Clockwork Contraption (236)

- 1 gear, 1 sprocket, 1 gnomish bolts, 1 contraption parts, 1 [waterlogged rigging](#)
- * waterlogged rigging: mob drop by troll zombies in Gulf of Gunthak

"Gnome Cultural" Recipes

All of the Clockwork Observer/Shadowwalker Armor has the same effect and cast time of it's parent piece of Clockwork Watchman armor. Rechargeable with a class 5 battery. The Observer armor is wearable by GNM; WAR, CLR, PAL, SHD. The Shadowwalker armor is also wearable by rogues. Clerics who worship Brell can imbue rubies, and clerics who worship Bertox can imbue black sapphires. Either one will work for the combine. To make Shadowwalker armor use the same recipe, substituting small chainmail patterns for the plate molds. (I personally buy my patterns in Rivervale).

Precombines:

Celestial Essence: 1 celestial solvent, 1 research component (mortar and pestle, no fail)

Purified Water: water flask (x2), 1 celestial essence (brew barrel, triv 58)

Blue Diamond Powder: 1 blue diamond, 1 jar of acid (kiln, triv 83)

Celestial Temper: 1 purified water, 1 blue diamond powder (brew barrel, triv 136)

Infused Gear: 1 gear, 1 celestial temper (191)

Metallic Temper: 1 minotaur blood, 1 gnomish spiritis, 1 firewater (brew barrel, triv 123)

Clockwork Observer Helm (>250)

- 1 **clockwork watchman helm**, 1 small plate helm mold, **infused gears** (x2), 1 **metallic temper**, 1 **imbued ruby** or **imbued black sapphire**

Clockwork Observer Breastplate (>250)

- 1 **clockwork watchman breastplate**, 1 small breastplate mold, **infused gears** (3), 1 **metallic temper**, 1 **imbued ruby** or **imbued black sapphire**

Clockwork Observer Greaves (>250)

- 1 **clockwork watchman greaves**, 1 small greaves mold, **infused gears** (x3), 1 **metallic temper**, 1 **imbued ruby** or **imbued black sapphire**

Clockwork Observer Vambraces (>250)

- 1 **clockwork watchman vambraces**, 1 small plate vambraces mold, **infused gears** (x3), 1 **metallic temper**, 1 **imbued ruby** or **imbued black sapphire**

Clockwork Observer Bracer (>250)

- 1 **clockwork watchman bracer**, 1 small plate bracer mold, **infused gears** (x1), 1 **metallic temper**, 1 **imbued ruby** or **imbued black sapphire**

Clockwork Observer Gauntlets (>250)

- 1 **clockwork watchman gauntlets**, 1 small plate gauntlet mold, **infused gears** (x2), 1 **metallic temper**, 1 **imbued ruby** or **imbued black sapphire**

Clockwork Observer Boots (>250)

- 1 **clockwork watchman boots**, 1 small plate boots mold, **infused gears** (x1), 1 **metallic temper**, 1 **imbued ruby** or **imbued black sapphire**