

The EQ Trade Skills Compendium



Version 1.3.4

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RaulQuanilesti's Everquest Trade Skills Page



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This is my first attempt at a printable database of trade skills and material locations.
I hope you guys find this useful and I plan on keeping this updated bi-monthly.
If you would like to see anything added to this, feel free to drop me a line and I will see
what I can do for you. Enjoy!

FINALLY!!! This is the first complete release of the compendium!
Never thought this day would come. According to yesterdays patch though, there are a lot
of new trade skill recipes put in the game! So the hunt is on!! You guys have been great in
keeping this updated! Looks like many more goodies to come. Thanks again you all and
enjoy!!!

Added a bit more to the poisons section and removed all the blank pages from the first full version
(Sorry about that!!) Added the new Erudite Cultural section! Updates for it will be in soon!
I also added the eggs chart for dough yields in baking.

Re-did the page layouts so the PDF version is a little easier to read!

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Item	Trivial	Materials	Yield	Book found in
Batwing Crunchies	46	batwing + frosting	1	Vashar's Sweet Treats
Bear Sandwich	31	Bear meat + Bread	1	Sorrin's Treats on the go
Bear Steaks	41	Bear meat + Spices + Jug 'O Sauces	1	Binlin's Succulence
Beer Braised Bear	68	Bear meat + Spices + Short beer	2	Binlin's Succulence
Beer Braised Gator	68	Gator Meat + Spices + Short Beer	2	Vashar's Sweet Treats
Beer Braised Lion	60	Lion meat + Spices + Short Beer	2	Mixxies Vol 2
Beer Braised Mammoth	60	Mammoth Meat + Spices + Short beer	5	Xectica's Favored Flavors
Beer Braised Rat	68	Rat meat + Spices + Short beer	1	Binlin's Quick Treats
Beer Braised Wolf	68	Wolf meat + Spices + Short beer	2	Binlin's Succulence
Beetle Eye Pie	142	Fire Beetle Eye + Clump of dough + spices + 1 Pie tin	5	Binlin's Quick Treats
Berry Pie	142	Clump of Dough + Berries + 1 Pie Tin	2	Vashar's Sweet Revenge
Birthday Cake	>155	1 clump of dough + 1 frosting + 1 cake round + 1 winter chocolate	2	
Birthday Cake Slice		Birthday cake (in oven or spit)	10	
Bixie Crunchies	46	Bixie Parts + Frosting	1	Xectica's Hot Pie
Blackened Tier'Dal	60	Dark Elf Parts+ Spices + Garnish	2	Ghummim's Delight
Bread	??	Clump of dough + Bread Tin		
Candied spider legs	88	spider legs + frosting + Spices	1	Mixxies Vol 1
Chocolate cookies	>147	Clump of dough + spices + frosting + winter chocolate	1	on tattered note
Chocolate muffin	??	Clump of dough + fruit + winter chocolate + Muffin tin	2	on tattered note
Clump of dough	17	a cup of flour + a snake egg + a bottle of milk	1	combined in a mixing bowl
Cookies	102	Clump o' Dough + Spices + Frosting	1	
Cookies (shaped)	113	Clump o' Dough + Spices + Frosting + Cookie Cutter	1	Xectica's Hot Pie
Cupcakes	135	Clump of Dough + Spices + Frosting + 1 Muffin Tin	4	Vashar's Sweet Revenge
Dwarf Chops	60	Dwarf Meat + Spices + Garnish	2	Ghummim's Delight
Edible Goo	20	Rat Ears + Fire Beetle Eye	1	Mixxies Vol 1
Elven Veal	60	High Elf Meat + Spices + Garnish	?	Ghummim's Delight
Fish Head Soup	82	Fish + Jug of Sauce + Flask of water + a POT	1	Rohand's Edibles
Fish Filets	82	Fish + Jug of Sauce	2	Rohand's Sea Treats
Fishrolls	135	batwings + fish	1	Rohand's Sea Treats
Fruit Pie	142	Clump of Dough + Fruit + 1 Pie Tin	3	Xectica's Hot Pie
Gator Rolls	135	fish + wasp wing	1	
Gator Steaks	41	Alligator Meat + Spices + Jug of Sauces	1	Xectica's Favored Flavors
Gator Strips	?	Alligator meat + wasp wings	?	Rohand's Edibles
Gnome Kabobs	60	Gnome Meat + Spices + Jug of Sauces + Skewers	2	
Hot'n Spicy Toelings	60	Halfing + Spices + Garnish	2	Ghummim's Classical Dishes

Lion Steaks	47	Lion Meat + Spices + Jug of Sauce	1	Mixxies Vol 1
Lizard on a Stick	50	Lizard Meat + Spices + Jug of Sauces + Skewers	1	Vashar's Sweet Treats
Mammoth Sandwich	24	Mammoth meat + Bread	5	Sorrin's Treats on the go
Mammoth Steaks	41	Mammoth meat + Spices + Jug of Sauces	5	Mixxies Vol 2
Meat Pie	142	Clump of Dough + Chunk of Meat + 1 Pie Tin	3	Vashar's Sweet Revenge
Muffins	135	Clump of Dough + Fruit + Muffin Tin	3	Sorrin's Treats on the go
Pickled Drake	<145	Drake meat + oyster sauces + seaweed vinegar	2	
Pickled Froglok	50	Froglok + vinegar + 1 Jug of Sauce	1	Vashar's Sweet Treats
Pickled Gator	51	Aligator meat + Vinegar + Jug of Sauce	2	Mixxies Vol 2
Pickled Lizard	50	Lizard Meat + Vinegar + 1 Jug of Sauce	2	Xectica's Favored Flavors
Pickled Siren	?	siren meat + oyster sauces + seaweed vinegar	2	
Pickled Troll	?	troll meat + vinegar + jug of sauce	2	
Pickled Wyvern	142	wyvern meat + vinegar + jug of sauce	2	
Pound Cake	113	Berrie Pie + Spices + Clump of dough	4	
Rabbit Stew	68	Rabbit + Flask of Water + a POT	1	
Rat Ear Pie	142	Clump of Dough + rat Ears + 1 Pie Tin	1	Xectica's Hot Pie
Rat Ear Sandwich	36	rat ears + jug o' sauces + bread	1	
Rat Kabob	26	Rat meat + Spices + Jug 'O Sauces + Skewers	1	Binlin's Quick Treats
Rat Sandwich	25	Rat Meat + Bread	1	Mixxies Vol 1
Shark Fillets	82	Shark Meat + Spices + Jug of Sauce	2	Rohand's Sea Treats
Shark Rolls	135	Shark Meat + batwings	1	Rohand's Edibles
Smoked Shark	95	Shark Meat + Spices + Smoker	2	Rohand's Sea Treats
Smoked Wood Elf	>=93	Wood Elf Parts + Spices + Smoker	2	Ghummim's Classical Dishes
Vegetable Pie	142	Clump of Dough + Vegetables + 1 Pie Tin	6	Vashar's Sweet Revenge
Vegetable Soup	68	Vegatables + Jug of Sauce + Flask of Water + POT	1	In Xectica's Favored Flavors
Wedding Cake	>161	1 White Chocolate + 1 Clump of Dough + 1 Frosting + 1 Cake Rou	2	
Wedding Cake Slice		Wedding Cake (in oven or spit)	10	
White Chocolate	<113	2 frostings + brownie parts + spices	1	combined in a mixing bowl
White Chocolate Cookies	>148	clump of dough + spices + frosting + white chocolate	2	
White Chocolate Muffins	>148	clump of dough + fruit + white chocolate + muffin tin	2	
Winter chocolate	<113	2 frostings + Brownie parts in a mixing bowl	1	on tattered note
Wolf Sandwich	31	Wolf meat + Bread	1	Sorren's Treats on the go
Wolf Steaks	41	Wolf meat + Spices + Jug 'O Sauces	1	Binlin's Succulence
Woolly Spider Crunchies	46	Woolly Spider Legs + Frosting	1	Binlin's Quick Treats

Here is the EGGS update everyone has been wondering about!!!

Snake Eggs	1	clump of dough
Alligator Eggs	5	clumps of dough
Aviak Eggs	5	clumps of dough
Cockatrice Eggs	5	clumps of dough
Griffon Eggs	7	clumps of dough
Basilisk Eggs (foraged)	5	clumps of dough
Basilisk Eggs (looted)	15	clumps of dough

Drink	Trivial	Ingredients	Produces
Ale	68	Barley + Malt + Flask of Water + Cask	3
Acorn Oil	103	Misty Acorn + Flask of Water	1
Bleeding Brain	168	vodka + spice + shot glass + fire beetle eye	2
Bog Juice	21	snake scales + water + bottle	1
Brandy	122	2 red wines + vegetables + spice + shotglass	3
Double Brewed Double Stout			
Dwarven Ale	142	2 dwarven ales + 2 short beers + cask	2
Drake Egg Oil	???	drake egg + flask of water	1
Elven Wine	115	morning dew + foraged berries + wine yeast + bottle	1
Faydwer Shaker	188	elven wine + gnomish spirits + dwarven ale + mead + cask	1
Faydwer Port	68	2 elven wines + red wine + white wine + cask	1
Embalming Fluid	21	Rubbing Alcohol + 2 Bog Juices + Granite Powder	1
Fish Wine	62	water + grapes + fish + bottle	3
Flask of Water	21	4 pods of water + bottle	1
Flask of Berry Juice	21	Flask of Water + 2 foraged Berries	5
Flask of Fruit Juice	24	Flask of Water + 2 foraged Fruit	5
Flask of Karana Brown Tea	24	Flask of Water + 2 tea leaves	5
Ginesh	168	vegetables + water + short beer + shot glass	2
Gnomish Spirits	102	rice + spider legs + rat ears + bottle	2
Gypsy Port	102	4 bottles of gypsy wine + cask	1
Gypsy Wine	68	grapes + wine yeast + fire beetle eye + bottle	2
Halas Heaters	135	Spider legs (not spiderling) + Vodka + cask	3
Halfling Stouts	135	Vodka + Spice + foraged berries + Shotglass	3
Heady Kiola	46	2 kiola saps + 1 water + 1 bottle	1
Honey Mead	40	hops + royal jelly + water + cask	1
Hulgarsh	155	2 vodkas + water + fishing bait + cask	3
Kalish	30	foraged fruit + foraged veggies + water + bottle	1
Tail Kicker Lager	168	2 lizard tails + vinegar + malt + yeast + 2 flasks of water	2
Legion Lager	31	Giant Blood Sac + Bloodwater + Deadbone Barley	1
Malted Milk	26	malt + milk + bottle	1
Mead	40	hops + malt + yeasts + cask	1
Minotaur Hero's Brew	200 ??	3 malts + yeast + 2 flasks of water + 2 short beers + cask	1
Oak Bark Tannin	103	oak bark + Flask of Water (Oak bark is foraged in Kithicor Forest and Warslik's Woods)	1
Ogre Swill	51	froglock meat + malt + yeast + cask	1
Orange Juice	24	Flask of Water + 2 Emerald Oranges	5

OI'Tujim's Fierce Brew	135	barley + hops + yeast + malt + cask	2
Othmir Algae Ale	135	white algae + ochre algae + blue algae (bought in Cobalt Scar from Otterman Merchant)	1
Red Port	68	4 bottles of red wine + cask	1
Rathe Berry Juice	24	Flask of Water + 2 Rathe Berries	5
Red Wine	95	grapes + wine yeast + foraged berries + bottle	1
Ro Port	135	2 bottles of red wine + 2 bottles of elven wine + cask	1
Short Ale	51	barley + hops + water + cask	1
Short Beer	31	barley + hops + malt + cask	1
Stormguard Rootbeer	24	2 foraged roots + spices + flask of water + yeast + bottle	1
Sylvan Berry Juice	24	Flask of Water + 2 foraged Sylvan Berries	5
Tumpy Tonic	135	1 kiola nut + water	1
Underfoot Brown	168	4 underfoot mushrooms + flask of water + malt + short beer + cask -- mushrooms can be found in N. Kaladim near greybloom farms	1
Vodka	135	flask of water + vegetables + 2 short beers + bottle	1
White Wine	82	grapes + wine yeast + foraged fruit + bottle	1
Yew Leaf Tannin	???	yew leaf + flask of water	1

Fishing

Fly	Recipe
busy bee dry fly	bixie wing + silk thread + dry hook
night swooper dry fly	bat fur + silk thread + dry hook
purple trickster dry fly	pixie wing + silk thread + dry hook
screeching dry fly	giant bat fur + silk thread + dry hook
shimmering gossamer dry fly	faerie wing + silk thread + dry hook
squeaking nibbler dry fly	rat fur + silk thread + dry hook
yappin doggie dry fly	gnoll fur + silk thread + dry hook
yellowjacket dry fly	wasp wing + silk thread + dry hook
night swooper treble fly	bat fur + silk thread + treble hook
purple trickster treble fly	pixie wing + silk thread + treble hook
screeching treble fly	giant bat fur + silk thread + treble hook
shimmering gossamer treble fly	faerie wing + silk thread + treble hook
squeaking nibbler treble fly	rat fur + silk thread + treble hook
yappin doggie treble fly	gnoll fur + silk thread + treble hook
yellowjacket treble fly	wasp wing + silk thread + treble hook
night swooper circular fly	bat fur + silk thread + circular hook
purple trickster circular fly	pixie wing + silk thread + circular hook
screeching circular fly	giant bat fur + silk thread + circular hook
shimmering gossamer circular fly	faerie wing + silk thread + circular hook
squeaking nibbler circular fly	rat fur + silk thread + circular hook
yappin doggie circular fly	gnoll fur + silk thread + circular hook

Tackle Box and materials location

tacklebox, fishing pole, fishing bait,
 catch-a-lot bait, dry hooks, treble hooks,
 and circle hooks - **Sanian Shearsin**
 (Zachariah Reigh's Island, building at -2103, 7796)
 and **Craven Jonsbrow** (Zachariah Reigh's Island, on the
 beach by the dock -2256, 7596)

Zone Specific Fishing Table

Cabilis	Fetid Bass (varying sizes), gigantic fetid bass (no drop), sewer catfish (no drop)
City of Mist	Ikfish
Firiona Vie	Fetid Bass (varying sizes), gigantic fetid bass (no drop), Sewer Catfish
Karnor's Keep	Wulf Fish
Mines of Nurga	Cave Guppy
North Karana	Thunder Salmon
South Karana	Thunder Salmon
West Karana	Thunder Salmon
East Karana	Thunder Salmon
Ocean of Tears	saltwater seaweed (no drop, used for Sea Temper), Gunthak Mackerel
Overthere	Danak Grouper
Sebilis	Kunzak Koi
Swamp of No Hope	Krup Guppy
Timorous Deep	Timorous Tuna
Toxxulia Forest	Green Gill Salmon
Warslik Woods	Evergreen Salmon
Cobalt Scar	Colbalt Cod

tattered sandals, rusty daggers, fresh fish and fish scales are common catches in all zones

Poisons

Item	Materials	Poison Type	Skill req.	Poison Effects
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Common Poisons

Snake Poison	poison vial + suspension + 2 snake venom sacs	Injected Poison I	Trivial at 20	Direct Damage = Level + 1, Damage Over Time = (Level + 1) x 5 Hits
Spider Poison	poison vial + suspension + 2 spider venom sacs	Weakening Poison I	Trivial at 20	Strength Debuff = Level + 1
Wasp Posion	poison vial + suspension + 3 wasp venom sacs	Contact Poison I	Trivial at 20	Direct Damage (Level x 4) + 1

Poisons of the Desert

Asp Poison	poison vial + suspension + 2 asp poison sacs (cistern asps)	Contact Poison I	24	Direct Damage (Level x 4) + 1
Lixt Wing Dust	lined poison vial + suspension + 2 embalming dusts (mummies and dark bone skeletons)	Liquid Silver I	78	Undead DD (Level * 6) + 10
Regalis Poison	poison vial + suspension + urticating hairs (dune tarantulas and some Kunark spiders) + froglok poison gland	Weakening Poison I	22	Strength Debuff = Level + 1

Poisons of the Snow

Cyclan Butil	lined poison vial + suspension + 2 basilisk eyestalks	Feeble Mind I	48	Immediate Mana Loss = (Level * 6) +1
Crystal Eritus	lined poison vial + suspension + 2 crystalized marrows (ice boned skeletons)	System Shock I	42	Direct Damage = (Level x 4) + 1
Sweet Lathyris	lined poison vial + suspension + 2 ichors (large wooly spiders) + giant wasp venom sac	Dizzy I	66	Agility Debuff = 5+(Level / 2) Drop all fractions, Armor Class Debuff (Level / 3 Round up ALL fractions) + 1, 180 Seconds

Posions of the Fire

Basilisk Poison	lined poison vial + suspension + 2 basilisk eyestalks	Muscle Lock I	34	Slow Debuff (Level + 30)%
Festering Nettle	lined poison vial + suspension +2 ashroots (fire imps, also foraged in Lavastorm)	Lower Resists I	95	Lowers all resists except poison (Level/2) + 3, 180 Seconds
Putrid Bane	lined poison vial + suspension + 2 putrid biles (fire drakes)	Injected Poison I	56	Direct Damage = Level + 1, Damage Over Time = (Level + 1) x 5 Hits

Poisons that Blind (from Combine scrolls in Halas)

Retinal Deactivator	lined poison vial + suspension+ coyote tail + asp poison sack	Blindness I	24	Duration is (Poison Class i.e. I, II, III) x 30 + 12
Eyeburn Solution	lined poison vial + constrict suspension + 2 coyote tail + muddite mud	Blindness II	108	Duration is (Poison Class i.e. I, II, III) x 30 + 12

Poisons that Cripple (from Combine scrolls in Halas)

Spine Break	lined poison vial + constrict suspension + thorny ergot + delphinium	Paralyzing I	32	Root, Attack Speed Debuff ? No Attack?, Duration is (Poison Effect i.e. I, II III) x 30 + 12 seconds
Kinetic Suppressant	lined poison vial + constrict suspension, 2 delphinium, basilisk eye stalk	Paralyzing II	115	Root, Attack Speed Debuff ? No Attack?, Duration is (Poison Effect i.e. I, II III) x 30 + 12 seconds
Athropic Sap	lined poison vial + constrict suspension + 2 alocasia root	Weakening Poison II	98	Strength Debuff = Level + 1
Monk's Hood Aconite	sealed poison vial + larent suspension + 2 wolves bane	Weakening Poison III	>190	Strength Debuff = Level + 1
Pacifying Whisper	sealed poison vial + constrict suspension + thorny ergot + gelsemium root + wolves bane	Muscle Lock III	>204	Slow Debuff (Level + 30)%

Poisons that Can Kill (from Combine scrolls in Halas)

Aching Blood	lined poison vial + constrict suspension + 2 lactera	Contact Poison II	108	Direct Damage (Level x 4) + 1
Amnesic Lolium	sealed poison vial + larent suspension + 2 white hellebore	Injected Poison III	>199	Direct Damage = Level + 1, Damage Over Time = (Level + 1) x 5 Hits

(from Secrets of the White Rose in Halas)

Brain Freeze	sealed poison vial + constrict suspension + 2 gelsemium root	System Shock II	130	Direct Damage = (Level x 4) + 1
Powered Blanity	sealed poison vial + constrict suspension + 3 gelsemium root	Feeble Mind II	140	Immediate Mana Loss = (Level * 6) +1
Languid Lixt Wing	sealed poison vial + constrict suspension + 2 lixt wing stalks	Dizzy II	168	Agility Debuff = 5+(Level / 2) Drop all fractions, Armor Class Debuff (Level / 3 Round up ALL fractions) + 1, 180 Seconds
Visionistic Pain	sealed poison vial + larent suspension + 2 tares lichen + 1 snowfall algae	Contact Poison III	>199	Direct Damage (Level x 4) + 1

Animal Poisons (From Scouts Poisons in Lesser Faydark)

Rancid Wolf Killer	lined poison vial + suspension + dogbane + chunk of meat	Poison Animal I	76	Animal DD (Level * 6) + 10
Beast Stalker	sealed poison vial + constrict suspension + castorbean + hounds tongue + chunk of meat	Poison Animal II	>166	Animal DD (Level * 6) + 10
Carnivore Mortis	sealed poison vial + larent suspension + black henbane + snake head iris + chunk of meat	Poison Animal III	>183	Animal DD (Level * 6) + 10

Crippling Poisons (From Scouts Poisons in Lesser Faydark)

Shadowveil Hemlock	sealed poison vial + larent suspension + soot hemlock + coyote tail + burnt out lightstone	Blindness III	>183	Duration is (Poison Class i.e. I, II, III) x 30 + 12
Delusional Swiftness	poison vial + suspension + giant wasp venom sack + 2 vampire bat saliva	Brittle Haste I	>31	Effect Haste Target = (Effect Level x 5) +5, Armor Class Debuff (Level / 3) Round ALL factions up, Strength Debuff (Level + 10)

Miner's Poisons (from poison guide in Kaladim)

white lead	(suspension?), limestone, lead sulfide	Metallic Component	20
lead peroxide	(suspension?), lead sulfide, tumpy tonic	Metallic Component	20
iron sulfide	(suspension?), brimstone, 2 small pieces ore	Metallic Component	20
quicksilver	(suspension?), cinnabar, gnomish spirits	Metallic Component	20

Silent Weapons of the Black Mask (Neriak)

Lethargic Bliss	lined poison vial + constrict suspension + 2 whores bane (Najena)	Muscle Lock II	115	Slow Debuff (Level + 30)%
Choking Asmag	sealed poison vial + constrict suspension + 2 asmag weeds	Injected Poison II	150	Direct Damage = Level + 1, Damage Over Time = (Level + 1) x 5 Hits
Dilapidating Ash	sealed poison vial + constrict suspension + 2 soot hemlock	Lower Resists II	180	Lowers all resists except poison (Level/2) + 3, 180 Seconds
Anti-Elemental	lined poison vial + suspension + ground garlic + red hellebore	Poison Summoned I	76	Summoned DD (Level * 6) + 10
Corrosive Solvent	sealed poison vial + constrict suspension + red hellebore + ground garlic + putrid bile	Poison Summoned II	168	Summoned DD (Level * 6) + 10
Acidic Dissolver	sealed poison vial + larent suspension + putrid bile + soot hemlock	Poison Summoned III	>183	Summoned DD (Level * 6) + 10

Cures for Undeath (Steamfont)

Lixt Wing Dust	lined poison vial + suspension + 2 embalming dusts (mummies and dark bone skeletons)	Liquid Silver I	78	Undead DD (Level * 6) + 10
Calcium Rot	sealed poison vial + constrict suspension + 2 king's thorns	Liquid Silver II	172	Undead DD (Level * 6) + 10
Temporal Rot	sealed poison vial + larent suspension + king's thorn + embalming dust + wood rose	Liquid Silver III	>183	Undead DD (Level * 6) + 10

Kaxon's Beauty Tips (Steamfont)

Solvent Gangrene	poison vial + suspension + 2 grave mold (Unrest)	Flesh Rot I	40	Possibly Disease Based DOT and Dexterity Debuff, Damage Over Time = 4 x Level, Dexterity Debuff = Level + 5
Leprous Puss	lined poison vial + constrict suspension, bundle of wormwood, grave mold (Unrest), darkbone marrow	Flesh Rot II	118	Possibly Disease Based DOT and Dexterity Debuff, Damage Over Time = 4 x Level, Dexterity Debuff = Level + 5
Visceral Rot	sealed poison vial + larent suspension + grave mold (Unrest) + darkbone marrow + wood rose	Flesh Rot III	>183	Possibly Disease Based DOT and Dexterity Debuff, Damage Over Time = 4 x Level, Dexterity Debuff = Level + 5

Ready-made Poisons

Crookstinger	Drop off named wasp (crookstinger) in Lesser Faydark	Feeble Mind I		Mana Loss = Level * 6
Vial of Rabid Froth	Drop off Gnashmaw in South Karana	System Shock I		Direct Damage = Level * 4, Temporary Stun

Additional Poisons

Maddening Sap	lined poison vial + suspension + 2 succulent sap	Berserker Maddness I	87	Target Strength Buff = Level + 5, Armor Class Buff = Level / 7 round ALL fractions up, Direct Damage = Level + 10, Damage Over Time (Level +5) times 5 ticks (30 seconds)
Zek Frost	sealed poison vial + constrict suspension + 2 crystal nightshade + succulent sap	Berserker Maddness II	183	Target Strength Buff = Level + 5, Armor Class Buff = Level / 7 round ALL fractions up, Direct Damage = Level + 10, Damage Over Time (Level +5) times 5 ticks (30 seconds)
Essence of Rallos	sealed poison vial + larent suspension + pixie dust + Amanita Phalloide	Berserker Maddness III	>183	Target Strength Buff = Level + 5, Armor Class Buff = Level / 7 round ALL fractions up, Direct Damage = Level + 10, Damage Over Time (Level +5) times 5 ticks (30 seconds)
Xegony's Curse	lined poison vial + constrict suspension + cinder hornet pollen + ash hornet venom	Brittle Haste II	<165	Effect Haste Target = (Effect Level x 5) +5, Armor Class Debuff (Level / 3) Round ALL fractions up, Strength Debuff (Level + 10)
Paradoxical Peptide	sealed poison vial + constrict suspension + chromadrac wing + skyash bile	Brittle Haste III	>250	Effect Haste Target = (Effect Level x 5) +5, Armor Class Debuff (Level / 3) Round ALL fractions up, Strength Debuff (Level + 10)
Stiffening Ergot	sealed poison vial + larent suspension + 2 heart sting venom sacs	Paralyzing III	204	Root, Attack Speed Debuff ? No Attack?, Duration is (Poison Effect i.e. I, II III) x 30 + 12 seconds
Metallic Alkaloid	sealed poison vial + larent suspension + lead peroxide + white lead + quicksilver	System Shock III	>183	Direct Damage = Level * 4, Temporary Stun
Cranial Cryofreeze	sealed poison vial + larent suspension + 3 frosty datura	Feeble Mind III	>204	Mana Loss = Level * 6
Crippling Peptide	sealed poison vial + larent suspension + black henbane + 2 death cap	Dizzy III	<185	Agility Debuff = 5+(Level / 2) Drop all fractions, Armor Class Debuff (Level / 3 Round up ALL fractions) + 1, 180 Seconds
Cyclic Vertigo	sealed poison vial + larent suspension + 2 snowcap amanita + crystal nightshade	Lower Resists III	>199	Lowers all resists except poison (Level/2) + 3, 180 Seconds
Iron Dimethyl	sealed poison vial + larent suspension + iron sulphide + 2 quicksilver	System Shock IV	>216	Direct Damage = (Level x 4) + 1
Toxic I	sealed poison vial + larent suspension + 2 emerald berry	Toxic I	>=200	???
Spirit of Sloth	sealed poison vial + ethereal suspension + 2 creeper ivies	Muscle Lock IV	>250	Slow Debuff (Level + 30)%

Velious Poisons

required vials

and

suspension

Materials	suspension		
The sap of Two parts crushed CREEPER IVY will stiffen the muscles of the victim	requires ethereal suspension and sealed poison vial	Spirit of Sloth	Muscle Lock IV
Two crushed IVORY POPPIES with a single crushed FROSTY DATURA will be the bane of a magic wielding victim.	requires ethereal suspension and sealed poison vial	Mage's Bane	Feeble Mind IV
Two parts NOHOPE MOSS and one SNOWCAP AMANITA will make the immune system of your victim susceptible to harm from the elements	requires ethereal suspension and sealed poison vial		Lower Resists IV ???
The dead SHRIVELED FLESH of the armies that haunt Kithicor when made into an injected fluid will cause a tremendous atrophy of the victim's muscle strength. Two parts flesh have proven sufficient	requires ethereal suspension and sealed poison vial		Weaken Animal IV ???
Two parts SCORPIKIS VENOM extracted from the monsters' stingers enhances the venom, making it even more painful and deadly	requires ethereal suspension and sealed poison vial	Soul Burn	Contact Poison IV
Two chunks of CRYSTALLIZED SULFUR and one part SUCCULENT SAP will cause a deadly rage in the victim as they suffer extreme pain and often death.	requires ethereal suspension and sealed poison vial	Warlord's Rage	Berserker Madness IV
Two piles of SPIROC BONE DUST and one part SKYASH BILE will cause the victim's bones to become brittle while granting them swiftness of motion	requires ethereal suspension and sealed poison vial	Rending Swiftness	Brittle Haste IV
A particularly incapacitating poison can be created with two portions of MT. DEATH MINERAL SALTS and one vial of QUICKSILVER	requires ethereal suspension and sealed poison vial	Mind Melt	System Shock V
An intense vertigo can be set upon a victim with a poison concocted of one part CRYSTAL NIGHTSHADE , one part BLACK HENBANE , and one DEATH CAP .	requires ethereal suspension and sealed poison vial		Dizzy IV ???
The most pain inducing poison that I have discovered yet is created with two parts BLOOD THORN EXTRACT and one part EMERALDBERRY CYANIDE	requires ethereal suspension and sealed poison vial		Injected IV ???

Pottery

Item	Trivial	Ingredients	stats
Cake Round	115	a block of clay + a cake round sketch + a glass shard + a high quality firing sheet + Flask of Water	
Ceramic Lining	36	a small block of clay + a ceramic lining sketch + a quality firing sheet + Flask of Water	
Cookie Cutters	102	a small block of clay + a cookie cutter template + a high quality firing sheet + Flask of Water	
Small Clay Jar	31	a block of clay + small jar sketch + a quality firing sheet + Flask of Water	container
Medium Clay Jar	36	a block of clay + medium jar sketch + a quality firing sheet + Flask of Water	container
Large Clay Jar	41	a block of clay + large jar sketch + a quality firing sheet + Flask of Water	container
Large Bowl	148	a large block of clay + a large bowl sketch + a glass shard + a high quality firing sheet + Flask of Water	
Lined Poison Vial	168	small block of clay + a lined vial sketch + an animal skin + a high quality firing sheet + Flask of Water	
Medium Bowl	122	a block of clay + a medium bowl sketch + 2 high quality firing sheets + Flask of Water	container
Mixing Bowl	128	2 large blocks of clay + a mixing bowl sketch + a firing sheet + Flask of Water	
Muffin Tin	122	a block of clay + a muffin tin sketch + a metal bit + a high quality firing sheet + Flask of Water	
Pie Tin	115	2 blocks of clay + a pie tin sketch + a high quality firing sheet + Flask of Water	
Poison Vial	148	a small block of clay + an animal skin + a poison vial sketch + a high quality firing sheet + Flask of Water	
Pot	56	a large block of clay + a pot sketch + a metal bit + a high quality firing sheet + Flask of Water	
Sealed Poison Vial	188	a small block of clay + an animal skin + a sealed vial sketch + a high quality firing sheet + Flask of Water	
Skewers	31	a block of clay + a skewers sketch + a quality firing sheet + Flask of Water	
Small Bowl	102	a small block of clay + a small bowl sketch + a high quality firing sheet + Flask of Water	
Smoker	82	a large block of clay + a smoker sketch + 2 high quality firing sheet + Flask of Water	
Small Protection Diety	68	Block of Clay + Flask of Water + Small Diety Sketch + Carnelian + Firing Sheet	AC3, CLR, DRU, SHM
Small Resistance Diety	100	Small Block of Clay + Flask of Water + Small Diety Sketch + Wolf's Eye Agate + High Quality Firing Sheet	CHA+2 +2 vs Disease, +2 Mag. CLR, DRU, SHM
Small Protection Diety	135	Large Block of Clay + Flask of Water + Small Diety Sketch + Sands of RO + High Quality Firing Sheet	WIS +2, CLR, DRU

Clay conversion rates:

3 small blocks of clay + flask of water = block of clay 3 blocks of clay + flask of water = large block of clay 1 block of clay + flask of water = small block of clay

1 large block of clay + flask of water = 1 block of clay

Skins that **DO NOT** work with poison vials: Catman Skin, Large Snake Skin, Lion Skin (any type), Shadow Wolf Pelt, Shark Skin, froglok skin, kobold hides, cougar pelts, dire wolf skins, scaled curskin, scaled wolf hide, ulthork hide, giant rat pelt, giant snake skin, kerra guard skin, arctic wyvern hide, tiger mane, all tiger hides

Basic Blacksmithing

Item	Trivial	Materials	Yield	Stats
Bread Tin	135	Metal bit + ceramic lining + bread tin mold + Water Flask	1	Baking
Cake Round	101	Metal bits + Cake Round Mold + Ceramic Lining + Flask of Water	1	Baking
File	21	Metal bit + File mold + Flask of water	1	
Folded Sheet of Metal	??	Block of ore + Flask of water + Smithy Hammer	1	
Lantern	68	Metal bit + latern casting mold + bottle + flask of water	1	
Lockpicks	??	Metal bits + Lockpick mold + Flask of water	1	
Metal Bits	21	2 Small pieces of ore + Flask of water	1	
Small Metal Container	37	Metal bit + Hinge mold + Small Container Mold + Small Container Lid Mold + Flask of Water	1	container
Medium Metal Container	42	Metal bit + Hinge mold + Medium Container Mold + Medium Container Lid Mold + Flask of Water	1	container
Large Metal Container	46	Metal bit + Hinge mold + Large Container Mold + Large Container Lid Mold + Flask of Water	1	container
Muffin Tin	101	Metal bit + Muffin Tin Mold + Ceramic Lining + Flask of Water	1	Baking
Pie Tin	101	Metal bits + Pie Tin mold + Ceramic Lining + Flask of Water	1	Baking
Pot	122	Metal bit + Pot Mold + Standing Legs mold + Flask of Water	1	Baking
Scaler	41	Metal bit + Scaler mold + Flask of water	1	
Sewing Kit	135	Metal bit + Needle Mold + Thimble Mold + Flask of Water	1	
Shaped Cookie Cutter	56	Appropriately Shaped Mold (barbarian, etc) + Metal bit + Flask of Water	1	Baking
Sharpening Weapons	26	Rusty Weapon + Sharpening Stone	1	
Sheet Metal	56	2 Small Bricks of ore + Flask of water	1	
Skewers	115	Metal bit + Skewer mold + Flask of water	1	Baking
Smoker	101	Metal bits + Skewer + Smoker base mold + Smoker support mold + Flask of Water	1	Baking
Skinning Knife	??	1 small brick of ore + 1 dagger mold + 1 hilt mold + flask of water	1	Lowers quality of pelt or skin
Steel Boning	41	Small Brick of ore + File + Flask of water	1	Stackable
Studs	41	3 Metal bits + File + Flask of water	2	Stackable
Tool Box	51	Metal bit + Flask of Water	1	
Forged Morningstar	95	hilt mold + sheet metal + spiked ball mold + flask of water	1	1HB: damage 8, delay 38, wt 9
Forged 2 Handed Sword	95	sheet metal + pommel mold + hilt mold + heavy steel blade mold	1	2HS: damage 12, delay 44, wt 11
Forged Bastard Sword	82	sheet metal + pommel mold + hilt mold + dual edged mold	1	1HS: damage 7, delay 33, wt 6.5

More Forged Weapons and Shields

Item	Trivial	Materials	Yield	Stats
buckler shield	95	flask of water + smithy hammer + buckler mold (S/M/L) + sheet of metal	1	
round shield	115	flask of water + smithy hammer + round shield mold (S/M/L) + 2 sheets of metal	1	
targ shield	136	flask of water + smithy hammer + targ shield mold (S/M/L) + folded sheet of metal	1	
kite shield	>135	flask of water + smithy hammer + kite shield mold (S/M/L) + 2 medium quality folded sheets of metal	1	
tower shield	>164	flask of water + smithy hammer + tower shield mold (S/M/L) + 1 medium quality folded sheet of metal	1	AC 11, wt 15
forged halberd	>93	halberd head mold + oak shaft + sheet metal + flask of water	1	2HS: damage 14, delay 48, wt 14
forged mace	>23	mace head mold + oak shaft + sheet metal + flask of water	1	1HB: damage 7, delay 36, wt 8, range 40
forged pick	82	pick head mold + oak shaft + sheet metal + flask of water	1	1HS: damage 6, delay 35, wt 6.5
forged short sword	82	short blade mold + hilt mold + pommel mold + sheet metal + flask of water	1	1HS: damage 4, delay 24, wt 5
forged long sword	<119	long blade mold + hilt mold + pommel mold + sheet metal + flask of water	1	
forged rapier	<135	thin blade mold + hilt mold + pommel mold + sheet metal + flask of water	1	piercing: damage 5, delay 26, wt 5
forged dagger	>52	dagger mold + hilt mold + pommel mold + sheet metal + flask of water	1	piercing: damage 3, delay 21
forged throwing knife	62	throwing knife mold + sheet metal + flask of water	1	throwing: damage 5, delay 35, wt 0.5
forged javelin	82	javelin mold + sheet metal + flask of water	1	throwing: damage 7, delay 33, range 205
forged shuriken	82	shiruken mold + sheet metal + flask of water	10	throwing: damage 4, delay 25, wt 0.5, range 65
forged throwing axe	75	throwing axe mold + sheet metal + flask of water	1	throwing: damage 6, delay 29, wt 1, range 125
forged scimitar	102	curved blade mold + hilt mold + pommel mold + sheet metal + flask of water	1	1HS: damage 5, delay 24, wt 7.5
forged battle axe	102	axe head mold + oak shaft + sheet metal + flask of water	1	1HS: damage 7, delay 34, wt 8.5, range 40
forged war hammer	<106	hammer head mold + oak shaft + sheet metal + flask of water	1	1HB: damage 6, delay 30, wt 7.5, range 40
forged spear	<74	spear head mold + oak shaft + sheet metal + flask of water	1	piercing: damage 6, delay 28, wt 7, range 55

Banded Armor

Banded Gorget	102	1 sheet of metal + gorget mold + flask of water	1	AC 5
Banded Bracer	102	1 sheet of metal + bracer mold + flask of water	1	AC 6
Banded Boots	135	1 sheet of metal + boot mold + flask of water	1	AC 6
Banded Belt	135	2 sheets of metal + belt mold + flask of water	1	AC 6
Banded Cloak	175	2 sheets of metal + cloak mold + flask of water	1	AC 7
Banded Helm	135	2 sheets of metal + helm mold + flask of water	1	AC 8
Banded Mask	135	2 sheets of metal + mask mold + flask of water	1	AC 4
Banded Mantle	168	2 sheets of metal + mantle mold + flask of water	1	AC 6
Banded Sleeves	135	2 sheets of metal + sleeves mold + flask of water	1	AC 7
Banded Gauntlets	168	2 sheets of metal + gauntlet mold + flask of water	1	AC 7
Banded Leggings	168	3 sheets of metal + leggings mold + flask of water	1	AC 8
Banded Mail	135	3 sheets of metal + mail mold + flask of water	1	AC 15

Small sizes fit HFL, GNM, DWF, HIE, ELF, DEF

Med sizes fit HUM, HEF, ERU, BAR, HIE, IKS

Large sizes fit BAR, TRO, OGR

classes wearable by: WAR, ROG, RNG, PAL, CLR, SHD, BRD, SHM

Advanced Blacksmithing

metal rings	82	flask of water + large brick of ore + file (enchanted rings are created by having the enchanter enchant the ore before forging)	1	
medium quality rings	<=115	flask of water + large brick of medium quality ore + file	1	
high quality rings	<=81	flask of water + large brick of high quality ore + file	1	
large brick of medium quality ore	<=136	3 small bricks of medium quality ore + flask of water	1	
block of medium quality ore	<124	3 large bricks of medium quality ore + flask of water	1	
large brick of high quality ore	<=81	3 small bricks of high quality ore + flask of water	1	
block of high quality ore	<124	3 large bricks of high quality ore + flask of water	1	
chain jointing		flask of water + metal rings + smithy hammer + file	1	
medium quality folded sheet	<109	1 block of medium quality ore + flask of water + smithy hammer	1	

high quality folded sheet		1 block of high quality ore + flask of water + smithy hammer	1	
skinning knife	41	dagger blade mold + hilt mold + small brick of ore + flask of water	1	
field point arrowheads	41	metal bits + flask of water + file	20	
hooked arrowheads	68	3 small bricks of ore + file + flask of water	5	
silver tipped arrowheads	>147	silver bar + file + block of medium quality ore + flask of water	5	
steel arrowshafts	135	2 large bricks of medium quality ore + flask of water	5	

Ornate Chain Armor

Ornate Chain Bracer	153	chainmail bracer pattern + smithy hammer + silver bar + flask of water + 1 HQ ring	1	AC 7, wt 1.5
Ornate Chain Mask	155	chainmail mask pattern + smithy hammer + silver bar + flask of water + 1 HQ ring	1	AC 5, wt. 0.5
Ornate Chain Gorget	<=159	chainmail gorget pattern + smithy hammer + silver bar + flask of water + 1 HQ ring	1	AC 6, wt 1.5
Ornate Chain Boots	>=159	chainmail boot pattern + smithy hammer + silver bar + flask of water + 2 HQ rings	1	AC 7, wt 4.5
Ornate Chain Coif	<=175	chainmail coif pattern + smithy hammer + silver bar + flask of water + 2 HQ rings	1	
Ornate Chain Belt	163	chainmail belt pattern + smithy hammer + silver bar + flask of water + 2 HQ rings	1	AC 7, wt 2
Ornate Chain Sleeves	172	chainmail sleeves pattern + smithy hammer + silver bar + flask of water + 2 HQ rings	1	AC 8, wt 3
Ornate Chain Gloves	175	chainmail glove pattern + smithy hammer + silver bar + flask of water + 2 HQ rings	1	AC 8, wt 3.5
Ornate Chain Mantle	<=186	chainmail mantle pattern + smithy hammer + silver bar + flask of water + 2 HQ rings	1	AC 7, wt 3
Ornate Chain Cloak	189	chainmail cloak pattern + smithy hammer + silver bar + flask of water + 3 HQ rings	1	AC 8, wt 2.5
Ornate Chain Leggings	182	chainmail leggings pattern + smithy hammer + silver bar + flask of water + 3 HQ rings	1	AC 9, wt 5
Ornate Chain Tunic	192	chainmail tunic pattern + smithy hammer + silver bar + flask of water + 3 HQ rings	1	AC 16, wt. 7

medium sizes fit: HUM, BAR, ERU, HEF, ELF, HIE, DEF, IKS

classes that can wear: WAR, CLR, PAL, RNG, SHD, BRD, ROG, SHM

Fine Steel Plate Armor

Fine Steel Visor	195	smithy hammer + leather padding + flask of water + visor mold + 1 MQ folded sheet of metal	1	AC 7
Fine Steel Collar	182	smithy hammer + leather padding + flask of water + collar mold + 1 MQ folded sheet of metal	1	AC 8
Fine Steel Bracer	>195	smithy hammer + leather padding + flask of water + bracer mold + 1 MQ folded sheet of metal	1	AC 9
Fine Steel Helm	188	smithy hammer + leather padding + flask of water + helm mold + 2 MQ folded sheets of metal	1	AC 12
Fine Steel Pauldron	198-208	smithy hammer + leather padding + flask of water + pauldron mold + 2 MQ folded sheets of metal	1	AC 10
Fine Steel Girdle	198-208	smithy hammer + leather padding + flask of water + girdle mold + 2 MQ folded sheets of metal	1	AC 9
Fine Steel Vambraces	198-208	smithy hammer + leather padding + flask of water + vambraces mold + 2 MQ folded sheets of metal	1	AC 10
Fine Steel Gauntlets	198-208	smithy hammer + leather padding + flask of water + gauntlet mold + 2 MQ folded sheets of metal	1	AC 11
Fine Steel Boots	198-208	smithy hammer + leather padding + flask of water + boot mold + 2 MQ folded sheets of metal	1	AC 10
Fine Steel Cloak	208	smithy hammer + leather padding + flask of water + cloak mold + 3 MQ folded sheets of metal	1	AC 10
Fine Steel Greaves	198-208	smithy hammer + leather padding + flask of water + greaves mold + 3 MQ folded sheets of metal	1	AC 11
Fine Steel Breastplate	198-208	smithy hammer + leather padding + flask of water + breastplate mold + 3 MQ folded sheets of metal	1	AC 19

Small sizes fit HFL, GNM, DWF, HIE, ELF, DEF

Medium sizes fit HUM, HEF, ERU, BAR, HIE, IKS

Large sizes fit BAR, TRO, OGR

Classes that can wear: BRD, CLR, PAL, SHD, WAR

Basic Ore, Studs, Rings and Bonings

metal bits	21	2 small pieces of ore + flask of water	1	Stackable
velium bits	<67	2 small pieces of velium + coldain velium temper	1	Stackable
large brick of ore	21	3 small bricks of ore + flask of water	1	
large brick of medium quality ore	<=136	3 small bricks of medium quality ore + flask of water	1	
large brick of high quality ore	<=81	3 small bricks of high quality ore + flask of water	1	
large brick of velium		3 small bricks of velium + coldain velium temper	1	
studs	41	3 metal bits + file + flask of water	2	Stackable
velium studs	>41	3 velium bits + file + coldain velium temper	2	Stackable
steel boning	41	small brick ore + file + flask of water	1	Stackable
velium boning	<80	small brick of velium + file + coldain velium temper	1	Stackable
block of ore	56	3 large bricks of ore + flask of water	1	
block of medium quality ore	<124	3 large bricks of medium quality ore + flask of water	1	
block of high quality ore	<124	3 large bricks of high quality ore + flask of water	1	
sheet of metal	56	2 small bricks of ore + flask of water	1	
sheet of velium	??	2 small bricks of velium + coldain velium temper	1	
folded sheet of metal		block of ore + flask of water + smithy hammer	1	
medium quality folded sheet	<109	1 block of medium quality ore + flask of water + smithy hammer	1	
high quality folded sheet		1 block of high quality ore + flask of water + smithy hammer	1	
metal rings	82	large brick of ore + file + flask of water	1	(enchanted rings are created by having the enchanter enchant the ore before forging)
medium quality rings	<=115	large brick of medium quality ore + file + flask of water	1	
high quality rings	<=81	large brick of high quality ore + file + flask of water	1	
velium rings		large brick of velium + file + coldain velium temper	2	Stackable
chain jointing		metal rings + smithy hammer + file + flask of water	1	

high quality ore		This ore is loot drop on Antonica only		
velium ores		This ore is a loot drop in Velious only. Common sources for it are: orc miners in crystal caverns, various mobs in Tower of Frozen Shadow, sentries and such in Skyshrine, and various spider and golem-type creatures in other zones (Velketor's Labyrinth, underneath Icewell Keep)		
small enchanted brick of HQ ore		1 large enchanted brick of high quality ore + flask of water	1	
enchanted sheet of metal		2 small enchanted bricks of high quality ore + flask of water	1	

Cultural Armor and Smithing

Cultural Forge Locations

Royal Qeynos Forge -- found in the city of Qeynos next to the clock tower (375, -365)
Ak'Anon Forge -- found in the city of Ak'Anon outside of the Forge of Defiance (1225, -735)
Stormguard Forge -- found in the city of South Kaladim outside of Redfists Metal (115, 385)
Koada'Dal Forge -- found in the city of North Felwithe inside of Emerald Armor (-100, -400)
Freeport Forge -- found in the city of West Freeport behind the Warrior's Guild (-350, 40)
Teir'Dal Forge -- found in the city of Neriak, Third Gate inside the unused building across from the Rack (835, -1570)
Oggok Forge -- found in the city of Oggok near the Shaman's Guild (140, 925)
Cabilis Forge -- found in the city of East Cabilis upstairs in the Warrior's Guild (-530, -20)
Northman Forge -- found in the city of Halas outside McPherson's Bloody Blades (235, -320)

Barbarian Weapons and Armor

Item	Trivial	Materials	Stats
Northman Long Dagger	<=119	flask of water + hilt mold + pommel mold + dagger mold + MQ sheet of metal	piercing: damage 6, delay 24, wt 2, rng 40
Imbued Northman Long Dagger		frost temper + hilt mold + pommel mold + dagger mold + MQ sheet of metal + imbued ivory or jade	imbued with jade adds STR +2, STA +2, sv cold +2 and restricts use to Rallos Zek followers
Northman Claymore	<=142	flask of water + hilt mold + pommel mold + heavy steel blade mold + MQ folded sheet of metal	2 HS: dam 14, delay 44, weight 11.5
Imbued Northman Claymore	>=142	frost temper + hilt mold + pommel mold + heavy steel blade mold + MQ folded sheet of metal + imbued ivory or jade	imbued with ivory adds STA +4, sv cold +2, and restricts use to Tribunal followers; imbued with jade adds STR +2, STA +2, sv cold +2 and restricts use to Rallos Zek followers
Northman Throwing Axe		flask of water + throwing axe mold + MQ sheet of metal	throwing: delay 30, damage 8
Northman Battle Axe		flask of water + axe mold + oak shaft + MQ folded sheet of metal	2HS: delay 48, damage 16, weight 15
Imbued Northman Battle Axe	>=157	frost temper + axe mold + oak shaft + MQ folded sheet of metal + imbued ivory or jade	imbued with ivory adds STA +4, sv cold +2, and restricts use to Tribunal followers

Northman Mace	<=119	flask of water + mace mold + oak shaft + MQ sheet of metal	
Imbued Northman Mace	>=145	frost temper + mace mold + oak shaft + MQ sheet of metal + imbued ivory or jade	1HB: delay 36, damage 9, weight 8.5 also fits in ranged slot
northman kite shield	>179	kite shield mold + smithy hammer + flask of water + MQ folded sheet of metal	you need the kite shield mold from Qeynos for this, NOT the large kite shield mold from Halas -- AC 10, HP +4, sv cold 5, wt 10
imbued northman kite shield		kite shield mold + smithy hammer + frost temper + MQ folded sheet of metal + imbued ivory	ivory: Tribunal -- WIS 3, HP 4, sv cold 5

Northman ringmail armor

Northman Ringmail Veil	175	smithy hammer + frost temper + large chain mask pattern + large leather mask + 1 medium quality ring	
Northman Ringmail Neckguard	175	smithy hammer + frost temper + large chain gorget pattern + large leather gorget + 1 medium quality ring	
Northman Ringmail Bracelets	>179	smithy hammer + frost temper + large chain bracer pattern + large leather bracer + 1 medium quality ring	AC 8, wt 3
Northman Ringmail Coif	>179	smithy hammer + frost temper + large chain helm pattern + large leather cap + 2 medium quality rings	AC 10, wt 5.5
Northman Ringmail Mantle	>179	smithy hammer + frost temper + large chain mantle pattern + large leather shoulderpads + 2 medium quality rings	AC 8, wt 4.5
Northman Ringmail Skirt	>179	smithy hammer + frost temper + large chain skirt pattern + large leather cap + 2 medium quality rings	AC 8, wt 3.5
Northman Ringmail Sleeves	>179	smithy hammer + frost temper + large chain sleeves pattern + large leather sleeves + 2 medium quality rings	AC 9, wt 4.5
Northman Ringmail Gloves	>179	smithy hammer + frost temper + large chain gloves pattern + large leather gloves + 2 medium quality rings	AC 9, wt 5
Northman Ringmail Tunic	>179	smithy hammer + frost temper + large chain tunic pattern + large leather tunic + 3 medium quality rings	AC 17, wt 8.5
Northman Ringmail Cape	>179	smithy hammer + frost temper + large chain cloak pattern + large leather cape + 3 medium quality rings	AC 9, wt 5
Northman Ringmail Leggings	>179	smithy hammer + frost temper + large chain leggings pattern + large leather leggings + 3 medium quality rings	will NOT work with the large leather kilt available in Halas. You must acquire large leather leggings from Qeynos, Oggok or Grobb -- AC 10, wt 6.5
Northman Ringmail Boots	>179	smithy hammer + frost temper + large chain boot pattern + large leather boots + ? medium quality rings	AC 8, wt 6
Imbued Northman Ringmail Veil		smithy hammer + frost temper + large chain mask pattern + large leather mask + 1 medium quality ring + imbued ivory	same stats as regular but adds STR +1, WIS +2, sv cold +2

Imbued Northman Ringmail Neckguard		smithy hammer + frost temper + large chain gorget pattern + large leather gorget + 1 medium quality ring + imbued ivory	same stats as regular but adds STR +1, WIS +2, sv cold +2
Imbued Northman Ringmail Bracelets		smithy hammer + frost temper + large chain bracer pattern + large leather bracer + 1 medium quality ring + imbued ivory	same stats as regular but adds STR +1, WIS +2, sv cold +2
Imbued Northman Ringmail Coif		smithy hammer + frost temper + large chain helm pattern + large leather cap + 2 medium quality rings + imbued ivory	same stats as regular but adds STR +1, WIS +2, sv cold +2
Imbued Northman Ringmail Mantle		smithy hammer + frost temper + large chain mantle pattern + large leather shoulderpads + 2 medium quality rings + imbued ivory	same stats as regular but adds STR +1, WIS +2, sv cold +2
Imbued Northman Ringmail Skirt		smithy hammer + frost temper + large chain skirt pattern + large leather cap + 2 medium quality rings + imbued ivory	same stats as regular but adds STR +1, WIS +2, sv cold +2
Imbued Northman Ringmail Sleeves		smithy hammer + frost temper + large chain sleeves pattern + large leather sleeves + 2 medium quality rings + imbued ivory	same stats as regular but adds STR +1, WIS +2, sv cold +2
Imbued Northman Ringmail Gloves		smithy hammer + frost temper + large chain gloves pattern + large leather gloves + 2 medium quality rings + imbued ivory	same stats as regular but adds STR +1, WIS +2, sv cold +2
Imbued Northman Ringmail Tunic		smithy hammer + frost temper + large chain tunic pattern + large leather tunic + 3 medium quality rings + imbued ivory	same stats as regular but adds STR +1, WIS +2, sv cold +2
Imbued Northman Ringmail Cape		smithy hammer + frost temper + large chain cloak pattern + large leather cape + 3 medium quality rings + imbued ivory	same stats as regular but adds STR +1, WIS +2, sv cold +2
Imbued Northman Ringmail Leggings		smithy hammer + frost temper + large chain leggings pattern + large leather leggings + 3 medium quality rings + imbued ivory	same stats as regular but adds STR +1, WIS +2, sv cold +2
Imbued Northman Ringmail Boots		smithy hammer + frost temper + large chain boot pattern + large leather boots + ? medium quality rings + imbued ivory	same stats as regular but adds STR +1, WIS +2, sv cold +2
Races: HUM, BAR, HEF			
Classes: BRD RNG, WAR, ROG, SHM			

Dark Elf Weapons and Armor

Item	Trivial	Materials	Stats
Adamantite Rings	<=106	neriak nectar + large brick of adamantite ore + file	
Sheet of Adamantite	<=78	2 small bricks adamantite ore + neriak nectar	
Large Brick of Adamantite		3 small bricks of adamantite ore + neriak nectar	
Block of Adamantite		3 large bricks of adamantite ore + neriak nectar	
Folded Sheet of Adamantite	<81	block of adamantite ore + neriak nectar + Tier'Dal smithy hammer	
Adamantite Chain Jointing	>=172	neriak nectar + adamantite rings + tier'dal smithy hammer + file	
Dragoon Shield	>139	medium kite shield mold + two sheets of adamantite + Teir'Dal smithy hammer + shadow temper	
Imbued Dragoon Shield	>177	medium kite shield mold + two sheets of adamantite + Teir'Dal smithy hammer + shadow temper + imbued sapphire	

indigo sabre	>118	curved blade mold + hilt mold + pommel mold + 1 sheet of folded adamantine + Neriak nectar	
imbued indigo sabre	>179	curved blade mold, hilt mold, pommel mold, 1 sheet of folded adamantine, shadow temper, imbued sapphire	

Adamantite Chainmail Armor		
classes: BRD, CLR, ENC, MAG, NEC, WIZ, WAR, CLR, SHD, ROG races: DEF, HEF		
Adamantite Chainmail Veil	>175	veil chain pattern + tier'dal smithy hammer + silk swatch + shadow temper + 1 adamantite ring
Adamantite Chainmail Neckguard	>175	neckguard chain pattern + tier'dal smithy hammer + silk swatch + shadow temper + 1 adamantite ring
Adamantite Chainmail Bracelet	>175	bracelet chain pattern + tier'dal smithy hammer + silk swatch + shadow temper + 1 adamantite ring
Adamantite Chainmail Coif	>175	coif chain pattern + tier'dal smithy hammer + silk swatch + shadow temper + 2 adamantite rings
Adamantite Chainmail Mantle	>175	mantle chain pattern + tier'dal smithy hammer + silk swatch + shadow temper + 2 adamantite rings
Adamantite Chainmail Skirt	>175	skirt chain pattern + tier'dal smithy hammer + silk swatch + shadow temper + 2 adamantite rings
Adamantite Chainmail Sleeves	>175	sleeves chain pattern + tier'dal smithy hammer + silk swatch + shadow temper + 2 adamantite rings
Adamantite Chainmail Gloves	>175	gloves chain pattern + tier'dal smithy hammer + silk swatch + shadow temper + 2 adamantite rings
Adamantite Chainmail Tunic	>175	tunic chain pattern + tier'dal smithy hammer + silk swatch + shadow temper + 3 adamantite rings
Adamantite Chainmail Cape	>175	cape chain pattern + tier'dal smithy hammer + silk swatch + shadow temper + 3 adamantite rings
Adamantite Chainmail Leggings	>175	leggings chain pattern + tier'dal smithy hammer + silk swatch + shadow temper + 3 adamantite rings
		AC 3, wt 0.5
		AC 5, wt 0.5
		AC 5, wt 0.5
		AC 7 wt. 1.2
		AC 5, wt 1.4
		AC 5 wt 0.8
		AC 6, wt 1.4
		AC 6, wt 1.5
		AC 12, wt 3
		AC 6, wt 1.5
		AC 7, wt 2

Enchanted Adamantite Chainmail Armor

classes: BRD, CLR, ENC, MAG, NEC, WIZ, WAR, CLR, SHD,

ROG races: DEF, HEF

enchanted adamantite chain requires, enchanted adamantite.
The enchanter must enchant the bricks before you forge them
into rings (This spell eats a rare drop blue diamond as it's
material component)

Adamantite Chainmail Veil	>185	Same as above except with the enchanted adamantite rings	AC 4, WIS +2, INT +2, sv magic +2, wt 0.2
Adamantite Chainmail Neckguard	>185	Same as above except with the enchanted adamantite rings	AC 6, WIS +2, INT +2, sv magic +2, wt 0.4
Adamantite Chainmail Bracelet	>185	Same as above except with the enchanted adamantite rings	
Adamantite Chainmail Coif	>185	Same as above except with the enchanted adamantite rings	AC 6, WIS +2, INT +2, sv magic +2, wt 0.4
Adamantite Chainmail Mantle	>185	Same as above except with the enchanted adamantite rings	AC 7, WIS +2, INT +2, sv magic +4, wt 0.7
Adamantite Chainmail Skirt	>185	Same as above except with the enchanted adamantite rings	
Adamantite Chainmail Sleeves	>185	Same as above except with the enchanted adamantite rings	
Adamantite Chainmail Gloves	>185	Same as above except with the enchanted adamantite rings	AC 7, WIS +2, INT +2, sv magic +2
Adamantite Chainmail Tunic	>185	Same as above except with the enchanted adamantite rings	AC 14, WIS +2, INT +4, sv magic +2, wt 1.5
Adamantite Chainmail Cape	>185	Same as above except with the enchanted adamantite rings	
Adamantite Chainmail Leggings	>185	Same as above except with the enchanted adamantite rings	

Adamantite Plate Armor

classes: BRD, CLR, WAR, SHD **races:** DEF, HEF

Adamantite Plate Visor		small plate sectional mold + Teir`Dal Smithy hammer + leather padding + adamantite chain jointing + shadow temper + 1 folded sheet of adamantite	AC 6, wt 0.6
Adamantite Plate Bracer		small plate sectional mold + Teir`Dal Smithy hammer + leather padding + adamantite chain jointing + shadow temper + 1 folded sheet of adamantite	AC 10, wt 2.1
Adamantite Plate Collar		small plate sectional mold + Teir`Dal Smithy hammer + leather padding + adamantite chain jointing + shadow temper + 1 folded sheet of adamantite	AC 8, wt 2.1
Adamantite Plate Boots		small plate sectional mold + Teir`Dal Smithy hammer + leather padding + adamantite chain jointing + shadow temper + 1 folded sheet of adamantite	AC 11, wt 3.5
Adamantite Plate Helm		small plate sectional mold + Teir`Dal Smithy hammer + leather padding + adamantite chain jointing + shadow temper + 2 folded sheets of adamantite	AC 13, wt 2.4
Adamantite Plate Pauldrons		small plate sectional mold + Teir`Dal Smithy hammer + leather padding + adamantite chain jointing + shadow temper + 2 folded sheets of adamantite	
Adamantite Plate Girdle		small plate sectional mold + Teir`Dal Smithy hammer + leather padding + adamantite chain jointing + shadow temper + 2 folded sheets of adamantite	
Adamantite Plate Vambraces		small plate sectional mold + Teir`Dal Smithy hammer + leather padding + adamantite chain jointing + shadow temper + 2 folded sheets of adamantite	AC 11, wt 3.4
Adamantite Plate gauntlets		small plate sectional mold + Teir`Dal Smithy hammer + leather padding + adamantite chain jointing + shadow temper + 2 folded sheets of adamantite	AC 12, wt 2.6
Adamantite Plate Cloak		small plate sectional mold + Teir`Dal Smithy hammer + leather padding + adamantite chain jointing + shadow temper + 3 folded sheets of adamantite	
Adamantite Plate Greaves		small plate sectional mold + Teir`Dal Smithy hammer + leather padding + adamantite chain jointing + shadow temper + 3 folded sheets of adamantite	AC 13, wt 4

Adamantite Plate Breastplate		small plate sectional mold + Teir`Dal Smithy hammer + leather padding + adamantite chain jointing + shadow temper + 3 folded sheets of adamantite	AC 20, wt 5.2
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Dwarven Cultural Weapons and Armor

folded sheet of brellium		1 block of brellium + dwarven smithy hammer + dwarven ale	
large brick of brellium		3 small bricks of brellium + dwarven ale	
block of brellium		3 large bricks of brellium + dwarven ale	
sheet of brellium		2 small bricks of brellium + dwarven ale	
brellium rings		large brick brellium + file + dwarven ale	
brellium chain jointing		brellium rings + dwarven hammer + file + dwarven ale	
		Weapons	
brellium battle axe		axe head mold + oak shaft + earthen temper + folded sheet of brellium	
imbued brellium battle axe	>178	axe head mold + oak shaft + earthen temper + folded sheet of brellium + imbued ruby	1HB: imbued (ruby): damage 9, delay 36, WIS +2, HP +5, sv. fire +2, Brell Sirilis only
brellium battle hammer		hammer head mold + oak shaft + earthen temper + sheet of brellium	
imbued brellium battle hammer	175	hammer head mold + oak shaft + earthen temper + sheet of brellium + imbued ruby	
dwarven battle shield		small kite shield mold + block of brellium + dwarven smithy hammer + earthen temper	
imbued dwarven battle shield		small kite shield mold + block of brellium + dwarven smithy hammer + earthen temper + imbued ruby	

Dwarven Plate Armor

classes: CLR, PAL, WAR **races:** DWF, HFL, GNM

Dwarven Plate Visor		small plate sectional mold + dwarven smithy hammer + earthen temper + leather padding + brellium chain jointing + 1 folded sheet of brellium	AC 7, sv fire +1
Dwarven Plate Collar		small plate sectional mold + dwarven smithy hammer + earthen temper + leather padding + brellium chain jointing + 1 folded sheet of brellium	AC 9, sv fire +1 wt 4.5
Dwarven Plate Bracer		small plate sectional mold + dwarven smithy hammer + earthen temper + leather padding + brellium chain jointing + 1 folded sheet of brellium	AC 10, sv fire +1
Dwarven Plate Boots		small plate sectional mold + dwarven smithy hammer + earthen temper + leather padding + brellium chain jointing + 1 folded sheet of brellium	AC 12, sv fire +2
Dwarven Plate Helm		small plate sectional mold + dwarven smithy hammer + earthen temper + leather padding + brellium chain jointing + 2 folded sheets of brellium	AC 14, sv fire +4, wt 5
Dwarven Plate Pauldron		small plate sectional mold + dwarven smithy hammer + earthen temper + leather padding + brellium chain jointing + 2 folded sheets of brellium	AC 12, sv fire +4
Dwarven Plate Girdle		small plate sectional mold + dwarven smithy hammer + earthen temper + leather padding + brellium chain jointing + 2 folded sheets of brellium	AC 10, sv fire +2, wt 4.5
Dwarven Plate Vambraces		small plate sectional mold + dwarven smithy hammer + earthen temper + leather padding + brellium chain jointing + 2 folded sheets of brellium	AC 12 sv fire +4
Dwarven Plate Gauntlets		small plate sectional mold + dwarven smithy hammer + earthen temper + leather padding + brellium chain jointing + 2 folded sheets of brellium	AC 12, sv fire +4
Dwarven Plate Cloak		small plate sectional mold + dwarven smithy hammer + earthen temper + leather padding + brellium chain jointing + 3 folded sheets of brellium	
Dwarven Plate Greeves		small plate sectional mold + dwarven smithy hammer + earthen temper + leather padding + brellium chain jointing + 3 folded sheets of brellium	AC 14, sv. fire +4

Dwarven Plate Breastplate		small plate sectional mold + dwarven smithy hammer + earthen temper + leather padding + brellium chain jointing + 3 folded sheets of brellium	AC 22, sv vs fire +5, weight 11.5
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Imbued Dwarven Plate Armor

classes: CLR, PAL, WAR **races:** DWF, HFL, GNM

Imbued Dwarven Plate Visor		small plate sectional mold + dwarven smithy hammer + earthen temper + leather padding + brellium chain jointing + 1 folded sheet of brellium + imbued ruby	
Imbued Dwarven Plate Collar		small plate sectional mold + dwarven smithy hammer + earthen temper + leather padding + brellium chain jointing + 1 folded sheet of brellium + imbued ruby	WIS +3 in addition to above stats
Imbued Dwarven Plate Bracer		small plate sectional mold + dwarven smithy hammer + earthen temper + leather padding + brellium chain jointing + 1 folded sheet of brellium + imbued ruby	WIS +2 in addition to above stats
Imbued Dwarven Plate Boots		small plate sectional mold + dwarven smithy hammer + earthen temper + leather padding + brellium chain jointing + 1 folded sheet of brellium + imbued ruby	WIS +4 in addition to above stats
Imbued Dwarven Plate Helm		small plate sectional mold + dwarven smithy hammer + earthen temper + leather padding + brellium chain jointing + 2 folded sheets of brellium + imbued ruby	WIS +4 in addition to above stats
Imbued Dwarven Plate Pauldron		small plate sectional mold + dwarven smithy hammer + earthen temper + leather padding + brellium chain jointing + 2 folded sheets of brellium + imbued ruby	
Imbued Dwarven Plate Girdle		small plate sectional mold + dwarven smithy hammer + earthen temper + leather padding + brellium chain jointing + 2 folded sheets of brellium + imbued ruby	WIS +3 in addition to above stats
Imbued Dwarven Plate Vambraces		small plate sectional mold + dwarven smithy hammer + earthen temper + leather padding + brellium chain jointing + 2 folded sheets of brellium + imbued ruby	WIS +4 in addition to above stats
Imbued Dwarven Plate Gauntlets		small plate sectional mold + dwarven smithy hammer + earthen temper + leather padding + brellium chain jointing + 2 folded sheets of brellium + imbued ruby	WIS +4 in addition to above stats
Imbued Dwarven Plate Cloak		small plate sectional mold + dwarven smithy hammer + earthen temper + leather padding + brellium chain jointing + 3 folded sheets of brellium + imbued ruby	WIS +3 in addition to above stats

Imbued Dwarven Plate Greeves		small plate sectional mold + dwarven smithy hammer + earthen temper + leather padding + brellium chain jointing + 3 folded sheets of brellium + imbued ruby	WIS +4 in addition to above stats
Imbued Dwarven Plate Breastplate		small plate sectional mold + dwarven smithy hammer + earthen temper + leather padding + brellium chain jointing + 3 folded sheets of brellium + imbued ruby	WIS +4 in addition to above stats

Imbued Enchanted Dwarven Plate

classes: CLR, PAL, WAR **races:** DWF, HFL, GNM

Imbued Enchanted Dwarven Plate Visor		small plate sectional mold + dwarven smithy hammer + earthen temper + leather padding + enchanted brellium chain jointing + imbued ruby + 1 enchanted folded sheet of brellium	
Imbued Enchanted Dwarven Plate Collar		small plate sectional mold + dwarven smithy hammer + earthen temper + leather padding + enchanted brellium chain jointing + imbued ruby + 1 enchanted folded sheet of brellium	AC 9, STR +4, STA +6, WIS +3, vs. fire +1, vs. magic +4
Imbued Enchanted Dwarven Plate Bracer		small plate sectional mold + dwarven smithy hammer + earthen temper + leather padding + enchanted brellium chain jointing + imbued ruby + 1 enchanted folded sheet of brellium	AC 10, STR +4, STA +4, WIS +2, vs. fire +1
Imbued Enchanted Dwarven Plate Boots		small plate sectional mold + dwarven smithy hammer + earthen temper + leather padding + enchanted brellium chain jointing + imbued ruby + 1 enchanted folded sheet of brellium	
Imbued Enchanted Dwarven Plate Helm		small plate sectional mold + dwarven smithy hammer + earthen temper + leather padding + enchanted brellium chain jointing + imbued ruby + 2 enchanted folded sheets of brellium	
Imbued Enchanted Dwarven Plate Pauldron		small plate sectional mold + dwarven smithy hammer + earthen temper + leather padding + enchanted brellium chain jointing + imbued ruby + 2 enchanted folded sheets of brellium	
Imbued Enchanted Dwarven Plate Girdle		small plate sectional mold + dwarven smithy hammer + earthen temper + leather padding + enchanted brellium chain jointing + imbued ruby + 2 enchanted folded sheets of brellium	
Imbued Enchanted Dwarven Plate Vambraces		small plate sectional mold + dwarven smithy hammer + earthen temper + leather padding + enchanted brellium chain jointing + imbued ruby + 2 enchanted folded sheets of brellium	
Imbued Enchanted Dwarven Plate Gauntlets		small plate sectional mold + dwarven smithy hammer + earthen temper + leather padding + enchanted brellium chain jointing + imbued ruby + 2 enchanted folded sheets of brellium	

Imbued Enchanted Dwarven Plate Cloak		small plate sectional mold + dwarven smithy hammer + earthen temper + leather padding + enchanted brellium chain jointing + imbued ruby + 3 enchanted folded sheets of brellium	
Imbued Enchanted Dwarven Plate Greeves		small plate sectional mold + dwarven smithy hammer + earthen temper + leather padding + enchanted brellium chain jointing + imbued ruby + 3 enchanted folded sheets of brellium	
Imbued Enchanted Dwarven Plate Breastplate		small plate sectional mold + dwarven smithy hammer + earthen temper + leather padding + enchanted brellium chain jointing + imbued ruby + 3 enchanted folded sheets of brellium	

enchanted brellium is made by an enchanter using the level 49 enchant brellium spell on large bricks of brellium. A rare drop jacinth is used as the material component. Enchanted brellium bricks are then worked into chain jointing and folded sheets based on the recipes provided above.

High Elf Cultural Weapons and Armor

mithril rings		large brick of mithril ore + file + morning dew	
block of mithril ore		3 large bricks mithril ore + morning dew	
folded sheet of mithril	<106	block of mithril ore + elven smithy hammer + morning dew	
mithril chain jointing		mithril rings + elven smithy hammer + file + morning dew	

Weapons

koada'dal falchion	<135	curved blade mold, hilt mold, pommel mold, morning dew, folded sheet of mithril	1HS: damage 7, delay 24 imbued (emerald) adds STR 3, WIS 3 and restricts use to Tunare followers non-casters and druids, all races
imbued koada'dal falchion	>=187	curved blade mold + hilt mold + pommel mold + moonlight temper + folded sheet of mithril + imbued emerald	AC 11, STA 3, wt 10
woodlander shield		kite shield mold + 2 folded sheets of mithril + elven smithy hammer + moonlight temper	AC 11, STA 3, wt 10
imbued woodlander shield		kite shield mold + 2 folded sheets of mithril + elven smithy hammer + moonlight temper + imbued emerald	imbued emerald: AC 11, WIS 2, STR 2, STA 2, wt 10

Elven Chainmail Armor

classes: WAR, CLR, PAL, RNG, DRU, BRD, ROG, WIZ, MAG,
ENC **races:** HIE, ELF, HEF

Elven Chainmail Veil	<208	chain pattern + elven smithy hammer + silk swatch + moonlight temper + 1 mithril ring	AC 3, wt 0.5
Elven Chainmail Neckguards	<208	chain pattern + elven smithy hammer + silk swatch + moonlight temper + 1 mithril ring	AC 5, wt 0.5
Elven Chainmail Bracelet	<=208	chain pattern + elven smithy hammer + silk swatch + moonlight temper + 1 mithril ring	AC 5, wt 0.5
Elven Chainmail Coif	<208	chain pattern + elven smithy hammer + silk swatch + moonlight temper + 2 mithril rings	AC 7 wt. 1.2
Elven Chainmail Mantle	<208	chain pattern + elven smithy hammer + silk swatch + moonlight temper + 2 mithril rings	
Elven Chainmail Skirt	<208	chain pattern + elven smithy hammer + silk swatch + moonlight temper + 2 mithril rings	AC 5 wt 0.8
Elven Chainmail Sleeves	<208	chain pattern + elven smithy hammer + silk swatch + moonlight temper + 2 mithril rings	AC 6, wt 1.4
Elven Chainmail Gloves	<208	chain pattern + elven smithy hammer + silk swatch + moonlight temper + 2 mithril rings	AC 6, wt 1.5
Elven Chainmail Cape	<208	chain pattern + elven smithy hammer + silk swatch + moonlight temper + 3 mithril rings	AC 6, wt 1.5
Elven Chainmail Leggings	<208	chain pattern + elven smithy hammer + silk swatch + moonlight temper + 3 mithril rings	AC 7, wt 2
Elven Chainmail Tunic	<208	chain pattern + elven smithy hammer + silk swatch + moonlight temper + 3 mithril rings	AC 12, wt 3
Elven Chainmail Boots	<208	Broken	

Enchanted Elven Chainmail

classes: WAR, CLR, PAL, RNG, DRU, BRD, ROG, WIZ, MAG,
ENC **races:** HIE, ELF, HEF

Enchanted Elven Chainmail Veil		chain pattern + elven smithy hammer + silk swatch + moonlight temper + 1 enchanted mithril ring	
Enchanted Elven Chainmail Neckguard		chain pattern + elven smithy hammer + silk swatch + moonlight temper + 1 enchanted mithril ring	

Enchanted Elven Chainmail Bracelet		chain pattern + elven smithy hammer + silk swatch + moonlight temper + 1 enchanted mithril ring	
Enchanted Elven Chainmail Coif		chain pattern + elven smithy hammer + silk swatch + moonlight temper + 2 enchanted mithril rings	
Enchanted Elven Chainmail Mantle		chain pattern + elven smithy hammer + silk swatch + moonlight temper + 2 enchanted mithril rings	
Enchanted Elven Chainmail Skirt		chain pattern + elven smithy hammer + silk swatch + moonlight temper + 2 enchanted mithril rings	
Enchanted Elven Chainmail Sleeves		chain pattern + elven smithy hammer + silk swatch + moonlight temper + 2 enchanted mithril rings	AC 7, CHA 2, WIS 3, INT 3, sv magic 4, wt 0.7
Enchanted Elven Chainmail Gloves		chain pattern + elven smithy hammer + silk swatch + moonlight temper + 2 enchanted mithril rings	AC 7, CHA 2, WIS 3, INT 3, sv magic 2, wt 0.7
Enchanted Elven Chainmail Cape		chain pattern + elven smithy hammer + silk swatch + moonlight temper + 3 enchanted mithril rings	
Enchanted Elven Chainmail Leggings		chain pattern + elven smithy hammer + silk swatch + moonlight temper + 3 enchanted mithril rings	
Enchanted Elven Chainmail Tunic		chain pattern + elven smithy hammer + silk swatch + moonlight temper + 3 enchanted mithril rings	AC 14, INT 5, WIS 5, CHA 2, sv magic 2
Enchanted Elven Chainmail Boots		BROKEN	

Imbued Enchanted Elven Chainmail

imbued version: accepts emerald (Tunare) (large mithril bricks are enchanted using the level 49 enchant mithril spell. This eats a rare drop blue diamond as it's material component. The enchanted bricks are then formed into mithril rings using the recipe provided above)

Koada'dal Mithril Plate Armor

classes: WAR, CLR, PAL, BRD **Races:** ELF, HIE, HEF

Koada'dal Mithril Plate Visor		plate section mold + moonlight temper + elven smithy hammer + mithril chain jointing + leather padding + 1 folded sheet of mithril	
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Koada'dal Mithril Plate Collars		plate section mold + moonlight temper + elven smithy hammer + mithril chain jointing + leather padding + 1 folded sheet of mithril	AC 8, wt 2.1
Koada'dal Mithril Plate Bracer		plate section mold + moonlight temper + elven smithy hammer + mithril chain jointing + leather padding + 1 folded sheet of mithril	AC 10, wt 2.1
Koada'dal Mithril Plate Boots		plate section mold + moonlight temper + elven smithy hammer + mithril chain jointing + leather padding + 1 folded sheet of mithril	
Koada'dal Mithril Plate Helms		plate section mold + moonlight temper + elven smithy hammer + mithril chain jointing + leather padding + 2 folded sheets of mithril	
Koada'dal Mithril Plate Pauldrons		plate section mold + moonlight temper + elven smithy hammer + mithril chain jointing + leather padding + 2 folded sheets of mithril	
Koada'dal Mithril Plate Girdle		plate section mold + moonlight temper + elven smithy hammer + mithril chain jointing + leather padding + 2 folded sheets of mithril	AC 9, wt 2.1
Koada'dal Mithril Plate Vambraces		plate section mold + moonlight temper + elven smithy hammer + mithril chain jointing + leather padding + 2 folded sheets of mithril	
Koada'dal Mithril Plate Gauntlets		plate section mold + moonlight temper + elven smithy hammer + mithril chain jointing + leather padding + 2 folded sheets of mithril	
Koada'dal Mithril Plate Cloak		plate section mold + moonlight temper + elven smithy hammer + mithril chain jointing + leather padding + 3 folded sheets of mithril	
Koada'dal Mithril Plate Greaves		plate section mold + moonlight temper + elven smithy hammer + mithril chain jointing + leather padding + 3 folded sheets of mithril	
Koada'dal Mithril Plate Breastplate		plate section mold + moonlight temper + elven smithy hammer + mithril chain jointing + leather padding + 3 folded sheets of mithril	AC 20, wt 5.2

Halfling Cultural Armor and Weapons

high quality metal bits	<=80	2 (stackable) pieces of HQ ore + flask of water combined in the Vale forge	pieces of HQ ore drop off of Runnyeye goblins
Vale sewing kit	162	high quality metal bits + needle mold + thimble mold + flask of water	10-slot container, weight .4
acorn oil	102	flask of water + Misty Acorn combined in a brew barrel	Misty acorn is a ground spawn in Misty Thicket

Vale Studded Leather Armor

classes: WAR, CLR, PAL, RNG, SHD, DRU, MNK, BRD, ROG,

SHM races: HUM, ERU, ELF, DEF, HEF, DWF, HFL, GNM

Vale Studded Leather Mask	<115	tailoring pattern + brute hide + acorn oil + 1 metal stud combined in Vale Sewing Kit	AC 4, wt 0.3
Vale Studded Leather Gorget	<115	tailoring pattern + brute hide + acorn oil + 2 metal studs combined in Vale Sewing Kit	AC 5, wt 0.4
Vale Studded Leather Belt	<115	tailoring pattern + brute hide + acorn oil + 2 metal studs combined in Vale Sewing Kit	AC 5, wt 0.5
Vale Studded Leather Wristband	<115	tailoring pattern + brute hide + acorn oil + 2 metal studs combined in Vale Sewing Kit	AC 5, wt 0.5
Vale Studded Leather Skullcap	<115	tailoring pattern + brute hide + acorn oil + 3 metal studs combined in Vale Sewing Kit	AC 6, wt 0.5
Vale Studded Leather Shoulderpads	<115	tailoring pattern + brute hide + acorn oil + 3 metal studs combined in Vale Sewing Kit	AC 5, wt 1
Vale Studded Leather Sleeves	<115	tailoring pattern + brute hide + acorn oil + 3 metal studs combined in Vale Sewing Kit	AC 6, wt 1
Vale Studded Leather Cloak	<115	tailoring pattern + brute hide + acorn oil + 4 metal studs combined in Vale Sewing Kit	AC 6, wt 1
Vale Studded Leather Gloves	<115	tailoring pattern + brute hide + acorn oil + 4 metal studs combined in Vale Sewing Kit	AC 6, wt 1
Vale Studded Leather Pants	<115	tailoring pattern + brute hide + acorn oil + 4 metal studs combined in Vale Sewing Kit	AC 7, wt 3.0

Vale Studded Leather Boots	<115	tailoring pattern + brute hide + acorn oil + 4 metal studs combined in Vale Sewing Kit	AC 6, wt 1.5
Vale Studded Leather Tunic	<115	tailoring pattern + brute hide + acorn oil + 5 metal studs combined in Vale Sewing Kit	AC 10, wt 2.5

brute hides drop off various brutes in Warsliks Woods and Frontier Mountains

Imbued Vale Studded Leather Armor

classes: WAR, CLR, PAL, RNG, DRU, BRD, ROG

races: HUM, ELF, HEF, HFL

Imbued Vale Studded Leather Mask	122	tailoring pattern + brute hide + acorn oil + imbued plains pebble + 1 metal stud combined in a Vale Sewing Kit	same stats as above with STA +1 WIS +1
Imbued Vale Studded Leather Gorget	122	tailoring pattern + brute hide + acorn oil + imbued plains pebble + 2 metal studs combined in a Vale Sewing Kit	same stats as above with STA +1 WIS +1
Imbued Vale Studded Leather Belt	122	tailoring pattern + brute hide + acorn oil + imbued plains pebble + 2 metal studs combined in a Vale Sewing Kit	same stats as above with STA +2 WIS +1
Imbued Vale Studded Leather Wristband	122	tailoring pattern + brute hide + acorn oil + imbued plains pebble + 2 metal studs combined in a Vale Sewing Kit	same stats as above with STA +2 WIS +1
Imbued Vale Studded Leather Skullcap	122	tailoring pattern + brute hide + acorn oil + imbued plains pebble + 3 metal studs combined in a Vale Sewing Kit	same stats as above with STA +2 WIS +1
Imbued Vale Studded Leather Shoulderpads	122	tailoring pattern + brute hide + acorn oil + imbued plains pebble + 3 metal studs combined in a Vale Sewing Kit	same stats as above with STA +2 WIS +1
Imbued Vale Studded Leather Sleeves	122	tailoring pattern + brute hide + acorn oil + imbued plains pebble + 3 metal studs combined in a Vale Sewing Kit	same stats as above with STA +2 WIS +2
Imbued Vale Studded Leather Cloak	122	tailoring pattern + brute hide + acorn oil + imbued plains pebble + 4 metal studs combined in a Vale Sewing Kit	same stats as above with STA +3 WIS +2
Imbued Vale Studded Leather Gloves	122	tailoring pattern + brute hide + acorn oil + imbued plains pebble + 4 metal studs combined in a Vale Sewing Kit	same stats as above with STA +2 WIS +1
Imbued Vale Studded Leather Pants	122	tailoring pattern + brute hide + acorn oil + imbued plains pebble + 4 metal studs combined in a Vale Sewing Kit	same stats as above with STA +3 WIS +2
Imbued Vale Studded Leather Boots	122	tailoring pattern + brute hide + acorn oil + imbued plains pebble + 4 metal studs combined in a Vale Sewing Kit	same stats as above with STA +2 WIS +2
Imbued Vale Studded Leather Tunic	122	tailoring pattern + brute hide + acorn oil + imbued plains pebble + 5 metal studs combined in a Vale Sewing Kit	???

Vale Reinforced Leather Armor

classes: WAR, CLR, PAL, RNG, SHD, DRU, MNK, BRD, ROG,

SHM races: HUM, ERU, ELF, DEF, HEF, DWF, HFL, GNM

Vale Reinforced Leather Mask	>160	leather pattern + high quality brute hide + acorn oil + 1 steel boning combined in a Vale Sewing Kit	
Vale Reinforced Leather Gorget	>160	leather pattern + high quality brute hide + acorn oil + 1 steel boning combined in a Vale Sewing Kit	
Vale Reinforced Leather Wristband	>160	leather pattern + high quality brute hide + acorn oil + 1 steel boning combined in a Vale Sewing Kit	AC 6
Vale Reinforced Leather Skullcap	>160	leather pattern + high quality brute hide + acorn oil + 2 steel bonings combined in a Vale Sewing Kit	
Vale Reinforced Leather Shoulderpads	>160	leather pattern + high quality brute hide + acorn oil + 2 steel bonings combined in a Vale Sewing Kit	
Vale Reinforced Leather Cloak	>160	leather pattern + high quality brute hide + acorn oil + 2 steel bonings combined in a Vale Sewing Kit	AC 7, wt 1
Vale Reinforced Leather Belt	>160	leather pattern + high quality brute hide + acorn oil + 2 steel bonings combined in a Vale Sewing Kit	
Vale Reinforced Leather Sleeves	>160	leather pattern + high quality brute hide + acorn oil + 2 steel bonings combined in a Vale Sewing Kit	AC 6
Vale Reinforced Leather Gloves	>160	leather pattern + high quality brute hide + acorn oil + 2 steel bonings combined in a Vale Sewing Kit	
Vale Reinforced Leather Pants	>160	leather pattern + high quality brute hide + acorn oil + 3 steel bonings combined in a Vale Sewing Kit	AC 8, wt 3.0
Vale Reinforced Leather Boots	>160	leather pattern + high quality brute hide + acorn oil + 3 steel bonings combined in a Vale Sewing Kit	AC 7
Vale Reinforced Leather Tunic	>160	leather pattern + high quality brute hide + acorn oil + 4 steel bonings combined in a Vale Sewing Kit	AC 12

HQ brute hides drop off various brutes in Warsliks Woods and
Frontier Mountains

Imbued Vale Reinforced Leather Armor

classes: WAR, CLR, PAL, RNG, DRU, BRD, ROG

races: HUM, ELF, HEF, HFL

Imbued Vale Reinforced Leather Mask		leather pattern + high quality brute hide + acorn oil + imbued plains pebble + 1 steel boning combined in Vale Sewing Kit	
Imbued Vale Reinforced Leather Gorget		leather pattern + high quality brute hide + acorn oil + imbued plains pebble + 1 steel boning combined in Vale Sewing Kit	Same stats as above with STA +1 WIS +1
Imbued Vale Reinforced Leather Wristband		leather pattern + high quality brute hide + acorn oil + imbued plains pebble + 1 steel boning combined in Vale Sewing Kit	
Imbued Vale Reinforced Leather Skullcap		leather pattern + high quality brute hide + acorn oil + imbued plains pebble + 2 steel bonings combined in Vale Sewing Kit	
Imbued Vale Reinforced Leather Shoulderpads		leather pattern + high quality brute hide + acorn oil + imbued plains pebble + 2 steel bonings combined in Vale Sewing Kit	
Imbued Vale Reinforced Leather Cloak		leather pattern + high quality brute hide + acorn oil + imbued plains pebble + 2 steel bonings combined in Vale Sewing Kit	Same stats as above with STA +3 WIS +2
Imbued Vale Reinforced Leather Belt		leather pattern + high quality brute hide + acorn oil + imbued plains pebble + 2 steel bonings combined in Vale Sewing Kit	
Imbued Vale Reinforced Leather Sleeves		leather pattern + high quality brute hide + acorn oil + imbued plains pebble + 2 steel bonings combined in Vale Sewing Kit	Same stats as above with STA +2 WIS +2
Imbued Vale Reinforced Leather Gloves		leather pattern + high quality brute hide + acorn oil + imbued plains pebble + 2 steel bonings combined in Vale Sewing Kit	
Imbued Vale Reinforced Leather Pants		leather pattern + high quality brute hide + acorn oil + imbued plains pebble + 3 steel bonings combined in Vale Sewing Kit	Same stats as above with STA +3 WIS +2
Imbued Vale Reinforced Leather Boots		leather pattern + high quality brute hide + acorn oil + imbued plains pebble + 3 steel bonings combined in Vale Sewing Kit	Same stats as above with STA +2 WIS +2
Imbued Vale Reinforced Leather Tunic		leather pattern + high quality brute hide + acorn oil + imbued plains pebble + 4 steel bonings combined in Vale Sewing Kit	Same stats as above with STA +3 WIS +2

Human Cultural Armor and Weapons

(Freeport)

block of high quality ore		3 large bricks of high quality ore + flask of water	
high quality sheet of metal	<136	2 small bricks of high quality ore + flask of water	

high quality folded sheet of metal		block of high quality ore + flask of water + smithy hammer	HQ ore is dropped off various goblins in different zones
enchanted small brick of HQ ore		enchanted large brick of HQ ore + flask of water	only works for enchanted large bricks of HQ ore
enchanted sheet of metal		2 small enchanted bricks of high quality ore + flask of water	
seafarers' harpoon	<117	MQ sheet of metal + spear head mold + oak shaft + flask of water	
enchanted seafarers' harpoon		enchanted sheet of metal + spear head mold + oak shaft + sea temper + flawless aquamarine (flawless aquamarine is a drop-only item, found in higher level dungeons)	
seafarers' dirk	<117	MQ sheet of metal + dagger blade mold + hilt mold + pommel mold + flask of water	
enchanted seafarers' dirk		enchanted sheet of metal + dagger blade mold + hilt mold + pommel mold + sea temper + black pearl	
seafarers' cutlass	>122	MQ folded sheet of metal + curved blade mold + hilt mold + pommel mold + flask of water	
enchanted seafarers' cutlass		enchanted folded sheet of metal + curved blade mold + hilt mold + pommel mold + sea temper + black pearl	
seafarers' buckler	>177	buckler mold + smithy hammer + flask of water + HQ sheet of metal	AC 7, DEX 2, wt. 3

Seafarers' Ringmail Armor

classes: BRD, CLR, PAL, RNG, ROG, SHD, SHM, WAR

races: HUM, BAR, ERE, ELF, HIE, DEF, HEF, IKS

Seafarers' Ringmail Veil		appropriate piece of leather armor + smithy hammer + sea temper + chainmail pattern, 1 medium quality ring	AC 6, wt 1.5
Seafarers' Ringmail Neckguard		appropriate piece of leather armor + smithy hammer + sea temper + chainmail pattern, 1 medium quality ring	AC 7, wt 2.5
Seafarers' Ringmail Bracelet	>140	appropriate piece of leather armor + smithy hammer + sea temper + chainmail pattern, 1 medium quality ring	AC 8, wt 2.5
Seafarers' Ringmail Coif		appropriate piece of leather armor + smithy hammer + sea temper + chainmail pattern, 2 medium quality rings	
Seafarers' Ringmail Mantle		appropriate piece of leather armor + smithy hammer + sea temper + chainmail pattern, 2 medium quality rings	

Seafarers' Ringmail Skirt		appropriate piece of leather armor + smithy hammer + sea temper + chainmail pattern, 2 medium quality rings	
Seafarers' Ringmail Sleeves		appropriate piece of leather armor + smithy hammer + sea temper + chainmail pattern, 2 medium quality rings	AC 9, wt 4
Seafarers' Ringmail Gloves		appropriate piece of leather armor + smithy hammer + sea temper + chainmail pattern, 2 medium quality rings	
Seafarers' Ringmail Cape		appropriate piece of leather armor + smithy hammer + sea temper + chainmail pattern, 3 medium quality rings	AC 9, wt 4.5
Seafarers' Ringmail Leggings		appropriate piece of leather armor + smithy hammer + sea temper + chainmail pattern, 3 medium quality rings	AC 10, wt 6
Seafarers' Ringmail Tunic		appropriate piece of leather armor + smithy hammer + sea temper + chainmail pattern, 3 medium quality rings	AC 17, wt 8
Seafarers' Ringmail Boots			

the nearest known source for the chainmail patterns of the
proper size are in Qeynos

Field Plate Armor

classes: WAR, CLR, PAL, SHD, BRD **races:** HUM, BAR,
ERU, HEF

Field Plate Visor		plate mold + smithy hammer + sea temper + leather padding + chain jointing + 1 HQ folded sheet of metal	AC 6, wt 1.7
Field Plate Collar		plate mold + smithy hammer + sea temper + leather padding + chain jointing + 1 HQ folded sheet of metal	AC 8, wt 4.2
Field Plate Bracer		plate mold + smithy hammer + sea temper + leather padding + chain jointing + 1 HQ folded sheet of metal	AC 10, wt 4.2
Field Plate Helm		plate mold + smithy hammer + sea temper + leather padding + chain jointing + 2 HQ folded sheets of metal	AC 13, wt 4.8
Field Plate Pauldrons		plate mold + smithy hammer + sea temper + leather padding + chain jointing + 2 HQ folded sheets of metal	AC 11, wt 4.8
Field Plate Girdles		plate mold + smithy hammer + sea temper + leather padding + chain jointing + 2 HQ folded sheets of metal	

Field Plate Vanbraces		plate mold + smithy hammer + sea temper + leather padding + chain jointing + 2 HQ folded sheets of metal	AC 11, wt 6.8
Field Plate Gauntlets		plate mold + smithy hammer + sea temper + leather padding + chain jointing + 2 HQ folded sheets of metal	AC 12, wt 5.2
Field Plate Boots		plate mold + smithy hammer + sea temper + leather padding + chain jointing + 2 HQ folded sheets of metal	
Field Plate Greaves		plate mold + smithy hammer + sea temper + leather padding + chain jointing + 3 HQ folded sheets of metal	AC 13, wt 8
Field Plate Cloak		plate mold + smithy hammer + sea temper + leather padding + chain jointing + 3 HQ folded sheets of metal	AC 12, wt 6
Field Plate Breastplate		plate mold + smithy hammer + sea temper + leather padding + chain jointing + 3 HQ folded sheets of metal	AC 20, wt 10.5

Imbued version works with star rose quartz, sapphire, diamond, jade, plains pebble, opal, amber, black sapphire

imbued [Erollisi Marr]		adds CHA +2, WIS +4 vambraces, greaves, cloak and tunic also have STR 2 in addition to the above	WAR, CLR, PAL, BRD; HUM, ELF, HEF	Imbued Rose Quartz
imbued [Innorruuk]		adds WIS +2, INT +4 vambraces, greaves & BP add STR +2 in addition to the above	WAR, CLR, SHD; HUM, HEF	Imbued Sapphire
imbued [Mithaniel Marr]		CHA +2, WIS +2, STR +4, sv magic +2 on BP, vambraces and greaves, unknown the base stats for the other pieces	WAR, CLR, PAL, BRD; HUM, ELF, HEF	Imbued Diamond
imbued [Cazic-Thule]		adds STR +4, STA +2 for basic items +2 additional STR on BP, vambraces and greaves	WAR, BRD; HUM, BAR, ELF, HEF, DWF, HFL, GNM	Imbued Amber
imbued [Karana]		adds DEX +2, WIS +4 for basic items STA +2 added for BP, vambraces and greaves	WAR, CLR, PAL, BRD; HUM, ELF, HEF	Imbued Plains Pebble
imbued [Rallos Zek]		adds STR +4, STA +2 on basic items adds +2 more STR on vambraces, greaves, cloak and BP	WAR, BRD; HUM, BAR, ELF, HEF, DWF, HFL, GNM	Imbued Jade
imbued [Rodcet Nife]		adds STA +2, WIS +4 on basic items		Imbued Opal
imbued [Bertoxx]		CHA -2, WIS +2, INT +4, sv. disease +2 on basic items	WAR, CLR, SHD; HUM, HEF, GNM	Imbued Black Sapphire

Human Cultural Armor and Weapons (Qeynos)

Enchanted HQ ring		enchanted large brick HQ ore + file + flask of water	used to make enchanted chain jointing, requires jacinth for the enchanting portion
Enchanted chain jointing		enchanted HQ ring + file + flask of water	used for enchanted full plate
Enchanted large block HQ ore		3 enchanted large bricks HQ ore + flask of water	requires a jacinth for each enchanted large brick
Enchanted HQ folded sheet of metal		smithy hammer + 1 enchanted large block HQ ore	used for enchanted full plate
Antonian javelin		MQ sheet of metal + flask of water + javelin mold	
Antonian long sword	<140	folded sheet of metal + long blade mold + hilt mold + pommel mold + flask of water	
Enchanted Antonian long sword		enchanted folded sheet of metal + long blade mold + hilt mold + pommel mold + royal temper + ruby or emerald does not work with non-imbued gems	

Full Plate Armor

classes: BRD, CLR, PAL, SHD, WAR **races:** HUM, BAR,
ERU, HEF

Full Plate Visor		full plate sectional mold + smithy hammer + leather padding + chain jointing + royal temper + one bar of precious metal (silver/electrum/gold/platinum) + 1 HQ folded sheet of metal	AC 7, wt 2
Full Plate Collar		full plate sectional mold + smithy hammer + leather padding + chain jointing + royal temper + one bar of precious metal (silver/electrum/gold/platinum) + 1 HQ folded sheet of metal	AC 9, wt 4.5
Full Plate Bracer		full plate sectional mold + smithy hammer + leather padding + chain jointing + royal temper + one bar of precious metal (silver/electrum/gold/platinum) + 1 HQ folded sheet of metal	AC 12, wt 4.4
Full Plate Helm		full plate sectional mold + smithy hammer + leather padding + chain jointing + royal temper + one bar of precious metal (silver/electrum/gold/platinum) + 2 HQ folded sheets of metal	

Full Plate Pauldrons		full plate sectional mold + smithy hammer + leather padding + chain jointing + royal temper + one bar of precious metal (silver/electrum/gold/platinum) + 2 HQ folded sheets of metal	
Full Plate Vambraces		full plate sectional mold + smithy hammer + leather padding + chain jointing + royal temper + one bar of precious metal (silver/electrum/gold/platinum) + 2 HQ folded sheets of metal	
Full Plate Gauntlets		full plate sectional mold + smithy hammer + leather padding + chain jointing + royal temper + one bar of precious metal (silver/electrum/gold/platinum) + 2 HQ folded sheets of metal	
Full Plate Boots		full plate sectional mold + smithy hammer + leather padding + chain jointing + royal temper + one bar of precious metal (silver/electrum/gold/platinum) + 2 HQ folded sheets of metal	AC 13, wt 7.5
Full Plate Greaves		full plate sectional mold + smithy hammer + leather padding + chain jointing + royal temper + one bar of precious metal (silver/electrum/gold/platinum) + 3 HQ folded sheets of metal	
Full Plate Cloak		full plate sectional mold + smithy hammer + leather padding + chain jointing + royal temper + one bar of precious metal (silver/electrum/gold/platinum) + 3 HQ folded sheets of metal	
Full Plate Breastplate		full plate sectional mold + smithy hammer + leather padding + chain jointing + royal temper + one bar of precious metal (silver/electrum/gold/platinum) + 3 HQ folded sheets of metal	AC 22, wt 11
Full Plate Girdle		full plate sectional mold + smithy hammer + leather padding + chain jointing + royal temper + one bar of precious metal (silver/electrum/gold/platinum) + 2 HQ folded sheets of metal	AC 10, wt 4.5

Enchanted Full Plate Armor

classes: BRD, CLR, PAL, SHD, WAR **races:** HUM, BAR,
ERU, HEF

Full Plate Visor		full plate sectional mold + smithy hammer + leather padding + enchanted chain jointing + royal temper + one bar of enchanted precious metal (silver/electrum/gold/platinum) + 1 enchanted HQ folded sheet	
Full Plate Collar		full plate sectional mold + smithy hammer + leather padding + enchanted chain jointing + royal temper + one bar of enchanted precious metal (silver/electrum/gold/platinum) + 1 enchanted HQ folded sheet	

Full Plate Bracer		full plate sectional mold + smithy hammer + leather padding + enchanted chain jointing + royal temper + one bar of enchanted precious metal (silver/electrum/gold/platinum) + 1 enchanted HQ folded sheet	
Full Plate Helm		full plate sectional mold + smithy hammer + leather padding + enchanted chain jointing + royal temper + one bar of enchanted precious metal (silver/electrum/gold/platinum) + 2 enchanted HQ folded sheets	
Full Plate Pauldrons		full plate sectional mold + smithy hammer + leather padding + enchanted chain jointing + royal temper + one bar of enchanted precious metal (silver/electrum/gold/platinum) + 2 enchanted HQ folded sheets	
Full Plate Vambraces		full plate sectional mold + smithy hammer + leather padding + enchanted chain jointing + royal temper + one bar of enchanted precious metal (silver/electrum/gold/platinum) + 2 enchanted HQ folded sheets	
Full Plate Gauntlets		full plate sectional mold + smithy hammer + leather padding + enchanted chain jointing + royal temper + one bar of enchanted precious metal (silver/electrum/gold/platinum) + 2 enchanted HQ folded sheets	
Full Plate Boots		full plate sectional mold + smithy hammer + leather padding + enchanted chain jointing + royal temper + one bar of enchanted precious metal (silver/electrum/gold/platinum) + 2 enchanted HQ folded sheets	
Full Plate Greaves		full plate sectional mold + smithy hammer + leather padding + enchanted chain jointing + royal temper + one bar of enchanted precious metal (silver/electrum/gold/platinum) + 3 enchanted HQ folded sheets	
Full Plate Cloak		full plate sectional mold + smithy hammer + leather padding + enchanted chain jointing + royal temper + one bar of enchanted precious metal (silver/electrum/gold/platinum) + 3 enchanted HQ folded sheets	
Full Plate Breastplate		full plate sectional mold + smithy hammer + leather padding + enchanted chain jointing + royal temper + one bar of enchanted precious metal (silver/electrum/gold/platinum) + 3 enchanted HQ folded sheets	

Full Plate Girdle		full plate sectional mold + smithy hammer + leather padding + enchanted chain jointing + royal temper + one bar of enchanted precious metal (silver/electrum/gold/platinum) + 2 enchanted HQ folded sheets	
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Enchanted Full Plate
Gold adds CHA 2 WIS 2 sv disease 2

Enchanted Full Plate
Platinum adds STR 2 INT 4

Iksar Cultural Armor and Weapons

skyiron scales	<=89	blood water + large brick of skyiron + file	
sheet of skyiron	<=71	2 small bricks of skyiron ore + blood water	
folded sheet of skyiron		block of skyiron ore + blood water + forging hammer NOT smithy hammer , but the "forging hammer" available in Cabilis	
shan'tok		shan'tok blade mold + hilt mold + pommel mold + folded sheet of metal + blood water	
skyiron shan'tok		shan'tok blade mold + hilt mold + pommel mold + folded sheet of skyiron + blood water	
imbued skyiron shan'tok		shan'tok blade mold + hilt mold + pommel mold + folded sheet of skyiron + scale temper + imbued amber	imbued [Cazic] dam 10, delay 38, STA +4, WIS +2, sv cold +1, wt. 10
fer'esh		fer'esh blade mold + hilt mold + pommel mold + folded sheet of metal + blood water	
skyiron fer'esh		fer'esh blade mold + hilt mold + pommel mold + folded sheet of skyiron + blood water	
imbued skyiron fer'esh		fer'esh blade mold + hilt mold + pommel mold + folded sheet of skyiron + scale temper + imbued amber	

sheer blade		sheer blade mold + hilt mold + pommel mold + folded sheet of metal + blood water	
skyiron sheer blade		sheer blade mold + hilt mold + pommel mold + folded sheet of skyiron + blood water	
imbued skyiron sheer blade		sheer blade mold + hilt mold + pommel mold + folded sheet of skyiron + scale temper + imbued amber	
skyiron targ shield		targ shield mold + folded sheet of skyiron + forging hammer + scale temper	

Cabilis Scale Mail Armor

classes: SK, SHM, WAR; **races:** IKS

Cabilis Scale Mail Coif	182	section mold + blood water + 1 skyiron sheet + 1 set of skyiron scales	AC 9, wt 3.4
Cabilis Scale Mail Mask	<188	section mold + blood water + 1 skyiron sheet + 1 set of skyiron scales	
Cabilis Scale Mail Gorget		section mold + blood water + 1 skyiron sheet + 1 set of skyiron scales	AC 6, wt 1.5
Cabilis Scale Mail Mantle	188	section mold + blood water + 1 skyiron sheet + 1 set of skyiron scales	
Cabilis Scale Mail Belt	>=182	section mold + blood water + 1 skyiron sheet + 1 set of skyiron scales	
Cabilis Scale Mail Bracer	175	section mold + blood water + 1 skyiron sheet + 1 set of skyiron scales	
Cabilis Scale Mail Gloves	195	section mold + blood water + 2 skyiron sheets + 1 set of skyiron scales	AC 8
Cabilis Scale Mail Boots	>=188	section mold + blood water + 2 skyiron sheets + 1 set of skyiron scales	AC 7
Cabilis Scale Mail Sleeves	>=188	section mold + blood water + 2 skyiron sheets + 2 sets of skyiron scales	AC 8
Cabilis Scale Mail Cloak	202	section mold + blood water + 3 skyiron sheets + 2 sets of skyiron scales	AC 8, wt 3

Cabilis Scale Mail Leggings	>=188	section mold + blood water + 3 skyiron sheets + 2 sets of skyiron scales	AC 9, wt 4.1
Cabilis Scale Mail Coat	>=184	section mold + blood water + 3 skyiron sheets + 2 sets of skyiron scales	AC 16, wt 5.6

Imbued Cabilis Scale Mail Armor

classes: SK, SHM, WAR **races:** IKS

Imbued Cabilis Scale Mail Coif	>189	section mold + scale temper + imbued amber + 1 skyiron sheet + 1 set of skyiron scales	
Imbued Cabilis Scale Mail Mask	>189	section mold + scale temper + imbued amber + 1 skyiron sheet + 1 set of skyiron scales	AC 6, STR +2, WIS +2
Imbued Cabilis Scale Mail Gorget	>189	section mold + scale temper + imbued amber + 1 skyiron sheet + 1 set of skyiron scales	AC 8, STR +2, WIS +2
Imbued Cabilis Scale Mail Mantle	>189	section mold + scale temper + imbued amber + 1 skyiron sheet + 1 set of skyiron scales	
Imbued Cabilis Scale Mail Belt	>189	section mold + scale temper + imbued amber + 1 skyiron sheet + 1 set of skyiron scales	AC 9, STR +2, WIS +2
Imbued Cabilis Scale Mail Bracelet	>189	section mold + scale temper + imbued amber + 1 skyiron sheet + 1 set of skyiron scales	
Imbued Cabilis Scale Mail Gloves	>189	section mold + scale temper + imbued amber + 2 skyiron sheets + 1 set of skyiron scales	AC 11, STR +2 WIS +2
Imbued Cabilis Scale Mail Boots	>189	section mold + scale temper + imbued amber + 2 skyiron sheets + 1 set of skyiron scales	AC 9, STR +2, WIS +2
Imbued Cabilis Scale Mail Sleeves	>189	section mold + scale temper + imbued amber + 2 skyiron sheets + 2 sets of skyiron scales	
Imbued Cabilis Scale Mail Cloak	>189	section mold + scale temper + imbued amber + 3 skyiron sheets + 2 sets of skyiron scales	AC 12, STR +4, WIS +2
Imbued Cabilis Scale Mail Leggings	>189	section mold + scale temper + imbued amber + 3 skyiron sheets + 2 sets of skyiron scales	AC 13, STR +4, WIS +2
Imbued Cabilis Scale Mail Coat	>189	section mold + scale temper + imbued amber + 3 skyiron sheets + 2 sets of skyiron scales	AC 20, STR +4, WIS +2

Ogre Cultural Armor and Weapons

adamantite rings		large brick of adamantite ore + ogre swill + file	
sheet of adamantite		2 small bricks adamantite ore + ogre swill	
folded sheet of adamantite		block of adamantite ore + ogre swill + smithy hammer	
adamantite chain jointing		enchanted adamantite rings + smithy hammer + ogre swill + file	
enchanted adamantite rings		large brick of adamantite ore + ogre swill + file	
enchanted adamantite chain jointing		large brick of enchanted adamantite ore + ogre swill + file	
enchanted folded sheet of adamantite		combining 3 large enchanted bricks returns a normal large brick **DOES NOT WORK**	
bouncer shield		large round shield mold + smithy hammer + 2 sheets of adamantite + blood temper	AC 12, HP +8
ogre war mace	<=135	mace head mold + oak shaft + ogre swill + sheet of adamantite	
imbued ogre war mace		mace head mold + oak shaft + blood temper + sheet of adamantite + imbued amber or imbued jade	
ogre war hammer	>138	hammer head mold + oak shaft + ogre swill + sheet of adamantite	reported as working as a light source

Ogre War Plate Armor

Ogre War Plate Visor		large plate sectional mold + smithy hammer + leather padding + adamantite chain jointing + blood temper + 1 folded sheet of adamantite	AC 7, wt 2.2
Ogre War Plate Bracer		large plate sectional mold + smithy hammer + leather padding + adamantite chain jointing + blood temper + 1 folded sheet of adamantite	AC 10, wt 5.5
Ogre War Plate Collar		large plate sectional mold + smithy hammer + leather padding + adamantite chain jointing + blood temper + 1 folded sheet of adamantite	AC 9, wt 5.5

Ogre War Plate Boots		large plate sectional mold + smithy hammer + leather padding + adamantite chain jointing + blood temper + 1 folded sheet of adamantite	AC 12, wt 9.1
Ogre War Plate Helm		large plate sectional mold + smithy hammer + leather padding + adamantite chain jointing + blood temper + 2 folded sheets of adamantite	AC 14, wt 9
Ogre War Plate Pauldrons		large plate sectional mold + smithy hammer + leather padding + adamantite chain jointing + blood temper + 2 folded sheets of adamantite	AC 12, wt. 6
Ogre War Plate Girdle		large plate sectional mold + smithy hammer + leather padding + adamantite chain jointing + blood temper + 2 folded sheets of adamantite	AC 10, wt 6
Ogre War Plate Vanbraces		large plate sectional mold + smithy hammer + leather padding + adamantite chain jointing + blood temper + 2 folded sheets of adamantite	AC 12, wt 9
Ogre War Plate Gauntlets		large plate sectional mold + smithy hammer + leather padding + adamantite chain jointing + blood temper + 2 folded sheets of adamantite	
Ogre War Plate Cloak		large plate sectional mold + smithy hammer + leather padding + adamantite chain jointing + blood temper + 3 folded sheets of adamantite	AC 11, wt 7.5
Ogre War Plate Greaves		large plate sectional mold + smithy hammer + leather padding + adamantite chain jointing + blood temper + 3 folded sheets of adamantite	AC 14, wt 10.4
Ogre War Plate Breastplate		large plate sectional mold + smithy hammer + leather padding + adamantite chain jointing + blood temper + 3 folded sheets of adamantite	AC 22, wt 14

Ogre War Splintmail Armor

classes: WAR, CLR, PAL, RNG, SHD, BRD, ROG, SHM

races: HUM, BAR, ERU, HEF, TRL, OGR, IKS;

Ogre War Splintmail Veil		large chain pattern + appropriate piece of large leather armor + smithy hammer + blood temper + 1 adamantite sheet	AC 6, wt 2.5
Ogre War Splintmail Neckguard		large chain pattern + appropriate piece of large leather armor + smithy hammer + blood temper + 1 adamantite sheet	AC 7, wt 3.5

Ogre War Splintmail Bracelet		large chain pattern + appropriate piece of large leather armor + smithy hammer + blood temper + 1 adamantite sheet	AC 8
Ogre War Splintmail Coif		large chain pattern + appropriate piece of large leather armor + smithy hammer + blood temper + 2 adamantite sheets	AC 10, wt 6
Ogre War Splintmail Mantle		large chain pattern + appropriate piece of large leather armor + smithy hammer + blood temper + 2 adamantite sheets	AC 8, wt 5
Ogre War Splintmail Skirt		large chain pattern + appropriate piece of large leather armor + smithy hammer + blood temper + 2 adamantite sheets	AC 8, wt 4
Ogre War Splintmail Sleeves		large chain pattern + appropriate piece of large leather armor + smithy hammer + blood temper + 2 adamantite sheets	
Ogre War Splintmail Gloves		large chain pattern + appropriate piece of large leather armor + smithy hammer + blood temper + 2 adamantite sheets	AC 9, wt 5.5
Ogre War Splintmail Boots		large chain pattern + appropriate piece of large leather armor + smithy hammer + blood temper + 2 adamantite sheets	AC 8, wt 6.5
Ogre War Splintmail Cape		large chain pattern + appropriate piece of large leather armor + smithy hammer + blood temper + 3 adamantite sheets	AC 11
Ogre War Splintmail Leggings		large chain pattern + appropriate piece of large leather armor + smithy hammer + blood temper + 3 adamantite sheets	AC 10, wt 7
Ogre War Splintmail Tunic		large chain pattern + appropriate piece of large leather armor + smithy hammer + blood temper + 3 adamantite sheets	AC 17

Imbued Ogre War Splintmail Armor

Imbued version (jade) grants STR 3, but restricts use to
worshippers of Rallos Zek only

classes: SHD, WAR, SHM
races: HUM, BAR, OGR, TRL

Imbued version (amber): WIS 2, STR 1, but restricts use to
worshippers of Cazic-Thule only

Imbued Ogre War Splintmail Veil		large chain pattern + appropriate piece of large leather armor + smithy hammer + blood temper + imbued amber or jade + 1 adamantite sheet	same as above and added attrs. Depending on imbued gem
Imbued Ogre War Splintmail Neckguard		large chain pattern + appropriate piece of large leather armor + smithy hammer + blood temper + imbued amber or jade + 1 adamantite sheet	same as above and added attrs. Depending on imbued gem

Imbued Ogre War Splintmail Bracelet		large chain pattern + appropriate piece of large leather armor + smithy hammer + blood temper + imbued amber or jade + 1 adamantite sheet	same as above and added attribs. Depending on imbued gem
Imbued Ogre War Splintmail Coif		large chain pattern + appropriate piece of large leather armor + smithy hammer + blood temper + imbued amber or jade + 2 adamantite sheets	same as above and added attribs. Depending on imbued gem
Imbued Ogre War Splintmail Mantle		large chain pattern + appropriate piece of large leather armor + smithy hammer + blood temper + imbued amber or jade + 2 adamantite sheets	same as above and added attribs. Depending on imbued gem
Imbued Ogre War Splintmail Skirt		large chain pattern + appropriate piece of large leather armor + smithy hammer + blood temper + imbued amber or jade + 2 adamantite sheets	same as above and added attribs. Depending on imbued gem
Imbued Ogre War Splintmail Sleeves		large chain pattern + appropriate piece of large leather armor + smithy hammer + blood temper + imbued amber or jade + 2 adamantite sheets	same as above and added attribs. Depending on imbued gem
Imbued Ogre War Splintmail Gloves		large chain pattern + appropriate piece of large leather armor + smithy hammer + blood temper + imbued amber or jade + 2 adamantite sheets	same as above and added attribs. Depending on imbued gem
Imbued Ogre War Splintmail Boots		large chain pattern + appropriate piece of large leather armor + smithy hammer + blood temper + imbued amber or jade + 2 adamantite sheets	same as above and added attribs. Depending on imbued gem
Imbued Ogre War Splintmail Cape		large chain pattern + appropriate piece of large leather armor + smithy hammer + blood temper + imbued amber or jade + 3 adamantite sheets	same as above and added attribs. Depending on imbued gem
Imbued Ogre War Splintmail Leggings		large chain pattern + appropriate piece of large leather armor + smithy hammer + blood temper + imbued amber or jade + 3 adamantite sheets	same as above and added attribs. Depending on imbued gem
Imbued Ogre War Splintmail Tunic		large chain pattern + appropriate piece of large leather armor + smithy hammer + blood temper + imbued amber or jade + 3 adamantite sheets	same as above and added attribs. Depending on imbued gem

Wood Elf Cultural Armor and Weapons

mithril boning	<104	small brick mithril ore + file + morning dew	stackable
mithril bits	<=43	2 small pieces mithril ore + morning dew	
mithril studs	>=68	3 mithril bits + file + morning dew	Yields 2 , stackable

Fier'dal sewing kit	162	mithril bits + needle mold + thimble mold + flask of water	10-slot container, weight .4
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mithril fier'dal dagger	<=175	dagger blade mold + hilt mold + pommel mold + mithril sheet + morning dew	
imbued mithril fier'dal dagger	<187	dagger blade mold + hilt mold + pommel mold + mithril sheet + morning dew + imbued emerald or plains pebble	ranged slot equipable
mithril fier'dal long sword	>175	long blade mold + hilt mold + pommel mold + mithril sheet + morning dew	
imbued mithril fier'dal long sword	>187	long blade mold + hilt mold + pommel mold + mithril sheet + morning dew + imbued emerald or plains pebble	
mithril fier'dal morning star	<135	spiked ball mold + hilt mold + mithril sheet + morning dew	
imbued mithril fier'dal morning star	188	spiked ball mold + hilt mold + mithril sheet + morning dew + imbued emerald or plains pebble	
mithril fier'dal rapier	>180	thin blade mold + hilt mold + pommel mold + mithril sheet + morning dew	
imbued mithril fier'dal rapier	>187	thin blade mold + hilt mold + pommel mold + mithril sheet + morning dew + imbued emerald or plains pebble	
mithril fier'dal spear		spear head mold + oak shaft + mithril sheet + morning dew	ONLY primary slot equipable
imbued mithril fier'dal spear	>187	spear head mold + oak shaft + mithril sheet + morning dew + imbued emerald or plains pebble	equip ONLY in primary slot, NOT useable by paladins

oak bark tannin

102 oak bark + flask of water

foraged in Kithicor Forest &
Warslik's Woods, ground spawn in
Butcherblock

Mithril Studded Leather Armor

Mithril Studded Leather Mask	108	pattern + oak bark tanin + sabertooth tiger hide + 1 mithril stud	AC 4, wt 0.3
Mithril Studded Leather Gorget	108	pattern + oak bark tanin + sabertooth tiger hide + 2 mithril studs	AC 5, wt 0.4
Mithril Studded Leather Belt	108	pattern + oak bark tanin + sabertooth tiger hide + 2 mithril studs	AC 5, wt 0.5
Mithril Studded Leather Wristband	108	pattern + oak bark tanin + sabertooth tiger hide + 2 mithril studs	AC 5, wt 0.5

Mithril Studded Leather Cap	108	pattern + oak bark tanin + sabertooth tiger hide + 3 mithril studs	AC 6, wt 0.5
Mithril Studded Leather Shoulderpads	108	pattern + oak bark tanin + sabertooth tiger hide + 3 mithril studs	AC 5, wt 1.0
Mithril Studded Leather Sleeves	108	pattern + oak bark tanin + sabertooth tiger hide + 3 mithril studs	AC 6, wt 1.0
Mithril Studded Leather Gloves	108	pattern + oak bark tanin + sabertooth tiger hide + 4 mithril studs	AC 6, wt 1.0
Mithril Studded Leather Boots	108	pattern + oak bark tanin + sabertooth tiger hide + 4 mithril studs	AC 6, wt 1.5
Mithril Studded Leather Pants	108	pattern + oak bark tanin + sabertooth tiger hide + 4 mithril studs	AC 7, wt 3.0
Mithril Studded Leather Cloak	108	pattern + oak bark tanin + sabertooth tiger hide + 4 mithril studs	AC 6, wt 1.0
Mithril Studded Leather Tunic	108	pattern + oak bark tanin + sabertooth tiger hide + 5 mithril studs	AC 10, wt 2.5

hides drop off Sabertooths in Kunark

Imbued Mithril Studded Leather Armor

classes: CLR, PAL, ROG, RNG, DRU **races:** HUM, ELF, HIE,
HEF

Imbued Mithril Studded Leather Mask	122	appropriate pattern + oak bark tanin + sabertooth tiger hide + imbued emerald + 1 mithril stud	same stats as above and adds CHA +1, WIS +1
Imbued Mithril Studded Leather Gorget	122	appropriate pattern + oak bark tanin + sabertooth tiger hide + imbued emerald + 2 mithril studs	same stats as above and adds CHA +1, WIS +1
Imbued Mithril Studded Leather Belt	122	appropriate pattern + oak bark tanin + sabertooth tiger hide + imbued emerald + 2 mithril studs	same stats as above and adds CHA +2, WIS +1
Imbued Mithril Studded Leather Wristband	122	appropriate pattern + oak bark tanin + sabertooth tiger hide + imbued emerald + 2 mithril studs	same stats as above and adds CHA +2, WIS +1
Imbued Mithril Studded Leather Cap	122	appropriate pattern + oak bark tanin + sabertooth tiger hide + imbued emerald + 3 mithril studs	same stats as above and adds CHA +2, WIS +1
Imbued Mithril Studded Leather Shoulderpads	122	appropriate pattern + oak bark tanin + sabertooth tiger hide + imbued emerald + 3 mithril studs	same stats as above and adds CHA +2, WIS +1
Imbued Mithril Studded Leather Sleeves	122	appropriate pattern + oak bark tanin + sabertooth tiger hide + imbued emerald + 3 mithril studs	same stats as above and adds CHA +2, WIS +2

Imbued Mithril Studded Leather Cloak	122	appropriate pattern + oak bark tanin + sabertooth tiger hide + imbued emerald + 4 mithril studs	same stats as above and adds CHA +3, WIS +2
Imbued Mithril Studded Leather Gloves	122	appropriate pattern + oak bark tanin + sabertooth tiger hide + imbued emerald + 4 mithril studs	same stats as above and adds CHA +2, WIS +1
Imbued Mithril Studded Leather Pants	122	appropriate pattern + oak bark tanin + sabertooth tiger hide + imbued emerald + 4 mithril studs	same stats as above and adds CHA +3, WIS +2
Imbued Mithril Studded Leather Boots	122	appropriate pattern + oak bark tanin + sabertooth tiger hide + imbued emerald + 4 mithril studs	same stats as above and adds CHA +2, WIS +2
Imbued Mithril Studded Leather Tunic	122	appropriate pattern + oak bark tanin + sabertooth tiger hide + imbued emerald + 5 mithril studs	same stats as above and adds CHA +3, WIS +2

Mithril Reinforced Leather Armor

Mithril Reinforced Leather Mask		pattern + oak bark tanin + excellent sabertooth tiger hide + 1 mithril boning	
Mithril Reinforced Leather Wristband		pattern + oak bark tanin + excellent sabertooth tiger hide + 1 mithril boning	
Mithril Reinforced Leather Gorget		pattern + oak bark tanin + excellent sabertooth tiger hide + 1 mithril boning	
Mithril Reinforced Leather Skullcap		pattern + oak bark tanin + excellent sabertooth tiger hide + 2 mithril bonings	
Mithril Reinforced Leather Shoulderpads		pattern + oak bark tanin + excellent sabertooth tiger hide + 2 mithril bonings	
Mithril Reinforced Leather Cloak		pattern + oak bark tanin + excellent sabertooth tiger hide + 2 mithril bonings	
Mithril Reinforced Leather Belt		pattern + oak bark tanin + excellent sabertooth tiger hide + 2 mithril bonings	
Mithril Reinforced Leather Gloves		pattern + oak bark tanin + excellent sabertooth tiger hide + 2 mithril bonings	
Mithril Reinforced Leather Sleeves		pattern + oak bark tanin + excellent sabertooth tiger hide + 2 mithril bonings	
Mithril Reinforced Leather Pants		pattern + oak bark tanin + excellent sabertooth tiger hide + 3 mithril bonings	
Mithril Reinforced Leather Boots		pattern + oak bark tanin + excellent sabertooth tiger hide + 3 mithril bonings	AC 7

Mithril Reinforced Leather Tunic		pattern + oak bark tanin + excellent sabertooth tiger hide + 4 mithril bonings	
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hides drop off Sabertooths in Kunark

Imbued Mithril Reinforced Leather Armor

classes: CLR, PAL, ROG, RNG, DRU **races:** HUM, ELF, HIE, HEF

Imbued Mithril Reinforced Leather Mask	>=116	pattern + oak bark tannin + excellent sabertooth tiger hide + imbued emerald + 1 mithril boning	
Imbued Mithril Reinforced Leather Wristband	>=116	pattern + oak bark tannin + excellent sabertooth tiger hide + imbued emerald + 1 mithril boning	
Imbued Mithril Reinforced Leather Gorget	>=116	pattern + oak bark tannin + excellent sabertooth tiger hide + imbued emerald + 1 mithril boning	
Imbued Mithril Reinforced Leather Skullcap	>=116	pattern + oak bark tannin + excellent sabertooth tiger hide + imbued emerald + 2 mithril bonings	
Imbued Mithril Reinforced Leather Shoulderpads	>=116	pattern + oak bark tannin + excellent sabertooth tiger hide + imbued emerald + 2 mithril bonings	
Imbued Mithril Reinforced Leather Cloak	>=116	pattern + oak bark tannin + excellent sabertooth tiger hide + imbued emerald + 2 mithril bonings	
Imbued Mithril Reinforced Leather Belt	>=116	pattern + oak bark tannin + excellent sabertooth tiger hide + imbued emerald + 2 mithril bonings	
Imbued Mithril Reinforced Leather Gloves	>=116	pattern + oak bark tannin + excellent sabertooth tiger hide + imbued emerald + 2 mithril bonings	

Imbued Mithril Reinforced Leather Sleeves	>=116	pattern + oak bark tannin + excellent sabertooth tiger hide + imbued emerald + 2 mithril bonings	
Imbued Mithril Reinforced Leather Pants	>=116	pattern + oak bark tannin + excellent sabertooth tiger hide + imbued emerald + 3 mithril bonings	
Imbued Mithril Reinforced Leather Boots	>=116	pattern + oak bark tannin + excellent sabertooth tiger hide + imbued emerald + 3 mithril bonings	same stats as above but adds CHA +2 and WIS +2
Imbued Mithril Reinforced Leather Tunic	>=116	pattern + oak bark tannin + excellent sabertooth tiger hide + imbued emerald + 4 mithril bonings	

Gnome Cultural Armor and Weapons

footwarming boots	>168	unstained Small Fine Plate Boots + Firewater + Sharkskin Tubing + Two Metal Rods + Metal Twine + Gnomish Bolts	AC 10, +5 sv vs cold
gnomish vanishing device		Diamond + Small Lantern + Steel Wire + Gnomish Bolts + Reflective Shard + Haze Panther Eye + and Class Five Mana Battery	Can be recharged by replacing the Class Five Mana Battery after use, 5 charges of "invisibility cloak"
telescopic eyepatch	82	Low Quality Dire Wolf Fur + Gnomish Bolts + Reflective Shard + a Velium Lens	AC 3, Effect: telescope

Watchman Armor

All watchman armor can be recharged by replacing the mana battery after use (battery sold in Iceclad Ocean). All pieces are Gnome-only and wearable by Warriors and Clerics

watchman helm	>200	unstained Small Fine Plate Helm + Cogs + Sprockets + Grease + Sifaye Dust + Velium Lens + Class Five Mana Battery + Metal Fastening + Metal Twine + Gnomish Bolts	AC13, 10 charges of Battery Sight (see invis)
watchman breastplate	>200	unstained Small Fine Steel Breastplate + Cogs + Sprockets + Grease + Gnomish Vanishing Device + Class Five Mana Battery + Metal Fastening + Metal Twine + Gnomish Bolts	

watchman vambraces	>200	unstained Small Fine Steel Breastplate + Cogs + Sprockets + Grease + Gnomish Vanishing Device + Class Five Mana Battery + Metal Fastening + Metal Twine + Gnomish Bolts	AC 11, wt 4.9, Effect Cog Boost (18 minute, 40% haste)
watchman bracer	>200	unstained Small Fine Plate Bracer + Cogs + Sprockets + Grease + Metal Rod + Glob of Tar + Class Five Mana Battery + Metal Fastening + Metal Twine + Gnomish Bolts	AC10, 10 charges of summon wrench (6dmg 26dly LORE NORENT hammer)
watchman gauntlets	>200	unstained Small Fine Plate Gauntlets + Cogs + Sprockets + Grease + Block of Living Granite + Class Five Mana Battery + Two Metal Fastenings + Metal Twine + Gnomish Bolts	
watchman greaves	>200	unstained Small Fine Plate Greaves + Cogs + Sprockets + Grease + Metal Rod + Holgresh Wing + Class Five Mana Battery + Metal Fastening + Metal Twine + Gnomish Bolts	AC 8, wt 5.6, Effect Grease Injection (18 minute SoW)
watchman boots	>200	unstained Small Fine Plate Boots + Cogs + Sprockets + Grease + Faun Hoof + Class Five Mana Battery + Metal Fastening + Metal Twine + Gnomish Bolts	

Erudite Cultural Armor

These are all made in an Erudite Sewing Kit

Steelsilk Bracer		Purified Mana + Platinum Thread + 1 swatch of terrorantula silk + pattern	
Steelsilk Helm		Purified Mana + Platinum Thread + 1 swatch of terrorantula silk + pattern	
Steelsilk Mask		Purified Mana + Platinum Thread + 1 swatch of terrorantula silk + pattern	
Steelsilk Collar		Purified Mana + Platinum Thread + 1 swatch of terrorantula silk + pattern	
Steelsilk Pauldron		Purified Mana + Platinum Thread + 1 swatch of terrorantula silk + pattern	
Steelsilk Gauntlets		Purified Mana + Platinum Thread + 2 swatches of terrorantula silk + pattern	
Steelsilk Vambraces		Purified Mana + Platinum Thread + 2 swatches of terrorantula silk + pattern	
Steelsilk Waistband		Purified Mana + Platinum Thread + 2 swatches of terrorantula silk + pattern	
Steelsilk Boots		Purified Mana + Platinum Thread + 2 swatches of terrorantula silk + pattern	

Steelsilk Greaves		Purified Mana + Platinum Thread + 3 swatches of terrorantula silk + pattern	
Steelsilk Cloak		Purified Mana + Platinum Thread + 3 swatches of terrorantula silk + pattern	
Steelsilk Breastplate		Purified Mana + Platinum Thread + 3 swatches of terrorantula silk + pattern	

Imbued Gem Chart

Imbued Gem	Diety
Enchanted Gold (Qeynos)	
Imbued Amber	Cazic Thule
Imbued Black Pearl	Prexus
Imbued Black Sapphire	Bertox
Imbued Diamond	Mithanial Marr
Imbued Emerald	Tunare
Imbued Fire Opal	Solusek Ro
Imbued Ivory	The Tribunal
Imbued Jade	Rallos Zek
Imbued Opal	Rodcet Nife
Imbued Peridot	Bristlebane
Imbued Plains Pebble	Karana
Imbued Rose Quartz	Erollisi Marr
Imbued Ruby	Brell Serilis
Imbued Sapphire	Innoruuk
Imbued Topaz	Quellious

Tailoring

Basic Items

Item	Trivial	Materials	Stats	Wt.
Silk Swatch	15	2 Spider Silks combined in kit (small or large)		
Silk Thread	15	2 Spiderling silks combined in kit (small or large)		
Silk Cord	26	3 Silk Threads combined in kit (small or large)		
Silk Bandage	21	2 Silk Threads combined in kit (small or large)		
Small Tailored Bag	31	Silk cord + LQ wolf pelt	4 small slots	
Large Tailored Belt Pouch	37	Silk cord + LQ cat skin	6 small slots	0.6
Large Tailored Bag	45	Silk cord + LQ bear skin	6 slots	0.8
Tailored Wrist Pouch	27	Silk cord + ruined wolf pelt	4 small slots	0.3
Bearskin Potion Bag	72	Silk cord + Grizzly bear skin	combines 5 or 10 like alchemy potions	
Large Tailored Backpack	87	HQ Bear skin + backpack pattern	10 slot container	
Tailored Quiver	115	HQ cat pelt + quiver pattern	6 slot arrow container	0.4
Leather Padding	31	Silk thread + low quality (any of the 3)	used with steel plate and cultural	
Handmade whip	36	MQ wolf pelt (or cat pelt) + 4 heady kiolas + whip pattern	DAM 7, Delay 33, 1 HS	
Wu's Fighting Gauntlets	84	4 Heady Kiolas + greater lightstone + 1 silk swatch + 1 glove pattern + 1 vial of viscous mana	Glowing silk gloves -- allows monks to hit magical creatures	

Armor Items

Item	Trivial	Materials	Stats	Wt.
Patchwork Armor				
Patchwork Boots	26	Ruined Pelt (per size needed) + Pattern for type of Armor	AC 3	2.5
Patchwork Cap	26	Ruined Pelt (per size needed) + Pattern for type of Armor	AC 3	0.6
Patchwork Gloves	26	Ruined Pelt (per size needed) + Pattern for type of Armor	AC 3	1.5
Patchwork Gorget	26	Ruined Pelt (per size needed) + Pattern for type of Armor	AC 2	0.5
Patchwork Pants	26	Ruined Pelt (per size needed) + Pattern for type of Armor	AC 4	3
Patchwork Sleeves	26	Ruined Pelt (per size needed) + Pattern for type of Armor	AC 3	1.5
Patchwork Cloak	26	Ruined Pelt (per size needed) + Pattern for type of Armor	???	???
Patchwork Tunic	26	Ruined Pelt (per size needed) + Pattern for type of Armor	AC 6	4.4
Patchwork Belt	26	Ruined Pelt (per size needed) + Pattern for type of Armor	???	???
Patchwork Shoulder	26	Ruined Pelt (per size needed) + Pattern for type of Armor	???	???
Patchwork Mask	26	Ruined Pelt (per size needed) + Pattern for type of Armor	AC 1	0.4
Patchwork Wrist	26	Ruined Pelt (per size needed) + Pattern for type of Armor	AC 2	1
Raw Silk Armor				
Raw Silk Boots	36	1 silk swatch + pattern combines in Lg. Sewing kit	AC 3	0.4
Raw Silk Cap	36	1 silk swatch + pattern combines in Lg. Sewing kit	AC 3	0.4
Raw Silk Gloves	36	1 silk swatch + pattern combines in Lg. Sewing kit	AC 3	0.4
Raw Silk Gorget	36	1 silk swatch + pattern combines in Lg. Sewing kit	AC 2	0.4
Raw Silk Pants	36	2 silk swatches + Pattern combined in Lg. Sewing Kit	AC 4	0.1
Raw Silk Sleeves	36	1 silk swatch + pattern combines in Lg. Sewing kit	AC 4	0.1
Raw Silk Tunic	36	2 silk swatches + Pattern combined in Lg. Sewing Kit	AC 8	0.1
Raw Silk Cloak	36	1 silk swatch + pattern combines in Lg. Sewing kit	AC 4	0.1
Raw Silk Belt	36	1 silk swatch + pattern combines in Lg. Sewing kit	AC 3	0.1
Raw Silk Shoulder	36	1 silk swatch + pattern combines in Lg. Sewing kit	AC 3	0.1
Raw Silk Mask	36	1 silk swatch + pattern combines in Lg. Sewing kit	AC 2	0.1
Raw Silk Wrist	36	1 silk swatch + pattern combines in Lg. Sewing kit	AC 3	0.1

Studded Leather Armor

Studded Leather Boots	56	MQ Pelt + pattern + 4 studs	AC 4	2.5
Studded Leather Cap	56	MQ Pelt + pattern + 3 studs	AC 5	0.6
Studded Leather Gloves	56	MQ Pelt + pattern + 4 studs	AC 4	1.5
Studded Leather Gorget	56	MQ Pelt + pattern + 2 studs	AC 3	0.5
Studded Leather Pants	56	MQ Pelt + pattern + 4 studs	AC 5	3
Studded Leather Sleeves	56	MQ Pelt + pattern + 3 studs	AC 4	1.5
Studded Leather Tunic	56	MQ Pelt + pattern + 5 studs	???	???
Studded Leather Cloak	56	MQ Pelt + pattern + 4 studs	???	???
Studded Leather Belt	56	MQ Pelt + pattern + 2 studs	???	???
Studded Leather Shoulder	56	MQ Pelt + pattern + 3 studs	???	???
Studded Leather Mask	56	MQ Pelt + pattern + 1 stud	AC 1	0.4
Studded Leather Bracer	56	MQ Pelt + pattern + 2 studs	AC 3	1

Cured Silk Armor

Cured Silk Sandals (Boots)	82	1 silk swatch + 2 heady kiolas + pattern	AC 4	0.1
Cured Silk Cap	82	1 silk swatch + 3 heady kiolas + pattern	AC 4	0.1
Cured Silk Hand wrap (Gloves)	82	2 silk swatches + 2 heady kiolas + pattern	AC 4	0.1
Cured Silk Gorget	82	1 silk swatch + 2 heady kiolas + pattern	AC 3	0.1
Cured Silk Pants	82	2 silk swatches + 3 heady kiolas + pattern	AC 5	0.1
Cured Silk Sleeves	82	2 silk swatches + 2 heady kiolas + pattern	AC 4	0.1
Cured Silk Gi (Tunic)	82	3 silk swatches + 2 heady kiolas + pattern	AC 8	0.1
Cured Silk Cloak	82	2 silk swatches + 2 heady kiolas + pattern	AC 4	0.1
Cured Silk Sash (Belt)	82	1 silk swatch + 2 heady kiolas + pattern	AC 3	0.1
Cured Silk Mantle (Shoulder)	82	2 silk swatches + 2 heady kiolas + pattern	AC 3	0.1
Cured Silk Mask	82	1 silk swatch + 1 heady kiola + pattern	AC 2	0.1
Cured Silk Wristbands	82	1 silk swatch + 2 heady kiolas + pattern	AC 3	0.1

Reinforced Leather Armor

Reinforced Leather Boots	108	HQ pelt + 3 steel bonings + pattern	AC 5	2.5
Reinforced Leather Cap	108	HQ pelt + 2 steel bonings + pattern	AC 6	0.6
Reinforced Leather Gloves	108	HQ pelt + 2 steel bonings + pattern	AC 5	1.5
Reinforced Leather Gorget	108	HQ pelt + 1 steel boning + pattern	AC 4	0.5
Reinforced Leather pants	108	HQ pelt + 3 steel bonings + pattern	AC 6	3
Reinforced Leather Sleeves	108	HQ pelt + 2 steel bonings + pattern	AC 5	1.5
Reinforced Leather Tunic	108	HQ pelt + 4 steel bonings + pattern	AC 11	3.5
Reinforced Leather Cloak	108	HQ pelt + 2 steel bonings + pattern	AC 5	2
Reinforced Leather Belt	108	HQ pelt + 2 steel bonings + pattern	AC 4	1
Reinforced Leather Shoulderpad	108	HQ pelt + 2 steel bonings + pattern	AC 4	1.5
Reinforced Leather Mask	108	HQ pelt + 1 steel boning + pattern	???	???
Reinforced Leather Bracers	108	HQ pelt + 1 steel boning + pattern	AC 4	1

Animal Skins

Wolf = small size

Cat = medium size

Bear = large size

a skinning knife when combined with a quality skin or pelt will lower quality to the next lowest

e.g. a HQ bear skin and a skinning knife in a sewing kit would result in an MQ bear skin and the knife back,
 an MQ bear skin and a skinning knife in a sewing kit would result in an LQ bear skin and the knife back,
 and an LQ bear skin and a skinning knife in a sewing kit would result in a ruined skin and the knife back.

There are also Cultural Leather Armors that can be made by Halflings and Wood-Elves at this time!!

They are listed under the Cultural Armor section of this compendium.

Velious Trade Skills

Item	Trivial	Materials	Stats	Wt.
Velium Bits		2 small pieces of velium (stackable) + coldain velium temper	stackable	
Large Brick of Velium		3 small bricks of Velium + coldain velium temper		
Block of Velium		3 large bricks of Velium + coldain velium temper		
Sheet of Velium		2 small bricks of Velium + coldain velium temper		
Velium Studs	78	3 velium bits + file + coldain velium temper	yields 2, stackable	
Velium Boning	78	small brick of velium + file + coldain velium temper	yields 1, stackable	
Velium Rings		large brick of velium + file + coldain velium temper	yields 1, stackable	

Coldain Velium Temper is only available from merchants in Thurgadin right now. There is no known brewing recipe for this yet!

Brewing Items in Velious

Yew Leaf Tannin		yew leaf + flask of water (combined in brew barrel)	Yew Leaves are ground spawns in the Wakening Lands.
Drake Egg Oil		drake egg + flask of water (combined in brew barrel)	Drake Eggs are foraged in Skyshrine. They are also a rare drop off of named Drakes in Skyshrine.
Cod Oil		cobalt cod + flask of water (combined in brew barrel)	Cod can now be fished in Cobalt Scar!

Tailoring Armor -- Vellum Leathers

Reinforced Cobalt Drake Hide Armor

WAR, CLR, PAL, RNG, SHD, DRU, BRD, ROG, SHM, ALL

Bracer		cobalt drake hide + drake egg oil + pattern + 1 vellum boning	AC 7, STR +3, WIS +3, MANA +5, vs. cold +3	1
Mask		cobalt drake hide + drake egg oil + pattern + 1 vellum boning	AC 6, CHA +5, MANA +5, vs. cold +3	0.4
Collar		cobalt drake hide + drake egg oil + pattern + 1 vellum boning	AC 7, STA +5, MANA +5, vs. cold +4	0.5
Gloves		cobalt drake hide + drake egg oil + pattern + 2 vellum bonings	AC 8, MANA +10, vs. cold +5	1.5
Sleeves		cobalt drake hide + drake egg oil + pattern + 2 vellum bonings	AC 8, CHA +8, MANA +22, vs. cold +6	1.5
Cloak		cobalt drake hide + drake egg oil + pattern + 2 vellum bonings	AC 9, STR +8, WIS +4, MANA +23, vs. cold +8	2
Shoulderpads		cobalt drake hide + drake egg oil + pattern + 2 vellum bonings	AC 7, STR +8, MANA +10, vs. cold +5	1.5
Belt		cobalt drake hide + drake egg oil + pattern + 2 vellum bonings	AC 8, STA +5, WIS +8, MANA +5, vs. cold +4	1
Cap		cobalt drake hide + drake egg oil + pattern + 2 vellum bonings	AC 9, MANA +8, vs. cold +5	0.6
Boots		cobalt drake hide + drake egg oil + pattern + 3 vellum bonings	AC 8, STA +4, CHA +5, MANA +10, vs. cold +5	2.5
Pants		cobalt drake hide + drake egg oil + pattern + 3 vellum bonings	AC 9, CHA +3, MANA +25, vs. cold +8	4
Tunic		cobalt drake hide + drake egg oil + pattern + 4 vellum bonings	AC 14, STA +8, CHA +12, MANA +27, vs. cold +10	3.5

Reinforced Black Panther Skin Armor

MNK: HUM, IKS

Bracer		black panther skin + yew leaf tannin + pattern + 1 vellum boning	AC 6, STR 3, CHA 3, HP 10	0.5
Mask		black panther skin + yew leaf tannin + pattern + 1 vellum boning	AC 5, CHA 5, HP 15	0.3
Gorget		black panther skin + yew leaf tannin + pattern + 1 vellum boning	AC 6, STA 5, hp 10	0.3
Gloves		black panther skin + yew leaf tannin + pattern + 2 vellum bonings	AC 7, STR 7, AGI 7	1
Sleeves		black panther skin + yew leaf tannin + pattern + 2 vellum bonings	AGI 5	1

Skullcap		black panther skin + yew leaf tannin + pattern + 2 velium bonings	AC 7, DEX 8, HP 20	0.4
Shoulderpads		black panther skin + yew leaf tannin + pattern + 2 velium bonings	AC 6, STR 4, DEX 4	1
Cloak		black panther skin + yew leaf tannin + pattern + 2 velium bonings	AC 7, DEX 5, STA 5, AGI 5, HP 25	1.5
Belt		black panther skin + yew leaf tannin + pattern + 2 velium bonings	AC 6, DEX 4, STA 4, HP 5	0.5
Boots		black panther skin + yew leaf tannin + pattern + 3 velium bonings	AC 7, STR 9, DEX 5, AGI 5	1.5
Pants		black panther skin + yew leaf tannin + pattern + 3 velium bonings	AC 8, STR 4, DEX 5, STA 5	3
Tunic		black panther skin + yew leaf tannin + pattern + 4 velium bonings	AC 11, STR 10, DEX 10, STA 10	2.5

Reinforced Haze Panther Skin Armor

ROG: HUM, BAR, ELF, DEF, HEF, DWF, HFL, GNM

Bracer		haze panther skin + yew leaf tannin + pattern + 1 velium boning	AC 7, STR +5, STA +4, AGI +8	1
Mask		haze panther skin + yew leaf tannin + pattern + 1 velium boning		
Gorget		haze panther skin + yew leaf tannin + pattern + 1 velium boning		
Gloves		haze panther skin + yew leaf tannin + pattern + 2 velium bonings	AC 8, STR +8, DEX +10, STA +10	1.5
Sleeves		haze panther skin + yew leaf tannin + pattern + 2 velium bonings	AC 8, STR +5, STA +10, AGI +10, vs. mag +5	1.5
Cap		haze panther skin + yew leaf tannin + pattern + 2 velium bonings		
Shoulderpads		haze panther skin + yew leaf tannin + pattern + 2 velium bonings	AC 7, STR +7, DEX +10,	1.5
Cloak		haze panther skin + yew leaf tannin + pattern + 2 velium bonings	AC 9, DEX +14, AGI +14, HP +25	2
Belt		haze panther skin + yew leaf tannin + pattern + 2 velium bonings		
Boots		haze panther skin + yew leaf tannin + pattern + 3 velium bonings	AC 8, STR +8, DEX +10, AGI +10, HP +10	2.5
Pants		haze panther skin + yew leaf tannin + pattern + 3 velium bonings	AC 9, STR +5, DEX +8, STA +8, AGI +8	4

Tunic		haze panther skin + yew leaf tannin + pattern + 4 velium bonings	AC 14, STR +14, DEX +10, STA +10, AGI +20, all saves +5	3.5
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Studded Arctic Wyvern Hide Armor

classes: SHM races: ALL

Bracer		arctic wyvern hide + cod oil + pattern + 2 velium studs	AC 7, STR +6, STA +5, WIS +5, vs. cold +3, wt 1.0
Mask		arctic wyvern hide + cod oil + pattern + 1 velium stud	AC 6, CHA +6, WIS +5, vs. cold +3, wt 0.4
Gorget		arctic wyvern hide + cod oil + pattern + 2 velium studs	AC 7, STA +8, WIS +5, vs. cold +4, wt 0.5
Gloves		arctic wyvern hide + cod oil + pattern + 4 velium studs	AC 8, DEX +5, WIS +5, vs. cold +5, vs. magic +5, wt 1.5
Sleeves		arctic wyvern hide + cod oil + pattern + 3 velium studs	AC 8, STR +8, STA +6, vs. cold +6, vs. magic +3, wt 1.5
Cap		arctic wyvern hide + cod oil + pattern + 3 velium studs	AC 9, WIS +10, vs. cold +5, wt 0.6
Shoulderpads		arctic wyvern hide + cod oil + pattern + 3 velium studs	AC 7, STR +2, STA +6, CHA +8, vs. cold +5, wt 1.5
Cloak		arctic wyvern hide + cod oil + pattern + 4 velium studs	AC 9, STR +5, STA +8, CHA +6, WIS +8, vs. cold +8, wt 2.0
Belt		arctic wyvern hide + cod oil + pattern + 2 velium studs	AC 8, DEX +12, WIS +4, vs. cold +4, wt 1.0
Boots		arctic wyvern hide + cod oil + pattern + 4 velium studs	AC 8, STR +8, DEX +7, vs. cold +5, vs. magic +5, wt 2.5
Pants		arctic wyvern hide + cod oil + pattern + 4 velium studs	AC 9, STR +6, DEX +8, WIS +5, vs. cold +8, wt 4.0
Tunic		arctic wyvern hide + cod oil + pattern + 5 velium studs	AC 14, STR +10, DEX +8, WIS +10, vs. cold +10, wt 3.5

Studded Tigeraptor Armor

RNG: HUM, ELF, HEF

Mask		tigeraptor hide + drake egg oil + pattern + 1 velium stud	AC 6, STA +6, CHA +6	0.4
Bracer		tigeraptor hide + drake egg oil + pattern + 2 velium studs	AC 7, STR +4, STA +2, CHA +2, AGI +4	1
Gorget		tigeraptor hide + drake egg oil + pattern + 2 velium studs	AC 7, STR +4, WIS +4, AGI +6	0.5
Belt		tigeraptor hide + drake egg oil + pattern + 2 velium studs	AC 8, STR +4, AGI +8, HP +10	1
Skullcap		tigeraptor hide + drake egg oil + pattern + 3 velium studs	AC 9, STR +4, DEX +4, WIS +8	0.6
Sleeves		tigeraptor hide + drake egg oil + pattern + 3 velium studs	AC 8, DEX +4, AGI +4, HP +5	1.5
Shoulderpads		tigeraptor hide + drake egg oil + pattern + 3 velium studs	AC 7, CHA +5, HP +15, MANA +15	1.5
Leggings		tigeraptor hide + drake egg oil + pattern + 4 velium studs	AC 9, STR +5, DEX +5, AGI +5, HP +10	4
Gloves		tigeraptor hide + drake egg oil + pattern + 4 velium studs	AC 8, STR +4, DEX +4, WIS +4, vs. disease +3	1.5
Cloak		tigeraptor hide + drake egg oil + pattern + 4 velium studs	AC 9, STR +8, DEX +10, STA +6, WIS +6	2
Boots		tigeraptor hide + drake egg oil + pattern + 4 velium studs	AC 8, STR +5, DEX +8, WIS +6, AGI +8	
Tunic		tigeraptor hide + drake egg oil + pattern + 5 velium studs	AC 14, STR +6, DEX +6, STA +10, WIS +8	3.5

Velious Fine Silk Armors

Crystalline Silk Swatch	<28	2 crystalline silks + sewing kit		
Ice Burrower Silk Swatch		2 ice burrower silks + sewing kit		

Crystalline Silk Armor

All / All

Crystalline Silk Cap	115	crystalline silk armor silver thread + pattern + 1 crystalline silk swatch	AC 4 sv. Mag. +2	0.1
Crystalline Silk Mask	115	crystalline silk armor silver thread + pattern + 1 crystalline silk swatch	AC 2 sv. Mag.+1	0.1
Crystalline Silk Collar	115	crystalline silk armor silver thread + pattern + 1 crystalline silk swatch	AC 2 sv. Mag.+1	0.1
Crystalline Silk Mantle	118	crystalline silk armor silver thread + pattern + 1 crystalline silk swatch	AC 2 sv. Mag.+2	0.1
Crystalline Silk Wrist	115	crystalline silk armor silver thread + pattern + 1 crystalline silk swatch	AC 2 sv. Mag.+2	0.1
Crystalline Silk Sleeves	124	crystalline silk armor silver thread + pattern + 2 crystalline silk swatches	AC 4 sv. Mag.+2	0.1
Crystalline Silk Gloves	>119	crystalline silk armor silver thread + pattern + 2 crystalline silk swatches	AC 3 sv. Mag.+2	0.1
Crystalline Silk Slippers	115	crystalline silk armor silver thread + pattern + 2 crystalline silk swatches	AC 3 sv. Mag.+2	0.1
Crystalline Silk Sash	115	crystalline silk armor silver thread + pattern + 2 crystalline silk swatches	AC 2 sv. Mag.+2	0.1
Crystalline Silk Cloak	??	crystalline silk armor silver thread + pattern + 3 crystalline silk swatches	AC 4 sv. Mag.+3	0.1
Crystalline Silk Leggings	??	crystalline silk armor silver thread + pattern + 3 crystalline silk swatches	AC 4 sv. Mag.+3	0.1
Crystalline Silk Shirt	>125	crystalline silk armor silver thread + pattern + 3 crystalline silk swatches	AC 7 sv. Mag.+4	0.1

Ice Burrower Silk Armor

Ice Burrower Silk Cap		ice burrower silk armor platinum thread + pattern + vial of purified mana + 1 ice burrower silk swatch	No Details available at this time
Ice Burrower Silk Mask		ice burrower silk armor platinum thread + pattern + vial of purified mana + 1 ice burrower silk swatch	No Details available at this time

Ice Burrower Silk Collar		ice burrower silk armor platinum thread + pattern + vial of purified mana + 1 ice burrower silk swatch	No Details available at this time
Ice Burrower Silk Mantle		ice burrower silk armor platinum thread + pattern + vial of purified mana + 1 ice burrower silk swatch	No Details available at this time
Ice Burrower Silk Wrist		ice burrower silk armor platinum thread + pattern + vial of purified mana + 1 ice burrower silk swatch	No Details available at this time
Ice Burrower Silk Sash		ice burrower silk armor platinum thread + pattern + vial of purified mana + 2 ice burrower silk swatches	No Details available at this time
Ice Burrower Silk Sleeves		ice burrower silk armor platinum thread + pattern + vial of purified mana + 2 ice burrower silk swatches	No Details available at this time
Ice Burrower Silk Gloves		ice burrower silk armor platinum thread + pattern + vial of purified mana + 2 ice burrower silk swatches	No Details available at this time
Ice Burrower Silk Slippers		ice burrower silk armor platinum thread + pattern + vial of purified mana + 2 ice burrower silk swatches	No Details available at this time
Ice Burrower Silk Legs		ice burrower silk armor platinum thread + pattern + vial of purified mana + 3 ice burrower silk swatches	No Details available at this time
Ice Burrower Silk Cloak		ice burrower silk armor platinum thread + pattern + vial of purified mana + 3 ice burrower silk swatches	No Details available at this time
Ice Burrower Silk Shirt		ice burrower silk armor platinum thread + pattern + vial of purified mana + 3 ice burrower silk swatches	No Details available at this time

Velious Fine Fur Armor

othmir fur cap		2 othmir furs + silver thread + cap pattern + vial of clear mana	AC 3, DEX +3, WIS +6, AGI +2, HP +7, vs. cold +4, wt 0.4, ALL/ALL
othmir fur moccasins		3 othmir furs + silver thread + boot pattern + vial of clear mana	AC 4, DEX +3, CHA +3, AGI +3, HP +20, mana +5, vs. cold +10, wt 0.8, ALL/ALL
othmir fur cloak		4 othmir furs + silver thread + cloak pattern + vial of clear mana	AC 6, STA +6, CHA +2, WIS +4, mana +5, vs. disease +4, vs. magic +2, wt 1.6, ALL/ALL
holgresh fur cap		2 holgresh furs + gold thread + cap pattern + vial of distilled mana	
holgresh fur moccasins		3 holgresh furs + gold thread + boot pattern + vial of distilled mana	AC 4, DEX +3, CHA +3, mana +15, vs. fire +5, vs. cold +5, vs. magic +5, wt 0.9, ALL/ALL

holgresh fur cloak	>116	4 holgresh furs + gold thread + cloak pattern + vial of distilled mana	AC 6, DEX +5, INT +4, vs. magic +6, wt 1.8; ALL/ALL
velium hound fur cap		2 velium hound furs + platinum thread + cap pattern + vial of purified mana	recipe broken at this time!
velium hound fur moccasins		3 velium hound furs + platinum thread + boot pattern + vial of purified mana	recipe broken at this time!
velium hound fur cloak		4 velium hound furs + platinum thread + cloak pattern + vial of purified mana	recipe broken at this time!

Holgresh fur - drops off holgresh in Wakening Lands. These are spellcasting monkeymen and they are VERY aggressive!

Othmir fur - drops off various othmir (ottermen) in Cobalt Scar. They are social, so be careful when pulling. The othmir are friendly/indifferent ... until you start killing them. (You will take othmir faction hits for harming them.)

Velium hound fur - drops off velium hounds in Western Wastes. It is stackable

Various **vials of mana** are enchanter-made and require several material components

Silver, Gold, and Platinum Thread are available only in Thurgadin from Kyla Frostbeard and Cobi Frostbeard (Frostbeards Furs and Leathers)

You know what you need in Velious now!! Here is where you find some of these components:

Arctic wyvern hides		off arctic wyverns in Cobalt Scar. They agro on Claws of Veeshan faction, but no faction hit is taken for killing un-named ones
Black panther skins		black panthers wander in Wakening Lands. Their pelts are a random drop. They are an agro mob

Cobalt cod		fished in Cobalt Scar. Apparently now the only fish now caught there
Cobalt drake hides		rare drop off cobalt drakes in Cobalt Scar. They are tied to Claws of Veeshan faction, but there is no faction hit for killing the unnamed ones.
Coldain Velium Temper		is only purchased in Thurgadin (near the mines) at this time. It is NOT brewed by players, there is no recipe for it
Crystalline silk		drops off various Velious spiders. It is stackable. Remember that to form swatches of this silk, you must combine the pieces of silk unstacked
Drake eggs		are a rare forage in Skyshrine. They also are a rare drop off named drakes in Skyshrine. They are considered food, so be very careful that you do NOT eat them!!
Haze panthers		wander in Wakening Lands, and are generally invis. They are a rare spawn, they randomly drop pelts and eyes (for tinkering). They are agro, as are many other things in this zone
Ice burrower silk		drops off ice burrowers (they look like HUGE leeches) in Western Wastes. They are a level 60+ mob
Tigeraptors		Roam the northwest section of Wakening Lands. You will also find a fixed camp of them just north of the tunnel to Skyshrine in this zone. They are agro mobs
Velium ore		is dropped off various golem-types in Velious (Icewell, Skyshrine, etc), orcs in Crystal Caverns and other various Velious mobs. The small and large blocks are light pink in color, and you can oftentimes find some in merchant overstock in Thurgadin and Skyshrine
Yew Leaves		are a random ground spawn in Wakening Lands. They appear as hard-to-see green diamonds on the ground. Locations for these have not been consistent, but some folks have reported slightly better luck finding them near the sifaye camp