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## Crafting leveling guide rs3

The following guide provides efficient methods for training Crafting from level 1 to 99, taking into account both cost and time. It is a skill with a variety of ways to gain experience, and with each method at a different rate and at different costs, the skill can be trained very quickly at great cost (e.g. with leatherworking) or more slowly with profit (for example, with urns). This guide is intended for players who are members, although it includes some relevant methods that are also available to free-to-play players. If the prices seem outdated, purge the page by clicking here. Useful items and equipment[edit] Item or effect Description Craftsman's clothing Each piece of craftsman's clothing increases the craft experience by 1%. Using a full set will give an extra bonus experience of 1% to 6% bonus experience in total. Handmade bandana modified 5% chance to save a piece of leather per item worked. Tool belt Many items used for craft are stored in the tool belt. Chisel Needle Glassblowing pipe Most molds The portable crafter provided advantages. 10% experience 10% chance bonus of saving a skin or clay per item created 5% chance for gems that prohibit onyx and hydrix Craftsmen also double as tannery, then put it next to a bench where applicable means you can tan the skins at the highest rate Possible. Dexterity parchment Between 1.6% and 8.3% chance to save a dragon slip by creating an item that requires three or more skins. Creation cover provides unlimited threading and removes the need for thread when making leathers, and offers the chance to cut all gems of the same type in the player's inventory at once. Elaboration of the master cape Artificer measure Proportional perks: The chance to activate the Parchment of dexterity, which can save leather when making items, is multiplied by 1.25. If the Parchment of Dexterity is activated, the player gains an Artificer Focus bonus, providing a 0.5% experience for Crafting and Construction (which stacks up to 10 times for 5% more experience) for 5 minutes, which can be upgraded. There is a 5% chance of duplicating any items manufactured while Glassblowing and forming ballot boxes. This bonus also works by creating potion bottles, crystal jars and ogre jars. Duplicate items are sent to the bank if inventory is full. Brooch of the Gods Folds some effects of the portable craftsman: The chance of saving skins or soft clay is increased from 10% to 20%. The chance to save a jewel by cutting it (except onyx and hydrix) is increased from 5% to 10%. Torstol incense sticks Each tortol incense can power level provides a 0.5% increase for xp base gain. The power level will increase every 10 minutes and reach its maximum at level 4 (+2% for base XP). The overload 6 sticks, but instantly provides maximum power. Sacred Clay Needle Creation Potion A three-dose crafting potion can be made at level 42 Herblore of Wergali and Frog spawn or or in the Great Exchange for 2,635. Temporary increase, visible +3 for Crafting, allowing the player to create items above their level. Inspire Genius Players with level 118 archaeology can activate the relic power inspire genius in the mysterious monolith for a 2% experience increase for Crafting. Training sites[edit] [edit source] Most training methods depend on having a bank nearby. Rotating wheels[edit] [editing source] A convenient swivel wheel is on the 1st floor [UK][2nd floor] [USA] of Lumbridge Castle with a bench directly above it on the next floor. Neitzon houses a spinning wheel southeast of the bank, although the island requires the player to at least begin the Fremennik Islands mission. This means that at least the craft level 46 is required for this spinning wheel (impulses cannot be used). There's a spinning wheel in Vila dos Vidés, southwest of the bank. There are two swivel wheels located in Burthorpe, south of Gnome Banker, shopkeeper, and Mrs Fara. They can be found outside the cow pen. Tears[edit] [editing source] Ceramic ovens and ceramic wheel[edit] [editing source] Both ceramic ovens and wheels are used in the creation of urns and other clay products. Note that a portable craftsman can function as a wheel and an oven, which can save a lot of time as it can be placed immediately next to a bench. Players who do not need a bench can find a complete list of wheels and ovens on their respective pages. However, among the full list, some notable fixed locations with a potter's wheel and oven that are also near the banks include the following: In Burthorpe both can be found south of the bank; this is near the smithing furnace, and west of the druid circle. Southeast of the East Bank of Varrock within the enclosed and fenced area. On the ground floor [UK][1st floor] [USA] crafting guild, which is near a bench chest outside the clan camp (note that enters the guild requires 40 Crafting). Very close to the bank vault in the Ithell district of Prifddinas. This is the fastest method; however, access to the city requires the completion of prague's final mission and therefore level 75 crafts (among many other requirements). Tannery[edit] [editing source] Tanneries can be used by players who wish to tan their own leather. They can be found in some locations: Portable Crafter (the cost is the same as normal tannery). A tannery can be found south of the West Bank varrock. One resides on the 1st floor [UK][2nd floor] [USA] crafting guild. Jack Oval can be found between North Taverley and South Burthorpe and will tan the skins for the player. A tannery lives in a house a few steps north of al Khaird bank. The closest tannery to a bank lies in the Ithell district of Prifddinas; however, as mentioned above, this requires the completion of the mission prague and therefore the level 75 crafting (among many other requirements). Oven[edit] [editing source] Ovens are used in the production of jewelry. The most efficient way to Jewelry is to fill the metal bank with gold bars and have the inventory filled with the jewels needed to create the jewels. Several ovens exist within a short range of a bank: Craft Training[edit] [editing source] At low levels, both creating urns and making jewelry offer good experience rates for relatively low costs or even small profits. Since the intervals between gain levels are quite small, switching to the most effective method is not always time efficient, as obtaining resources can consume more time than would be saved. While jewelry and urns offer moderate experience at low costs, low-level players looking for faster rates should consider cutting gems. Cutting sapphires costs about -5.96 coins per experience; however, it offers rates of up to 200,000 experience per hour, starting at level 20 (in other words, a player can reach level 57 Crafting in an hour from level 20.) Starting at level 54, players often train Crafting with battles. The aquatic battle stations offer about 2.62 and therefore a good gp/xp balance for most players. Players looking for faster experience rates can start making lead green bodies at level 63, although these cost around -5.85 per experience point. Players who are tight with money should instead consider making top-level urns such as decorated fishing and kitchen urns. Advice for ironmen[edit] [editing source] Ironmen should begin the first levels of training with the linen harvest in Taverley and turn them into bow ropes on the spinning wheel provided there for their use in fletching later and after they try to focus on techniques such as the craftof urns (especially after 40 when the crafting guild becomes available; Don't forget to use runes to stack urns to save time otherwise spent on bank trips) or maybe tan dragonhide or other leather making techniques. Although a mining rework has been done that has increased the outflows of gems, to focus purely on the experience gained from jewelry making may not be as practical as it is for regular players due to the lack of the ability to trade on the Large Exchange. However, mining unusual precious rocks is feasible with high levels of mining and a bag of gems. With the upgrade of the Craft Association and the completion of Family Crest, silver and gold can be deposited directly into the guild oven. Gems can be made to delight, alching loudly, sign the gatekeeper, or invention once unlocked. Rare gem mining is quite slow in level 85 mining, and it is not recommended to grow to achieve maximum experience gains. Levels 1-46[edit] [editing source] Main article: Glass Molten glass melted glass melted glass can be made in an oven using a bucket of sand and soda ash (obtained by kitchen algae in a strip or on a fire). The molten glass can then be transformed into several useful items with a glass blower tube (the tool belt will work). Training this way is a good strategy to go from level 1 to 30 because the glazing offers decent experience rates. Starting at level 46 Crafting, making spheres via via it is an excellent training method, granting 52.5 experience per sphere and on average about 91,000 without interruption and possibly up to 120,000 experience per hour. Molten glass can be purchased for 458 each, and non-powered balls are sold for 426. Fueling ores is a good way to make money, as loaded spheres seek much higher prices (air: 5,211, water: 4,978, land: 5,514, fire: 4,961). In LVL 54, depending on GE prices, players may want to switch to making pump bottles, granting xp per hour slightly larger than the spheres, as the pump bottles are worth 920. Players who have completed the Hand in the Sand Mission can get 84 buckets of sand per day from Bert. Seaweed can be purchased at the Grand Exchange or arhein in Catherby. Players with level 77 Magic who have completed the Lunar Diplomacy mission can use the Superglass Make spell, which can replace soda ash with raw algae or swamp weeds, as well as produce about 30% more glass for free. Level 1-77[edit] [editing source] Ceramics and jewelry - slow but inexpensive[edit] [edit source] Note: The table below assumes that the player buys soft clay from the Great Exchange. Players can make their own using clay in a water fountain, earning 45 (and a craft experience) per clay, thus saving 90 per urn. Players can also mine their own clay, which would save 689 per clay or 1,378 per urn. New players can also make linen bowstrings as these offer a bit of money as well as slow crafting experience. Consider the cost of obtaining resources when using the methods below as prices change over time. A calculator with GP/XP pricing, experience and fees can be found here. A similar calculator containing all jewelry items up to and including onyx can be found here. Note that all price calculations are based on the purchase and sale of current resources and products Large Exchange rates. Level 20[edit] [edit source] Fast and expensive - cutting gems[edit] [editing source] Cutting gems is a quick and expensive way to train Crafting. Gems can be obtained in some ways, however, most players prefer to buy them in bulk from the Great Exchange. Some other ways include: Below is a table showing experience rates for different types of gems. Every experience/hour is an estimate and this table assumes that 4,000 gems are cut per hour. Players who consider cutting opal, jade or red topaz should note that they are crushed much more often than other gems; about 21% of the time at level 69 Crafting, and about 8% of the time at level 89. The gems will still yield 1/4 of the experience, but can no longer be sold for any return. Gem Crafting Level Price Without Cuts Price Cut Experience/gem Profit/experience Profit/hour Opal 1 224 217[to] 1 15 60,000 -0.47 -28,000 Jade 13 351 399[to] 1 20 90,000 2.4 192,000 Red topaz 16 418 50[to] 1 25 100,000 3.44 3.44 0 344.00 0 Sapphire 20 742 444 50 200,000 -5.96 -1,192,000 Esmeralda 27 2,114 1,735 67.5 270,000 -5.61 -1,516,000 Ruby 34 1,850 1,036 85 340,000 -9.58 -9.58 Diamond 43 5,263 3,988 107.5 430,000 -18.03 -7,752,000 Dragonstone 55 11,165 7,295 137.5 550,000 -28.15 -15,480,000 Onyx 72 3,738 353 3.75 66,258 167.5 670,000 106.9 71,620,000 Hydrix 79 68,933,749 76,863,066 197.5 790,000 40,148.44 31,717,268,000 ^ a b c c Cutting opal, jade, or red topaz may crush the gem, resulting in reduced experience and no profit. Lovely gems[edit] [editing source] Players who are making gems should consider delighting their items as well. Various items (such as the game necklace, duel ring, and the amulet of glory) are significantly more valuable after being enchanted, as well as granting some magical experience. String amulets[edit] [editing source] A ball of wool can be purchased on the Grand Exchange for 899 coins each or crafted on a wool spinning wheel (see above for locations). It can be used on a cordless amulet to tie it. This provides only 4 experiences per amulet and therefore few players prefer to use this method to train. At level 80 Magic the Rope Jewels spell can be cast to automatically tie all amulets in a player's inventory. Even with a mud team this is about twice as expensive as using wool; however, it is easier and also grants some experience of Magic and Crafts. Assuming 2,000 amulets can be hung per hour, the hourly experience is 8,000. Amulet Crafting level Unstrung price Strung price Profit/XP Profit/Item Profit/hour Sapphire amulet (unstrung) 24 841 2,049 77.25 309 618,000 Opal amulet (unstrung) 27 749 1,399 -62.25 -249 -498,000 Emerald amulet (unstrung) 31 3,319 4,427 52.25 209 418,000 Jade amulet (unstrung) 34 1,561 3,226 191.5 766 1,532,000 Toamulet (unstrung) 45 1,562 3,090 157.25 629 1,258,000 Ruby amulet (unstrung) 50 2,866 4,174 102.25 409 818,000 Diamond amulet (unstrung) 70 5,068 6,912 236.25 945 1,890,000 Dragonstone amulet (unstrung) 80 9,147 9,949 -24.25 -97 -194,000 Slow but free - crafting spider silk[edit] [edit source] High level players like to farm spider corpses for invention components using the Scavenging perk. These players usually leave a lot of spider silk and wire on the floor. Using the loot area, it's easy to pick up the thread and spider silk, study it in armor, and either drop it to the ground or take it apart if you have invention unlocked. Alternatively, you can kill them yourself for some combat experience and a chance of Spider egg falls (unchecked). A bone is recommended if you will kill the spiders yourself, as it removes the bones from the stacks of piles of piles and buries them for you. Level 54[edit] [editing source] Battlestaves - fast but requires storage[edit] [edit source] The creation of elementary panels provides quick experience for your level at a moderate to high cost, although the Grand Exchange can make this method a little slower by limiting the purchase of staves to only 1,000 every four hours (see for tips on how to purchase battle songs). Assuming that the player has the battle balls and loaded ores ready, it is to create about 2,600 elementary staves per hour using bank presets. Spheres without energy can be made by hand using glass blower (see below) and then loaded, although most players prefer to skip this step and buy loaded spheres from the Great Exchange to save time. If a player wants to stock up on balls before being able to create the staves, he can make molten glass and blast it into a sphere without power for a total of 52.5 experience per ball, requiring 46 Crafting. Note that carrying the spheres can be very tedious, as the obelisks are difficult to reach. Collecting staves[edit] [editing source] Players can purchase up to 1,000 battlestaves on the Grand Exchange every four hours, although this limit can be circumvented by asking other players to purchase them; players can check the forums for others who sell them in larger quantities. Players can purchase up to 8 Naff battles at Varrock Square. Players who have obtained varrock armor 1, 2, 3, or 4 have this limit increased to 16, 32, 64, and 80, respectively. After completing Lunar Diplomacy, a stock of 20 can be purchased from Baba Yaga at his moon island home. Haf will sell a stock of 20; it can be found by the elven library in Prifddinas. His assistant, Lunet, will sell 16 more to players who have completed Tiranwn's tough achievements. They can be purchased in the Mage Training Arena; however, this is slow and tedious. They can be obtained as a drop of various monsters (see battlestaff for more information). Cost analysis[edit] [editing source] Battlestaff Level Experience/hour Coins/experience Staves from the Grand Exchange. sell at GE Coins/experience Staves from Naff, sell at GE Coins/experience Staves from the Grand Exchange, High Aich Coins/Naff Staves Experience, High Aich Water battlestaff 54 100 220,000 2.62 -37.21 9.89 -29.94 Earth battlestaff 58 112.5 247,500 -2.92 -38.32 4.03 -31.38 Firefighters 62 125 275,000 1.82 -30.04 8.05 -23.82 Aerial Battle Team 66 137.5 302,500 -0.29 -29.26 5.5 -23.47 Reference Calculator/Crafting/Battlestaves for a more complete break. Level 63[edit] [source edition] Dragonhide Armor - fast and expensive[edit] [edit source] Dragonhide armor is manufactured from dragon leather, requiring a needle (tool belt will work) and thread. Dragonhide armor offers very high experience rates (typically at least 300,000 per hour), albeit at higher costs. Players who wish to get a cheaper experience should continue to use the methods described above. With the use of inventory presets up to 1,600 bodies or shields can be made in one hour. Using a yaque can increase that to 1,800 per hour. For players who are level 55 Magic or above, it is possible to high Alch the dragonhide armor. This saves a substantial amount of money over the long term while granting magical experience. Cost analysis - dragonhide armour[edit] [editing source] Armor type Creation level Experience/hour Profit/experience Profit/armor Profit/hour Green dragonhide body 63 186 297,600 297.600 -1,088 -1,740,800 Green dragonly shield 64 248 396,800 -7.1 -1,771 -2,833,600 Blue dragonly body 71 210 336,000 -12.3 -2,585 -585 -2.4 136,000 Blue dragonly shield 72 280 448,000 -13.1 -3,654 -5,846,400 Red dragonly body 77 234 374,400 -12.8 -2,992 -4,787,200 Red dragonly shield 78 312 499,200 -11.6 -3,621 -5,793,600 Black dragonly body 84 2 58 412,800 -14 -3,602 -5,763,200 black dragonhide shell 200 85 344 550,400 -14.3 -4,904 -7,846,400 Royal dragonhide body 93 282 451,200 -15.1 -4,259 -6,814,400 Levels 75[edit] [edit source] Playing the harps located within ithell district in Prifddinas offer moderate rates (about 50,000 experience per hour, as well as a small construction experience) with little attention needed. The craft level 75 is required to play the harps, and the mission of the End of Prague is necessary to access the city. Playing the harps will yield small amounts of harmonic powder, which is used to create crystal tools and equipment. The harps will gradually fall out of tune in increments of 10%, granting only half of the harmonic dust at 50% and becoming totally unplayable at 100%; the harp can be adjusted again at any time, granting 50 construction experiences for every 10% tuned. Levels 89[edit] [edit source] Players who have level 81 Mining can mine up to 50 blocks of red sandstone per day from the Og'log red sandstone and another 25 from the Sophanem red sandstone after completing the Deser'ts elite achievements. The red sandstone can then be transformed into robust glass (no need for this step as it does not grant experience) in a robust glass machine. Players with level 89 Crafting can then blow the glass into potion jars, granting 100 experience per bottle. This is also a good source of money, since each bottle is sold for 11,203 on the Large Exchange. Players with mining level 81 who have completed the End of Prague mission can mine up to 50 crystal sandstones (rock) per day at the ithell crystal sandstone mine in Ithell district of Prifddinas. They are manufactured identically to regular bottles and give 150 experiments each. Players who have dungeoneering level 115 can mine another 25 per day in the Edimmu resource dungeon. Although they offer more experience than regular bottles, they are considerably lower in price (3,605). Players often keep the glass melted until Double XP Weekend to maximize the experience gained. Other ways to train[edit] [edit source] Dungeoneering (level 1+)[edit] [edit source] Create Gloves Save in Daemnonheim from Save nettles will yield a total of 15 experiences each (2.5 of making the cloth and another 12.5 to create the item itself). Save nettles can be grown from the available resources or purchased from the Smuggler for 420 coins. The complete gloves a return of 84 coins when sold. At higher levels, other save items can be made because they produce the same coins per experience rate, but are faster to make. Higher levels will also come with higher layers of cloth. The alternative is the Protolather armor, which requires no processing on the spinning wheel, slightly reducing the overall dungeon experience, but significantly accelerating the process. Weaving (Clan Citadel)[edit] [edit source] Training on the loom in a Clan Citadel (level 5 or higher) is free and relatively fast, although it requires active clicks to move between the remaining hotspots and restart the collection action. The experience scales to the player level (see this article for more details), with higher levels reaching about 120,000 experiences per hour for a total of about 200,000 experiences per week (assuming the player has achieved a female rhyll of 3). The rate is a little more than half that of the battle team method. The player can complete his cap at each building tick (once a week). Players who have completed more than 50% of their limit can also claim some bonus Quartermaster experience, which can go to any of the skills available in the citadel; A player with level 99 Crafting can claim 55,226 bonus experience to do this. There is also the loyalty reward of the Clan's mantle, although most prefer to use it in skills that are harder to obtain. Other sources of experience[edit] [editing source] Player-owned door - Level 90[edit] [edit source] Main article: Player-owned door Although this is not a consistent method of training, players who have purchased travel lacquer can create level 85 armor, yielding 10,000 experience for the hood, 20,000 for the legs and 30,000 for the body. Players can also make a Reefwalker cape and a Leviathan ring of koi scales and pearls, respectively, each granting 10,000 experiences. Note that this experience is acquired in the normal way, so things like bonus experience, skill clothing, aura wisdom, and other such items will increase the experience gained. Both the upper and regular gears provide the same experience, and commercial armor is also an excellent source of money. Quests for the creation experience[edit] [editing source] Main article: Search experience rewards § Elaboration of Quest Members Crafting Experiences Other requirements Goblin Diplomacy 200 - Gunnar's Ground 300 5 Tower of Life 500 - 10 Construction Fur 'n Seek 500 - 2 5st Slayer In Search of the Myreque 600 - 25 Agility Dwarf Cannon 750 - Animal Magnetism 1,000 19 18 Slayer 30 Ranged 35 Woodcutting 15 Thieving A Fairy Tale III - Battle in the Rift of Ork 1,000 36 59 Magic 54 Farming 51 Thieving 37 Summoning the Golem 1,000 20 25 Thieving Making History 1,000 - Recipe for Disaster: Freeing goblin generals 1,000 - Recipe for Disaster: Unleashing Pirate Pete 1,000 - 31 Cooking Tears of Guthix 1,000 20 49 Firemaking 20 Mining Murder Mystery 1,406 - Recipe for Disaster: Disaster Skrach Uglowgee 1,500 - 41 Kitchen 20 Firemaking Cold War 2000 30 10 Hunter 34 Construction 30 Agility 15 Thieving Illuminated Journey 2,000 36 20 Firemaking 30 Farming In Aid of the Myreque 2,000 25 7 Magic 15 Tons of Mortton Mining 2,000 20 5 15 Herblore Observatory Quest 2,250 - The Giant Dwarf 2,500 12 16 Firemaking 33 Magic 14 Thieving The Fremennik Trials 2,812 40 25 Fletching 40 Woodcutting The Great Brain Robbery 3,000 16 30 Construction 50 Prayer Nature Spirit 3,000 - The Slug Menace 3,500 30 30 Runeecrafting 30 Slayer 30 Thieving Shilo Village 3,875 20 32 Agility Legacy of Seergaze 4,000 47 20 Construction 29 Agility 31 Slayer 35 Mining 40 Firemaking 49 Magic Elemental Workshop 1 5,000 20 20 20 Mining Smithing Dimension of Disaster: Demon Slayer 5,000 - The Fremennik Isles 5,000 46 20 Construction 40 Agility 56 Woodcutting Cabin Fever 7,00 45 42 Agilidade 50 Smithing 40 Ranged Enaktra's Lament 7,000 50 45 Firemaking 13 Magic Elemental Workshop II 7,50 20 Magic 30 Smithing Dimensão do Desastre: Maldição de Arrav 9,000 - 61 Agilidade 64 Força 64 Variou a Mão na Areia 9,000 - 17 Thieving Elemental Workshop IV 9,000 41 39 Runcecrafting 39 Thieving 40 Defens TokTz-Ket-Cil 10,000 43 50 Alaque 50 Construction 41 Mineração 45 Força na Praia Precisa 11,556 52 55 Firemaking 53 Fletching The Void Stares Back 20,000 70 80 Magic 78 Attack 78 Strength 71 Firemaking 70 Construction 70 Smithing 55 Summon 25 The Defense Branches de Darkmeyer 20,000 64 76 Woodcutting 70 Fletching 70 Magic 67 Slayer 63 Farming 63 Agility Rocking Out 25,000 66 60 Agility 63 Thieving 69 Smithing Kindred Spirits 25,000 60 60 Agility 60 Herblore 60 Smithing Do No Evil 40,000 68 50 Ranged 64 Construction 70 Magic 70 Thieving Love Story 40,000 67 77 Magic 68 Construction 68 Smithing Ritual of the Mahjarrat 40,000 76 77 Agility 76 Mineração Alguns Como Ele Fro 40,000 56 65 50 Fishing Construções 50 Thieving Plague's End 50,000 75 75 Agilidade 75 Construção 75 Dungeoneering 75 Herblore 75 Mineração 75 Oração 75 Variou 75 Invocação 75 Woodcutting The Light Dentro de 90,000 80 80 Agilidade 80 Adivinhação 80 Herblore 80 Oração 80 80 Slayer 80 Woodcutting Total 520.749 520.749

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