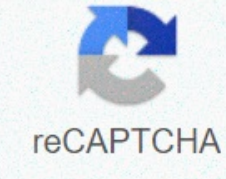




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Forsaken world jewelcrafting guide

Jobs/occupations are different from class. Any of the jobs can be taken up by any race or class. They are good to have as they can help you finish missions, make items that would otherwise cost soul or trade gold, and some of these items can even be sold for trading gold to other players. You will get job points as you complete your main quest line. There are a total of 6 job points that you can get for your character and a total of 12 jobs that require the use of these points: Botany Alchemy Chef Fishing Mining Artisan (requires mining products) Archanist (not yet available) Tamer Scavenger Weaponsmith (requires mining and scavenger products) Armorsmith (requires mining and scavenger products) Jewelcraft (requires mining products) You will need to decide which jobs to choose, because you obviously can't have all the jobs. The jobs that are good for pretty much any player to have are botany, alchemy, chef, fishing and mining. These five jobs come up often in missions and provide everyday, useful items. The items you can collect or make using these jobs can also make you a bit of trade gold. Of the other jobs that you can get with your points, only 2 don't require items from another job: tame and scavengers. Tamer is a good job to have. People pay well for good pets, and everyone needs pets. Although everyone gets the soul capturing skill for free, they can't level beyond the basic without taming the job. Jewelcrafter and Artisan are two other great jobs to have, as necklaces, rings and offhands can't be picked up like drops in instances like armor can be; however, are extremely useful and desirable. There are three jobs that everyone gets and doesn't require points: Socialite Adventurer Merchant You level the jobs by using the job. To use the job, you need to pick up tools from the supervisor: Botany (Daise): shovel, custom shovel for LV5+ available at Guild Garden assistant Alchemy (Luia): recipes, ingredients, lv5+ ingredients available at Guild Supply agent and alchemy assistant Chef (Michel): recipes, ingredients, lv5+ ingredients available at guild supply agent and bartender Fishing (Neiven, Dotor): fishing rod, recipe Mining (Hegen): pick, custom pick for LV4+ available at guild geology community Each level will require a certain number of use pts. For most jobs you get 2 points for each thing you do at the level you are currently at and 1 pt for everything you do at the level that immediately precedes your current level. For example, if you are a Level 3 botanist, you will earn 2pts for every lv3 plant you collect and 1pt for every LV2 plant you collect. You will not get any pts for any LV1 facility. Once you reach your level max pts, you need to visit the appropriate job supervisor to learn the next level. Some jobs have levels that won't be available until you're level 80: alchemy and chef are two of them. When you 80, tutors will have these levels available. Leveling fishing is easy - they give you auto-fish!! So all you have to do is make sure you have enough space in your bag for every type of thing you can catch in one place, set your character to auto-fish, and come back later. That's so simple. Neiven seems to stop teaching levels for fishing on LV6 – but I've received two suggestions from two threads. One says that after 6 pm you can only get exp using the special bait when fishing – it also says that you can only get it when you fish in bass without bait, so who knows? The other says you can promote your levels by talking to the traveling merchant of Lunagrant Woodland – the guy with the camel who needs help protected from thieves as he completes his delivery. I haven't tried any of these, so not sure if they work. I will update this post when I do find out. Here and here are posts about special bait. And here's a forum on why we can't level above 6. To level cook quickly, use the auto-fish skill. Fish when your energy is replenished and make food and drink with the fish. You should be able to do this with all levels of chef. It practically evens itself. To make Lv5 and Lv6 items, you need to be a member of a guild with a Lv1 Tavern. To make Lv7 items, you need to be a member of a guild with a Lv2 Tavern, and be level 80. These are not easy to level. What I've done is just find some time when I want to relax, get a route, collect, kingdom hop, and collect some more. Even at the higher levels where the items are few and far between, I can usually get 100+ mats in about an hour. Another tactic is to collect every time you do guild base quests. This will take longer, but is easier because you complete two tasks at the same time. In addition, the materials fill up faster than outside the base. To collect Lv5 and Lv6 botany materials, you must be a member of a guild with Lv1 Garden. To collect Lv7 botany material, you must be a member of a guild with Lv 2 Garden and be level 80. To collect lv4 and lv5 snake, you must be a member of a guild with the Lv1 Geology Association. To collect lv6 snake you must be a member of a guild with Lv2 Geology Association. Note: While leveling your botany from Lv1 to Lv2, you may want to hang on to about 100 wild roses. You will be asked to make a red rose for a quest from an npc in District 9, and ten red roses to complete the tavern in Nightfall. Plus there is an achievement to make 11 red roses. I reached level 40 and was keen to try two new professions. This meant I had to freeze one I already had and pick up Scavenger and Armorsmith. I chose these two because Scavenger is necessary for Armorsmithing.I'll cut right to the conclusion by saying that Armorsmith, if not something still eludes me, is definitely something to have You have lots of Gold Coins to spend. Scavenger on the other hand is very handy for money making. And with the money you make from cleansing quest rewards or cheap items from the auction house you can make enough Gold Coins to buy the items you need. Freezing a JobJust as it says, freezing a job means the job will be frozen and you get a Job Point to spend wherever you want. A frozen job means you can't get more job experience but you also don't lose any progress/recipe you had for that job. To Freeze a Job you need Fruits of Wisdom. As fair as I know there are only two ways to get these:Eyrda Boutique (costs 120 eyrda blades to buy one)Some missions and on some Achievement Trophies.When you have your Wisdom Fruit just open your Job interface and click the Freeze button at the bottom right of the Job panel. After that, just select the Job you want to freeze. I chose fishing simply because it is boring and consumes too much energy too easily. Moreover, there is no real profit in fishing. More so if you compare it to Botany. The only real option would be to freeze Mining, but since I'm going to need mining when I start Jewelcrafting at level 45, it wasn't an option. ScavengerThis is a very useful profession. You can turn green quality items (as long as they have a level requirement above 40) and blue quality items (above level 30) into useful items for Armorsmithing and Weaponsmithing.Green quality records level 40-49 turn into a random set of 2 splinters. There are 4 types of splinters:Illyue SplinterMylvada SplinterVyda SplinterTsurface SplinterLevel 30-39 Blue quality items turn into a random set of 2 chips and 2 prisms. The Prisms also have the same name as the splinters:Illyue PrismMylvada PrismVyda PrismTytan PrismI usually only sell at the auction house what I got. I have a series of rules to set my prices. First, I always check the market to see how much I can get from an item. Then I have some minimum prices for items. So if the market is too low I don't put them up for sale. If the market is really low I also buy items and stock up. I usually put splinters for sale between 10-20 silver each and prisms between 30-50 silver. This gives me a 20 silver income on greens and around 80 silver on the blues. So as you can see, if I can buy blues under 60 silver and greens under 10 silver, I'll do it. The rest is just profit. ArmorsmithingI will be very short because I chose not to continue this profession. First, you need to spend 70 silver for each recipe. Each recipe (at level 1) has the following requirements:3-6 chips of a certain type3-6 chips of another type6 Red Quicksilver Ore10 Vigor (YES! 10!) The recipes are not for Blue Quality items, it's for Green items. And as far as I understand you have a chance to create a blue quality object every type you create a new object. This would put the cost, in terms of terms Gold coins, for each item in the range of 66 silver up to 1 gold and 20 silver. Sure, you might be doing awesome stuff but I'm not sure how this profession could turn into an actual profit. If you plan to make a lot of gold in World of Warcraft, you need to start by thinking about how you look at in-game economies. World of Warcraft is a persistent online game and with that status comes some very specific features that make it unique. There are millions of players online and they all have specific needs and requirements for this economy, making it a very dynamic, very real interface with ever-shifting prices, values and reactions to what you provide. .com Forsaken World Instance Farming Guide by KamjahereInstance farming is where you repeatedly enter an instance for the purpose of obtaining drops or mats (such as plants and orms). Instance farming is best done through Manual Entrance.All instances require at least 3 people in the lot – but not all require all the lot to be at the manual entrance to begin it.1 Players at The Entrance:– Fort Rotulor (FR)– Emperor's Canyon (EC)– Fissure: Tomb of Glory (To Crack: Wraith Castle Floor 2 (Wraith)2 Players at the Entrance:– Lost Lighthouse (LH or LL)– Outer Ancestral Catacombs (OAC)– Tower of Sorcery Fissurs (WP, CoW, Hoa, SoL)3 Players at Entré:– The Arena of Soul (AoS)– Welkin Castle (Welkins)– Ancestral Catacombs (AC)– Forgotten Prison (FP)– Aeon Spire (AS)– Tomb of the Kings (ToK)I don't know: GoS. Will update when I can confirm thisFarmable Items1 Player at Entrance:Fort Rotulor: – Peace Lily (Fusion Gem Mat, Alchemy) – Blue Weapon (level 10 for Anima: Rage xp)Emperor's Canyon: – Anima GearFissure: Tomb of Glory – Shard of T (Jewel crafter food) – Alchemy Mats – S Hard surfaceFissure: Wraith Castle Floor 1 – Shard of The Surface (Jewel Crafting Mat) – Shards2 Players at the Entrance:Lost Lighthouse: – White Stone (Fusion Gem Mat) – Whitetrop Stone (Fusion Gem Mat) – Alchemy Mats – AngearimasOuter Ancestralakomberna: – Venomfog Mushroom (Fusion Gem Mat, Alchemy) – Wind (Fusion Gem Mat) – Winddrop Stone (Fusion Gem Mat)Tower of Sorcery Fissures: – Wine Glass – Skill Rolls – Shards – Cracked Crystals3 Players at Entré:Welkin Castle: – Anima gear – Scavenger gear – AlvenShar (Fusion Gem Mat) Violet – Stone (Fusion Gem Mat) – Violetdrop Stone (Fusion Gem Mat)Forgotten : – Skill Scrolls – Wine Glasses – Gear Upgrades – Scav Gears – Glacier Blood (Fusion Gem Mat) – Crimson Stone (Fusion Gem Mat) – Crimsondrop Stone (Fusion Gem Mat) Rug)