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## Lotro historian crafting guide

I enjoy gathering resources and crafting useful things for my characters in MMOs and LOTRO in particular. I like how in LOTRO there are new crafting recipes available at regular intervals, so if your character gets stuck for team drops while leveling you can always do something that will be close to their level. I like how LOTRO gave the option to make several different statistical variations of the same recipe - for example, a tank sword, a DPS sword or a launcher sword (lore-master/minstrel). The essence slot system is a sad deviation from this, but it gives a lot of customization options. Agricultural and academic professions are some of the funniest and most interesting crafting experiences I've ever had in games. Optimizing crop yields, raising pipe seeds, hunting ancient ruined artifacts and collecting ingredients from various sources to make beautiful dyes have provided many hours of entertainment. Choosing the manufacture of profession resources and making instances Welcome to this pretty epic LOTRO manufacturing beginner guide! Here I'll give you the de pampering to help new Lord of the Rings players online to get your head around how to create items. I will also provide my opinions on what you may want to choose as your first craft profession. The choice is yours and will depend on what you want to achieve. I'm assuming that players who need a beginner's guide are relatively new to LOTRO, so I'll do everything I can to explain things step by step. If you have any questions, feel free to contact me. I reply to tweets very quickly, but emails can take me a day or so. All right, let's get into it! How to use this guideIn this here is a folding menu that links to key areas to help you navigate quickly. If you click one of these links, simply tap (on your browser or device) again to be returned to this menu. Specific professions are detailed in Parts 2 and 3, but are linked here. Click/Touch to jump to SectionCloseLose What is crafting? Manufacturing is the name given to the method by which you can make objects for yourself, your other characters and other players. By items I mean: Armor, Jewelry, Weapons and consumables (such as Trail Food, or Scrolls giving temporary increases in statistics). There are others, but I will address them in their specific situation. You quickly encounter a mission called Acase yourself and others after leaving your home zone around level 7. This is a mission (good 3 missions) that introduce you to the basics. What is it process of elaboration? For most professions, the brewing process can be roughly divided betweenGatheringWhat this means you first need to collect your materials. ProcessingNot instantly convert a bear skin into armor, or a piece of rock into a shield. Your materials need a little refinement first. Convert the processed materials to the items you want to create. This does not apply to all them, so be patient with me!Guide menu What profession/lotro craft vocations can I choose? A little after leaving your starting area, you are presented with the option of what you want your craft profession to be. These are the options offered along with their main purpose (many professions or vocations allow you to do other things later, such as crafting tools, home farm decorations, Rune-Keeper chisels, etc.). I have also suggested possible classes for which a profession is suitable, based on character-making objects for themselves. Explorer /Tailor: Light Fashions and Medium Armor Suitable for: Burgler, Hunter, Beorning, Lore-Master, Minstrel, Rune-Keeper, Captain and WardenHistorian / Scholar: Create Scrolls for buffs to fight and manufacture, and dyes for cosmetic clothing. Suitable for: Any ClassArmourer / Metalsmith: Heavy Armor Fashions and Shields Appropriate for: Champion, Guardian, Warden (shields only), minstrel (for light shields), CaptainTinker/Jeweler: Fashion jewelry of metals and gems to improve your character's stats Appropriate for: Any ClassArmsman / Weaponsmith: Create weapons that are made of metal (e.g. swords, axes, daggers) Appropriate for: Most classes, since even Minstrels can use a Mace. Correct me if I'm wrong! Woodsman / Woodworker: Create weapons that are made of wood (e.g. staves, spears, sticks, javelins) Suitable for: Most classes, including the minstrel as you can create clubs and, alter, Musical InstrumentsYeoman / Farmer / Cook: Farms and makes food for temporary fans appropriate for: Any class guide menu Which craftsman of the profession should choose? That depends! If your goal is to do things for your own characters, you can make a different decision than if you want to use craft to generate silver and gold in the game. As this is a beginner's guide to crafting LOTRO, I'm going to assume you want equipment, starting with your first character. For new LOTRO players I advise you to choose a profession that covers as many gear slots as possible. That means either crafting armor, or jewels like these cover 7 gear slots each. Therefore, if you are free to play, or simply have one or two characters, then choosing a Tinker and an Armourer/Explorer. This allows you to create at least 14 items for 2 characters yourself. • Guide MenuGagando Crafting MaterialsDepends on the craft profession you choose how to gather resources from Middle-earth lands will vary. Metalsmith and Armsmith: Their key resource is metal deposits. In the starting regions this will involve mining copper deposits to copper through prospecting collection capacity. Prospecting can also produce brimstones (for armor) and sharpening stones (for gunsmiths). Explorer: Although you can extract metals and convert them into ingots, you can't use them yourself, you source of materials comes from defeating the creatures of nature for their skins. On your first LOTRO adventures, these can come from Hogs (Splintertusks, for example), wolves and bears. Other creatures can also provide these. Although you can cut and fashionable wood, the main thing to look for are the linen fibers that come from cutting wood, and can fall from peat. You can use Wood to advance your Forester skill, but not your Tailoring ability. Tinker: as making jewelry involves both metals and gems, you get mainly from metal deposits through prospecting as well. Gems can also be extracted from these deposits. Keep an eye on the pending loot, as gems like agates can fall from humanoids (living and undead). Prospecting can also produce useful materials for historians. In the first regions an example is Copper Sales. Historian: Meeting as a historian/fellow is more complicated than for other professions. You are looking for artifacts (see tracking resource below) that you can investigate. These commonly occur around ruins or other buildings. Your fragments can also fall from humanoids (living and undead). If you have dye recipes, then the plants you need are in the landscape. Activate the Track Crops ability to give you a better chance to find them! Woodsman: You won't be surprised to know that your main resource is wood! Your critical grading item (Resins) also comes from cutting wood. Yeoman: the art of cooking is to combine your agricultural skill with cooking. Although you can find small items through Track Crops, you can grow them much faster. However, keep an eye on the pending loot, because some peats release herbs that can help you with critical agriculture/cooking (see: Mastering a level of manufacturing). Here are some examples of collecting articles in the first regions to help you! • MenuTracking Crafting ResourcesDepending guide on your chosen Crafting Profession you can track of a variety of resources while sections. When you track a resource, icons appear on the minimap to show you where a collection node is located. When you start a profession, your tracking skills are automatically added to your quick bars. Make sure they're always accessible! Doing things in LOTRO requires the use of recipes. It doesn't matter if you're making armor, weapons or food you'll need to follow the recipe! As you unlock different levels of your chosing profession, you are given a set of recipes right away. However, these are not the only ones you can pick up. As you're doing quests you can get scrolls from recipes by crafting Ways: From suppliers that are often found in manufacturing areas. When you get started, look for Apprentice providers. As loot from humanoid enemies (e.g. Brigands, Goblins and Orc), including Wights (and possibly Shades, but I need to check that)In the safe deposit boxes in the search landscapeAmong landscapeAmong Bounty missions: for example, Northeast Bree-land or the Forsaken Inn (Lone-Lands). Some reputable vendors have recipes for sale, depending on your position with a particular faction. These parchment cases, when opened, will draw a random crafting recipe for the profession mentioned in the parchment case. These can be Benefit Usage: Once the article is made, it is removed from your available recipesVariations: A recipe but with different statistics options: for example, you can get a recipe with a Dwarf option that focuses on Might, or an Elven option that focuses on Agility.SI has more than one character can send mail recipes and move cases to your other characters to benefit from your search. Here is an example recipe for a Club Rowen (click/tap to enlarge). The recipe here requires 2 thin rowing boards and 1 rough leather wrap. Boards are done by processing Rowen Logs on the Forester tab. - MenuCrafting Facilities Guide In order to process materials and make items, you will need to find manufacturing facilities. Many are outdoors (such as Michel Delving in The Shire), but some can be found indoors – for example, HallThe Crafting Hall of BreeCombe Crafting HallFinding Crafting FacilitiesThe easiest way to find facilities is to use your map (key 'M'). You can then clear all filter icons, apart from the small anvil icon. The anvil shows you where you can process your materials and create your items. Depending on the profession chosen, you will need to use one or more of the following facilities:Forge: to convert metal metals into usable metals, or to make heavy armor or metal weaponsAlbentily: to convert skins into leather. make light/medium armor, beat wood, make wooden weapons, or make jewelryStudy: relevant for historians for the elaboration of articles related to academicsFarmland: for planting and harvesting crops for use in cooking recipesOven: to cook recipes! rightly click on a craft installation (excluding Farmland, I think) will bring the Craft Panel. To view your current recipes at any time press the T key to open it! • Menu Tools GuideEstuesu ability to collect materials and create objects depends on equipping the right tools. When you make the initial tutorial on crafting you will be given the right tools for your chosen profession. These are InferiorTool from TailorProspector's ToolsForester's AxeSmithing Hammeretc. When you are meeting, you will need to equip the right tool for the job. If you try to right-click a resource the wrong tool, you will receive an error message. Making WearAs tool items in real life, the more you use a tool, the more it wears out. If your tool wears out too much, you won't be able to do, or gather anything that requires that tool. Repair your tool from any vendor that has the Repair tab. Updating your toolsSubte initial tools wear out quite quickly. However, if you visit a craft seller (e.g. Novice Metalsmith) you can buy an improved tool for some silver pieces. These last much longer, and mean you can abandon your lower tools. Here, for example, is the non-inferior Smithing Hammer, available for 2 Silver. (Click/Tap to enlarge). A tool to rule all the craft professions most necessary to keep 2 or 3 tools in your bags, as you will have to switch between them. However, there are other options, where you only have to own, and have equipped, a tool. The main sources are:Metalsmiths can produce profession-specific tools depending on your character's level (with each tool giving stronger manufacturing advantages). If you are a Metalsmith, then recipes for these drops from the shelves found in the loot. You don't get these recipes given automatically. Some reward style missions (for example, in the Forsaken Inn) may give a Tool Scroll recipe as an option. Universal toolkits can be purchased from the LOTRO store and may fall from Hobbit Presents (non-VIPs receive a free Silver Hobbit gift every day). The advantages of these toolkits are that... release 2 spaces for bags... save you than having to remember to switch tools all the time!... increase the critical likelihood of handmade items (but not processing such as making ingots or tanning skins)... decrease the time it takes to harvest from collection nodes in Middle-earth... They last much longer before the Guide MenuProficiency and Mastery wear out – Crafting the XPEach level of craftsmanship (e.g. Apprentice, Journeyman, Expert) has two levels to complete: Competence and Mastery. As you start creating items, you'll earn crafting XP that's independent of your character's leveling XP. Initially you will have to do enough to reach The Domain, which will 'fill' the bronze anvil. Once you reach Competition, two things happen: the next level unlocks, allowing you to start earning XP for that level. You can start working in Mastery (more details below). Important Note: You cannot work in Mastery on a level unless you have completed Mastery in the previous level. For your real ability to do this is important. It's less important in processing, but suffice it to say that you can still benefit from processing skills if you master them. Master a manufacturing level Once you start mastering a manufacturing level, you can work on producing higher quality items (or more items). This is done of a critical probability wheel every time you do something. What is critical probability? What is critical probability? A simple example is in the case of the prospecting processing ability. Normally, 2 lumps of copper ore will melt to make 1 copper ingot. When you work at Mastering Apprentice Prospecting, you have a 5% critical chance of producing 2 more copper ingots for the same 2 lumps of copper ore. Copper. a random number (like a 100-sided die is rolling). If that random number is, say, 1-5 or 96-100, then you get your critical hit. How Critical Probability Affects ManufacturingTho is more important to your crafting ability, because a piece of armor, or a weapon, when you take a critical hit, produces a much stronger item. Each creation ability has a critical 'base' probability, but you can get items (for example, Explorer's Lix or Armourer's Sulfur) that increase your critical probability. On top of that, you can get better crafting tools (or a universal manufacturing tool from the LOTRO store or Hobbit Presents) that also increase your critical probability. In Part 2 we'll be looking at Explorer, Metalsmith and Tinker Professions, to help you prepare yourself with armor and jewelry! All my content will always be freely available. However, if you want to support me and my family, please consider buying us a virtual coffee. Anyway, thanks for visiting us, I appreciate it! Related Posts Please rate this post! Festivals are known to offer a wide variety of dress cosmetics, with new items added almost every time an event is presented. So here's my first stab in trying to give ... Read more → 5/5 (23 votes) Autumn has arrived in Middle-earth! 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