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## Reasons to recommend a book to a friend

What's going on, guys! My name is Theatrix, and today I bring a completely updated level 1 - 99 Smithing Guide for Old School Runescape. I'll start with very obvious things. The items that you will needdamages you need will hammer for making items of course, and then you will also need ores and bars, depending on what you are doing. But I will talk more about it in this article. The nearest anvil and furnace to BankNow, another quick thing to add as I get into the methods, is the nearest anvil and furnace to the flask. The nearest anvil to the bank is Varrock Bank, so that's my favorite. It's really close to the bank and it's a pretty nice area. The nearest furnace to the flask has several options. The first is Port Phasmatys. But my favorite is Pec Edgeville, which anyone can use now and you're not actually needing any Varrock diaries to use. Fastest XP at 99Level 1 - 29 (Complete the Knight's Sword Quest)All right, let's go to methods. The fastest method at 99 is up first, and from level 1 to 29, you must do a Knight's Sword Quest. It's such an easy task and is easy to use at level 3 account. But it can be a little dangerous. You can access this 12,725 Smithing XP, which takes you straight to level 29. Level 29 - 40 (Preferably iron objects from iron bars)From level 29 to 40, you need to make the best item you can on the ane. So, it would be iron 2h swords at level 29, and then you make iron plates at level 33 all the way to level 40. Anything that uses multiple bars will give more XP per hour if you're smithing something on an aneme. Getting to level 40 will cost maybe 200 000 peaks, and XP rates are not so slow. But they're not that fast either. Level 40 to 99 (Make Gold Bars on blast furnace)Now, from level 40 all the way up to level 99 is a blast furnace, makes Gold Bars. Now, blast furnaces can actually give you about 250,000 XP per hour if you are in the official world of blast furnaces. It's probably the fastest way to get 99 Smithing in a game, and it costs about \$60 million to \$65 million to level 99 from level 40. So it's not that bad. But there are some other methods I will show where you can get pretty high XP rates – not quite 250 000 XP per hour. But you'll make a lot of money at 99 as well. If you want to make Gold Bars in a blast furnace, you definitely need to have completed the Family Crest Quest and got the Gold Smith glove. Ice gloves are also very useful, but they are not really needed because you can use buckets with water, but Gold Smith gloves are needed. Cheap AFK method at 99It is the fastest way to get to 99. Now I will talk about AFK methods. This is a kind of alternative cheap method at 99. It's not that fast. But I added that here for people who are not spend all the money on blast furnaces. Level 74 - 99 (Make Adamant Dart Tips) This method is unlocked at level 74 smithing, makes adamant Dart Tips. You can do about 60 000 XP per hour, which is not so much, but it's super AFK and the prices for adamant darts are a little unstable. But you can expect to break even from these. Money making MethodsNow, I will talk about money making methods all the way up to level 99. I'll start with a few random methods. But at the end of all these methods, blast furnace is by far the most profitable method up to 99 and it's still a really good XP per hour as well. Level 35 - 99 (Cannonballs) Starts at level 35, you can unlock cannonballs, and with steel rods, you make 4 cannonballs. You also need to do a dwarf cannon quest so they can make them in the first place. It is by no means recommended to go all the way to level 99, because XP rates are 10 000 - 15 000 Smithing XP per hour, which is terrible. But you'll benefit from about \$140 million from 35 to 99. So, if you want to grind that out, go straight ahead. But there are better methods. Level 54 - 99 (Smithing Mithril Dart Tips) At level 54, you can unlock Mithril Dart Tips, and it requires Tourist Trap Quest to make Arrow Tips in the first place. But getting from level 54 all the way up to level 99 will make you about 20 000 000, which is not so bad. But, the XP rate is much faster than Cannonballs – at about 45 000 XP per hour. So, that's still really good for AFK training. Money Making (Blast Furnace Methods)Now, Blast Furnace Money Making Methods. In order to use them, I should have said it before, but you have to start a huge dwarf expedition. At level 15, you can unlock iron bars on the blast furnace. Believe it or not, you can make about 300,000 per hour, maybe a little less at lower levels, but 300,000 coins an hour. Now, they're all on the screen below. You can read them all. But among the most fictional things is that Mithril Bars will cost you 80 million in profit at 99 and can give you up to 85,000 XP per hour. Rune Bars, level 85 to 99 Smithing, is the best money in the game for Smithing, and you can actually get about 80,000 to 100,000 XP per hour, while you do what adds up to 105 million to 110,000,000 from 85 to 99. This will change to about 700,000-900,000 GP per hour. Coalbag is really going to help with these higher level methods because you need a lot of coal. So, i'm sure you're about to get one of them. Skillcape PerkTho is all methods, and now it's time to talk about Smithing Skillcape Perk. When you're wearing the mantle itself, it allows the Coalbag to hold 36 coals instead of 27. This is great for Rune Bars on blast furnaces like I said. Skillcape also acts as a Gold Smithing glove. So, that's even better because you can wear Skillcape and wear ice gloves at the same time. So it makes making Gold Bars in a blast furnace really, really effective. anyway guys, this is for my complete 1 to 99 smithing method. Thank you so much for reading this article. If you've learned something or enjoyed it, be sure to leave similariy, and also subscribe to more Old School Runescape content. As always, thanks for reading this article, and having a nice day! Complete guide to the blacksmith. Including a complete guide on how to train effectively from level 1 to 99 check out our article on the best money making skills in OSRS to find tutorials on the next most profitable skills in Runescape Old School Introduction Smithing allows you to perform various metal objects from ores and bars. Rods can be melted in furnaces, and items can be made on an aneums. These are complementary mining skills, and picking up both of these skills will allow you to level them very cheaply (but it will take longer than grinding both separately, using the fastest methods). At a high skill level, Smithing can be used as a Solid Money Making Skill, thanks to the high demand for high-level metal rods. Melting Runite Ore is one of the most profitable activities in the whole game. It requires 85 Smithing, and can potentially net you up to 1k Gold/Hour. Balancing mining quickly can be very expensive, and it requires a high initial investment (you need to buy ory and/or bars on the Grand Exchange), but you can get some of your money back if you sell melted bars and/or created items. This means that many players may opt for slower, but also cheaper, and/or much more convenient balancing methods. This guide will go through the fastest, most effective, simplest and most profitable, alternative methods of leveling smithing from 1 to 99. It will also include prerequisites, Smithing-related Quests, and some optional equipment and items that can make the qualification process smoother. Odealo is a secure trading platform for MMO players. Here you can buy, sell and trade Runescape Gold using real cash. Before you start there are some preparations to be made before you start to level up the Smithing Skill. Some of these preparatory steps are mandatory, while others are optional but recommended. These steps take the form of quests and items that improve your qualification efficiency and generally make your balancing process much more bearable. There are also a few things that you should remember when balancing Smithing, we will also cover these. Quests Quests are a great way to get the first pair of smithing levels under your belt. Their completion is generally much faster (and comparatively cheaper) than grinding through early Smithing Levels traditionally. Quests with higher requirements (and longer ones) can be used to get some more Smithing Experience or as a small leap from a boring, repeatable grind. They may be slower, but they are also definitely more engaging than using an anems or ovens nonstop for a few hours. Recipe for disaster; Freeing Pirate Pete subquest (Recommended, Skill Requirements: 42 Crafting, 31 Cooking. Rewards: 1000 Smithing Experience, 1000 Fishing Experience, 1000 Crafting Experience, 1000 Cooking Experience). This is part 10 part recipe for disaster quest chain. The above section is worth doing, especially if you plan on completing the entire chain. Heroes' Quest (Recommended, Skill Requirements: 53 Fishing, 53 Cooking, 50 Mining, 25 Herblore. Reward: 2257 Smithing Experience, Attack, Defense, Strenight, Hitpoints, Ranged, Fishing, Cooking, Lumberjack, Firemaking, Mining, Herblore Experience, Access to Heroes' Guild). This is a fairly long expedition with a bit of low experience rewards, but it also gives you access to the Heroes' Guild, so it's definitely worth doing at some point. Giant Dwarf (Recommended, Skill Requirements: 14 Thieving, 16 Firemaking, 33 Magic, 12 Crafting, and Optionally 20 Smithing, 20 Mining. 2500 Mining, Crafting, and Smithing Experience, 1500 Firemaking, Thieving, and Magic Experience). This might be worth doing if you're balancing smithing and mining at the same time. Among the Rock ... (Optional, Skill Requirements: 40 Mining, 50 Smithing, 30 Defense. Reward: 5000 Mining, Smithing, and Defensive Experience, Rune Pickaxe). This is more of a Mining Quest, but worth doing if you meet the requirements and plan to offset mining as well. It also awards you the second best Pickaxe in the game (Rune Pickaxe requires 41 mining to use), which is a nice bonus. Elementary Workshop I (Recommended, Skill Requirements: 20 Crafting, 20 Smithing, 20 Mining. Reward: 5000 Smithing Experience, 5000 Crafting Experience, access to elemental workshop, ability to produce elemental shields). Short Quest with good rewards and low demands. Worth finishing, especially if you want to do Part II as well. Erratic Minds (Optional, Skill Requirements: 65 Smithing, 55 Runecrafting, 50 Fletching. Reward: 6500 Smithing Experience, 5000 Runecrafting Experience, 5000 Fletching Experience). Short Quest with good experience rewards and intermediate skill requirements is definitely worth doing if you need a short jump from grind. Cabin Fever (Optional, Skill Requirements: 50 Smithing, 45 Crafting, 42 Agility, 40 Ranged. Reward: 7000 Smithing Experience, 7000 Crafting Experience, 7000 Agility Experience, Access to Mos Le'Harmless, 50% Discount on Charter Boat Prices). Medium-length Quest, worth doing, is to want to taste the daily life of the Pirate. Elementary Workshop II (Recommended, Skill Requirements: 30 Smithing, 20 Magic. Reward: 7000 Smithing Experience, Crafting experience, the ability to create elementary mind devices, the ability to use elementary mind devices). Medium Length Quest with a fairly good rewards experience. Completing both parts of the elementary workshop chain will grant you the 12,500 Smithing Experience, which is nothing to sneeze at. Knight's Sword (Recommended, Skill Requirements: 15 Mining, 15 Smithing, 10 Cooking. Reward: 12725 Smithing Experience, ability to melt Blurite Ore into Blurite Bars, Blurite Sword). This quest alone is enough to keep you from level 1 smithing to level 29 smithing, and you should strongly consider completing it because it's time more efficient than standard level grinding (the requirements for this quest are very low, so you should consider completing it even if you don't meet some of them and will have to do some more grinding). Dragon Slayer II (Optional, Skill Requirements: 68 Mining, 75 Magic, 62 Crafting, 70 Smithing, 60 Agility, 50 Construction, 50 Hitpoints, 60 Thieving. Reward: 18000 Mining Experience, 25000 Smithing Experience, 15000 Agility Experience, 15000 Thieving Experience, Toll Access /Guild, various other rewards). Very long and very difficult Quest suitable only for the most experienced and dedicated players, but awards a lot of experience to Smithing, so we mentioned it here just in case. Items and equipment If there are any OSRS Qualification Rules, this is definitely one of them: If there is an item or piece of equipment that can make your grind easier, you should use it. Below we will introduce you a list of items that will make your Smithing grind a little easier. Hammer, bars, ores - Smith's bread and butter. This is an absolute necessity (as you guessed). Hammer is required for crafting items from bars, bars are needed for crafting items, and ores are needed for melting bars. The bulk of your expenses in balancing smithing will come from buying all the required materials. Trivial, but still worth noting. Endurance Potions - Energy drinks. These are not really necessary, but are very useful when traveling is involved. If you plan on qualifying with a blast furnace, endurance potions may prove smarter than you think (due to their extremely cheap prices, you should always have some of them with you). Goldsmith gauntlets - a shiny, shiny experience. These gloves enhance your experience gained from melting the Golden Eagles into the Gold Bar about 2.5 times (from 22.5 to 56.2 Experience/Per Bar). They are a reward from the Crest Quest family and can be obtained by taking magical steel gloves and 25,000 gold pieces at NPC Avan, located in the Khaird mine. This is the apartment needed if you want to gain experience effectively in melting gold bars on blast furnaces. Ice gloves - Probably made of asbestos. These allow you to collect rods in a blast furnace without the necessary use water that stores the inventory space. Using them in combination with Goldsmith gloves allows you to maximize your skill effectiveness on blast furnaces (you will need to swap between them because you can't wear two pairs of gloves at the same time). They can be obtained from the Ice Queen, which can be found in the white wolves at the top. Coal Bag - double the coal, double the Fun (efficiency). This bag allows you to carry 27 pieces of coal inside, effectively doubling the amount of coal that you can carry, greatly increasing your melting efficiency. It can be purchased from Prospector Percy's Nugget Shop for 100 Golden Nuggets. Grinding the Nuggets may take some time, but it's worth it, especially if you plan on melting ores for profit in the future. Charming Outfit - Be Light as a Feather. This weight-reduction gear kit allows you to run longer, reducing your weight and providing you with 30% support for run energy regeneration. The whole set provides a weight reduction of 25 kilograms. It can be purchased in a section from NPC Grace. Getting it will require –55 Agility (you need to collect signs of grace from the Roof Agility courses). The whole set costs 260 stamps, and you should start by buying cape, shoes, gloves and feet, because these parts provide you with the best price/weight-reduction ratio. Getting it can be quite a problem on its own, but it's worth it. This set is recommended for blast furnace methods. What to remember the furnace closest to the pot is located in Edgeville (alternatively you could use the furnace located at Falador or Port Phasmatys). Anvil closest to the bank is located in Varrock (it is also quite close to the Grand Exchange). Training for the most part, leveling smithing is easy and can only be done in a few significant steps. Of course, there are some alternative, more profitable, but also slower methods - we will cover even those. Skill Levels 1-37 ⇒ Smithing Quest Run This is done by completing all of the above Recommended Quests (Recipe for Disaster, Heroes' Quest, Giant Dwarf, Elementary Workshop I, Elementary Workshop II, and Knight's Sword). You get a total of 30982 Smithing Experience which is enough to advance from level 1 Smithing to level 37 Smithing. This is the recommended way to get the first 36 Smithing levels because it is much less time consuming than the standard Grind experience. Note: The Knight's Sword Quest alone is enough to take you right to level 29 Smithing, and you should finish it even if you don't plan to do any other Smithing-related quests. Alternative approach for levels 1-30 ⇒ Smithing bronze objects bronze rods are created using tin ores in combination with copper ke on the furnace. If you choose this method, you should be forging the highest level bronze items that you have Create (Axe level 1, Unfinished Screws level 3, Arrows Tips at level 4, Spears level 5, Javelin heads at level 6, throwing knives at level 7, and so on). Note: The above bronze objects are currently the most profitable to make at decent Skill-levels, but the gains from their creation are marginal. Alternative approach for levels 30-(85)99 ⇒ Melting steel rods on blast furnace + melting cannonballs (from level 35 Smithing) Thanks to half the coal consumption in the blast furnace, melting steel rods there leads to ~140 Gold profit per bar (instead of 10 gold loss per bar). When using coal bag and ice gloves you can create up to 4000 steel rods per hour, representing ~540,000 gold profit per hour (after deducting all costs). This is a slow but also very profitable alternative method. Note: From level 35 smithing you can turn created steel rods into cannonballs for even greater profit. However, this is not effective. Completing the Dwarf Cannon Quest is a must for melting cannonballs. 4 Cannonballs can be created from 1 steel rod, for ~260 Gold Profit for each melt, and a total of ~140,000 Gold per hour through just selling steel bars. An alternative approach for levels 34-99 ⇒ Smithing Dart Tips arrows are used for Power-Leveling Fletching Skill, so there is always demand for them on the Grand Exchange. Smithing Darts is a slower but less expensive (or even slightly profitable) alternative for performance-balancing Smithing Melting Gold Bars on the blast furnace. Start at level 34 Smithing Smithing Steel Arrow Tips (~3900 steel bars are required for this step). At level 54 Smithing, switch to Smithing Mithril Dart Tips (~257700 Mithril Bars are required for this step). At level 74 Smithing, switch to Smithing's Adamant Dart Tips (~191000 Adamantite Bars are needed to reach level 99 Smithing). Skill Levels 30 (37)-40 ⇒ forging iron objects iron rods are created using iron ore on the Furnace. Level 15 Smithing is required for melting iron bars from iron ore (Melting 1 Iron Bar valuation 12.5 Smithing Experience). If you opt for this method, you should be smithing the highest level of iron objects that you are able to create (Two-Handed Sword level 30, foot plate level 31, and plate body from level 33 forward). Skill Levels 40-99 ⇒ Melting Gold Bars on blast furnace This is the fastest way to qualify Smithing to level 99, but it's also costly. The above Goldsmith gloves, ice gloves, charcoal bag, graceful set, and endurance potions are recommended for this method. You can get up to 380,000 Smithing Experience per hour melting Gold Bars on blast furnaces (while you have all the efficiency-boosting items featured – Goldsmith's glove sum for the highest part of the experience gains). Progress from level 40 to level 99 you will need to melt the 231268 Gold Robe (if wearing Goldsmith gloves). Gold bars are 290 gold pieces cheaper than gold ores, which means you lose 290 Gold for every fused iron bar. Note: You will lose more than 72000000 Gold if you choose this method to qualify from level 40 to level 99 Smithing (if you sell all gold bars). An alternative approach for levels 85-99 ⇒ melting Runite Bars on a blast furnace with the right equipment and some skills, you should be able to melt about 1500-1600 Runite Bars per hour, totaling ~80,000 Smithing Experience per hour. Using this method, you can make up to 650,000 Gold per hour (which makes it a very profitable alternative for getting those last few Smithing levels). You will need all the items listed in the chapter Before you start for maximum efficiency (except Goldsmith gauntlets, of course). High skill agility is recommended for this method. This is a slow but also very profitable alternative method. Odealo is one of runescape's safest marketplaces. This allows regular players to buy, sell and trade Runescape Gold and items using real cash. END NOTE This guide covers the basics of balancing smithing skill and should allow you to grind the Smithing experience effectively. Please remember that all the steps above are just raw instructions, and you have free to develop your skills as you want, but we still hope you will find this guide at least a little useful. Please note that this is an early version of our guide, and we will be happy to receive constructive criticism to help us improve, so leave your suggestions in the comment section below. We also plan to add other, lesser known methods of qualification to the list for the foreseeable future. The images used in this article are intellectual property of Jagex Jagex