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OSRS guide to 99 smithing table crafting chart

The Runes			
Pic	Name	Runecrafting level	Runecrafting exp
	Air	1	5
	Mind	2	5.5
	Water	5	6
	Earth	9	6.5
	Fire	14	7
	Body	20	7.5
	Cosmic	27	8
	Chaos	35	8.5
	Astral	40	8.7
	Nature	44	9
	Law	54	9.5
	Death	65	10
	Blood	77	10.5



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You can smelt the bars at the Falador furnace and use the West Falador Bank. If one is committed to not selling in person for whatever reason (which is not recommended), then one should note that the buy limit for platelegs and plateskirts is combined. You can use this spell at the Grand Exchange and as soon as you're done, you can sell the bars. Using the workshop does not require iron or steel bars. Inventory setup for Adamantite: 27 Coal in bag, 12 Coal in inventory, 13 Adamantite ore. However, the time to buy and sell may be too much if one cannot afford 1000 or more bars at a time. If your magic is 43 or above, and you're willing to risk losing some money in the process, you can superheat ores to make bars. As portable forges only last 5 minutes, the best place to train to save banking time is the Combat academy chest, located north of the Lumbridge lodestone. (This ratio only makes sense if both methods are unprofitable.) Alternatively, the penalty per 1 million experience is -665,036.36, which can be considered quite significant. 1 Bar 2 Bars 3 Bars 5 Bars Bronze bar 15,625 26,250 34,750 42,187 Iron bar 31,250 52,500 69,500 84,375 Steel bar 46,875 78,750 104,250 126,562 Mithril bar 62,500 105,000 139,000 168,750 Adamant bar 78,125 131,250 173,750 210,937 Rune bar 93,750 157,500 208,500 253,125 1 bar: Includes Daggers, Helms, Hatchets, Maces, Swords and Arrows 2 bars: Includes Scimitars, Longswords and Sq Shields 3 bars: Includes Warhammers, Battleaxes, Chainbodies, Kiteshields, 2h Swords, Platelegs and Plateskirts 5 bars: Includes Platebodies Determining profit & calculations Ideally, gaining experience while making a profit is what players strive to achieve. Players with low wealth should still consider the methods that favour high investment but accept that they cannot train smithing continuously (and instead must be patient with buy and sell offers). Making Bronze Tracks (slow, but free) Players can go to the Artisan's Workshop and make bronze rail tracks. (If this amount is positive, this method yields profit.) Finally, because of the unusually low Buy limit of Rune 2h swords and market quirks, it is possible to sell rune 2h swords for a higher unit price in person. Deposit bars, withdraw ore and repeat. For simplicity, the calculations in this section do not include the cost of portable forges. Used for smithing ore into bars due to the increased capacity and ability to smith more bars per inventory. However, there is not a 100% success rate for smelting iron. To do this the following is needed: 1 iron ore 449 1 coal 112 It is recommended that you buy these ores rather than mining them, but if you still want to mine the ore, the recommended spots would be: For both iron and coal ore - Lumbridge Swamp south-west mine If players were to buy the ore, smelt it into steel bars, and sell it back on the Grand Exchange, they would make a profit of 398 per bar. To use this method you have to have a reasonable amount of money (ideally 50,000 or more) to begin with. Please notice this method does not take into consideration the use of a coal bag. A magic level of 43 is required for this method in order to utilize the Superheat Item spell. Dungeoneering training With the introduction of Dungeoneering, a new and most importantly free way to train Smithing has opened up. Note that coal bags are not automatically filled when using Bank presets. First, go to the Grand Exchange and buy equal amounts of copper ore and tin ore. Smelting other bars Currently, Rune bars are always the most profitable bar to smelt, but the high level requirement often makes this irrelevant for smithing trainers. 10 Mining Elemental Workshop II: 7500 Exp (Req. With portable forges, the net value increases to 115.86 per experience point, taking into account the 10% experience bonus from portable forges. Smithing was often regarded to be a tedious and expensive skill to train in Free to play worlds before the release of Artisan's Workshop and Portable forges. Using Superheat Item, you make a -368 profit provided you use a fire staff and purchase the nature runes. Helpful Tips When using Stamina potions, never carry multiple of them in your inventory. Each ore costs 420 coins, and each weapon can be sold for 420 coins, or 560 with low alchemy and 840 with high alchemy. It's assumed that in order to maximise experience points, the anvils located in the West of Varrock are being used in conjunction with the bank next to them. Smelt the bars (run). This is because of the low margins for iron platebodies as well as their high Buy limit of 500 per four hours. As an estimate, this difficulty could be equated to a price of 25 to 75 coins less per item which one is essentially giving away for nothing. Profit making through smithing Smithing with profit usually demands a combination of a high level, a high investment, and low experience rates. To figure out if you are to lose or gain money with the Superheat Item spell, use this table. It is recommended to solo a dungeon to get a Superheat Item spell, use this table. Blue or positive coin amounts denote profit. Remember that prices may always vary. It is also highly recommended to set a bank preset in order to quickly fill your inventory and avoid wasting time which could significantly increase cost per xp, as the use of portable forges is a quite expensive method. If you have a high smithing level, buying a high-tiered ore from the smuggler, smithing a pickaxe, and adding it to your tool belt is recommended. If the result is positive, money is gained; if it's negative, money is lost. It does require some starting capital and a Magic level of 43. Even with 2000 Iron bars, one can only smith at full speed for about 25 minutes. If superheating without a coal bag, a quick preset can be made with the appropriate ores to make for even faster banking. Using scroll of efficiency requires 55 Smithing. First, this training method should only be done in bulk and selling in person. The scroll of efficiency is also recommended. Level 1-29: The Knight's Sword The Knight's Sword is a free-to-play quest. If you want to train smithing at Al Khariid, try using this trick: Rest until run mode is 100. Using the scroll of efficiency along with Portable forges placed by others further increases the net profit to 41. Be aware that this item is not easy to sell in bulk quantities. It's also much cheaper than using higher grade iron or steel ingots, but using those yields faster experience rates. The experience per hour when using iron ingot i is 40,000; this is pretty good experience as one can afk for 5 minutes before depositing the armour and getting more ingots. Basically, players can select between speed or less cost, even in between these power levelling methods. Level 15-29 Profitable Method: One method for raising Smithing at this point is to smelt iron bars from iron ore. At level one, players can only make bronze rails. Runite Bars (85 - 99)* Smelting Runite bars from levels 85 to 99 Smithing will require 195117 ore and will net roughly 115 Million OSRS Gold. Adding a pickaxe that requires a higher level than you currently have to your tool belt will grant the best available pickaxe, thus taking the best pickaxe you can be recommended. If it is the cost of one bar and x is the price of the item made, then the profit is simply x - nk. (In contrast, the Grand Exchange price is commonly below 36,600 coins, and it is currently 36,735.) The net value is 117.5 in this case. It allows to save bars from smithing on the anvil, and also provides extra bars when smelting. One should frequently check the profit margins on bars in order to find the best bar, as the best option (below Rune) can often change. The higher tier ores can only give much less experience per cost, and Novite platebodies, although giving more experience per smithing interval, sell for the same price as 2h and mauls, thus reducing the total experience gained in each run considering capital usage. It makes for a profit of -368 per bar and yields high amounts of experience, around 83,000 per hour (1000 x (30 smithing experience + 53 magic exp) = 83,000), or 89,000 per hour with urns (1000 x (30 x 120%) + 53) = 89,000) distributed across Magic and Smithing. The net value of using adamant pickaxes to power level is 15.1 per experience point. Armour/weapon smithing The table below shows the XP per hour rates of smithing metal bars into armour or weapons. Note: In world 308 players can sell their bulk collection of Mithril platebodies for over Grand Exchange prices but still under High-Aich value. Adamantite Bars (70 - 85)* Smelting Adamantite bars from levels 70 to 85 Smithing will require 67226 ore and will net roughly 28 Million OSRS Gold. Furthermore, one may hypothesize that one should make a mix of these items in order to sell all three items on the Grand Exchange at the same time in order to mitigate the low buy limits. It is assumed that a fire staff is used and that all ores, nature runes and bars are sold and bought at the Grand Exchange market price. +12% bonus means smithing the piece of armour specified by Suak's instructions and having bought the Quick Learner reward. Therefore, some calculation is necessary to determine exactly how much money is gained or lost per experience gained, and to minimise the loss or maximise the profit. For precise power levelling costs please proceed below. Profit/loss for smelting and smithing bars For a given item, let a be the number of bars required to make that item. Also, for a table showing profits versus experience made smithing certain items, see this page. Level 50+ Mithril bars can be smelted at this level, giving 30 experience. Also, the value of all three items is essentially driven by their High Level Alchemy value of 38,400 coins each. The net value of using adamant scimitars to power level is 11.8 per experience point. Useful Quests Useful Items Fastest Exp Methods Money Saving Items Dungeoneering Level 55+ Gaining 55 Dungeoneering and 20,000 dungeoneering tokens will allow a player to obtain the scroll of efficiency. Second, due to small market imperfections and rather training in three ways: the large amount of time consumption, automated storage and disposal of material, and the raw material associated. Level 33 The iron platebody can be smithed. Then, travel to Al Khariid or Lumbridge for the smelting stage. (Recommended for profit and experience) To use this method you have to have a reasonable amount of money (ideally 50,000 or more) to begin with. Players can expect to earn upwards of 380K Smithing Exp per hour, starting even at level 40 smithing. It assumes you start at a Magic level of 43 and Smithing level of 50 (the minimum for this method). Instead, take one potion from your bank as you withdraw the ore, drinking them in between tanks. With portable forges, over 180,000 experience per hour can be attained. The most cost-effective way is to stick with Novite (Tier 1) two-hand swords or mauls. Before starting a session, run an inventory of ore onto the conveyor belt. This will keep your Exp rates high due to the increased bar per hour rate. Efficient inventory smelting This table shows you how to fill the 28 spots in your inventory in the most effective way when smelting bars. Smithing weapons is significantly faster. This will allow players to simply click the deposit inventory button with only the bars being banked. Coal is mined much slower than iron, causing many players to buy coal and mine iron ores. If this value is p, then the profit or loss per experience is px where x is the experience gained by smelting a single bar. Ingot type Level No bonus +2% Bonus +10% Bonus +12% bonus XP/hr Coins/XP XP/hr Coins/XP Iron ingot I 30 38,304 -4.34 39,070 -4.25 41,107 -4.04 41,929 -3.96 Iron ingot II 30 76,609 -19.52 78,141 -19.13 82,214 -18.19 83,858 -17.83 Iron ingot III 30 91,020 -21.9 92,840 -21.47 97,680 -20.41 99,634 -20.01 Steel ingot I 45 49,682 -5.01 50,675 -4.91 53,317 -4.67 54,383 -4.58 Steel ingot II 45 95,950 -9.95 97,869 -9.75 102,971 -9.27 105,030 -9.09 Steel ingot III 45 134,255 -16.38 136,940 -16.06 144,078 -15.27 146,960 -14.97 No bonus means smithing any piece of armour without following Suak's instructions and without having bought the Quick Learner reward. It is especially useful in power levelling which can possibly save 10% of cash needed to train a skill. However, if one moves their backpack interface and uses hotkeys, one can superheat 2740 bars per hour, as shown here. Level 99 Magic is reached in about 90 hours using this method alone. The methods in this section tend to switch between profit and loss surprisingly often. Results Ore Experience Notes x14 x14 x14 86.8 Recommended for players under 30 smithing with low mining x28 x28 0-350 Depends on Iron smelting success factors x2 x6 x2 x6 x20 165 Best when iron ores outnumber Mithril 3:1 x5 x5 x22 167.5 Best when Mithril ores outnumber Iron 5:1 x4 x4 x24 150 Best when smelting Adamant only x7 x7 x20 160 Best when rounding out Adamant ores x2 x3 x2 x3 x22 157.5 Best when Adamant ore outnumber Mithril 2:1 x3 x2 x3 x2 x22 162.5 Best when Mithril ore outnumber Adamant 3:1 x2 x2 x24 155 Best when smelting high level ores x2 x2 x2 x24 160 Best when smelting Rune and Mithril ores x2 x3 x2 x3 x22 162.5 Best when smelting Rune, Mithril, and steel ores x2 x2 x24 155 Best when smelting all non-iron ores Here is a list of smelting bars with a coal bag. Due to the high demand for bronze bars from people power-leveling Smithing, one can make a large profit from buying the ore and smelting bars. Artisan's Workshop Artisan's Workshop has the distinction of being the free-to-play training method with among the least actions required. Adamant Platebodies (88 - 99) Once level 88 is reached, it is worth the switch to Adamant platebodies if players are still seeking more AFK or cheaper methods than Blast Furnace. Inexpensive or profitable Below is a list of things for players to do before they can power level themselves effectively or even make some modest profit. Smelting in Daemnonheim is updated so that it is faster than smelting steel but slower than power-leveling. Level 5: What's Mine is Yours is a free-to-play quest requiring level 5 Smithing. When using a coal bag, fill your inventory with coal, put the coal into the bag, and then withdraw all the ores and the resting coal. Lastly, travel back to the Grand Exchange and sell the bars for profit. By level 35, they can make and lay a whole iron track. Making Iron Tracks (Slow but Free) Players can go to the Artisan's Workshop and make iron rail tracks. If using a coal bag, you can carry 81 coal in the space of one spot, nearly doubling the amount of bars you can make per inventory (except for bronze and iron). 50 Smithing, 42 Agility, 45 Crafting, 40 Range) Devious Minds: 6500 Exp (Req 65 Smithing, 50 Runecrafting, 50 Fletching) Elemental Workshop I: 5000 Exp (20 Smithing, 20 Mining, 20 Crafting) Between a Rock: 5000 Exp (Req 50 Smithing, 30 Defense, 40 Mining) The Giant Dwarf: 2500 Exp (Req. At level 15, players can only make iron rails. Even players with combat level 3 or skill pures can do it alone or with the help of a higher-levelled player as a guard to protect them from ice warriors and ice giants whilst mining the blurite ore. If this value is p, then the profit or loss per experience is p/e where e is the experience gained by smithing a single bar. Once deposited, stand on the South of the bar catcher. Thus, one should only make 2h swords and platelegs and no plateskirts at all. Buying ores from Smuggler gives a slow, steady way to train smithing, which is far more reliable than mined ores in Daemnonheim. Run to the furnace and the bank instead of walking, when your run mode is 20 or below rest either when you reach the furnace or the bank. If smithing at the Varrock west bank with reasonable attention paid around 90,000 experience per hour can be attained. Lastly, travel back to the Grand Exchange and sell the equipment. Once the potion has been finished drop it and withdraw more ore. Artisan's Workshop The more recently released training method of smithing has proven to be a convenient alternative to the process of smelting and smithing metal equipment. It results in 1260 coins (or 840-1120 plus 50 per essence used) for every 84 experience gained. At current market prices, this means that the player's low wealth has caused this method to become 0.53 times as expensive. Though the process is more time consuming than most other methods of training Smithing, the free nature of this training is ideal for players who are low on money or simply wish not to spend money on ores (or spend time mining). Instead, while banking, one should right click the coal bag in the inventory and click "fill" before pressing the keyboard for the appropriate bank preset. It is strongly recommended that players interested in Smithing complete this quest to claim the large experience boost. If b is the cost of the ores required to make one bar, and c is the price of the item made, then the profit is simply c-ab. For rather esoteric reasons, most people use their buy limit on platelegs only. Level 99 The Rune 2h sword can be smithed. The scroll of efficiency does not aid this method because scimitars use only two bars. Smelting 100 steel bars yields 1750 experience. Making burial armour from Grade I iron does lose a good bit of money, but it's still much cheaper than other power-leveling methods. Then the net value per experience point of making iron platebodies with portable forges and the scroll of efficiency increases to 0.74. Another good place to smelt bars is Falador. This scroll will give a chance to save one bar while smithing bars outside Daemnonheim floors. More recently, the introduction of Summoning and Invention caused increase demand for many finished products. It is recommended to buy the ore on the Grand Exchange. The net value of using iron platebodies to power level is -4.77 per experience. Level 30+ Players can go to the Artisan's Workshop and make burial armour, deposit and repeat. I will discuss the ins and of Blast Furnace later in the guide. Here are some technical remarks about why one should smith rune 2h swords only rather than rune platelegs or rune plateskirts. Rest until your run mode is 100 again. One can also use Superheat for three choices of a reward. As soon as the Smithing Exp drop is seen, equip the Ice Gloves to retrieve the hot bars and cool them into your inventory. Using portable forges will increase the net value to 16.3 coins per experience point. When equipped they will grant users 2.5 times Exp rates for smelting Gold Ore with a furnace or through the Superheat item spell, changing the per bar Exp rate from 22.5 to 55.2. Coal Bag Obtained from the Motherlode Mine, this bag will hold an additional 27 Coal in your inventory. Before the release of portable forges, the general paradigm of Smithing training was that smelting bars yielded profit with low Smithing experience, and smithing items yielded fast experience at significant losses. Superheating bars This is a combination method explained here. However, as long as any other players in the team have enabled shared experience, the smithing experience gained will be divided equally among all the sharing players and the smelter. Grade I iron does give 40,000/hour experience rate. However, the time and/or cost associated with buying and selling may be too great if one cannot afford 2000 iron bars at the same time. The Minigame is unlocked after starting The Giant Dwarf quest for access to Keldagrin. Each bar yields 22.5 Smithing experience. 30 Smithing, 20 Magic) Cabin Fever: 7000 Exp (Req. The Adamant Pickaxe can be smithed. Ice Gloves These blue gloves are obtained by killing the Ice Queen located atop of White Wolf Mountain. Superheating whilst mining coal can increase the number of bars produced before needing to return to the bank. 14 Thieving, 12 Crafting, 16 Firemaking, 33 Firemaking) Heroes Quest: 2257 Exp (Req. They sell for 682 in the Grand Exchange, with the mithril ore and four coal costing 645. By level 12, they can make and lay a whole bronze track. Doing it alone requires one to take food and patiently evade the ice warriors and ice giants. Thus, currently, the loss on iron platebodies is small to nonexistent. If smithing at portable forges, around 320,000 experience per hour can be obtained. Requiring 68 Smithing to make, Mithril platebodies can offer players up to 190K Smithing Exp per hour while being relatively AFK. Iron ore and Coal are required, although they can be deposited in note form, saving a large amount of banking time. Smelting steel bars At level 30, Steel bars can be smithed using one Iron ore and two pieces of Coal. +2% Bonus means smithing any piece of armour without following Suak's instructions and having bought the Quick Learner reward. Iron Bars (15 - 30)* Smelting Iron bars from levels 15 to 30 Smithing will require 877 ore and will net roughly 34K OSRS Gold. Although using better ingots to smith armour will yield significantly better experience, it is generally not recommended as the potential cost would be very large. The best place to smelt bars is Lumbridge as the bank chest and the furnace are really close together. Profit and experience per hour rates Superheating Main article: Money making guide/Superheating runite ore The table below shows the experience points per hour rates and profit of superheating any metal. Players using this method from levels 88 to 99 will only lose roughly 10 Million OSRS Gold if lched. This earns experience faster than bronze as well as more money. The scroll of efficiency does not aid this method because pickaxes use only two bars. Buying and selling the materials on the GE currently nets 581. To speed up banking, when gearing up for a session, remove the placeholders for all equipped armor, the Coal Bag and Ice Gloves. Dungeoneering level 55+ Gaining 55 Dungeoneering and 20,000 dungeoneering tokens will allow a player to obtain the scroll of efficiency. Second, due to small market imperfections and rather esoteric reasons, some in-person buyers will not buy rune platelegs and/or skirts at the same price as they would buy 2h swords, and all three kinds of item provide infinite supply of fire runes for Alchemy spells. With portable forges and Wasteless smithing, the net value is 116.46. This is currently the fastest way to use coal bags with bank presets. There are four mines which are best suited to mining copper and tin ore: Lumbridge mine East Varrock Mine West Varrock Mine Burthorpe mine Once you are at the mine you will want to mine an equal number of copper ore and tin ore. Roughly 250 bars can be made per hour, for a profit of 9,250. The profit/loss for smelting bars For a given bar, the price of smelting the bar can be calculated easily by adding the prices of the individual ores (optionally added to that is the price of the nature rune if Superheat Item is used.) The profit/loss then is simply the price of the bar minus the cost of the power level smithing in free worlds with reasonable cost. Profit/loss for smelting bars For a given bar, the price of smelting the bar can be calculated easily by adding the prices of the individual ores (optionally added to that is the price of the nature rune if Superheat Item is used.) The profit/loss then is simply the price of the bar minus the cost of the

Once removed, under bank settings, "Fill with placehlders". Run to the nearby furnace and smelt 14 bronze bars out of 14 copper ore and 14 tin ore. Buying, Smelting, Smithing and Selling. Below are Exp and OSRS Gold rates for smelting via the Blast Furnace, including the use of a Coal Bag and Stamina potions. Power levelling (expensive or high investment) Power levelling mainly uses metal bars for Smithing, raising a quick experience incurring a maximum loss of cash. (Note that this video was made before right clicking the coal bag to fill it was introduced. If this value is p, then the profit or loss per experience is p/(e+1) where e is the experience gained by smithing a single item and f is the experience gained by smelting a single bar. If the products cannot be sold at GE the loss would be even more, up to 20% up. This rate can increase to over 160,000 with shared Portable forges. Inventory setup for Runite: 27 Coal in bag, 13 Coal in inventory, 10 Runite ore. This also allows for the most efficient use of plain smelting urns, which cost an additional 837 per urn and fills every 25 bars. Prior to level 60 Smithing, you will be required to pay the Blast Furnace Foreman (located inside the Minigame) 2500 OSRS Gold for every 10 minutes you spend inside. It is reasonable to superheat 1300 bars per hour. For example, a price of 37,000 each is very common. Metal Level Smithing XP/hr Magic XP/hr Total XP/hr Profit/hr Profit/XP Profit/XP Iron bar 15 No 33,750 143,100 176,850 537,300 15.92 3.75 3.04 Silver bar 20 No 36,990 143,100 180,090 83,700 2.26 0.58 0.46 Steel bar 30 No 37,048 112,201 149,249 -251,923 -6.8 -2.25 -1.69 + Steel bar 30 Yes 39,200 118,720 157,920 -266,560 -6.8 -2.25 -1.69 Gold bar 40 No 60,750 143,100 203,850 475,200 7.82 3.32 2.33 Mithril bar 50 No 53,670 94,817 148,487 -658,352 -12.27 -6.94 -4.43 + Mithril bar 50 Yes 58,500 103,350 161,850 -717,600 -12.27 -6.94 -4.43 Adamant bar 70 No 51,563 72,875 124,438 628,375 12.19 8.62 5.05 + Adamant bar 70 Yes 61,875 87,450 149,325 754,050 12.19 8.62 5.05 Rune bar 85 No 68,750 72,875 141,625 364,375 5.3 2.57 + Rune bar 85 Yes 73,500 77,910 151,410 389,550 5.3 2.57 in order to maximise experience, make sure you withdraw the exact amount of ores needed to maximise the bars you can smelt before you need to withdraw ores again. Buying and selling the materials on the GE currently nets 286. A Salve orb (unlocked at 8 Crafting) can be made from one salve cloth and one thread (for a one-time investment of 430 coins). If fully queued, players only need to make an additional 50 Iron Platebodies to reach level 40 needed for smithing Gold Ore in the Blast furnace. These remarks can be ignored. Due to an update, this article may be out of date.Reason: Smithing was reworked in an update released 07 January 2019. It is assumed that 370 pieces of armour are smithed per hour. This will take 129 bars with no previous experience in smithing. The only downside to this method is the slow experience rate. Thus, the paradigm was that smithing iron platebodies or other invention inputs became nominally the best way to train provided that one has the wealth and patience to sell finished items at a good price. For those who are more financially able there are distinct power-levelling methods, which this guide will elaborate on here. In conclusion, it is essentially always easier to sell 2h swords in person than platelegs in person, and selling in person is far superior to selling on the Grand Exchange. Once most of the ores are smelted into bars, click to open the bank exactly at the same time the last ore is turned into a bar. Various ways of obtaining the ore are available: mining, buying from GE or a combination of both. Using portable forges will increase the net value to 13.3 coins per experience point. Of course, the tradeoff between the speed of 5-bar items and the savings of 3-bar items must be considered. Profit/loss for smithing bars For any given item, let n be the number of bars required to make that item. Maximum Exp Route Equip Goldsmithing Gauntlets and Weight-reducing armor. The furnace also only requires half as much coal when smelting. Level 1-15 Beginning smiths can either mine copper and tin ore, smelt them into bars and eventually forge into items, or buy the ores from the Grand Exchange, smelt them into bars and sell them again. Players will lose approximately 10 Million OSRS Gold if doing Mithril platebodies from levels 68 to 88. The chart to the right shows the rate of experience gained by Superheating mithril bars at a rate of 2600 per hour. Smelting gold bars At level 40, Gold bars can be smelted using one Gold ore. Since you have a chance of saving one bar per item, it is better to smith a 3-bar item such as platelegs instead of 5-bar items like platebodies if the objective is to reduce cost. Gold Ore via Blast Furnace (40 - 99) The Blast Furnace is Smithing Minigame located in the caves of Keldagrim. In order to boost xp rates, one player can use portable forges which gives +10% bonus xp. It awards 400 Smithing experience upon completion, which will take a level 5 smith to level 7 immediately. Although the requirements are quite low, this will remain the fastest Smithing Exp in game from levels 40 to 99 provided the players take advantage of the Goldsmithing Gauntlets. All the power levelling loss is calculated by buying the bars at market price, smithing them and then selling the products at market price. Blast Furnace Guide Located inside the Keldagrim caves, the Blast Furnace yields both the highest Smithing Exp rates and OSRS Gold per hour in the entire game. More experienced smiths can, at levels 50, 70, and 85, produce mithril, adamant and Rune bar respectively. The lowest requirement is 30 smithing and produces steel bars. With Goldsmithing Gauntlets equipped, run to and click onto the conveyor belt to deposit the ore. Ignoring the +10% experience bonus, the training cost is about 10.43 coins per experience point. This guide focuses on how to train smithing in both cheap and quick ways, prior to the smithing aspects of Dungeoneering. Of course, the prospect of sharing forges comes wit implied cost borne by all participants, so this cost should be considered. Forging items out of single bars, financial inability, or the monotony of smelting led people to neglect it. Buying, Smelting and Selling. Usually, this is the best way to train smithing between level 33 and 99 quickly. Information on how to make burial armour can be found in-game and on the Artisan's Workshop article. Inventory setup for Steel: 27 Coal in bag, 27 Steel Ore Mithril Bars (50 - 70)* Smelting Mithril bars from levels 50 to 70 Smithing will require 62825 ore and will net roughly 15 Million OSRS Gold. Mithril bars currently net 37, adamant bars currently net 862, and rune bars currently net 670. This will allow you to immediately left-click the "Take" option for the bars when you begin your session, saving the time you would otherwise have to wait for the bars to cool. Then, travel to Al Khadir for the smelting stage. Information on how to make tracks can be found in-game and on the Artisan's Workshop article. Most of the time, depending on the price of nature runes, casting Superheat Item to smelt mithril bars is a very reliable method. Mining, Smelting and Smithing. However, at this stage it actually works out quicker than if you were to mine the ore, smelt and smith it. Level 30-50 At level 30 players unlock the ability to smelt steel bars 959 which is a very common method for raising Smithing in free-to-play. 200 Quest Points, 70 Smithing, 75 Magic, 68 Mining, 62 Crafting, 60 Agility, 60 Thieving, 50 Construction, 50 Hitpoints) Song of the Elves: 20000 Exp (Req. Store these bars in your bank for now. The unofficial world for F2P forge hosting is world 3. This means efficiency is increased by about 1/3 if High Alchemy is used, but be aware you may trade time for extra Magic and Smithing experience. If this is not possible, then players strive to minimise the loss involved. This is because one can make much more profit (or lose much less) by selling in person. Example: Giving up 1 % when buying and selling Suppose that because a player has low total wealth, he considers buying the inputs at 1% above market price and selling outputs at 1% below market price. When all the ores are in your inventory press the 'esc' button to close the bank quicker and to save time. The table below shows the experience points per hour rates and cost/experience points for smithing Burial armour. Red or negative coin amounts denote loss. One only needs to perform less than once every four minutes to obtain near the maximum experience rate. This is a very costly method to train and will cost players a whopping 52 Million OSRS Gold from levels 40 to 99 (Includes Stamina Potions and selling the gold bars). If used from levels 40 to 99, players will need to smelt ~230k Gold Ore into Bars via the Blast Furnace using the Goldsmithing Gauntlets. Players can reach rates of 240k Smithing Exp per hour doing Adamant platebodies at a relatively small loss of OSRS Gold. The quest can be started by talking to Doric, found north of Falador. Generally speaking, a higher investment in this method greatly reduces transaction costs and trading time so that even wealth over 20 million coins helps. 55 Quest Points, 53 Cooking, 53 Fishing, 25 Herblore, 50 Mining) RFD Pirate Pete Subquest: 1000 Exp (31 Cooking) The Forsaken Tower: 500 Exp (Req. Having the scroll of efficiency used will increase the net value to -2.66 coins per experience point, but recall that this requires level 55 Smithing. Here is the reasoning. Like mentioned earlier in this guide, the gauntlets increase the base Exp while smithing Gold Ore from 22.5 Exp to 56.2 Exp. Note: In world 308 players can sell their bulk collection of Adamant platebodies for over Grand Exchange prices but still under High-Alch value. The net value of using Rune 2h swords to power level is 123.47 experience point. It can also be used as a guide whilst mining, but it assumes the pickaxe is equipped or in the tool belt. This is worth 2,985,000 coins. After all of the ores you bought have been processed, forge them into items on the anvil next to the Varrock west bank, or next to the Lumbridge furnace. For this method, even wealth over 100 million coins makes a noticeable difference in reducing transaction costs and trading times. Money Saving Methods Mithril Platebodies (68 - 88) If you prefer to save most of your money while still getting great Exp rates, platebodies are your answer. The column at the left tells you which bars are produced and the column next to it tells you which ores one's inventory should contain in order to make these bars. Money Making Methods Smelting bars via the Blast Furnace is one of very few ways to make OSRS Gold while also training the Smithing skill. If you run out of runes, you can buy more. You can help improve this page by editing it. Steel Bars (30 - 50)* Smelting Steel bars from levels 30 to 50 Smithing will require 5027 ore and will net roughly 1 Million OSRS Gold. +10% bonus means smithing the piece of armour specified by Suak's instructions and without having bought the Quick Learner reward. It is also taken into consideration that when not following Suak's instructions and smithing any random piece of armour instead, 25% of the time the armour part smithed will still coincide with the one assigned by Suak, thus giving the player the 10% XP bonus. Generally, the workshop is recommended for training at low cost, in which players smith iron miner armour using grade 1 ingots. These savings far outstrip the cost of placing portable forges oneself. If the profit is positive, money is gained; if it is negative, money is lost. A good idea is to add the best pickaxe you can use to your tool belt so you don't have to equip it or put it in your inventory. All three items require 3 Rune bars and level 99 smithing and yield 225 base experience. The success rate for iron is 50% when you are level 15, but it increases by 1% every time you level past 15, maxing out at level 45 with 80%. (In particular, great patience is sometimes required to sell iron platebodies at a reasonable price.) This is worth 2,106,000. Casting the High Level Alchemy spell on certain smithed items can further reduce the cost of power smithing, with the time spent alching as the compromise. That means a player cannot have the reduced cost until they obtain the scroll, and a player with lower Smithing still has to suffer from the higher power level cost. Fastest Exp Methods Questing (1 - 37) Due the low requirements of the quests, completing The Knight's Sword, Elemental Workshop I and II, The Giant Dwarf, Heroes' Quest and Pirate Pete subquest of Recipe for Disaster will grant a total of 30,982 experience or level 37 Smithing. Each 2h sword or mail is made from 4 novite ores. The way to train Smithing in Daemnonheim revolves about smelting bars and smithing weapons, then selling back the latter. 70 Smithing, 70 Construction, 70 Agility, 70 Farming, 70 Herblore, 70 Hunter, 70 Mining, 70 Woodcutting) The Knights Sword: 12725 Exp (Req. They are the only item currently in game that offers a boost to Smithing Exp when worn. This is because for a 3-bar item you will stand a chance of saving 1 bar out of 3, a saving of 33%, whereas for a 5-bar items you will still only save one bar, but this time out of 5, reducing the possible savings to 20%. Alternatively, you can use Lumbridge's furnace and the Combat Academy bank chest. It is essentially imperative to use Portable forges to smith Rune 2h swords because the forge saves 0.3 bars per sword on average, worth 895,500 per 1000 items (comfortably smithed in under one hour). In this sense, smithing is actually a cheap skill after unlocking the scroll of efficiency because the net value to train from level 55 to 99 is 18,131,892.95, but this can decrease to 9,574,341.36 if one buys and sells at 1% worse than market price. Therefore, if one attempts to sell platelegs at the same price as 2h swords, one will on average have more difficulty. As their Smithing levels up, players can make more parts of a track. If one is not patient with buy and sell offers, the cost per experience point can be dramatically higher than the quantities listed in this article. When worn in the Blast Furnace, they save time by automatically quenching the hot bars. Also, the ability of Portable forges to save bars greatly decreases the loss of smithing so that they are essential for the most efficient methods. Remark: One may wonder if Rune platelegs or Rune platekirts should be smithed instead. Make sure Ice Gloves are in your inventory with the Coal Bag if needed and the ore you plan to smelt. Ores can be obtained from limited resources throughout dungeon or bought with Rusty coins from the Smuggler. Inventory setup for Mithril: 27 Coal in bag, 9 Coal in inventory, 18 Mithril ore. Iron platebodies are used by members in Summoning and Invention. The hardest complexity should be played so you can make use of the smuggler's shop. This quest involves some low-level combat, making it unsuitable for skill pures. Results Ores Experience Notes ×27 ×27 ×54 472.5 Best when smelting only Steel bars ×21x1 ×21x1 ×81+5 6475.5 Best when smelting only Mithril Bars Use 81+3 coal when smelting no steel ×15x1 ×15x1 ×81+11 580 Best when smelting only Adamant Bars Use 81+9 coal when smelting no steel. This method also lets you smelt around 1300 bars per hour or more depending on how active you are. (The reasoning is that by having sell offers of, say, 1000 2h swords and platelegs, an informed buyer can buy 100 of each item per four hours, thus essentially doubling your selling rate.) There are two main reasons that one should smith Rune 2h swords only and NOT a mix of the three items. (In uncommon circumstances, this amount can be positive, meaning that this method gives profit.) If Smithing at the Varrock west bank the experience/hour from iron platebodies can be around 90,000 if enough attention is paid. Therefore this last option, Buying, Smelting and Selling, may be preferred over the second one, Buying, Smelting, Smithing and Selling.

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