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Smithing provides support for melee combat by equipping weapons and armor. Initially, it offers basic items such as armor and weapons, progressing as more advanced masterwork pieces later on. Equipment Items: - Blacksmith's outfit increases Smithing experience by 1%, with a full set providing an additional 6% bonus. - Wearing the helmet add-on can result in double bars while smelting and grants a teleport option to the Artisans' Workshop. Smithing Experience: - Varrock armour provides a chance for bonus bars while smelting and doubles progress during smithing. - Different tiers unlock various bonuses, including a 4% bonus for bronze, iron, and steel, or a 2% bonus for rune and elder rune. Progression Items: - Smelting gauntlets automatically send smelted bars to the metal bank. - Crystal hammer provides a 1% chance for double progress while smithing. - The rapid perk increases progress speed but makes smithing more active, while the breakdown perk offers free components during smithing. - Wise can be equipped on an offhand for up to 4% additional experience per day. Progression Perks: - Tinker provides a boost to progress and has different perks such as rapid, breakdown, and wise. - Superheat Form reduces heat levels' impact on smithing speed, making it less active. - The Light Within halves the prayer drain rate. - Perfect juju smithing potion offers a 5% chance to double progress for 1 hour per dose. Powerburst of masterstroke is a powerful perk that multiplies progress by 10 for 30 seconds on a 2-minute cooldown, while Smithing autoheater/Advanced smithing autoheater provides heat when needed at the cost of coal. You can reduce the number of adamant bars needed per burial set by buying basic armor from armour shops, with four available between Varrock and Anachronia. However, due to experience boosts, you should use Calculator:Smithing to get a more accurate count. The optimal strategy is to make the displayed number of burial sets minus one and then fill up the rest of the experience with other burial items. Corrupted ore was previously a decent alternative to bane and elder rune but is now less efficient due to nerfs. Instead, focus on training smithing with Orkalkum or Primal ores if you obtain them through other means. To maximize your smithing experience, follow this order of upgrades: start with the blacksmith's outfit, then get solemn smith upgrades, quick repairs, and repair expert. Additionally, earn ceremonial sword orders for 10% extra experience and ceremonial swordsmith I-V for 1% extra experience. The remaining upgrades do not affect experience but come with a high cost. Training smithing rates are influenced by several factors, including using the nearby shop at the Blast Furnace for ore provision and considering the Giants' Foundry minigame as a cost-effective alternative. As an essential skill, Smithing provides high-level dart tips for Fletching and Ranged, and at advanced levels, players can craft valuable adamant and rune equipment for alching purposes. For beginners, quests like The Knight's Sword, Sleeping Giants, Elemental Workshop I, and Recipe for Disaster offer sufficient experience to reach level 39. Higher-level players can utilize gold bars smelting at the Blast Furnace with family crest gauntlets or opt for buying ores from Ordan and smelting them into bars for a faster but more expensive method. To maximize smithing experience, players can try various methods. One popular approach is the Blast Furnace method, which involves dropping bars, switching to ice gloves, withdrawing more bars, and repeating the process in different worlds. By doing this method with a well-equipped outfit, such as a graceful set and sufficient Agility level, players can maintain optimal energy levels. Wearing the Smithing cape allows for higher experience rates, potentially up to 330,000 per hour. Players must manage their inventory space, stamina potions, and ring of endurance to achieve maximum efficiency. To get started, unnoting gold ores at the bank chest is essential. The player should then switch to ice gloves, run to the bar dispenser, withdraw bars, and switch back to goldsmith gauntlets before returning to the bank chest. Another approach for lower levels is buying gold ores from Ordan and superheating them into bars. This method offers a balance of smithing and magic experience, but requires more coins and inventory space. Players can gain around 280,000-300,000 Smithing experience per hour using this method. The Giants' Foundry is a more affordable and accessible alternative to Blast Furnace gold for experience. It offers faster gains up to level 40, although it remains viable at higher levels. Noted bars can be used effectively here, requiring players to store items and wear ice gloves, which demands level 50 Mining and killing the Ice Queen. From levels 30-70, players can purchase platebodies from Civitas illa Fortis or Varrock, making this method extremely cheap and even profitable. To start, clear inventory, equip ice gloves, and a chronicle, then buy 28 platebodies. Rotate between iron & steel for minor profit and steel & mithril to use profits up. For players above level 70, using mithril and adamant armour is the most effective way to train. To access Aneirin's Armour shop in Prifddinas, you'll need to have completed Song of the Elves. The ideal combination is mixing 14 pieces of mithril with 14 adamant pieces, but using 16 mithril and 12 adamant is also feasible for those with limited inventory space. Buy a total of 9 mithril platebodies, 9 adamant platebodies, 2 mithril platelegs, 2 adamant platelegs, 1 mithril plateskirt, and 1 adamant plateskirt from Aneirin. If you're low on space, hop worlds for more stock or use another account to sell armour back in bulk. For a mix of 16 mithril and 12 adamant, buy 12 mithril platebodies and 9 adamant platebodies instead. Teleport to the Giants' Foundry using the grouping teleport. If it's on cooldown, you can use an Al Kharid teleport from your Player-Owned House (POH) or a mounted glory in your POH. Smith three swords at the minigame, combining 3 platebodies and 1 platelegs/plateskirt of each metal per sword. If using 16 mithril and 12 adamant, use 4 mithril platebodies and 3 adamant platebodies per sword. Repeat this process as needed. The grouping teleport can be used every other lap with this method. To conserve stamina pots, teleport away without handing in the last sword for experience. The unsubmitted sword will remain in the preform storage, ready to hand in upon your return. Handing it in restores your run energy. By having a sword ready to submit, you can restore lost run energy when returning to the Giants' Foundry. To reduce inventory weight, immediately refill the crucible after pouring out its contents. You may also consider using vile vigor instead of stamina potions if you need more run energy. Without unlocked moulds, this method yields around 160,000-165,000 experience per hour at a cost of about 3.8 coins per experience. With all moulds unlocked, the rate increases to 200,000 experience per hour and the cost decreases to 2.5 coins per experience. Wearing the Smith's Uniform further boosts the experience rate to around 225,000-235,000 experience per hour. Using this method from level 70 to 99 costs approximately 28.3 million coins. Alternatively, using mithril or adamant bars and buying platebodies for the other metal type increases the rate to 240,000-250,000 experience per hour at maximum efficiency. Other training methods involve anvil smithing. For players above level 60, use the anvil in the Trahearn district of Prifddinas. Those who haven't completed Song of the Elves should opt for the anvil near Varrock's west bank instead. Lower-level training (15-40/60) can be done by mining iron in the Dwarven Mine, superheating ores into bars, and smithing those bars into equipment at a nearby anvil. The experience required for Smithing can be utilized at lower levels, particularly in the Giants' Foundry minigame. Players with level 43 Magic and sufficient inventory space may benefit from this approach. The fastest training only becomes available after achieving level 33 Smithing. Alternatively, players can create iron dart tips starting from level 19 to aid early Fletching development. The experience rates for this method will depend on the player's Mining level. It is estimated that a player can gain up to 27,000 Smithing experience per hour when making platebodies. Additionally, players may also acquire 25,000 Mining and 37,000-46,000 Magic experience per hour, depending on whether or not they are alching the platebodies. From level 60 onwards, players can smelt platebodies at the Blast Furnace. This method provides an alternative to gold but is slower and less profitable than buying and smelting it. Players should store their items in an Item Retrieval Service to access the necessary inventory space for the bars. The equipment and setup required include a specific arrangement of coal, iron/mithril ores, and bar dispensers. Players can gain experience by smelting certain items at the Blast Furnace or by smithing platebodies and alching them for profit. At level 68, players can start making mithril platebodies using 1 inventory of mithril bars and 2 inventories of coal. This method allows players to earn around 100,000-110,000 Smithing experience per hour with maximum efficiency. However, due to competition for stock, the profit may be lower. Players can also make adamantite or runite platebodies using noted ores at the Blast Furnace. Adamant platebodies offer better profit but require the Imcando hammer to fit 25 bars in an inventory. The best items to make include rune sword, rune sq shield, and rune 2h sword. Smithing platebodies from noted bars is a worthwhile method due to the profit and money saved. Additionally, players who have the toxic blowpipe will need to make runite dart tips at level 89 Smithing. However, obtaining runite bars in bulk can be difficult, making them expensive. Players are recommended to use lower-tier darts, such as adamant, for short-term use only. When working at the Blast Furnace with high-quality runite ores, a significant boost in productivity and experience can be achieved. This optimised process would yield a substantial 77,000 Smithing experience points per hour.

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