



Guillotine (Carpentry table)

- A. Maple Board (3)
- B. Maple Wood Timber (3)
- C. Iron Two Handed Axe Blade
- D. Coil of Rope
- E. Carpentry Hammer – Vendor 2 gold

A. Maple Board (Milling)

- Maple Wood Timber
- Cubit Measure – Vendor 2 gold

B. Maple Wood Timber (aka Maple Timber) (Milling)

- Maple Wood (4) (so to make the 6 Maple Wood Timbers harvest 24 Maple Wood from Maple Trees)
- Chemicals – Vendor 2 gold
- Cubit Measure – Vendor 2 gold

C. Iron Two Handed Axe Blade (Blacksmithing)

- Iron Battle Axe Blank
- Smithing Hammer – Vendor 2 gold

1. Iron Battle Axe Blank (Smelting)

- Chunk of Coal – Vendor 6 gold
- Iron Bar (5) Smelting Tongs – Vendor 2 gold
- Axe Head Mold – Vendor 2 gold

2. Iron Bar (Smelting)

- Chunk of Coal – Vendor
- Iron Ore (4) (so to make the 5 iron bars you need to harvest 20 Iron Ore from Iron Veins)
- Smelting Tongs – Vendor
- Bar Mold – Vendor

D. Coil of Rope (Textiles)

- Spool of Cotton Thread (5)
- Loom Shuttle Vendor 2 gold

1. Spool of Cotton Thread (Textiles)

- Raw Cotton (4) (so to make the 5 Spools you need to harvest 20 Raw Cotton from Cotton Plants)
- Wax – Vendor 4 gold
- Loom Shuttle – Vendor 2 gold

E. Carpentry Hammer – Vendor 2 gold

NOTES

The Vendor is known as "Crafting Goods Merchant" in the crafting Pavillion in Owl's Head next to Handac the Crafting Trainer.

Favorite spot to gather resources for this project:

South of Owl's Head is entry point to North Ravenswood. Once there, take at right at the fork in the path and go NE. There you will find a bandit infested fishing camp surrounding a little lake. Iron Veins, Cotton Plants and Maple Trees are around and there is a small cave with Iron Veins at the SE end of the pond under a water fall. Watch out for the bears.

Resources to Harvest:

Cotton Plant – yields 1 Raw Cotton. Need a total of 20 cotton plants for this project.

Maple Tree – yields 1 Maple Wood. Need a total of 24 maple trees for this project.

Iron Vein – yields 1 Iron Ore. Need a total of 20 iron veins for this project.

Good luck. Find me in game and I will guide you through the entire process if necessary.

One Zero