

JEWELCRAFTING GUIDE 1.2

Siya of Hellfire / Siha of Proudmoore

<http://southernwardens.com>

This is not intended to be a complete Jewelcrafting FAQ, merely to help you prepare for The Burning Crusade, and specifically to help you skill up Jewelcrafting as fast as possible. If you have questions, feel free to email me at siha@southernwardens.com. I also recommend Pern's excellent Jewelcrafting FAQ at <http://beta.worldofwarcraft.com/thread.html?topicId=220032>. He has a lot more experience with Jewelcrafting than I do.

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1. Jewelcrafting Designs

WHERE TO LEARN THEM

Note that in the BC beta, trainers are able to train everything below their level, so an artisan trainer could train apprentice and journeyman skills and designs. It's not yet known if this will be the case in retail.

The Exodar [in The Crystal Hall]

- [Driaan, Journeyman Jeweler](#) – trains Apprentice level and trains designs up to 70 skill.
- [Padaar, Expert Jeweler](#) – trains up to Journeyman level and trains designs up to 135 skill.
- [Elaando, Artisan Jeweler](#) – trains up to Expert level and trains designs up to 220 skill.
- [Farii, Master Jeweler](#) – trains up to Artisan level and trains designs up to 290 skill.
- [Arred, Jewelcrafting Supplier](#) – sells 4 designs on a limited spawn.

Honor Hold [in the inn]

- [Tatiana, Grand Master Jeweler](#) – trains up to Master level (requires level 50 and 275 skill) and trains designs up to 335 skill. Also sells 14 designs for gemcutting, from 300 to 325 skill.

Shattrath City [in the Aldor Rise]

- [Hamanar, Grand Master Jeweler](#) – trains up to Master level (requires level 50 and 275 skill) and trains designs up to 335 skill.
- [Inessera, Jewelcrafting Supplier](#) – sells jewelcrafting designs, but requires Aldor faction to see them.
- [Quartermaster Enderin](#) (in the Aldor bank) – sells 3 jewelcrafting designs for Aldor faction.

THE DESIGNS

Most of the designs listed in this table are trained directly by the profession trainers. Others are sold by vendors; these are marked with a number. Note that there are other designs not included in this list, as I don't yet have details of them.

Design	Recipe turns [colour] at skill...				Mats
	O	Y	G	-	
Consumable					
Rough Stone Statue	1	30	40	50	10 Rough Stone
Coarse Stone Statue	50	70	80	90	10 Coarse Stone
Heavy Stone Statue	110	120	130	140	10 Heavy Stone
Solid Stone Statue	-	175	185	200	10 Solid Stone
Dense Stone Statue	-	225	235	245	10 Dense Stone
Fist Weapons					
Heavy Iron Knuckles	125	155		185	8 Iron Bar, 2 Elixir of Ogre's Strength
Miscellaneous					
Braided Copper Ring	1	30	45	60	2 Delicate Copper Wire
Woven Copper Ring	1	30	45	60	1 Copper Bar, 2 Delicate Copper Wire
Heavy Copper Ring	5	35	50	70	4 Copper Bar, 2 Delicate Copper Wire
Malachite Pendant	20	50	75	80	1 Malachite, 1 Delicate Copper Wire
Tigerseye Band	20	50	75	80	1 Tigerseye, 1 Delicate Copper Wire
Inlaid Malachite Ring	30	60	75	90	2 Malachite, 2 Copper Bar
Ornate Tigerseye Necklace	30	60	75	90	2 Tigerseye, 2 Copper Bar, 1 Delicate Copper Wire
Elegant Silver Ring	50	80	95	100	2 Silver Bar
Solid Bronze Ring	50	80	95	100	6 Bronze Bar
Thick Bronze Necklace	50	80	95	100	2 Bronze Bar, 1 Lesser Moonstone, 1 Delicate Copper Wire
Simple Pearl Ring	60	90	105	125	1 Small Lustrous Pearl, 1 Bronze Setting, 2 Copper Bar
Gloom Band	70	100	115	130	2 Shadowgem, 1 Bronze Setting, 2 Delicate Copper Wire
Ring of Silver Might	80	110	125	140	2 Silver Bar
Heavy Silver Ring	90	120	140	150	4 Silver Bar, 1 Bronze Setting, 1 Moss Agate, 1 Lesser Moonstone
Ring of Twilight Shadows	100	130	145	170	2 Shadowgem, 2 Bronze Bar
Amulet of the Moon (1)	110	140	150	170	2 Lesser Moonstone, 4 Delicate Copper Wire, 1 Bronze Setting
Barbaric Iron Collar	110	140	155	170	8 Iron Bar, 2 Large Fang, 2 Delicate Copper Wire
Moonsoul Crown	120	140	160	180	3 Lesser Moonstone, 3 Small Lustrous Pearl, 4 Soul Dust, 4 Silver Bar, 2 Mana Potion
Pendant of the Agate Shield (10)	120	150		180	Moss Agate, Bronze Setting, 2 Delicate Copper Wire
Wicked Moonstone Ring (9)	125	155		185	Lesser Moonstone, Shadow Oil, 4 Iron Bar
Golden Dragon Ring	135	165	180	200	1 Jade, 2 Gold Bar, 2 Delicate Copper Wire
Blazing Citrine Ring (6)	150	180		210	1 Citrine, 4 Mithril Bar
Heavy Golden Necklace of Battle (1)	150	180	195	210	1 Gold Bar, 2 Moss Agate, 1 Elixir of Ogre's Strength
Engraved Truesilver Ring	170	200	215	230	1 Truesilver Bar, 2 Gold Bar
The Jade Eye (1)	170	200	215	230	1 Jade, 1 Elemental Earth
Citrine Ring of Rapid Healing	180	210	225	240	1 Citrine, 2 Elemental Water, 2 Mithril Bar
Golden Ring of Power	180	190	200	210	4 Gold Bar, 1 Lesser Moonstone, 1 Jade, 1 Citrine
Figurine – Jade Owl	200	235	240	255	4 Jade, 2 Truesilver Bar, 4 Vision Dust, 4 Mithril Filigree
Truesilver Commander's Ring	200	210	220	235	3 Truesilver Bar, 2 Star Ruby, 2 Citrine
Aquamarine Signet	210	235	250	265	3 Aquamarine, 4 Flask of Mojo
Aquamarine Pendant of the Warrior	220	245	260	280	1 Aquamarine, 2 Flask of Mojo, 3 Mithril Filigree
Ruby Crown of Restoration (?)	225	250		280	2 Star Ruby, 2 Black Pearl, 4 Truesilver Bar, 4 Thorium Setting, 4 Greater Mana Potion
Ruby Pendant of Fire	235	260	275	300	1 Star Ruby, 1 Thorium Setting
Truesilver Healing Ring	240	265	280	300	2 Truesilver Bar, 4 Heart of the Wild
Opal Necklace of Impact (1)	250	275	290		2 Large Opal, 2 Thorium Setting, 4 Truesilver Bar, 2 Large Radiant Shard, 2 Mithril Filigree
Simple Opal Ring	260	280	290	300	2 Large Opal, 1 Thorium Setting, 2 Thorium Bar
Emerald Crown of Destruction (5)	275	285		305	2 Huge Emerald, 2 Large Opal, 2 Blue Sapphire, 2 Arcanite Bar, 6 Thorium Bar
Sapphire Signet	275	285	300	305	4 Blue Sapphire, 2 Truesilver Bar, 1 Thorium Setting
Glowing Thorium Band	280	290	300	310	2 Azerothian Diamond, 1 Thorium Bar, 1 Thorium Setting
Onslaught Ring	280	290	300	310	8 Thorium Bar, 2 Powerful Mojo, 2 Essence of Earth

Sapphire Pendant of Winter Night	280	290	300	310	1 Blue Sapphire, 2 Essence of Undeath, 1 Essence of Water, 1 Thorium Setting
Emerald Lion Ring	290	300	310		2 Huge Emerald, 1 Thorium Bar, 1 Thorium Setting
Living Emerald Pendant	290	300	310		2 Huge Emerald, 4 Living Essence, 4 Powerful Mojo
Necklace of the Diamond Tower (6)	305				2 Azerothian Diamond, 2 Thorium Setting, 2 Arcanite Bar
Band of Natural Fire	310				1 Flame Spessarite, 4 Essence of Fire, 4 Living Essence
Fel Iron Blood Ring	310				1 Fel Iron Bar, 2 Blood Garnet
Golden Draenite Ring	310				1 Fel Iron bar, 2 Golden Draenite
Azure Moonstone Ring	320				1 Fel Iron Bar, 2 Azure Moonstone, 1 Deep Peridot
Heavy Adamantite Ring	335				1 Adamantite Bar, 1 Shadow Draenite, 1 Deep Peridot, 1 Primal Earth
Thick Adamantite Necklace	335				2 Adamantite Bar, 1 Flame Spessarite, 1 Deep Peridot, 1 Primal Earth
Heavy Felsteel Ring (D)	345				
Living Ruby Pendant (D)	355				4 Khorium Bar, 2 Living Ruby
Braided Eternium Chain (D)	360				2 Eternium Bar, 7 Blood Garnet, 7 Deep Peridot
Eye of the Night (D)	360				
Pendant of Shadow's End (3)	360				2 Felsteel Bar, 8 Primal Life, 4 Primal Shadow, 6 Golden Draenite
Pendant of Withering (4)	360				2 Felsteel Bar, 4 Primal Life, 8 Primal Shadow, 6 Shadow Draenite
Blazing Eternium Band (D)	365				
Embrace of the Dawn (D)	365				
Figurine – Nightseye Panther (8)	370				6 Hardened Adamantite Bar, 2 Nightseye, 2 Primal Shadow

Gems

Brilliant Golden Draenite (2)	300	315	330	Golden Draenite
Glowing Shadow Draenite (2)	300	315	330	Shadow Draenite
Inscribed Flame Spessarite (2)	300	315	330	Flame Spessarite
Radiant Deep Peridot (2)	300	315	330	Deep Peridot
Solid Azure Moonstone (2)	300	315	330	Azure Moonstone
Teardrop Blood Garnet (2)	300	315	330	Blood Garnet
Bold Blood Garnet (2)	305	320	335	Blood Garnet
Bright Blood Garnet (2)	305	320	335	Blood Garnet
Gleaming Golden Draenite (3)	305	320	335	Golden Draenite
Jagged Deep Peridot (2)	305	320	335	Deep Peridot
Royal Shadow Draenite (3)	305	320	335	Shadow Draenite
Sparkling Azure Moonstone (2)	305	320	335	Azure Moonstone
Glinting Flame Spessarite (2)	315		345	Flame Spessarite
Runed Blood Garnet (4)	315		345	Blood Garnet
Dazzling Deep Peridot (4)	325		325	Deep Peridot
Rigid Golden Draenite (2)	325		325	Golden Draenite
Sovereign Shadow Draenite (2)	325		325	Shadow Draenite
Smooth Golden Draenite (2)	325		325	Golden Draenite
Glowing Nightseye (D)	350			Nightseye
Shifting Nightseye (D)	350			Nightseye
Rigid Dawnstone (D)	350			Dawnstone
Brilliant Dawnstone (D)	350			Dawnstone
Teardrop Living Ruby (D)	350			Living Ruby
Smooth Dawnstone (D)	350			Dawnstone
Luminous Noble Topaz (D)	350			Noble Topaz
Runed Living Ruby (D)	350			Living Ruby
Subtle Living Ruby (D)	350			Living Ruby
Royal Nightseye (D)	350			Nightseye
Enduring Talasite (D)	350			Talasite
Dazzling Talasite (D)	350			Talasite
Jagged Talasite (D)	350			Talasite
Thick Dawnstone (D)	350			Dawnstone
Brutal Earthstorm Diamond (D)	365			
Destructive Skyfire Diamond (D)	365			
Mystical Skyfire Diamond (D)	365			
Tenacious Earthstorm Diamond (D)	365			

Trade Goods

Delicate Copper Wire	1	20	35	50	2 Copper Bar
Bronze Setting	50	70	80	90	2 Bronze Bar
Mithril Filigree	150	180	195	210	2 Mithril Bar
Thorium Setting	225	235	245	255	3 Thorium Bar

D) Drop

1) Exodar – Arred, Jewelcrafting Supplier – Limited Supplies

2) Honor Hold – Tatiana, Grand Master Jewelfrafter

3) Shattrath – Quartermaster Endarin, Aldor Quartermaster – Faction required

4) Shattrath – Quartermaster Enuril, Scryers Quartermaster – Faction required

5) Cenarion Hold – Mishra, General Trade Goods Vendor – Limited Supplies

6) Everlook – Qia, Trade Goods Supplier – Limited Supplies

7) Southshore – Micha Yance, Trade Goods – Limited Supplies

8) Cenarion Refuge – Fedryen Swifsphear, Cenarion Expedition Quartermaster – Faction required

9) Ratchet – Ranik – Limited Supplies

10) Freewind Post – Jandia – Limited Supplies

Grinding to 300

There are some worthwhile designs in the 1-300 range, especially if you have low-level alts that can make use of the early designs. However, many people picking up Jewelcrafting will be level 60 characters keen to start cutting their own socketable jewels as soon as possible.

You can get to 300 skill using only Azerothian materials; here's how.

RECOMMENDED PATH

Skill	Design	Materials
1-20	Delicate Copper Wire	40 Copper Bars
20-50	Malachite Pendant/Tigerseye Band	30 Malachite/Tigerseye, 20 Copper Bars
50-70	Bronze Setting	40 Bronze Bars
70-80	Thick Bronze Necklace	20 Bronze Bars, 10 Lesser Moonstone, 20 Copper Bars
80-100	Gloom Band	40 Shadowgem, 80 Copper Bars
100-130	Ring of Twilight Shadows	60 Shadowgem, 60 Bronze Bars
130-135	Barbaric Iron Collar	40 Iron Bars, 10 Large Fang, 20 Copper Bars
135-150	Golden Dragon Ring	15 Jade, 30 Gold Bars, 60 Copper Bars
150-180	Mithril Filigree	60 Mithril Bars
180-200	Golden Ring of Power	80 Gold Bars, 20 Lesser Moonstone, 20 Jade, 20 Citrine
200-210	Truesilver Commander's Ring	30 Truesilver Bars, 20 Star Ruby, 20 Citrine
210-220	Aquamarine Signet	30 Aquamarine, 40 Flask of Mojo
220-225	Aquamarine Pendant of the Warrior	5 Aquamarine, 10 Flask of Mojo
225-235	Thorium Setting	30 Thorium Bars
235-260	Ruby Pendant of Fire	25 Star Ruby, 45 Thorium Bars
260-280	Simple Opal Ring	40 Large Opal, 100 Thorium Bars
280-290	Glowing Thorium Band	20 Azerothian Diamond, 40 Thorium Bars
290-300	Emerald Lion Ring	20 Huge Emerald, 40 Thorium Bars

TOTALS

Base Metals		Gems	
Copper Bars	240	Malachite/Tigerseye	30
Bronze Bars	120	Lesser Moonstone	30
Iron Bars	40	Shadowgem	100
Mithril Bars	60	Jade	35
Thorium Bars	255	Citrine	40
Noble Metals		Star Ruby	45
Gold Bars	110	Aquamarine	35
Truesilver Bars	30	Large Opal	40
Other		Azerothian Diamond	20
Flask of Mojo	50	Huge Emerald	20
Large Fang	10		

This is the path I'd recommend for grinding to 300 skill. Obviously, this grinding guide doesn't take into account availability – if you have masses of Truesilver to hand, for instance, you would probably want to substitute truesilver recipes in to save on mats you have less of.

Also note that there are many paths to 300, depending on what you have available. Make your selections based on what you have on hand, how much mats cost on your Live server, and how much bank/bag space you've got. I've had a lot of feedback from people who are choosing different paths to get to 300, and that's fine. I plan on making a companion document for 'alternative grinding paths'; I chose the above path because

- a) it doesn't rely on getting skillups off yellow recipes, so you can *guarantee* you have enough mats to reach 300 (which is important for people without miner characters)
- b) it provides output that can be disenchanting or auctioned to recoup some costs.

Caveat! Before you start blowing hundreds of gold on stockpiling materials in preparation for The Burning Crusade, remember that this is based on a *beta*. Things can and do change. I can't make any guarantees that Blizzard won't turn around tomorrow and change the mats, skill levels or anything else about a recipe or twenty.

Note: keep all 'trade goods' combines (copper wire, bronze settings etc) as you will need them in later recipes. You can use, vendor, DE or AH the other combines as you please.

Note: in many cases, you can still get 'free' skillups by making more of a yellow combine if it's a required component -- eg at 20, Delicate Copper Wire goes yellow, but you still need to make more wires as components for later combines, so they will provide quite a lot of skillups if you do them first, allowing you to economise on later combines. This is particularly true of Delicate Copper Wires and Thorium Settings; the other Trade Goods combines are less vital. The above mats table does not presume this effect.

E.g. the Ruby Pendants of Fire, Glowing Thorium Bands and Emerald Lion Rings all require 1 Thorium Setting per combine, making for 45 in total. You will already have 10 on hand from the 225-235 step; if you make another 10 settings straight away you may get anywhere from 5-10 skillpoints from them (while the recipe is yellow), allowing you to do 5-10 less of the Ruby Pendant combines to cut down on use of more expensive mats.

What About Prospecting?

Prospecting is a subskill you can train at 20 skill. It acts just like Disenchanting – you Prospect 5 ore; it destroys the ore and you get back a piece of grey vendor trash (Copper Powder, Iron Powder etc.) and the chance of one or more gems. This chance is variable; I don't yet know the average chance of a success, as I haven't done much prospecting.

The gems are of a type that you would get from mining that ore – e.g. prospecting 5 Tin Ore can give you Shadowgems or Lesser Moonstones (or both); prospecting 5 Fel Iron Ore can give you one of the new Outland gems.

Prospecting is orange until 40 skill; it goes grey at 70 skill. You may choose to skill up at low levels on prospecting; if you have a surplus of copper ore and relatively few gems, it may be a good idea.

What About the Jewels?

As you can see from the design list, Jewelcrafting is all about rings, trinkets, necklaces etc until 300 skill. At that point, you can begin learning gemcutting recipes to turn Outland gems into jewels that can be put into equipment sockets.

There are two categories of gems that can be turned into jewels. There are six Uncommon (green) gems: Azure Moonstone, Blood Garnet, Deep Peridot, Flame Spessarite, Golden Draenite and Shadow Draenite. These can be found by mining Fel Iron nodes or by prospecting Fel Iron Ore. These six gems provide the bulk of jewelcrafting materials.

A few powerful recipes call for Rare gems: Dawnstone, Living Ruby, Nightseye, Noble Topaz, and Talasite. There are also two transmuted gems: Earthstone Diamond and Skyfire Diamond, which are made by Alchemists from a lot of expensive and rare materials. These are used in high-level 'meta gem' recipes (see Pern's FAQ for more information) and are not really something to skill up with.

What About Sockets?

You may have noticed there's no mention of a skill to add sockets to an item.

That's because there isn't one. Items come with sockets or not at all; you can't add sockets to an existing item.

Want to Contribute?

- If you find any useful information you think I should mention, please get in touch!
- If you're playing in the beta on Hellfire and have spare Outland gems, Fel Iron Ore, or Jewelcrafting Designs, I'm happy to accept any contributions in the name of science. ;) I'm quite happy to cut gems into jewels for people to use in sockets, or pay for a steady supply of raw crafting materials. Mail me in-game on Siya to discuss.

Feedback

All feedback is appreciated – please send comments to siha@southernwardens.com. Hope this is useful, and thanks for reading!

The most recent version of this guide can always be found at <http://southernwardens.com/?q=node/28>.