

Fletching from 202 to you

Blessed Faydark Thunderbolt

By Janaleea Silverheart, Solusek Ro

The information found here was compiled from the [EQTraders](#) and the [Ranger's Glade](#).

1. Raising your Fletching to 202

1. Field Point, Wood Shaft, Round Fletch, Large Nock.
These items make 1 damage, 50 range arrow. Trivial 16
2. Medium Groove Nock 1 damage, 75 range arrow (+25 rng)..... Trivial 32
3. Parabolic Cut Fletch 1 damage, 100 range arrow (+50 rng)..... Trivial 46
4. Small Groove Nock 1 damage, 100 range arrow (+50 rng)..... Trivial 56
5. Bone Arrow Shaft 2 damage, 50 range arrow (+1 dmg) Trivial 68
6. Shield Cut Fletch 2 damage, 0 range arrow (+1 dmg -50 rng)..... Trivial 82
7. Hooked Arrowhead..... 2 damage, 50 range arrow (+1 dmg) Trivial 102
8. Wood VANE 2 damage, 25 range arrow (+1 dmg -25 rng)..... Trivial 122
9. Ceramic Shaft 2 damage, 50 range arrow (+2 dmg) Trivial 135
10. Bone Vane 2 damage, 75 range arrow (+1 dmg+25 rng) Trivial 162
11. Ceramic Vane 3 damage, 50 range arrow (+2 dmg) Trivial 202

2. After 202 with arrows

With Luclin came new kind of arrow parts ... some of which are referred to as condensed substances arrowheads. There are three kind of these: Shadow, Flame and Ice. All are made through smiting with items dropped by creatures on Luclin. Arrows made with these arrowheads have a trivial of 250.

Forging the arrowheads:

Name	Smiting recipe	Trivial
Condensed shadow arrowheads	Chunk of condensed shadow, flask of water, file (yield 2, magic)	116
Condensed flame arrowheads	Chunk of condensed flame, water flask, file (yield 2, magic)	116
Condensed ice arrowheads	Chunk of condensed ice, water flask, file (yield 2, magic)	116

Here is where the condensed substances can be found:

Condensed shadow

Off Centi in Akheva, Umbrous Toilers in Maiden's Eye & Akheva Shak Dratha in Shadeweaver's Thicket

Condensed flame

Tro Jeg in Scarlet Desert?

Condensed ice

Vas Ren in Twilight Sea, Vas Ren & other tribesmen in Tenebrous Mountains

With this information in hand you can go out and find these components. Shadeweaver's Thicket might be the best place for the easy kills and buying them from newbies. You might want to try merchant mining in Shar vahl, Shadow Haven and the Bazaar.

3. Blessed Faydark Thunderbolt



This is a player made item, right? ... Should be simple enough ... well lets see ... what do we need?

Recipe

Durable planar beam, 2 standard bow cams, mithril working knife, light mithril string

(Why did we have points 1 and 2?) Trivial > 250+

What exactly is all this?

Mithril working knife

Small brick mithril, dagger blade mold, hilt mold, water

Smiting trivial <= 42

Small and large brick of mithril

Found in N. Felwithe, upstairs in the Shop of All Holds off Tanalin Silverkale.

Light mithril string

Small brick of mithril, oak bark tannin, silk string

Brewing trivial <= 51

Oak bark tannin

Brewing trivial 102

oak bark (foraged in Kithicor or Warsilk wood or ground drop in Butcherblock), flask water

Durable planar beam

Reinforced planar beam, mithril working knife, mithril alloy rod

trivial >202 <=210

And what is a **Reinforced Planar Beam**?

Branch of planar oak (foraged in PoG), mithril working knife, mithril alloy rod

trivial < 194

And a **Mithril Alloy Rod**?

Enchanted large brick of mithril, large brick of acrylia ore,
smithy hammer, celestial temper

Smiting trivial 146-147

Large brick of Acrylia ore

Grol Baku, Grimlings, other tribes in Tenebrous Mountains; Underbulks and Outcasts in The Deep;
Grimlings in Grimling Forest (caverns); Gorangas in Maiden's Eye; Bloodtribes in Scarlet Desert;
"tribal types" in Dawnshroud Peaks; Grimlings in Hollowshade Moor

Celestial temper

purified water, blue diamond powder

Brewing trivial 136

Purified water

2 water flasks, celestial essence

Brewing trivial <=117

Celestial essence

celestial solvent (vendor-sold), spell research component

Poisonmaking trivial 136

For the **spell research component**, you can simply use **Scent of Marr** that can be bought from 3 different vendors. Lyth Spellstar in East Commons near WC zone, Hanlore Escaval is in the Herb Jar in South Qeynos, and a clockwork merchant is in Ak'Anon's Library Mechanamagica (loc 1075, -1040, near Tergon Brenclog)

Blue diamond powder

Blue diamond, jar of acid (place directly in kiln)

Pottery trivial <=93

Summary

Tradeskills

Brewing	136
Fletching (for components)	>202 <=210
Fletching (for final combine)	>250
Pottery	<=93
Smiting	147
And a Rogue with poisonmaking	136

Components

Purchasable

Bow cams (2)
Brick of mithril, large, enchanted (2)
Brick of mithril, small (2)
Celestial solvent (2)
Dagger blade mold
Flask of water (6)
Hilt mold
Jar of acid (2)
Scent of Marr (2) or other research components (but those would be in dropped)
Silk string

Dropped or foraged

Blue diamond (2)
Brick of acrylia, large (2)
Branch of planar oak
Oak bark

Presented by

Janaleea Silverheart

Outrider of Tunare

Solusek Ro

This version is by

[Veteran Keaianea Telperama](#)

Warder of Tunare
Seventh Hammer

and supposes you already have what are considered tools

Foraged Items:

1 Oak Bark
1 Branch of Planar Oak

Dropped Items:

2 Large Bricks of Acrylia
2 Blue Diamonds

Merchant Purchased Items:

2 Large Bricks of Mithril (in addition, you need to get these enchanted)
2 Jars of Acid
2 Celestial Solvent
2 Spell Research Component
5 Flasks of Water
2 Standard Bow Cams
1 Small Brick of Mithril
1 Silk String

In addition, let me go over what we'll be doing.

First, we will make Blue Diamond Powder by combining a Blue Diamond with a Jar of Acid in the Kiln. We do this twice, one for each BD. This is reported to be trivial at less than or equal to a skill level of 93 in Pottery. Currently, my pottery is at 148.

Next, we will make Celestial Essence by combining a Celestial Solvent with a spell research component in a Mortar and Pestle. We do this twice. This is a no-fail combine and uses the Poison Making skill.

Next, we will make Purified Water by combining a Celestial Essence with two Flasks of Water in a Brew Barrel. We do this twice. This is reported to be trivial at less than or equal to a skill level of 66 in Brewing. Currently, my brewing is 169.

Next, we will make Celestial Tempers by combining a Blue Diamond Powder and a Purified Water in a Brew Barrel. We do this twice. This is reported to be trivial at a skill level of 136 in Brewing. Currently, my brewing is 169.

Next, we will make Oak Bark Tanin by combining one Oak Bark and a Flask of water in a Brew Barrel. This is reported to be trivial at a skill level of 102 in Brewing. Currently, my brewing is 169.

Next, we will make Light Mithril String by combining one Small Brick of Mithril, one Oak Bark Tannin and one Silk String in a Brew Barrel. This is reported to be trivial at a skill level of less than or equal to 51 in Brewing. Currently, my brewing is 169.

Next, we will make Mithril Alloy Rods by combining one Large Brick of Acrylia, one Enchanted Large Brick of Mithril, one Celestial Temper and one Smithy Hammer (I have this and you only need one) in the Fier'dal Forge in Kelethin. We do this twice. This is reported to be trivial at a skill level of greater than 145 and less than or equal to 152 in Smithing. Currently, my smithing is 175.

Next, we will make a Reinforced Planar Beam by combining one Branch of Planar Oak, one Mithril Alloy Rod and one Mithril Working Knife (I have this and you only need one) in a Fier'dal Fletching Kit. This is reported trivial at a skill level of less than or equal to 194 in fletching. My fletching is 250.

Next, we will make a Durable Planar Beam by combining one Reinforced Planar Beam, one Mithril Alloy Rod and one Mithril Working Knife (I have this and you only need one) in a Fier'dal Fletching Kit. This is reported trivial at a skill level of less than or equal to 210 in fletching. My fletching is 250.

Finally, we will do the combine for the Blessed Faydark Thunderbolt by combining one Durable Planar Beam, one Mithril Working Knife (I have this and you only need one), two Standard Cams and one Light Mithril String in a Fier'dal Fletching Kit. This is reported trivial at a skill level of greater than 250 in Fletching. My fletching is 250.

Please understand that items which are trivial CAN STILL FAIL (/em shakes fist at VI). At this time, the success rate average is 50%. Feel free to research further at www.eqtraders.com.

Send me a tell in game when you are ready to make the attempts. Weekends are going to be best for me. My suggestion is that you gather ingredients for 2-3 attempts. If you have skill in any of the above mentioned tradeskills, feel free to do what combines you are comfortable with.