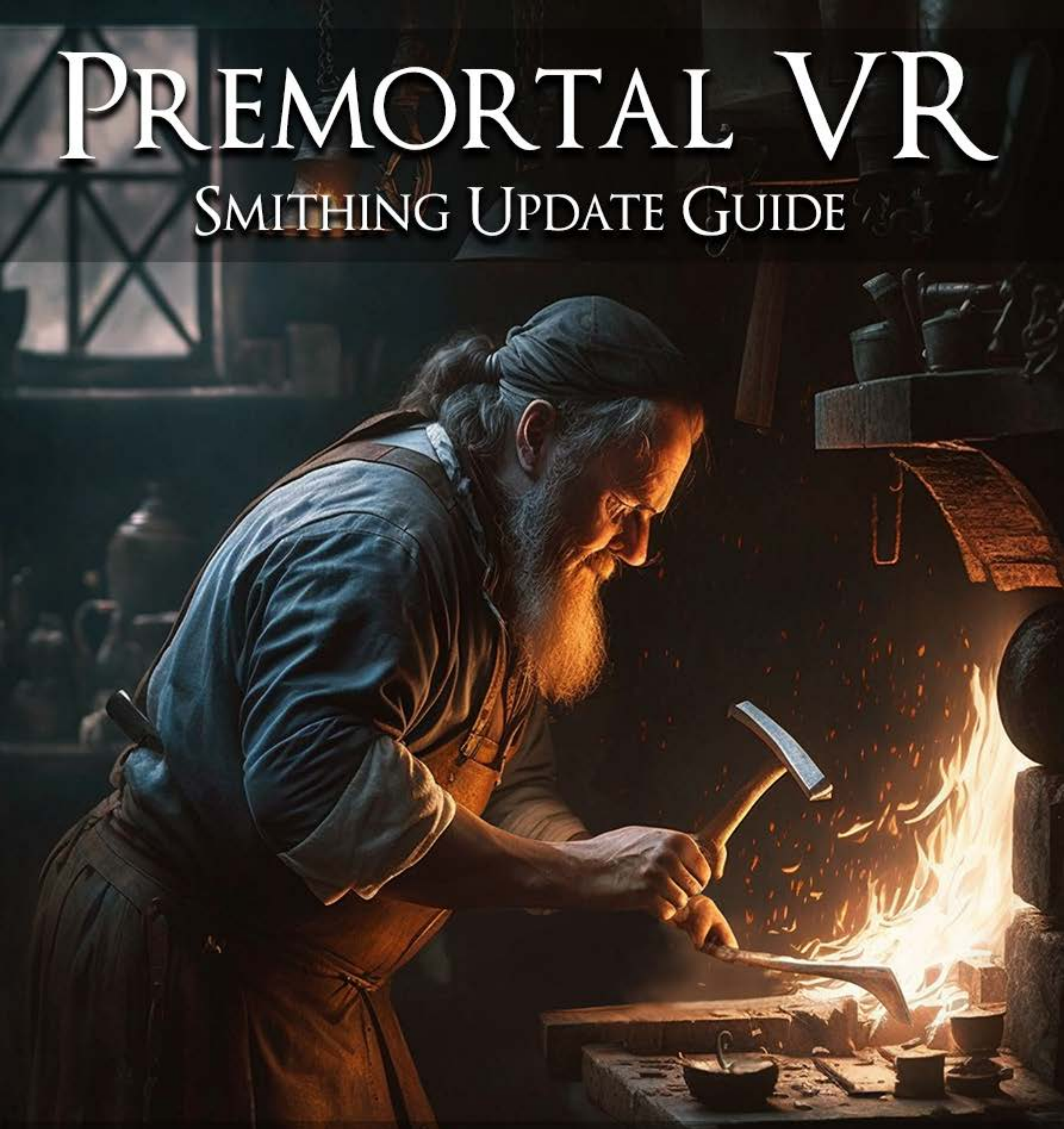
Premortal VR

Smithing Update Guide



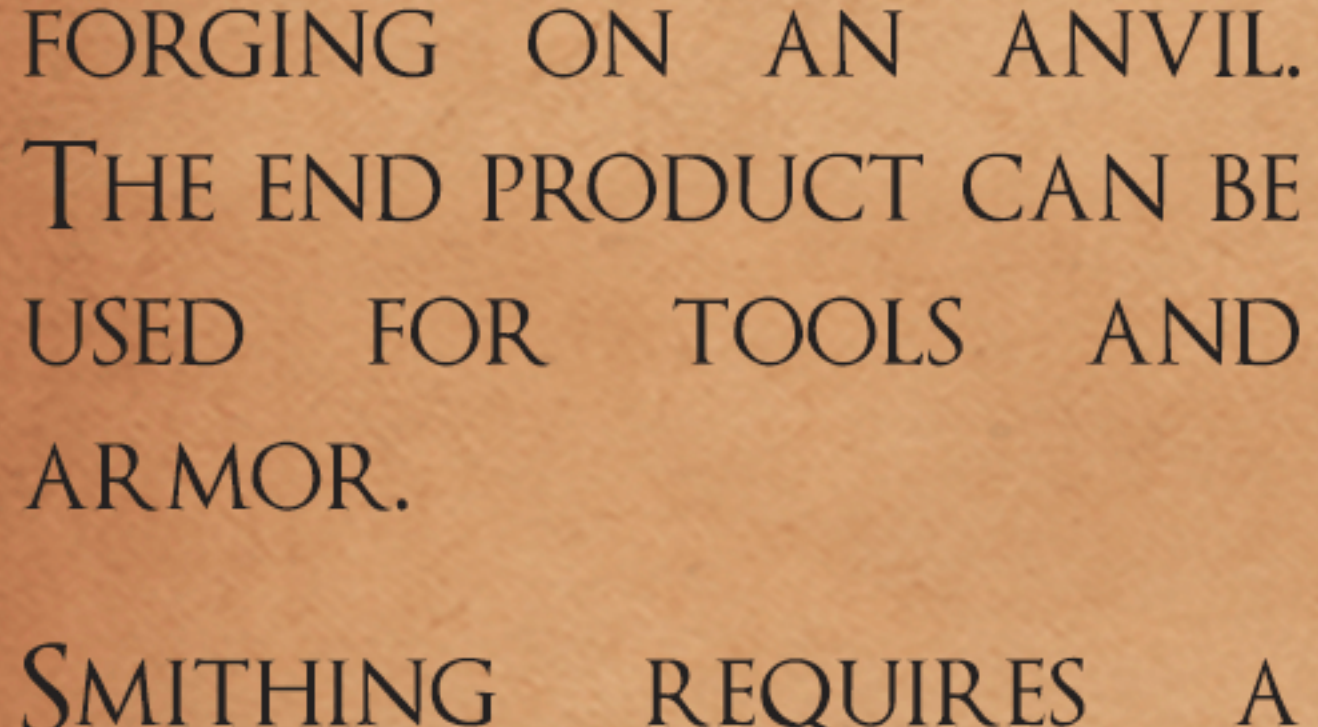
Become a Master Blacksmith Using This Manual

http://premortalvr.com

What is Smithing?

Smithing is the process of hammering a chunk of metal for the better portion of a millenea using hot and cold forging on an anvil. The end product can be used for tools and armor.

Smithing requires a smelter, an anvil and a quench tank.



Smithing in action



A stone hammer. It cannot be used for smithing as the material is too brittle



A bone hammer. It can be used for smithing and the back face provides a way to make holes in the metal

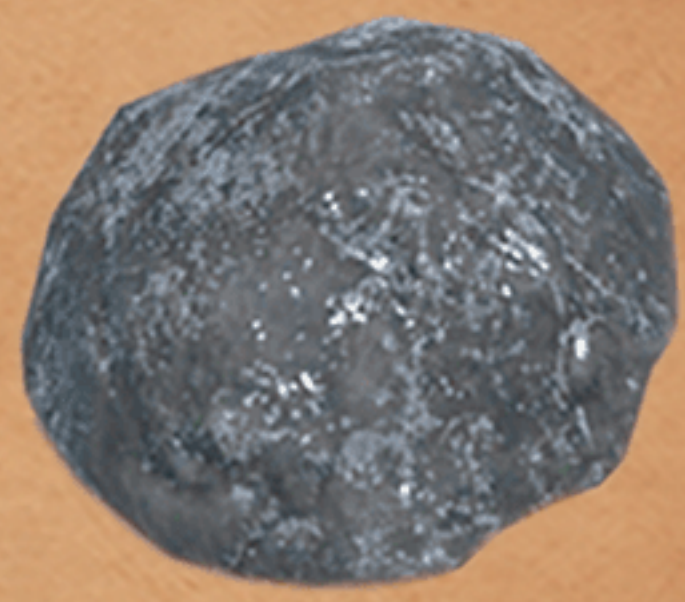


A bronze hammer. It is heavier which allows for faster metal deformation

Gathering Ore

Before we start smithing, we will need some materials. Currently, smithing works only with bronze. Bronze is an alloy made out of copper and tin.

Tin ore is easy to get by. Veins generate near water on the beach. We will need a bone pickaxe to mine it.



Copper ore is trickier to get. It generates in deep forest. Beware of the wolves there!



Smelting Ore

Now we will need a way to transform the raw ore into ingots. To do that, we can use the Smelter build. We will need some clay which can be found in deep forest.

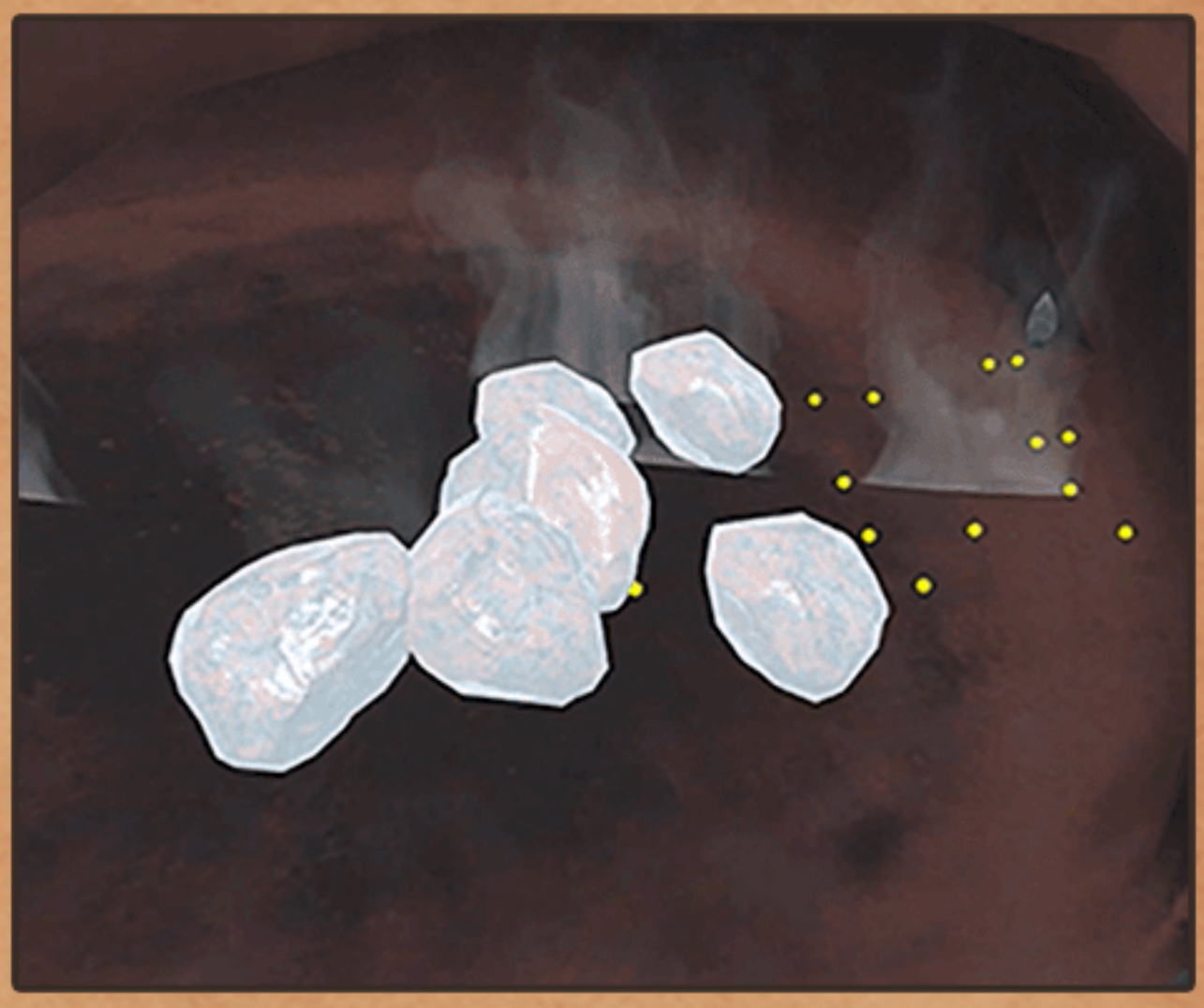


Place sticks in the wood chamber below and the ores in the big chamber above. Then light the fire and observe the temperature rise.

A stick generates 200 degrees of heat and a twig only 100. They burn for 3 minutes.

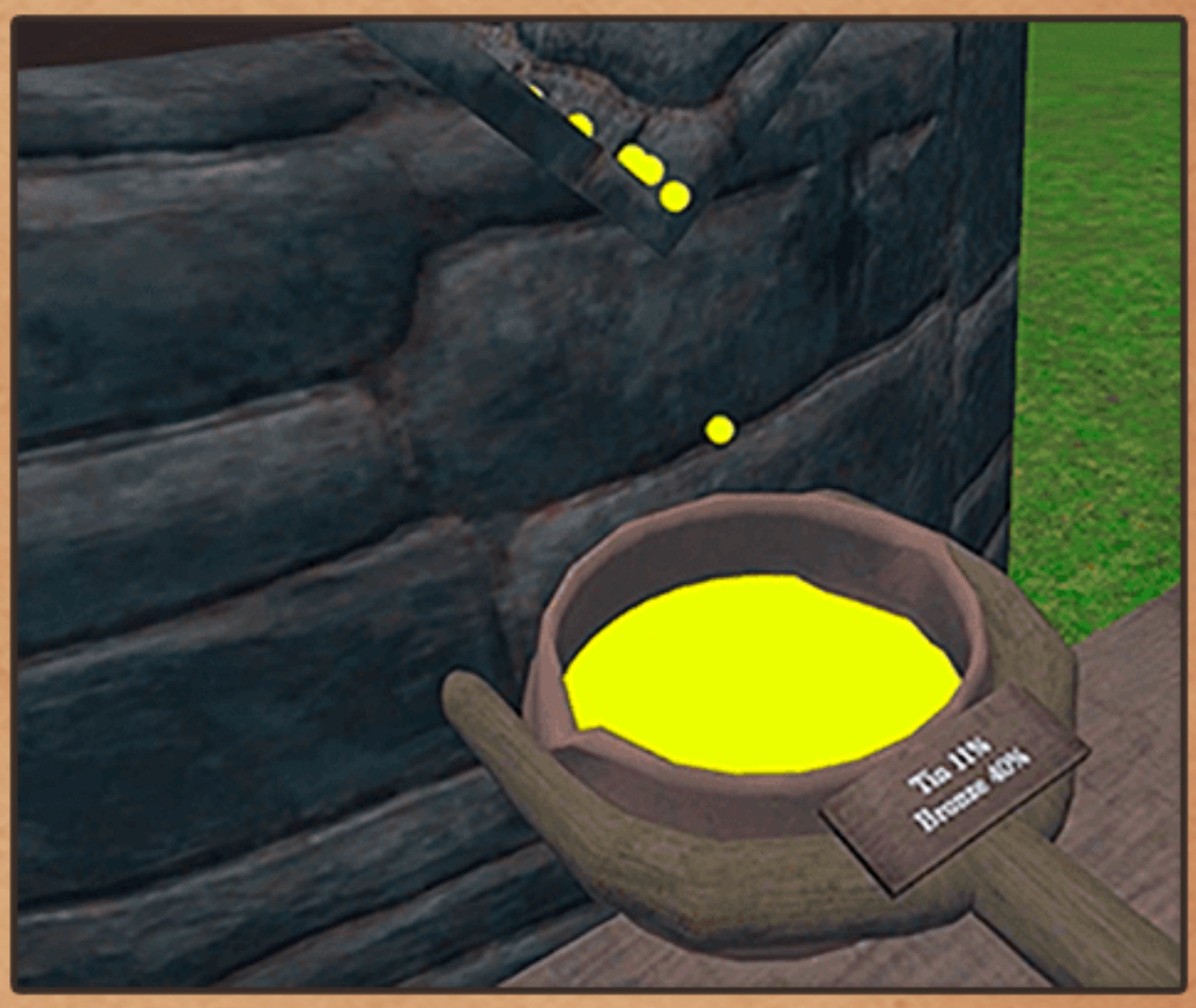
Smelting Ore

Ore will start smelting and metal liquid will start to form underneath. The liquid will slowly flow to the small output hole on the right.



Tin smelts at 245 degrees and copper at 1085.

To collect the liquid, we will need a clay crucible. It can be crafted on the crafting table.

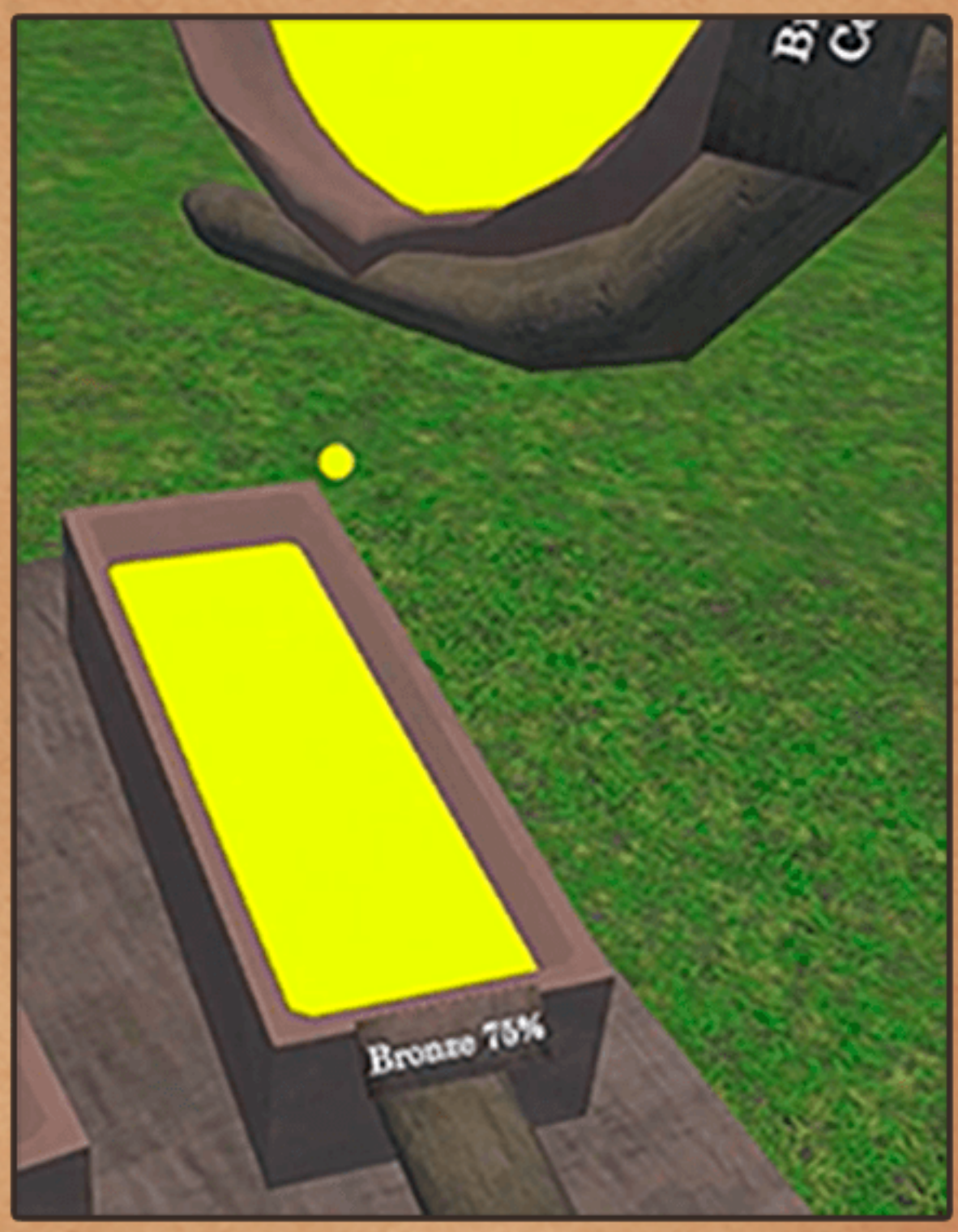


Smelting Ore

To get bronze liquid, we need tin and copper in the crucible in ratio 2 to 8. For every 2% tin that is mixed with 8% copper, we get 10% bronze. A nice trade-off!



To get a bronze ingot, we need to pour the bronze liquid into a clay ingot mold. It can be crafted on the crafting table.



Preparing to Forge

Now that we have a bronze ingot, we can heat it to 1025 degrees which will make it bright white and ready to work.

But before that, we need an anvil. The anvil can be cast using bronze liquid. We can use the same crucible to pour liquid metal into the small holes above.

An anvil build ready to be cast



Pro tip: watch the left vertical window on the anvil cast to see how much is left.

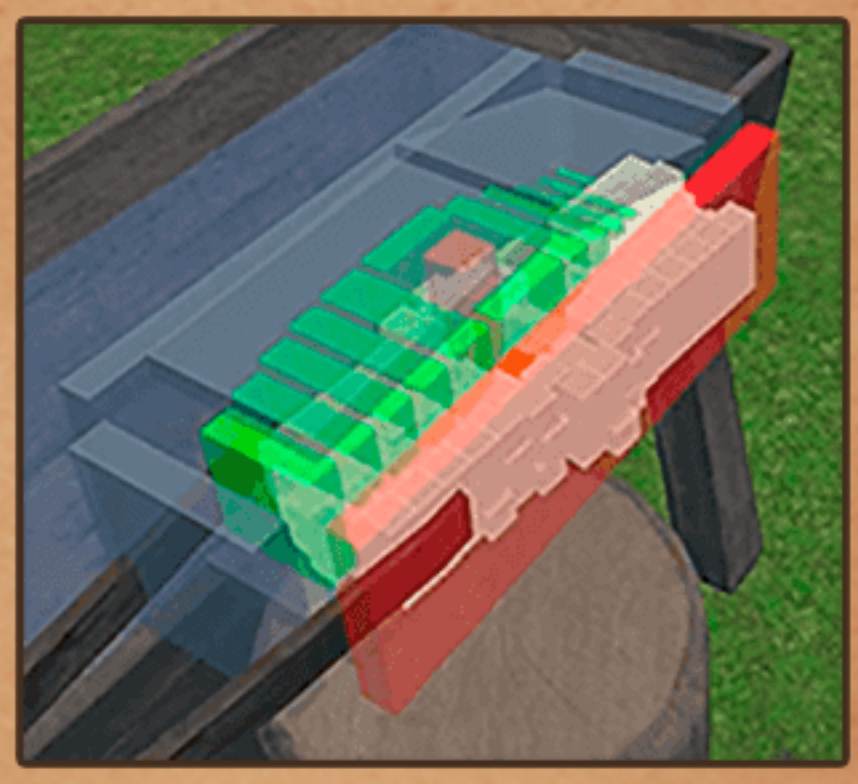
Start Forging

We will need one last thing before we start forging - wooden tongs. They can be crafted on the crafting table.



We are now ready to forge! Heat up your ingot, grab it with tongs and start hitting it with a hammer.

Select a forge from the anvil book and validate the shape frequently.



Hitting the ingot with a hammer will cause the metal to deform in the direction of the hit. As the metal changes shape, it preserves its volume. This means we have to frequently rotate the ingot and hit it from all sides to keep a regular shape.

Forging - Cutoff Hardy

Sometimes we might not need the whole ingot. In that case, we can use the cutoff hardy to remove a part of the ingot.



Place the ingot on top of the hardy and hit it with a hammer. The side of the ingot on the right will be removed. Keep in mind that we can only remove 70% of the whole ingot.

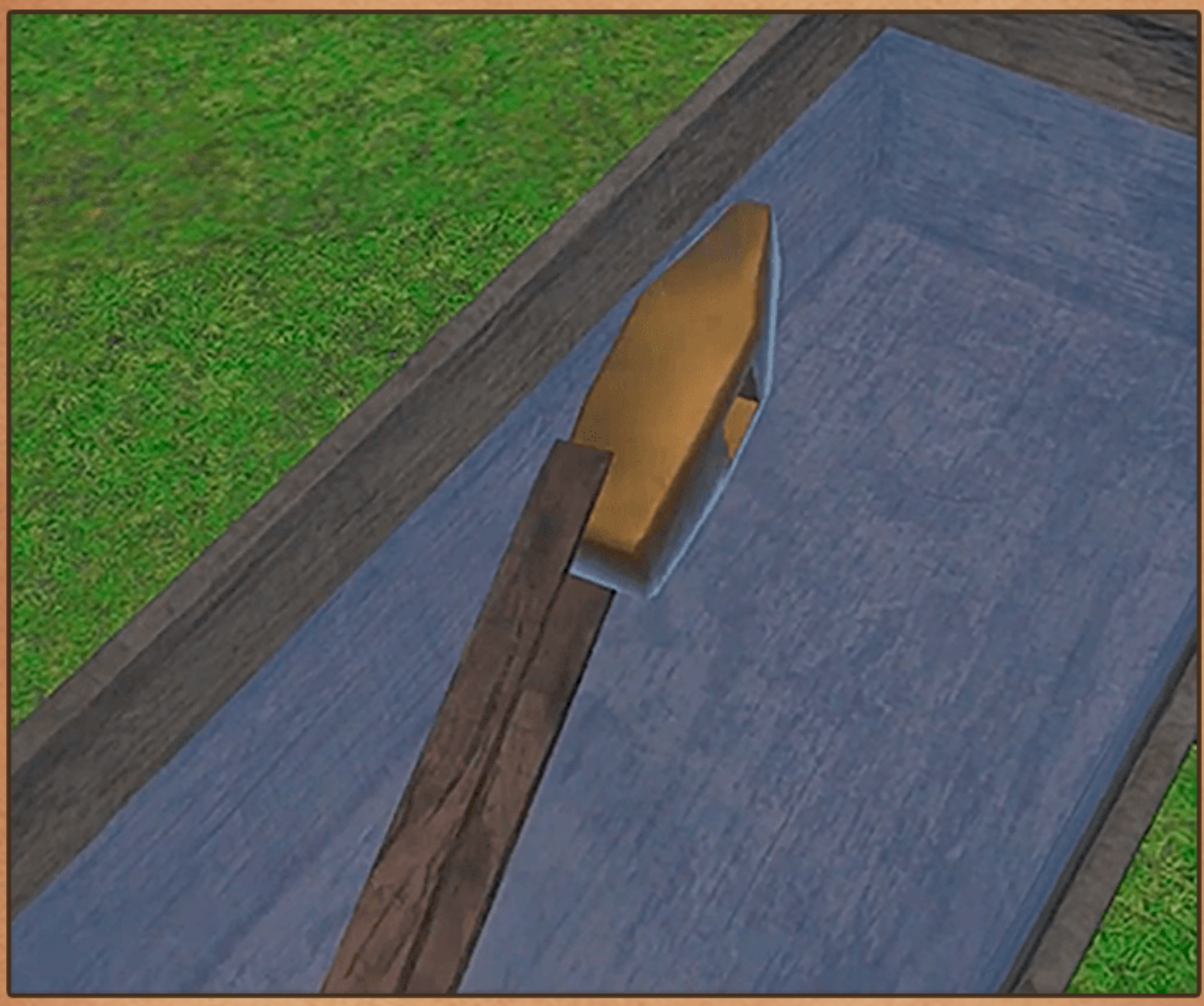




Complete Forge

After a while, we will successfully validate the shape against our desired forge.

Now we are ready to complete the forge. To do so, dip the metal into the quench tank. It will produce steam and our product will appear.



Handcraft Tool

All forges produce an item that can be used with a handle to produce the final tool we want.

Use the forge product item with a handle to handcraft a tool.



Final Thoughts

Congratulations!

You are now a master blacksmith! You know how to mine veins, smelt ore, forge and handcraft a mighty bronze tool!

Now you can use your tools to prepare for the wolf boss!

The channel I watched the most while developing this update. It helped me understand how smithing works.



Join our community to share your smithing experiences!

