

Found or made on the land



Flower Decoction +40 energy, Sage Decoction, Wire Cutters, Titanium Ore & Healing Sage
Wire Cutters are a reward for completing the FIRST STAGE of the Smithy!!!
Check your Sled Cargo or Home Storage for the Wire Cutters

Main Tasks

Muskox



Find and feed all 10 Muskoxen in Iron Valley
each Muskox eats 40 Sauerkraut! (greedy devils!!)

Titanium Ore

Clear 34 Iron Ore deposits on Iron Valley

Hall's Smithy



Construct

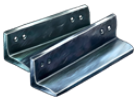
1. 20



+ 20



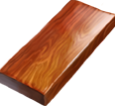
+ 15



2. 12



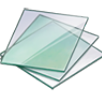
+ 20



+ 10



3. 15



+ 10



+ 12



Production

1



= 30



+ 3



1



= 5



+ 3



Gates

Open

3



+10



Clearing Rewards

Gift Boxes go to home storage

For clearing 100% of the land - Mini Smithy with limited crafts.

Quests

Iron Valley, Smoke, Trapped, The Salvation, Repairs, Healing Decoction, Valuable Resource.

Iron valley



Reward:250

Our path led to Goldbury: there were the tracks of the Guardian. But my mother offered to stop by the Iron Valley to replenish resources before the long journey.



Go to Iron Valley.

I imagined the Iron Valley as a noisy place, in which the ringing of anvils and the cheerful shouts of blacksmiths were constantly heard. But in reality everything turned out differently ...

Smoke



Reward:50

Looked like there was a fire in the forest. We rushed in the direction of the pillar of smoke to put it out and help those who might be in trouble.



Find the source of smoke in the Iron Valley location.

We ran onto a small forest glade and realized that we were late: there were only charred ruins of a forge left.

Trapped



Reward:3

We were getting closer to the source of the mysterious sounds. I stopped my mother and went first, in case it was a trap or someone's bad joke.



Find the Blacksmith in Iron Valley.

I imagined different things, but I definitely didn't expect to see a gagged man chained to a tree.

The salvation



Reward:5

The bandits chained the local blacksmith Dylan Hall with his own chains. We needed wire cutters to free the man from the sturdy ties.



Free Dylan the Blacksmith.

Surprisingly, the tools of the blacksmith were not damaged during the fire! We found the nippers and freed the poor guy from the iron trap.

Repairs



Reward:5

Dylan was a blacksmith-key master in the fifth generation. He was well-known all over Klondike! We couldn't allow his family business to end because of the bandits!



Help restore Hall's Smithy in Iron Valley.

The master didn't cease to thank us for fixing the forge. He showed us his works: keys of different shapes and sizes.

Healing decoction



Reward:

5 10 1



Start a fire in Iron Valley.



Make Sage Decoction on the fire.



Treat the Blacksmith to the Sage Decoction.

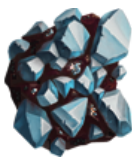
With each sip of the sage decoction Dylan's cheeks gained color, and his story became more and more interesting.

A valuable resource



Reward: 1 

Dylan ran out of material to work with. We went in search of Titanium ore, thanks to which all the products of the blacksmith were strong and durable.



Collect and give Titanium Ore to Blacksmith Dylan in Iron Valley.

We collected so much ore that it should have been enough for a blacksmith for another thousand keys!

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For clearing 100% of the land - Mini Smithy with limited crafts.