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Wizard101 zafaria crafting quest

From Wizard101 Wiki This page is to record a full mission dialog of the whole conversation and story during a mission. This includes NPC discussions, Narrator statements, and Creature speeches. Documentation on how to edit this page can be found at Template:QuestInfobox/doc Hints, Guides and Discussions of the Wiki content related to Drum a Little Drum should be placed in the Discussion Topic. If the topic has not yet been created (that is, the link takes you to an empty search), you must create the topic, using the topic naming convention explained here. May 9, 2014 December 9, 2018 Foghead In Zafaria, the Legendary Crafter badge is probably the most sought after of all manufacturing badges. In order to craft Avalon equipment, you need the Legendary Crafter badge, which you'll receive once you finish your Zafaria quest. To get the manufacturing mission, you need to have done missions to Zafaria. This is necessary to unlock the recipe seller, Koyate Ghostmane. If you missed our previous guides, check them out here: Wizard City Crafting Quest Krokotopia Crafting Quest Marleybone Crafting Quest Mooshu Crafting Quest Dragonspyre Crafting Quest Celestia Crafting Quest Let's do the Legendary Crafter quest! How do we get started? When you start doing missions in Zafaria Koyate Ghostmane you are located in Baobab Crossroads (the Zafaria Commons area). However, it doesn't give you the craft mission until it's located in Baobab Market. You can unlock it by doing the following sequence of missions: Jambo means Hello: talk to Lethu Blunthoof (first mission in Zafaria) Lion Around: talk to Koyate Ghostmane in Baobab Crossroads Going to Market: defeat and collect the no bother mission: talk to Lethu Blunthoof To Market, To market: Talk to Koyate Ghostmane at Baobab Market Find your quest book for any of these missions, or check out Baobab Market to see if Koyate is already there. Then talk to him to pick up your craft quest! Missions needed to get your crafting badge: Drum a small drum: Drums called craft spirit That's it! No second mission is required, luckily. Drum a Little Drum Mission: Craft Spirit Caller Drums Step 1: See if you have the Koyate GhostMane recipe should automatically give you the recipe. To find the recipe, press J on the keyboard. If you can't find the recipe, you can buy it at Koyate GhostMane. To create TWO spiritual call drums, you'll need: 8 Legion Shield Treasure Cards 4 Perfect Onyx 4 Pristine Vial 18 Sunstone 28 Black Pearl 16 Gold Pearl 2 Conga Drums 8 Aether To make 2 spiritual call drums, you'll need 2 Conga drums. The recipe for sold by Gearwise at Celestia Base Camp. To make TWO Conga Drums, you'll need: 4 Giant Treasure Cards 2 Amethysts 2 Crystal Vials 4 Aethers 16 Shells 24 Fossils 8 Scales Step 2: Gather reagents What makes this recipe so difficult? The two of us Drums require a complete set of reagents, in addition to the ones you already need for the base recipe. This means you need 24 ethers in total (16 for the base recipe and 8 for the 2 Conga drums). You can transmute Kelp's ether, but Kelp isn't that common. Solar stones are very difficult to obtain, so most people end up having to transmute them. The trap here is that solar stones are transmuted from sandstone, which is another not incredibly common reagent. Therefore, many people end up transmuting blocks from stone to sandstone, and sandstone to solar stone. This is not an easy feat, because the 18 solar stones needed for the base recipe equal 4050 stone blocks! You'll also need 32 fossils for Conga drums. These are also transmuted from Stone Block, meaning you can add 480 more stone blocks to the recipe ingredients. I've combined the ingredients of both recipes, so you can focus on getting all the reagents at once, rather than having to constantly go back to the bazaar or a reagent supplier. In this way, I hope to reduce the amount of race needed to get everything. I am listing certain items in certain categories, even though you can purchase them elsewhere as well. 1. Recipe of ingredients purchased in the Bazaar 1.1 Treasure Cards a. Giant Treasure Cards — required amount: 4 You can find them in the Bazaar. They're not extremely common, but I wouldn't call them weird either. They are located among the cards of the astral treasure. You can also grow for them in many bosses at Krokotopia, Grizzleheim and Marleybone, or create them by purchasing Avery Templeton's recipe at Celestia Base Camp. I suggest you camp at the Bazaar for a while or ask your friends if they have spare ones. B. Legion Shields Treasure Cards — Required Amount: 8 These are fairly easy to get in the Bazaar, at least they were when I checked: 37 available for 675 gold. They are also a drop for bosses in Grizzleheim, Zafaria and Avalon. 1.2 Reagents a. Shell — amount needed: 16 When I checked, the Bazaar had 391 Shell at 88 gold per piece. Buying them is by far the easiest way to get them, although they appear as a fairly frequent oove throughout Celestia and Crab Alley. B. Scales — amount needed: 16 These are quite difficult to achieve. They can be purchased at the Bazaar (when I checked, the Bazaar had 92 to 1120 gold per piece). You can also transmute The scales of the fish fins, but unfortunately the fish fins are equally difficult to find as scales. I suggest you spend some time in the Bazaar updating the Reagent page until you find enough Scales. Sixteen is not much Everything. 2. Recipe ingredients purchased from reagent sellers that would suggest going to the reagent seller at Celestia Base Camp (Archytas), because you need to go to Celestia for the Drum conga recipe independently. You could buy amethyst from any of the reactive reagents — even Olde Town—but the pristine vial, for example, is only available to sellers in worlds of Celestia upwards. 2.1 Rare reagents a. Amethyst — required amount: 2 Of each reagent seller in the spiral for 15 gold (e.g. Elmer Meadowgrass in Olde Town, or Archytas in Celestia Base Camp). These can also be purchased at the Bazaar (57 available at 26 gold part when I checked) b. Glass vial — amount needed: 2 It can be purchased from reagent sellers in Mooshu or any higher world for 330 gold. Also available in the Bazaar (200 available in 314 gold part when I checked) c. Perfect onyx — amount needed: 4 These cost 100 gold on reagent sellers in Celestia (Base Camp), Zafaria (Baobab Market), Avalon (High Road) and Aztec (Three Points). Rarely available at the Bazaar. D. Pristine vial — required amount: 4 costs 500 gold at reagent suppliers in Celestia (base camp), Zafaria (Baobab market), Avalon (High Road) and Azteca (three points) 3. Hard to get in this section, I'm going to give advice on how to get the reagents that are rare. You will be able to see your different options and choose the ones that convinced you the most. Please note that these ingredients are hard to come by and will take some time to get, unless you have started gardening the right plants early. 3.1 Rare reagents a. Ether — required quantity: 12 (8 for base recipe + 4 for Conga drum bazaar): it is possible to find one or two ethers in the bazaar from time to time. They are quite expensive to get this way and it will take time and patience. If you see Kelp at the Bazaar, you can also buy Kelp to transmute the ether. Transmutation: You can also transmute the ether from 15 Kelp. The recipe is sold by Avery Templeton at Celestia Base Camp. To transmute 12 Aehter, you'll need 180 Kelp. Agriculture: There is no way to collect the ether directly. Kelp can be found growing in the Crustacean Empire in Celestia (turn right upon entering the area). In addition to Kelp agriculture for transmuting, you will also get the occasional ether as a rare harvest. Get ready to be agricultural for a while... B. Fossil — amount needed: 24 Bazaar: Fossils are rare in the bazaar, but run through them from time to time. Get ready to waste a lot of time and gold at the Bazaar! Transmutation: Fossils can be transmuted from stone blocks. Don't expect this to be a quick way either! To transmute 24 fossils you will need 360 blocks of stone. The transmut recipe can be purchased from recipe providers at Dragonspyre (Atheneum) and Celestia (Celestia Base Camp and The Floating Land). Agriculture: There is no way to collect fossils directly. Get 360 stone through running around for example. Avalon seems crazy, but it's probably the cheapest way to get them. Read our Stone Block guide here. Gardening: Fickle pickle and fiery dragon drop fossils. Diego the Duelmaster: if you're a PvPer with a Arena Tickets, 175 Arena Tickets will buy you a Fossil. It's not worth it, if you ask me! Crown Shop: New in the Crown Shop is a 100 Stone Block pack for 499 kronor. Ten of those packages would give you enough stone blocks to transmute all your fossils. Note: I am aware that none of the options I mention are fast, cheap and indolor. There's no way to make this any easier. Zafaria's creation mission is by far the most difficult of all missions. Take your time, you'll get there. C. Solar stone — amount needed: 18 Bazaar: Solar stones are rare in the bazaar, but intersect with them from time to time. Get ready to waste a lot of time and gold at the Bazaar! Transmutation: 15 sandstones make 1 solar stone. 15 blocks of stone make 1 sandstone. Recipes are available in recipe vendors in Celestia and Dragonspyre. You'll need 4050 stone blocks to get 18 Sunstones... crazy amount! Agriculture: there is no way to grow for Sunstone directly. Sandstone is sometimes found in Stone Town, Zafaria. Stone blocks are available in several locations. Read our Stone Block guide here. Crown Shop: As I said before, the Crown store now has a pack of 100 stone Blocks for 499 kronor. You'd have to buy a lot of them to transmute all your solar stones. Gardening: Solar stone is more easily acquired through Evil Magma Pea gardening. Can't you afford the crowns? Fickle Pickle and King Parsley are quite easy to acquire and also drop Sunstones. d. Black Pearl — amount needed: 28 Bazaar: None available when I checked. Is not exactly sure how rare Transmuting is: Black Pearl of Black Lotus can be transmuted. You can get Toshio's recipe at Jade Palace, Mooshu or Kimba Kalla at The Floating Land. Celestia Farming: there's no way to grow for Black Pearl directly. I've covered the easiest ways to get Black Lotus in the Celestia Craft Guide. Gardening: Black Pearl is a harvest of King Parsley, Pink Dandelion, Honey Bee Plant and Deadly Fly Trap. I would suggest king parsley or pink dandelion for this one. e. Golden Pearl — amount needed: 16 Bazaar: When I checked, the Bazaar had 500 Pearls for 63 gold per piece. You need 240 Pearls to transmute 16 Golden Pearls, so that's a little over 15,000 gold. Transmutation: 15 Pearl makes 1 Golden Pearl. The transmut recipe can be found in Celestia (Base Camp and Floating Land): Agriculture: Cannot be grown for Golden Pearls directly. Normal Pearls are usually grown in the dungeon of Celestia called The Portico, but I would suggest reviewing the Bazaar first and separating with some of its precious gold. Gardening: getting some evil pea dog would be Fickle peaks are another alternative. Remember, you have to create two of these. Step 3: Create the Find Your Home Manufacturing Station items and create two drums of spiritual calls. If you can no longer find your Crafting Station, buy a one of a furniture salesman in the spiral. The furniture store at Jade Palace in Mooshu sells it for example. Afterwards, he returns to Baobab Market in Zafaria to talk to Koyate GhostMane. It will give you the Legendary Craftsman badge, which is required to craft Avalon gear and spells like Knight of the Deer and Loremaster. Then do some dancing (I recommend the bee dance) and be very proud of yourself. You did it! You survived the spiral's toughest craft mission! Others may say it's no big deal, but you and I know how much work, patience and gold you needed. Well done! If you're feeling ambitious, you can get Koyate GhostMane's next temporary creation mission. It's called From Zafaria to Aztec and it requires you to go talk to Oztomeca the Three-Point Er, Aztec. Here's our guide to it. That.

