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[Full Mining & Smithing Documentation](#)

Mining & Smithing Rework

Mining

[Basic Mining Mechanics](#)

A full explanation of the core mining mechanics, including how stamina and the hopper work.

[XP Rates Spreadsheet](#)

A spreadsheet showing the rates after the rework.

[Mining Sites Map](#)

A map showing where all the ores can be found after the rework.

Smithing

[Basic Smithing Mechanics](#)

A full explanation of the core smithing mechanics including how heat, progress, upgrades and burial work.

[Masterwork Armour & Trimmed Masterwork Armour](#)

Masterwork armour is T90 power armour made entirely with the smithing skill using materials from mining. It's very expensive and time consuming to make. Upgraded masterwork armour is T92 power armour made by combining masterwork armour with PVM drops.

[Artisan's Workshop](#)

The Artisan's Workshop is being reimaged in the rework as the central hub for smithing.

[Armour Spikes](#)

Armour spikes are an untradeable benefit for having a high smithing skill.

[XP Rates Spreadsheet](#)

XP rates for smithing after the rework.

Both

[Metals](#)

A list of the ores and metals and how they combine.

[Drop Tables & Spring Cleaner](#)

We are removing all ore, bars and smithable gear from drop tables. This document explains what we're replacing them with and how we've improved the spring cleaner to keep it useful.

[Other Content](#)

Over 15 years we've built up a lot of different mechanics and rewards that touch on the skills. This document goes through what we're doing with each of them.