

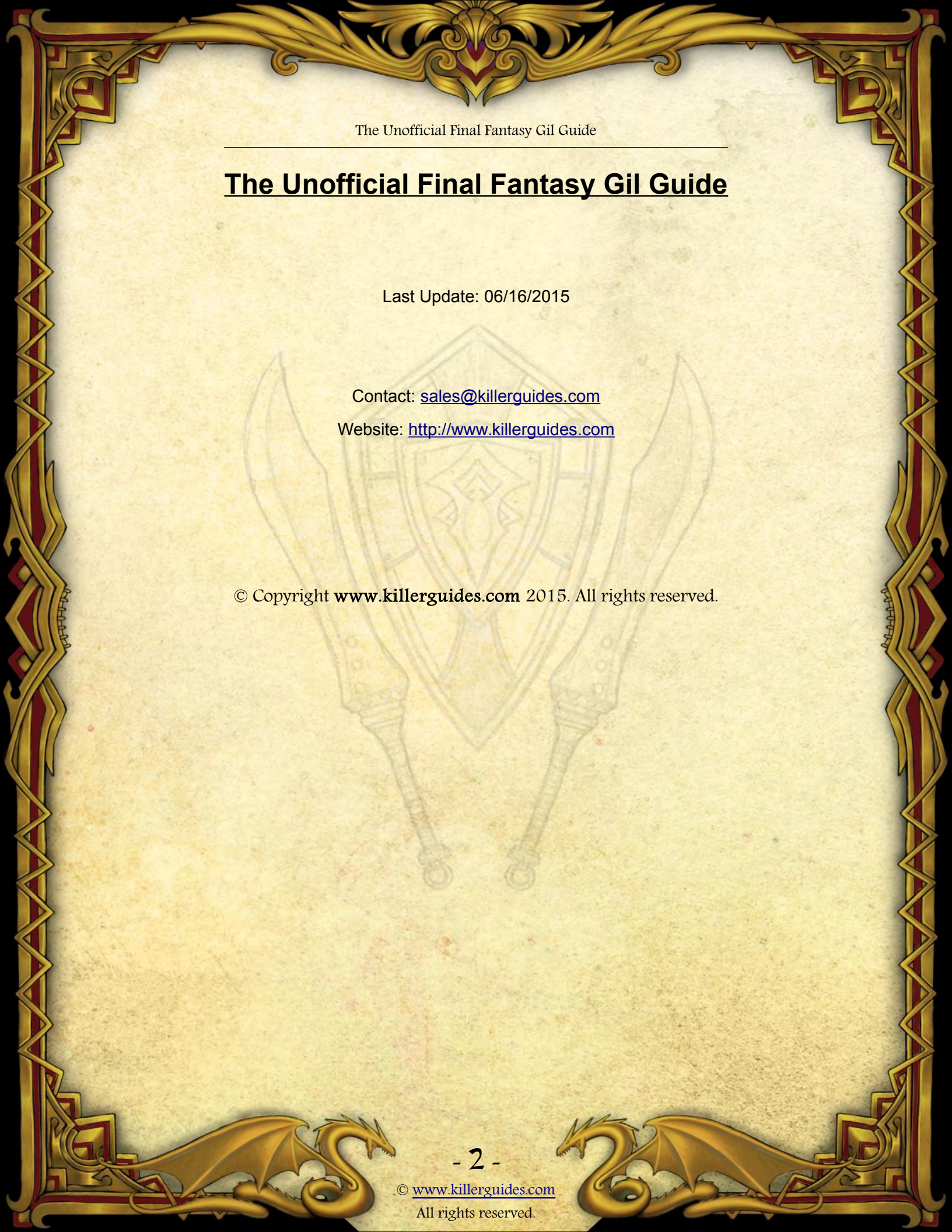
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THE UNOFFICIAL FINAL FANTASY XIV: A REALM REBORN GIL GUIDE

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The Unofficial Final Fantasy Gil Guide

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INTRODUCTION

inal Fantasy XIV: A Realm Reborn is a very interesting project, in that it is, as the games name implies the recreation of a preexisting game. Final Fantasy XIV was a very short lived MMO RPG (3 years roughly) and was only the second MMO created within the Final Fantasy saga, XI (11) being the first. So needless to say FF XIV: A Realm Reborn is expected to live up to some fairly high standards and over come quite a lot of skepticism as their intent is to move over existing FFXIV accounts to the new game. This, naturally created a great amount of frustration within the Final Fantasy MMO community.

However with this in mind, a general consensus indicates that the recreation is anything but. With a new lease on life the developers have gone above and beyond, producing a nearly completely new game. The story line even differs from the previous 2010 released FFXIV and this may be for the best. The idea is to essentially recreate the previous world, with several new and refreshing experiences, specially to veteran Final Fantasy fans who may have played the previous installment of FFXIV.

Another very interesting angle of the newest FFXIV is the F.A.T.E (Full Action Time Events) that have been implemented and it is definitely a great idea. These events are a great way for adventurers to engage random events around the world, gaining a great deal of exp. and finding some awesome items at the same time. However there is a level range for each FATE and if your character is above the level range they are not eligible for any exp. or loot, but can still partake for the fun of it.

What this guide is going to focus on, primarily is the Currency, Crafting Classes and Gear that can be expected by players. This guide is based around the game for PC, however by my understanding there will be little to no difference between the PC and PS3 version so users should have no problem navigating through the guide, regardless of the system they've purchased the game for.

Crafting has definitely not received as serious an overhaul as many other aspects from the first FF XIV but the system has changed somewhat. There will be several new patterns to learn and if you are new to the FF XIV experience then any and all information included will be new to you!

As it stands, the gear in Final Fantasy will remain similar in stats but have received a serious overhaul in appearance, with an entirely new graphics engine in place. The clean cut dimensions and bright accents will most definitely appeal to avid Final Fantasy gamers, specially in comparison to the previous FF XIV.

This Guide is essentially built to cover everything from farming Gil to providing you with a complete Recipe List for every Crafting Class in FFXIV. ARR. With extensive research and several hours of in-game analysis, This guide is created with more compiled knowledge of the crafting and gathering systems within FFXIV: A Realm Reborn than any other blog or Wiki that can be found on the internet. With a tried and true easy to follow flow we hope you enjoy reading this as much as I enjoyed writing it!

Before we get right into the Gil and Crafting bit, I'd like to first take a moment to touch base on a few very important things to know right from the start with regards to the UI and what forms of Currency are used in this version of Final Fantasy .

UI Navigation

First, before anything I would like to cover the basics with you, regarding the UI (User Interface) used in FFXIV: ARR as well as a few other key points to help make your life in Eorzea just a bit easier to manage. In short, everything but your mini-map has been set up to line the lower 1/3 of your screen. On the bottom Right there will be several small buttons, all of which are locked (by default) to a key-bind. If you wish to change the UI or any of the preset key-binds simply go ahead and do so in the "Character Settings" option in the Start Menu.

Most of what's located on the key-bind UI will be covered in some of our other guides, but what I want to really touch base on is, Inventory and Personal Logs as they are what you need to get familiar with in order to comfortably set up your gear sets and use your crafting and gathering class skills.

First is the Inventory, which is very interesting and worth mentioning. The Inventory is divided into 6 tabs and can be accessed by either clicking the inventory icon at the bottom right hand corner of the HUD or by pressing "I", which is the default hot-key or key-bind. The first 4 tabs of your inventory is used to store miscellaneous items that can and will be acquired along your travels (resources, potions, etc.). Each inventory tab can be accessed by selecting the individual tab at the top of the screen.

The fifth tab grants you access to the Crystals page of your inventory. Crystals are sorted in this tab in two ways. One is by quality of the Crystal, depicted by their own symbols at the top of the list, from left to right: shards (low quality), crystals (Normal Quality) and Clusters (High Quality). Then they are listed in each quality column by element. Also represented by their own symbol along the left side of the list. From top to bottom they are: Fire, Ice, Wind, Earth, Lightning and Water.

Lastly we have the Quest Items tab, where any items that are bound to be turned in for quest completion can be located. This tab is a great reference point if you've turned off progression alerts as to how much further you've got to go, before completing the quests requirements and can return to the quest giver. This tab will also be automatically displayed when turning in a quest that requires you do so.

Your Inventory availability can be viewed in the bottom right corner as well, signified by several circles. The circles that are highlighted blue are inventory slots that are in use. The grayed out circles signify available inventory space. This is a great way to keep an eye on when you are in need of emptying your inventory, however it will take awhile as you are initially provided 25 free-use slots and gear nor crystals will be kept in these slots which means they aren't taking an immense amount of space in your free-use inventory.

There is also the Armory Chest. This is where all of your gear is housed. Since there is use for up to 4 sets of gear for any one character (DPS Gear, Tanking / Healing Gear, Crafting Gear and Gathering Gear) it was thought wise to implement an Armory where gear can be selected at ease by item slot. The Armory can be selected by clicking the icon on the bottom right hand side of the screen. To create gear sets, you'll need to manually do so on the Character screen.

Additional Information about the UI to keep in mind is the use of the Personal Log which contains access to all logs for battle, crafting and field classes progression. There will be in-game tutorials to explain all of these to you, so it is in your best interest to pay close attention. If you've missed anything simply ask the NPC by clicking through their communication boxes to regain any information you need. As for the rest of what you'll need to know, that's where this guide comes in hand.

Currency

The primary currency for Final Fantasy is as it always has been, Gil. For players new to Final Fantasy, Gil is the in-game currency and stands as a singular currency as opposed to the Gold, Silver and Copper currency system. Gil can be obtained several different ways, however the three most common ways of obtaining Gil is farming monsters, completing missions and selling items. As we proceed into the guide there will be additional explanations on how to make lots of Gil in short period of time. However, in short the easiest way is to reach "End-Game" status (Level your character to their max level) and farm bosses for instant gain or max professions for gradual gain.

Farming Gil is made quite easy, in A Realm Reborn if you know what you are looking for. Farming Guildleves while leveling is a great way to make fast Gil and quick XP in very short periods of time, with a teleport option after completing Guildleves, back to the Levegate it doesn't get much easier. However you only have so many allowances, so then what? Then there are Guildhests. These are akin to the dungeon finder system in World of Warcraft (Most recent) where players all over the server can sign up to complete a single task and their attributing battle-class will determine their roll. Completing these will generate quick gain and help you to level up, pretty quick as well.

However it's the end-game grind that really generates mass Gil. A combination of "Raid Farming", Guildleves and mastering the Market Board will assure the success of amassing more Gil than anyone else. I've devised a Gil system that will gain you an income whether online or offline, keeping your income level at 100% over 24hrs. So here it is.

Market Board

The Market Board is the Final Fantasy Trading Post, an area where players can post items for sale and browse items that other players have posted. It works very much like an auction house, where players can put bids on items or buy it out-right, if the option has been made available by the seller. The Market Board is a great place to spend Gil on items that you would otherwise feel obligated to farm. Market Boards are located in several locations around the three main cities of Eorzea.

The Market Board presents a great opportunity for those who have the knack to buy and resell items, whilst turning a profit. In doing so players take a risk, but once you get into the swing of things it can be really exhilarating. Buying items that are perceived as cheaper than usual and reselling them at a higher value, all the while a seller doesn't even have to be logged in to turn the profit. Simply post the items you wish to sell and go on your way. Just check in on their progress when logged in next as the Trading Post keeps the items in it's own inventory until either the item sells or runs out of time.

FARMING GIL & RESOURCES



arming Resources is an expression used in the MMO-(A)RPG world which means to stockpile several resources that can be later used or sold on the market place. The art of farming resources is that of being able to formulate a system with which a player can gather or purchase a great amount of what they desire in the shortest time period possible. For Gathering Classes, players will build "routes" on specific maps that can be traveled at a predetermined rate, all the while collecting as many natural resources as possible. It becomes a monotonous and tedious task that can prove extremely fulfilling.

Resource Farming may also mean keeping a very strict eye on the marketplace, items that flood the market will drop drastically in price over an undetermined amount of time and it may be a short while before this trend fades and the resale value of the item is boosted back up, if at all available. At which time the farmer can decide to do one of two things, resell the items at a drastically high price that can be brought back down over time, in the hopes that some of the expensive goods clear before then. The second option is to purchase items at a flooded rate and use them to craft other items, that are more rare on the market and regularly sell for a high amount of Gil.

Now it's time to cover the art of farming Gil. Farming Gil can be done, efficiently in a few different fashions depending on which play style you prefer. However either way, it's about making the most Gil in the shortest amount of time. The most effective way to make a lot of Gil is done at max level, when you have access to the highest class skills and can farm lower level areas, with ease. What we've devised is a system to implement farming techniques while leveling and then the serious grind at level 60. Below is a list of ways to grind Gil, fast as you level up and then the end-game grind will follow. So if you're only interested in the end-game grind, feel free to skip right to it.

Grinding Gil early on, is really rather difficult. Most methods employed (Crafting and Leve grinding) can't even be learned until you've completed the "Level 10 Quest" for your Battle Class. Once you've gotten that out of the way, you'll be able to learn crafting and gathering classes. For game-farming purposes it is advised to take at least one gathering class and either alchemy or culinary. As all of the products of these professions are and will be greatly sought after by other players. Also, pay very close attention to quest rewards, if you're already relatively well geared, take the monetary bonus instead of the gear, as low level gear is replaced rather quickly anyways. It is wise to try to not have to sell items to a vendor, as they really don't help your coin purse any. You'll find that you feel more inclined to purchase items than to sell any. And any crafting items that drop from monsters during your travels should make their way onto the Trading Post Boards, at a competitive rate, or 300% of their "retail value". This will gross much Gil, specially in the early age of the game, as everything is needed by someone!

The aforementioned is a great way to farm Gil up to level 30, though it can still be utilized as an additional method of farming there are some other tricks available to you, once you've reached level 30+. Firstly, with crafting skills (Blacksmith, Armorer, Carpenter, etc.) you'll be able to start crafting some seriously useful, some to be turned in as Levequest hand ins and others to be sold on the Marketplace. In each Crafting Class list will be a "✓" which will signify a fruitful craft. If the Craft is highlighted in gold. Then it is something that will remain popular on the market place! This will assist with choosing which Crafting Classes to level, depending on your end-game goals!

Here's my system for consistent Gil farming, without having to buy any off of those pesky Gil farmers, unless of course you are one then, well this system wins!

Working as a team player actually pays! Doing End-game dungeons is a great way to stay in shape and keep the cash flow growing, not only do bosses generate a high Gil drop when defeated, a lot of the items are also good on the market, never vendor high level gear! Run each instance / dungeon and when done, repair your gear and hit the market boards. Keep a clean inventory, to avoid potentially leaving loot behind. Anything with a Gil value can be sold! Sell the high value items on the market (Gear, Crystals, Resources, etc.) but don't guess a

price, check out other items equivalent to what you are trying to sell and undercut their price by 3%. Going in blind will generate little to no gain, then, do a clean sweep of your inventory, vendoring otherwise worthless items to gain that extra 100-200 Gil. Return to the dungeons list and knock out a few more.

Try not to forget about Guildleves, Some of these are a serious life saver. It's ok to go a day or two without doing them, if you simply don't feel like it but some of the gathering and crafting Guildleves take only a couple minutes and generate an immense amount of Gil over a short period of time, so it does, in the end pay to level up a profession or two. Knock out the Guildleves and move on to the next step!

There's no doubt that you'll get your gathering or crafting Guildleves down to a science, but here's some help. Gathering, always take difficulty level 4, it never gets too intense specially if you've acquired a mount to travel from node to node. Try to accept as many Guildleves as you can and knock them out all at once, before returning to the Levegate. Crafting, you really want to try to focus on the HQ turn ins, they can generate up to 300% more in rewards. So, once you've handed in all of your Guildleves you'll most likely have some NQ items that didn't make the cut, left over. Get over to the market place and post them for 300% of their retail value, if none are present or 3% less than the existing items of the same description for sale. This will ensure quick sale and thus, you are not holding onto a bunch of the same item that you'll end up having to vendor. Crafting items that are in high demand is a great way to make some quick sales, it is also wise to advertise! Let others know, in your guild or in general chat that there are some rare sought after items for sale. Or, sell your services. Players will pay a pretty Gil to have a Master (Crafting Level 50) Armorer make them something specific, to avoid being cheated by Market Place prices and to avoid having to level the class themselves. So really try to spread the word! You do have the option to simply apply your advertisement to a macro and dragging the macro to your action bar.

It is also nice to keep track of resources on the Market Board, if the stock is dwindling, post up some resources you don't need at a competitive rate for some very quick return, if something catches your eye it may be worth farming that specific resource. For Resource farming and mapping routes check out each of the gathering classes on how to go about it properly.

The Market board, this is your offline Gil gain, as the market will keep track of all items for sale even when your characters are offline, so it's generally a good idea to post them for as long as you can and don't even worry about it until you've received some mail about sales. Remember to keep your inventory clear of items you could be making Gil off of on the Market.

CRAFTING & GATHERING



rafting is a large part of the game-play in Final Fantasy XIV: A Realm Reborn, much like it is in most MMO-(A)RPGs. Some Crafting classes will allow your character to make their own gear, others will allow your character to create flasks and food for buffs that will aid you and your party through tedious tasks, to victory. All in all, it can prove very useful to invest time in Crafting, not to mention very profitable.

Though it may be considered that the Crafting system in FFXIV: ARR is a bit more complex than need be, it is also nice to have to think about what your next move is without simply burning through the levels without much thought required. There are several aspects to the Crafting process that will require some focus. Primarily we'll be covering: durability of a craft, Normal Quality (NQ) and High Quality (HQ) resources, Crafting Points, Difficulty, the Crafting Log, HQ percentage and Quality. Each in a brief description within this introduction and then more in depth within each Crafting Class.

There are 11 Crafting classes total, 3 are gathering classes and the remaining 8 are utilized to create new items in the game. Each will be explained thoroughly and a "crafting map" will be provided to assist you with navigating through each Crafting class. We'll also discuss Crafting Guilds, their part in your ability to obtain a successfully high crafting level and a bit about each of their origin. This will help you to decide which Crafting profession you wish to pursue. Some Crafting professions are suggested based on which class you wish to play and others are utilized purely for monetary gain. Also included will be each Crafters Actions list, which pertains to the action skills learned by each profession and are used on an action bar exactly like battle class actions. The Professions will automatically attune to the next unused action bar (If you only have action bar 1 in use the crafting actions will appear on action bar 2, once you've equipped the appropriate class tool.

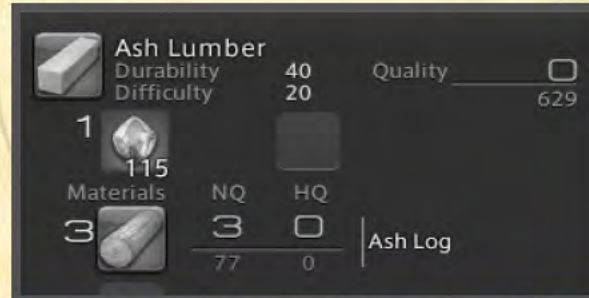
As before mentioned, in order to get ready to craft or gather in your desired class, you must go into the Armory Chest and select the appropriate crafting or gathering tool. If you become confused or are simply unaware of which tool belongs to which class, refer to your desired Crafting Class in the list provided further on in this Guide and their tools will be listed in a progressive order.

A most unfamiliar aspect of the class selection process in this game is that your one main character can in fact learn all 11 Crafting Classes, simply visit each city and gain approval from each guild. In doing so you will have the ability to craft absolutely every recipe in the game, once you've leveled up each class.

Now to discuss the Crafting system. We've devised a step by step system of explaining the Crafting system to make it easier to follow as well as easier to understand. There are several aspects to the Crafting system that will really affect the outcome of your attempt to complete a recipe.

Step One. First you'll want to open the Crafting Log which is key-bound, by default to the "N" key or you can click the icon representing the Crafting Log under the Personal Logs button list in the lower right corner of your UI. Once you've opened the Crafting Log there are several important focuses: from left to right there is the Class list, from which a player will need to first select the crafting class they wish to advance. Below that is the Recipe Level list, categorizing each recipe learned by it's level requirement. Down the center is a list of the recipes you've learned thus far and know how to create, beside them a level and if the recipe has since been completed, a gold check mark will be between the recipes level and name.

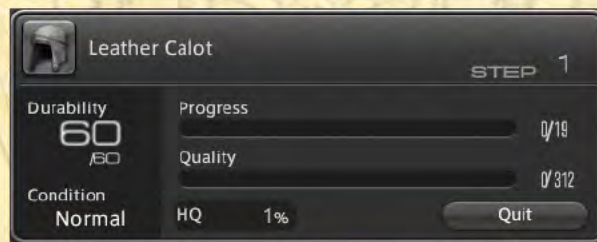
Step Two. Select the Crafting Recipe you wish to make. With the Crafting recipe selected, the far right side of the Crafting Log will be filled in, displaying more information about that specific recipe. Below is an example of the small screen that will appear on the far right hand side of the Crafting Log.



So to craft Ash Lumber, 3 NQ Ash Logs and 1 Wind Crystal are required. The numbers displayed beside the resources picture represent the number of Ash Logs used from the inventory of 77. Which will also provide a guideline as to how many times this recipe can be crafted. The Wind Crystals inventory count is 115, displayed at the bottom of the actual resource display picture. If the player were to use High Quality (HQ) resources, it would display the inventory count under HQ as it does under NQ, however there would be a much greater quality value.

This recipe has 40 durability which represents the number of attempts before the possibility of failure will occur. Secondly we will see a Difficulty rating. The difficulty of crafting Ash Lumber is 20, which is understood as a percentage value out of a possible 100% difficulty rating. The lower the difficulty, the better chance of a successful craft once the recipes durability has depleted. Finally we have the quality. This is a very basic recipe so the quality level of this specific item is 0 out of a possible 629 rating. A good way to increase the quality of a recipe is by using HQ resources.

Step Three. Once you've selected an item to craft you are going to now need to turn to the synthesis option in the bottom right hand corner of the Crafting Log. This is where all the work is actually completed. The synthesis option will only highlight in gold if all of the required resources are in your characters inventory. Synthesizing resources is kind of it's own mini-game and the goal is to complete the craft before the Durability reaches "0". There are three primary focuses of the synthesis screen and each with their own functionality. The Durability is essentially the timer and cannot be controlled, however the next two focuses can be. The Progress bar is your next focus, if it reaches (as displayed in the photograph below) 19/19 before Durability reaches 0, then you've successfully crafted the item.



Synthesis will also be completed in steps. Each step, consumes ten durability. This is where a crafters abilities come into effect. Crafters will be granted abilities as they level up, and using these abilities will depict the action chosen for each step.

For beginners there won't be too much focus on the Quality bar as there isn't much gain from High Quality results early on anyways. However, the Quality bar is for those of whom wish to craft High Quality items. In the previous picture the item has highest quality rating of 312 being the best possible result with regards to stats on this item, and 0 being the very most basic result for this item.

If all goes well, then you will have successfully completed that recipe and can continue on with a gold check mark beside the crafted recipe. However, if the synthesis fails then the resources used will be lost, the recipe will not be complete and another attempt will need to be made to craft the failed recipe. However there is no limit to attempts, as Crafting is only limited by resources.

Progress and Quality can also be determined by which gear your character is wearing. We will further discuss crafting gear towards the end of this guide. Crafting Class Action Skills also play a big part in the success of Crafting Recipes and will be discussed further on in the guide, under the Disciples of the Hand section. However it is always important to emphasize the several different variables to crafting a successful result from your Recipes.

Quick Leveling

There are several ways to quickly level up a Crafting or Gathering Skill. It has been found that, any quest turn in's that do not require an adventurer to have a specific Class equipped can gain the XP towards their currently equipped class. This means, the XP earned from quests can be put towards a crafting class of your choice if that class is equipped when the quest is completed. This also goes for Levequests, which we will delve further into later on in this guide. However, other crafting or gathering quests will require a player to be in the specific class gear, before the guild will allow your character to complete a quest.

Use your Free Company, Having friends to help you with resources for crafting classes will greatly assist with mass leveling that class. For gatherers, it is helpful to gain more information about building routes in specific locations and where they are able to find the most of a specific material. Since gathering nodes are shared, in the sense that more than one individual can gather from the same node, the same amount of times without interrupting one another it is not a resource race with other players when it comes to gathering.

For the first few levels of Crafting Classes utilize the vendors available for resources and complete quests to advance to level 10 quickly. Once you've accomplished level 10 it is in your best interest to focus on crafting new recipes until you've run out for your level. For resources that you cannot purchase, try to look for them on the market place or take up an accommodating gathering class. Though most crafting classes will at some point require resources from quite nearly every other class, it still eliminates hunting for a primary resource (ie. Culinarian will require resources from a fisher more so than any other gathering class) instead of paying for it.

For levels 10-50 it will slow down quite a bit but you'll have access to Guildleves at this point and should take a serious interest in completing them for quick XP gain, again it is important to shoot for HQ results as they are known to generate up to 300% more gain from Guildleves. Continue this method right to the final level 50 and always aim to acquire resources for any not-yet crafted recipes as they will generate extra XP for first time use. Craft HQ Results as best you can and continue to complete repeatable Guildleves until you've managed a level high enough to move up to the next, with HQ results.

Crafting With Cause

With MMO games, players are encouraged to utilize the open world environment and explore their own personalities within the games realms. In doing so, three different types of Crafters have arisen; Those who craft to maintain self sufficiency (Smiths), those who craft to ensure that their skills will benefit a group of players (The Provider) and lastly, those who chose their crafting professions based around the promise of greater monetary gain (Farmers).

Depending on which suits your personality you'll feel more inclined to pursue specific Crafting professions or classes that hold higher value to you than others. If you're unsure or maybe this is the first time delving into the realms of an MMO ARPG then the next bit of this section will help you to decide on which of the 3 classifications suits your playing style best.

The Smith. A Smith is a player who will pursue the ability to craft their own armor or weapons, in doing so they are the player who works to keep an inventory of level proficient gear and does not desire the thrill of relying on parties and instancing through dungeons for gear to drop. A Smith is very specific with their profession as they have to be able to make adequate gear which will also depend on the Class that they are playing. For Example, a Paladin will pursue their career as an Armorer if they wish to produce their own Armor throughout the games development, however with this in mind it would make little to no sense for a Monk to take up Armorer as their gear class is cloth, so a profession as a Weaver would be far more beneficial. The same applies for weapon crafting, Blacksmithing would be the preferred route for a sword, lance or mace wielder however for those who are looking to craft bows, staves or wands it would benefit the player to pursue the Carpenter class instead.

The Provider. This classification signifies those who are interested in crafting items that will generate a positive result for their entire party; primarily any Gathering Class, the Culinarian or Alchemist. These professions are used to supply crafting items to sustain other classes, or consumables that when consumed will grant a buff on the user. Hypothetically, as these crafting professions are leveled up, group buffs from a single use can be crafted and stronger elixirs or meals can be consumed to increase a players stats for a predetermined amount of time. Though the providers crafting professions are also utilized by the occasional Farmer, as high level elixirs and certain Culinarian resources sell for a great deal of Gil on the Market Board. However the Provider is more apt to load up their party or Guild vault, than the market with their goods!

The Farmer. Farmers are generally, a community of players who keep a very close eye on the market place, tracking fluctuation of prices and rarity of goods. Crafting goods procured by Gathering professions are always in high demand and though as a single unit may not net a large amount of Gil it is much easier to collect several crafting resources and then turn to the market place to sell them to other players who are in need. As was previously mentioned, some farmers will choose to take up crafting professions as well and will produce items in high demand in large quantities and sell them in the market place, still keeping track of other sellers progress and which items are rarer than others on a day to day basis.

A word to the farmer from the wise, collecting Crystals from various areas and selling them on the Market Board is bound to net a great amount of Gil, as Crystals are required by all Crafting classes and are not readily available at a guild vendor as most other earlier level resources are. If shards are a common commodity on the Market Board already, simply buy out the cheapest and wait a short while for the trading post's stock to deplete and re-post them at a higher value.

No matter which classification suits you, it is always best to remember to just have fun and enjoy your time in Eorzea whatever that may mean to you, individually. In the end it is still a video game and as we all must do, please take it in moderation like all other enjoyable aspects of life.

GUILD LEVES



uild-Leves are daily quests that can be obtained from “Levemetes”, Highly decorated members of the Adventurers' Guild. Guild-Leves can be obtained from various Levemetes all over Eorzea and offer three types of Guild-Leves. Battlecraft Leves are geared towards those who tend to their responsibilities as Disciples of War or Disciples of Magic. These are tasks that will require the character to pursue a specific objective set out by the Levemete. Fieldcraft Leves are for those who work their hands as Disciples of the Land. Fieldcraft Leves will require the gathering of resources and surveying of the land. Finally are the Tradecraft Leves, geared toward those who pursue the arduous work as Disciples of the Hand. Tradecraft Leves will require the player to craft and turn in various and varying amounts of items to the Levemete. This system is created to resemble the “supply and demand” system that is not a rare implementation in RPGs, however it's also got its own “Final Fantasy – Progressive difficulty” feel to it.

We'll be primarily focused on progressing through the Fieldcraft and Tradecraft Leves as they pertain to this guide's primary focus. Though it is advised to take on a Battlecraft Leve every so often, as they will reward your character with plenty of useful items and tons of hard earned exp. Further on in this section we'll explore how to go about completing a Guild-Leve, the difference in turning in Normal Quality goods as opposed to High Quality goods and what to expect with regards to higher level Guildleves.

Levequests and Levemetes

Herein lies the complete list of all Levemete locations across Eorzea (excluding the Grand Company Levemetes) Levemetes are NPCs that are strategically located who provide repeatable class specific quests. These quests are called Levequests and can be completed as long as your character has reached the appropriate level for the class they wish to complete Levequests for and have Leve allowances required to accept the quest. Directly below is a list of the Levemetes all across Eorzea listed by level, that will grant your character Levequests for all Classes pending their level.

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Levemete	Leve Level	Region	Zone	Area / Town
T'mokkri	1, 5 & 10	La Noscea	Limsa Lominsa Upper Decks	Adventurers Guild
Eustace	1, 5 & 10	The Black Shroud	Gridania	New Gridania
Gontrant	1, 5 & 10	Thanalan	Ul'Dah	Ul'Dah Steps of Nald
Wyrkholsk	5	La Noscea	Lower La Noscea	Red Rooster Stead
Muriaule	5	The Black Shroud	Central Shroud	The Bannock
Graceful Song	5	Thanalan	Western Thanalan	Scorpion Crossing
Swygskyf	10	La Noscea	Western Thanalan	Swiftperch
Tiemey	10	The Black Shroud	Central Shroud	Bentbranch Meadows
Totonowa	10	Thanalan	Western Thanalan	Horizon
Orwen	15	La Noscea	Western Thanalan	Aleport
Qina Lyehga	15	The Black Shroud	East Shroud	Hawthorne Hut
Poportunu	15	Thanalan	Eastern Thanalan	Camp Drybone
Ourawann	20	La Noscea	Lower La Noscea	Moraby Drydocks
Nyell	20 & 25	The Black Shroud	The South Shroud	Quarrymill
Esmond	20 & 25	Thanalan	Southern Thanalan	Little Ala Mhigo
Nahctaht	30	La Noscea	Eastern La Noscea	Costa del Sol
Merthelin	30	The Black Shroud	The South Shroud	Camp Tranquil
Aileen	35	La Noscea	Eastern La Noscea	Wineport
Cimeaurant	35	Coerthas	Coerthas Central Highlands	First Dicastrial Observatorium of Aetherial and Astrological Phenomena
Rurubana	40	Thanalan	Northern Thanalan	Camp Bluefog
Volinaut	40	Coerthas	Coerthas Central Highlands	Whitebrim
K'leytai	45	Mor Dhona	Mor Dhona	Saint Coinach's Find

It is advised to reserve Leve allowances for crafting or gathering classes to quickly level a crafting or gathering class. Battle classes have Levemetes with their Grand Company faction that can be completed to increase their battle class level. Levequests can be very easily farmed and completed in a usually short period of time.

Farming Leves will greatly increase your characters class XP and level. However, keep in mind that you will be required to manage other aspects of crafting classes as you only have so many Leve allowances. But it is still a good idea to maintain them in order to boost your XP fairly simply, at that. Just do your best to turn in HQ resources or recipe crafts for the best reward possible. For further information on gathering and crafting HQ results, refer to your class as well as the Gear section of this guide.

DISCIPLES OF THE LAND

Disciples of the Land are those who train at least 1 of the 3 gathering classes in Eorzea. These include Mining, Botany and Fishing. Each of these gathering classes or professions have their own guilds, crafting logs and associated Guildleves. We'll discuss each gathering class in depth, including leveling and Guildleves below.

Each D.o.L. will have a Logging and Harvesting log. Within the log resources that can be located will appear. Beside the image of each resource a percentage will be displayed, the top percentage represents the success rate of gathering a Normal Quality resource and the bottom percentage represents the success rate of gathering a High Quality resource. These percentages fluctuate based on a players gathering level and whether or not they have gathering gear equipped. Gathering gear is something that we will discuss further on in the guide. However in short, D.o.L. specific gear will have one or more of three bonuses added to them, Gathering: Which boosts a players ability to gather Normal Quality resources, as gathering resources relates to a Crafters Synthesis ability and may not always be successful. Perception: Which boosts a players ability to gather High Quality resources and GP. Which is represented by a blue bar at the bottom-middle of the players HUD, beside the players HP bar. GP stands for Gathering Points, which relate to Crafting Points, if the GP Meter depletes to "0" then the player will be required to wait until the GP Meter refills before being able to use any other abilities.

However there are some definite prerequisites to becoming a member of the Disciples of the Land. First and foremost, players must reach level 10 and complete the level 10 quest for their primary class (Battle-class). You'll know when you've completed the final primary class quest when your primary class guild master dismisses you. It is important to pay attention to the Guild Masters and Guild Receptionists dialogue as they do actually have some interesting things to say.

Some initial tips of the trade(s) are as follows. These are tips and tricks that will apply to all Gathering Classes as a whole and can really help players to advance quickly with their class, specially earlier on in the game (Gathering Class Level 1-20) however also carry on to the final levels of your characters' class.

Tips and Tricks.

It is important to realize and remember that mining nodes, fishing holes and botany foraging locations are all shared and can be farmed at the same time as other players without interfering with their progress.

Tracking Nodes and special item locations. The main map in-game is sectioned by a grid, each part of the grid will have an "axis" location, X and Y represent the vector at which the specific location is. To simply jot down all nodes in an area, will help you build sufficient farming patterns. Keep in mind that this is an effective for every MMO game that utilizes gathering classes or professions. However, for some games a Gathering-memory add-on can be downloaded that will, in short log all accessed nodes in the add-on database and display them on the main map when you enter said location. Though none have yet been developed it is a possibility that they will be in the future. My gathering notes usually look like this.
Copper Mine Y:46 , X: 32. (Fire Crystal, Copper Ore)

Once you've gathered enough data, build a "farming route" this is when you plan a path to travel which will grant the most resources in the shortest period of time. Some minor preparation in planning a route will prove very fruitful once the information is put to use. However, as this is a guide we will provide what has been deemed the most effective areas to farm in order to gain the most return from Resource nodes. This is a very easy way to keep track of Nodes as they always spawn in the same area, other than the level 50 nodes, which are set to random spawn points, in general areas at specific times.

A rather controversial, but none the less in-effect rare item farming system has been implemented which regards the gathering of level 50 nodes at specific in-game time periods. This means that only between time "A" and time "B" items such as clusters and High Quality resources can be acquired nearly 50% more than at other times, even so far to say as many of these nodes will not even be present until it's designated time frame. It is a theory that has been tried by several veteran gaming guilds around the world and reconfirmed time and time again. Even so much so that, their data is nearly completely consistent. So, to pass on the knowledge here are the Level 50 node times for both Botany and Mining, which also requires that the Botany and / or Mining Class Level must be Level 50 in order to interact with the below mentioned nodes. Please keep in mind that the times provided are consistent with Eorzea time and not necessarily your local time zone.

Botany Level 50 Nodes, Times and Locations.

- Harvesting: Crawler Cocoon, 1:00 AM – Location: East Shroud, at or around Little Solace. Region: The Black Shroud
- Harvesting: Trillium, 5:00 AM – Location: East Shroud, Random Spawn Locations within map boundaries. Region: The Black Shroud
- Harvesting: Honey Lemon (Consume raw for +3% XP Bonus for 30 Min.), 5:00 AM – Location: Eastern La Noscea. Region: La Noscea.
- Logging: Spruce Log, 9:00 AM – Location: Coerthas Central Highlands at and around the Ogre's Belly. Region: Coerthas.
- Harvesting: Prickly Pineapple (Consume raw for +3% XP Bonus for 30 Min.), 9:00 AM – Location: Eastern La Noscea at and around Costa Del Sol and the Hidden Falls. Region: La Noscea
- Harvesting: Vampire Plant, 1:00 PM – Location: Coerthas Central Highlands at and around the Skyfire Locks as well as near Dragonhead. Region: Coerthas.

- Logging: Thavnairian Mistletoe, 5:00 PM – Location: Coerthas Central Highlands at and around Stone Vigil as well as the Whitebrim Front. Region: Coerthas.
- Harvesting: Kidragora (Minion), 9:00 PM – Location: East Shroud at and around The Honey Yard as well as The Bramble Path.
- Harvesting: Trillium Bulb, 9:00 PM – Location: East Shroud at and around The Honey Yard as well as The Bramble Path.

Mining Level 50 Nodes, Times and Locations.

- Mining: Darksteel Ore, 1:00 AM – Location: Coerthas Central Highlands at and around Hildrath's March. Region: Coerthas.
- Quarrying: Gold Sand, 5:00 AM – Location: Eastern Thanalan at and around the Yug'Rim River. Region: Thanalan.
- Mining: Coblyn Larva (Grants the Coblyn Larva Minion), 9:00 AM – Location: Eastern Thanalan at and around the Burgundy Falls. Region: Thanalan.
- Mining: Gold Ore, 9:00 AM – Location: Eastern Thanalan at and around the Burgundy Falls. Region: Thanalan.
- Quarrying: Grade 4 Carbonized Material, 1:00 PM – Location: Mor Dhona at and around the Saint Coinach;s Find and Singing Shards.
- Quarrying: Volcanic Rock Salt, 5:00 PM – Location: Eastern La Noscea at and around the Raincatcher Gully.
- Quarrying: Grade 4 Carbonized Material, 5:00 PM – Location: Mor Dhona at and around the Saint Coinach;s Find and Singing Shards.

- Quarrying: Astral Rock, 9:00 PM – Location: Coerthas Central Highlands at and around the Skyfire locks and Dragonhead.
- Quarrying: Grade 4 Carbonized Material, 9:00 PM – Location: Mor Dhona at and around the Saint Coinach;s Find and Singing Shards.

This concludes the list of presently existing Level 50 Nodes. It is also important to keep in mind that the Minions that can be farmed by either class will be a very rare commodity and highly desired by collectors all across Eorzea. Thus, it is conceived that these Minions, only attainable by farming for them will net a great amount of Gil. However, realistically for at least the first few months of the game, all resources farmed in these lists will net a great deal of Gil on the Marketplace due to the nature of supply and demand.

Guildleves can be acquired at any Levemete in Eorzea and will display the activation location on your map. Levemetes will be listed in order by Levequest required class level and as it stands all Gathering . So it is in your best interest not to vendor any resources gathered early on, as they may come in handy whilst leveling up your class by gaining XP through Guildleves. All Leves that require the specific gathering of resources is set to a timer, the timer is set between 20 and 30 minutes of allotted time to complete the Levequest. Depending on the level of difficulty you've chosen, higher difficulty will mean less time to achieve the Levequest.

Levemetes are located in different areas depending on the level of your Class, you'll want to search out the next Levemete as you approach your next Guildleves milestone to continue on with your crafting progression seamlessly. Under each Gathering Class. The location of the nearest Levemetes will be listed. There will also be a list of each Class Specific quest, these quests can be found primarily where your Class Guildmaster can be found.

Lastly, Cross-Class Abilities this is a players capability to use abilities learned by use of another class (within the same discipline) and equipping it to the action bar of your characters current class. For example, you've leveled Blacksmithing to 30 and are currently using the Armorer Class, at level 16. If you wish to do so you can select any Ability in the list of Blacksmithing abilities that require Crafting Level 16 or lower. As long as the Ability desired falls into the "Cross-Class" Lists provided below, it is entirely possible to do so.

It was our intent to list each and every Levequest for each Gathering Class; however it has been learned that the quests themselves are highly subject to change, not necessarily the Quest givers but the actual names of the quests, because of this we've decided to give you the best description possible regarding obtaining Levequests as well as a run down on what they most likely require.

Botanist

A Botanist is responsible for gathering vegetation such as lumber, harvesting vegetables and grain and other plants. Becoming a Botanist is easier for some than others, due the singular location of the Botanists Guild, located in Gridania.

Players who do not start in Gridania can still become a Botanist, however they will be required to do some travelling. For players who start in Ul'Dah, it is not a difficult task to gain access to Gridania. Simply travel North through Central Thanalan to Eastern Thanalan and continue North to South Shroud. Once in South Shroud, travel to Camp Tranquil and attune the Aetherite crystal, then speak with the Chocobokeep for a porter to Gridania. Lastly, for players starting in Limsa Lominsa it isn't necessarily more difficult, but it will take a little while longer as Limsa Lominsan players must first complete their level 15 city-specific quest to gain access to the Airship, which will immediately have the option of traveling to both Gridania and Ul'Dah at any time from then forward.

Below we will explore a Botanists class and the steps relevant to leveling a Botanist, we'll share some great farming locations for this class, as well as a full explanation of the the Logging and Harvesting Log used to keep track of your progress with your gathered resources.

But first, the Harvesting Log; this is where all of your gathered resources information are stored. When you approach a gathering node you may select which resource to gather for. There are three different numbers to be mindful of when gathering. The two percentages that will appear one on top of the other and the resource level. The percentages are your gathering success rate for each resource of either level of quality. The large number on top represents your chance of gathering NQ or Normal Quality resources. The smaller, lower percentage represents the chance of gathering HQ or High Quality resources. Lastly the resources level will play a large roll in the percentile allowance when gathering, if a resource is lower level, it will have higher percentages and if the resource is higher it will have slightly lower percentages.

There is a plus side to gathering resources whether you race the clock or play it safe. Racing the clock means to gather higher or equal level resources for the greater XP gain from each successful resource gathered. Playing it safe is gathering resources that are the same or lower level and will generate less XP but a much greater chance of gathering HQ resources.

Now, a word to the wise. Gathering HQ Levequest and Class Quest resources for turn in will grant up to a %300 boost in XP gain from quest rewards.

Now we'll get right into it with a detailed list of their Class Actions and Traits with descriptions of what each is used to do. Botanists Actions can be clicked down to an action bar, for use when gathering from the flourishing vegetation and timber in Eorzea! Most descriptions are quite precise and do not require futher explanation or emphasis by the author.

Ability	Description	BOT Lvl	(GP) Cost
Triangulate	Survey the landscape to locate mature trees and lush vegetation. Activates automatically when class changed to Botanist.	1	0
Arbor Call	Survey the landscape to locate the nearest mature tree or lush vegetation within skill range. Can only execute while Triangulate is active. *This is a great skill to use if you've run dry of resources in the area that you've been gathering in and need to find anew location.	3	0
Field Mastery	Increases the chance of obtaining items while gathering by 5%.	4	50
Field Mastery II	Increases the chance of obtaining items while gathering by 15%.	5	100
Arbor Call II	Survey the landscape to locate the Highest-level mature tree or lush vegetation within skill range. Can only execute while Triangulate is active.	6	0
Stealth	Conceal yourself and tread quietly, reducing movement speed, but enabling you to avoid enemies level 20 and below.	8	0
Field Mastery III	Increases the chance of obtaining items while gathering by 50%.	10	250
Preparation	Reveals the conditions for obtaining HQ items while gathering.	12	0
Leaf Turn	Increases the chance of obtaining HQ items while gathering by 10%. Does not increase chances for items which start at 0%	15	100

Nophica's Ward	Increases Earth Shard yield by two.	20	400
Menphina's Ward	Increases Ice Shard yield by two.	20	400
Llymlaen's Ward	Increases Wind Shard yield by two.	20	400
Brunt Force	Increases the chance of obtaining regular HQ items to 100%. Can only be activated after chain #4.	25	0
Ageless Words	Grants another gathering attempt.	25	250
Blessed Harvest	Increases the number of items obtained during a single gathering attempt by one.	30	400
Leaf Turn II	Increases the chance of obtaining HQ items while gathering by 30%. Does not increase chances for items which start at 0%.	35	350
Blessed Harvest II	Increases the number of items obtained during a single gathering attempt to two.	40	500
Truth of Forests	Further survey the landscape to uncover unspoiled mature trees and lush vegetation.	46	0
Toil of the Pioneer	Renders all out-of-reach items, reachable.	50	0

Botanists Cross-Class Abilities. Listed below are the Abilities that Botanists can borrow from other Classes. Included will be the Name, level required, providing class and the description of the Ability.

Cross-Class Ability	Crafter Lvl Req.	Support Class	Description
Byregot's Ward	20	Miner	Increases Lightning Shard yield by two.
Nald'thals Ward	20	Miner	Increases Fire Shard yield by two.

Thalik's Ward	20	Miner	Increases Water Shard yield by two.
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Traits are passive abilities gained by each gathering class and cannot be transferred across classes. Traits do not require activation and are gained instantly as each level required is reached. Below are the Traits of a Botanist, as well as level attained and the in-game description of each Traits' attributes.

Class Trait	Req. Lvl	Description
Auto Triangulate	2	Automatically activates Triangulate upon changing your class to Botanist.
Tree Whisperer	11	Allows you to identify the characteristics of a mature tree or patch of lush vegetation, improving gathering rate when conditions are met.
Tree Whisperer II	16	Allows you to identify the characteristics of a mature tree or patch of lush vegetation, increasing gathering attempts when conditions are met.
Enhanced Stealth	18	Increases the range of enemies avoidable when using Stealth to level 30.
Tree Whisperer III	21	Allows you to better identify the characteristics of a mature tree or patch of lush vegetation, improving HQ gathering rate when conditions are met.
Tree Whisperer IV	26	Allows you to better identify the characteristics of a mature tree or patch of lush vegetation, improving yield when conditions are met.
Enhanced Stealth II	28	Increases the range of enemies avoidable when using Stealth to level 40.

Enhanced Stealth III	38	Increases the range of enemies avoidable when using Stealth to level 50.
Ward of the Twelve I	41	Extends gathering ward increases to crystals.
Ward of the Twelve II	50	Extends gathering ward increases to clusters

For a complete list of Levemete locations refer to the list provided in the Guildleves section of this guide where all Levemete locations can be found and which level their levequests are. Every Levemete will provide Levequests that are relevant to every class, granted you've managed to reach the required level.

There are also class specific quests that can be gained and completed from your Class Guildmaster. The Guildmaster will always be located at the same place, and will grant you access to quests as you level your classes experience, most of these quests will be self explanatory and don't have a time limit, like Guildleves but are a great way to boost your XP and to keep in touch with the Botanists Guild. Here is a list of the quests by class level and a brief description of what they require for completion. All Botanist Class Quests can be obtained from Fufucha located in Old Gridania at the Greatloam Growery.

Botanist Quest Guide

- **Level 1 Botanist Quest**

“My First Hatchet”

Objective , Deliver 10 Pots of Latex to Fufucha.

Note , 10 pots of latex can easily be collected from Mature Trees near the Blue

Badger Gate leading from New Gridania to the Central Shroud and Yellow Serpent Gate in Old Gridania leading to the North Shroud.

Rewards : XP -100 Gil: 115 Gear: Hempen Dalmatica of Gathering (Gathering +13) Bonus: N/A

- **Level 5 Botanist Quest**

“Sap for Smiles”

Objective : Deliver 50 Pots of Maple to Cicely.

Note : Cicely can be located at the Greatloam Growery in Old Gridania. The Pots of maple sap can be gathered from the Treespeak and Blessed Bud areas in North Shroud. Or you can purchase Pots of maple sap from O'rhyod (Tradecraft Supplier) in Old Gridania at the Ebony Stalls.

Rewards : XP -560 Gil: 194 Gear: Bronze Hatchet (Gathering +32) Bonus: Choose from 1 of 2 pieces of gatherer gear or 2 Allagan Tin Pieces (Worth 25 Gil ea.)

- **Level 10 Botanist Quest**

“Weapons of a Feather”

Objective. Deliver 99 Crow Feathers to Cicely.

Note. Cicely is located in the Greatloam Growery of Old Gridnaia. Crow feathers can be collected around the East Vein in the Central Shroud.

Rewards : XP -1,710 Gil: 289 Gear: Bronze Scythe (Gathering +20) (Perception +35) Bonus: Choose from 1 of 2 pieces of gatherer gear or 2 Allagan Bronze Pieces (Worth 100 Gil ea.)

- **Level 15 Botanist Quest**

“Haste Makes Waste”

Objective. Deliver 10 Marjoram to Albagast.

Note. Once you've accepted the quest head to the Ebony Stalls to speak with Albagast. Albagast will request that you deliver 10 sprigs of fresh Marjoram which

can be collected from The Matron's Lethe in the Central Shroud.

Rewards : XP -3,360 Gil: 382 Gear: Recruit's Scythe (GP +1) (Gathering +24) (Perception +42) Bonus: Choose from 1 of 3 pieces of gatherer gear or 2 Allagan Bronze Pieces (Worth 100 Gil ea.)

- **Level 20 Botanist Quest**

“Dressed to Harvest”

Objective: Deliver 99 Grade 1 Carbonized Matter to Sandre.

Note: Sandre can be located at the Botanist's Guild in Old Gridania. The Carbonized Materia required is best gathered from the area around Aleport, in Western La Noscea. Teleport to Aleport and begin your trip north, you'll be collecting Materia from Mature Trees. If you have yet to collect any it will display as “Unknown” in your Harvesting Log. Level 1 Carbonized Materia is collected 1 at a time, so it will require some serious time dedication to complete this quest. Once you've finished, teleport back to New Gridania, travel to the Botanists Guild in Old Gridania and turn in the quest to Sandre.

Rewards : XP -4,060 Gil: 470 Gear: Initiate's Hatchet (Gathering +46) (Perception +26) Bonus: Choose from 1 of 4 pieces of gatherer gear or 4 Allagan Bronze Pieces (Worth 100 Gil ea.)

- **Level 25 Botanist Quest**

“Aromatic Aspirations”

Objective: Deliver 15 sprigs of Chamomile (HQ) to Sandre.

Note: Once you've accepted the quest from Fufucha, teleport to Camp Bronze Lake, in Upper La Noscea. From there, travel south to Jijiroon. And take the ferry to Memeroon's Trading Post. From Memeroon's Trading Post you'll have to begin heading North where you'll quickly discover several Lush Vegetation Patches. If you have yet to discover Chamomile you'll have to run through the list of “Unknown” resources until you've discovered Chamomile. As you travel further North you'll encounter dangerous creatures, exercise the use of Stealth to sneak around these creatures. Once you've collected all 15 Chamomile (HQ) teleport back to New

Gridania and make your way back to Sandre.

Rewards : XP -4,760 Gil: 557 Gear: Novice's Scythe (GP +2) (Gathering +34) (Perception +59) Bonus: Choose from 1 of 4 pieces of gatherer gear or 4 Allagan Bronze Pieces (Worth 100 Gil ea.)

- **Level 30 Botanist Quest**

“What nature Giveth”

Objective: Deliver 15 Alligator Pears (HQ) to Fufucha.

Note: From Fufucha, make your way to Bentbranch Meadows, in The Central Shroud. Travel North through the city to Solyeux, as instructed by Fufucha. Solyeux will send you to search for Alligator Pears (HQ) Northeast of Quarrymill. Once you've accepted make your way to Quarrymill, in The South Shroud. The Pears you seek can be found on Lvl. 30 Mature Trees. Once you've collected all 15 Pears return to Fufucha to turn in the quest.

Rewards : XP -7,410 Gil: 639 Gear: Steel Hatchet (Gathering +62) (Perception +35) Bonus: Choose from 1 of 3 pieces of gatherer gear or 3 Allagan Silver Pieces (Worth 500 Gil ea.)

- **Level 35 Botanist Quest**

“A Feast to Say the Least”

Objective: Collect 20 Laurel Leaves and deliver them to Fufucha.

Note: Laurel Leaves can be gathered from the lush vegetation that grows just north east of Little Ala Mhigo in Southern Thanalan. To get close to your objective quickly, teleport to Little Ala Mhigo after you've accepted the Quest and read all of the dialogue. Travel just north of town and remember to utilize your class abilities to pin point foraging locations on the mini map. Once completed teleport back to Fufucha to turn in the quest.

Rewards : XP -9,020 Gear: Plumed Steel Hatchet (Gathering +66) (Perception +38) Materia Slot x1 Bonus: Choose from 1 of 4 pieces of gatherer gear or 4 Allagan Silver Pieces (Worth 500 Gil ea.)

- **Level 40 Botanist Quest**

“Crisis of Faith”

Objective. Deliver 20 Ramhorn Zucchini to Fufucha.

Note. Ramhorn Zucchini can be gathered from lush vegetation in Eastern La Noscea south of Raincatcher Gully. To fast travel to Raincatcher Gully, teleport to Wineport as your destination is just south of town. Once completed teleport back to New Gridania, use the Aetheryte crystal to fast travel to the Botanist's Guild in Old Gridania where Fufucha is, to turn in the quest.

Rewards : XP –11,270 Gear: Apprentice's Scythe (GP +3) (Gathering +42) (Perception +74) Bonus: Choose from 1 of 4 pieces of gatherer gear or 6 Allagan Silver Pieces (Worth 500 Gil ea.)

- **Level 45 Botanist Quest**

“Botanist in a Bind”

Objective. Deliver 20 sprigs of Mistletoe to Fufucha.

Note. Initially, travel south, to New Gridania after talking with the quest giver and speak with Lieutenant Gavin, at the Adder's Nest he will request that you deliver 20 sprigs of Mistletoe to Fufucha. The Mistletoe can most easily be collected from Coerthas. Teleport to Camp Dragonhead (The Coerthas Central Highlands) and carry on west towards the area called Whitebrim. Here you will find Mature Trees from which the Mistletoe can be collected.

Rewards : XP –12,420 Gear: Cobalt Hatchet (Gathering +79) (Perception +45) Materia Slot x1 Bonus: Choose from 1 of 4 pieces of gatherer gear or 2 Allagan Gold Pieces (Worth 2500 Gil ea.)

- **Level 50 Botanist Quest**

“Seeds of Hope”

Objective. Deliver 3 Spruce Logs to Roteloin.

Note. Once the dialogue has concluded travel westward from Fufucha where you will soon see Yannie awaiting your arrival. Yannie will then ask that you seek out Roteloin at the Timberroad Lodge located in Coerthas. Teleport from Yannie to Camp Dragonhead in the Coerthas Central Highlands. From Camp Dragonhead

travel south to the Skyfire Locks, where Roiteloin awaits. Roteloin will instruct that you forage 3 Spruce logs to him. As these are level 50 unspoiled logging points. These logging points appear at 10AM Eorzea Time. Once you have returned to Roteloin with the spruce logs. He will request that you then locate the Troubled Carpenter, located South-West of Roteloin's location. After delivering the wood to the Troubled Carpenter you will encounter a lengthy cutscene with Fufucha who will request that you travel back to the Botanist's Guild in Old Gridania to report back to Fufucha for the final time.

Rewards : XP -0 Gear: Rauni (Gathering +112) (Perception +64) Bonus: Choose from 1 of 4 pieces of green (uncommon) gatherer gear or 3 Allagan Gold Pieces (Worth 2500 Gil ea.)

Farming as a botanist will require some basic cartography skills coupled with the use of abilities that will bring up gathering nodes on the mini-map. Farming nodes means mapping out the locations of nodes and areas that are dense with nodes. As it has been experienced in A Realm Reborn, it is quite common to find clusters of nodes in very close knit areas. Your class abilities will also help to aid in the search for nodes as you travel through Eorzea. As this is a matter that is absolutely subject to change we are unfortunately not able to provide accurate maps of nodes. However it is seen quite often that nodes are very common near the outskirts of towns and the level of the nodes is in conjunction with the level of the area.

Fisher

The Fisher is tasked with harvesting marine life from the many aquatic areas of the world. A Fishers success is dependent on many different factors, from season and location to time of day and specific rods or bait. The friendly and patient Fisher Guild is located in the vibrant Limsa Lominsa. Below we will explore several resources that can be of great help to leveling a Fisher class, we'll share farming locations and tricks and tips to using the right bait at the right time, as well as explore guildleves, only available to the Fisher. However we'll begin with a detailed list of their Class Actions and their use.

However we'll begin with a detailed list of their Class Abilities and Traits with descriptions of what each is used to do. Fisher Actions can be clicked down to an action bar, for use when gathering from the many waterways and oceans in Eorzea! Within each description with be an italic description provided by the guide author.

Abilities & Traits	Description	FIS H Lv1	(GP) Cost
Bait Skill. Ability	Select the bait to apply to your line. <i>Displays available bait in your inventory.</i>	1	0
Cast Skill. Ability	Cast your line and begin fishing. <i>A Fishers Primary Ability.</i>	1	0
Hook Skill. Ability	Attempt to hook the fish nibbling on the bait. <i>The secondary action button, click this button when a fish is hooked to reel it in.</i>	1	0
Quit Skill. Ability	Abandon fishing attempt and reel in line.	1	0
Stealth Skill. Ability	Conceal yourself and tread quietly, reducing movement speed, but enabling you to avoid enemies level 50 and below. <i>Useful when travelling between fishing holes.</i>	8	0

Gulleye Skill: Trait	Allows you to discern the location of fishing holes up to level 15. <i>Helpful when you've run out of worth while fish to catch.</i>	15	0
Enhanced Stealth Trait	Increases the range of enemies avoidable when using Stealth to level 30.	18	0
Mooch Skill: Ability	Use the fish already hooked to your line to attract even larger prey. <i>Necessary when fishing for larger fish.</i>	25	0
Enhanced Stealth II Trait	Increases the range of enemies avoidable when using Stealth to level 40.	28	0
Dunefish Skill: Trait	Allows you to cast your fishing line into the desert sands. <i>Allows the gathering of special fish in areas that do not have water.</i>	35	0
Gulleye II Skill: Trait	Allows you to discern the location of fishing holes up to level 35. <i>Helpful when you've run out of worth while fish to catch.</i>	35	0
Enhanced Stealth III	Increases the range of enemies avoidable when using Stealth to level 50.	38	0
Double Mooching Skill: Trait	Allows you to mooch with a mooched fish.	40	0
Skyfish Skill: Trait	Allows you to cast your line in the sea of clouds.	45	0
Gulleye III Skill: Trait	Allows you to discern the location of fishing holes up to level 50. <i>Helpful when you've run out of worth while fish to catch.</i>	50	0

Fisher Cross-Class Abilities. Listed below are the Abilities that Botanists can borrow from other Classes. Included will be the Name, level required, providing class and the description of the Ability.

Cross-Class Ability	Crafter Lvl Req.	Support Class	Description
Byregot's Ward	20	Miner	Increases Lightning Shard yield by two.
Nald'thals Ward	20	Miner	Increases Fire Shard yield by two.
Thalik's Ward	20	Miner	Increases Water Shard yield by two.
Nophica's Ward	20	Botanist	Increases Earth Shard yield by two.
Menphina's Ward	20	Botanist	Increases Ice Shard yield by two.
Llymlaen's Ward	20	Botanist	Increases Wind Shard yield by two.

Fisherman have their own log called the Fishing Log under Personal logs, which records the data of all fish gathered. This is much like a gathering log, but in comparison much less extensive. However it does help when fishing for something specific to check your log for the places you last encountered that specific catch.

We will include a list of fishing tackle that can be used to catch fish and where they are found, as it plays a big part in what you catch, and how large a catch you get. So here is the updated list of bait and lures. There are three "types" of bait and lure, fresh water, dune sands and salt water. Fresh Water tackle can be used for all in-land fishing areas and salt water tackle and lures are used for any ocean waters and in Limsa Lominsa. Some Lures and Bait will grant special loot, like crystals, larger fish and some are specific to some very elusive breeds of aquatic life. Any special loot from the use of a specific piece of tackle will be provided as a note under the name in italic text.

Bait & Lures	Level	Acquired By
Lugworm Type: Salt Water Bait	1	Introductory – 99 of this bait is provided to you by the fishing guild to get you started off. Purchase-able – 2 Gil ea. From a Fieldcraft vendor in Hawker's Alley, Limsa Lominsa for
Moth Pupa Type: Fresh Water Bait	1	Purchase-able – From a Fieldcraft Vendor in Hawker's Alley, Limsa Lominsa for
Pill Bug Type: Salt Water Bait	5	Purchase-able – 2 Gil ea. Fieldcraft Vendor in Hawker's Alley, Limsa Lominsa. Merchant in Summerford
Crayfish Ball Type: Fresh Water Bait <i>Special Loot When fishing in Rivers</i>	5	Introductory – 99 of this bait is provided to you by the fishing guild. Purchase-able – From Fieldcraft vendor in Hawker's Alley, Limsa Lominsa. Merchant in Summerford Craft-able – Culinarian, Requires Crafting Lvl. 1
Bloodworm Type: Salt Water Bait	10	Purchase-able – 3 Gil ea. From merchants in several locations. Namely: Moraby Drydocks, Swiftperch, Candlekeep Quarry, Mirror Planks, Red Rooster Stead and Sweetbloom Pier.
Goby Ball Type: Salt Water Bait	10	Purchaseable – 3 Gil ea. From several merchants located at Moraby Drydocks, Swiftperch, Red Rooster Stead and Candlekeep Quarry. Craft-able – Culinarian, Requires Crafting Lvl. 2
Midge Basket Type: Fresh Water Bait	15	Purchase-able – 4 Gil ea. From Merchants in several locations. Namely: Moraby Drydocks, Swiftperch, Candlekeep Quarry, Mirror Planks, Hawthorne Hut and Sweetbloom Pier.
Rat Tail	15	Purchase-able – 4 Gil ea. From several merchants located at

Type: Any Water Bait		Moraby Drydocks, Swiftperch, Candlekeep Quarry and Aleport.
Crow Fly Type: Fresh Water Lure	20	Purchase-able – From a merchant located near Oakwood and Buscarron Druthers. Craft-able – Goldsmith, Requires Crafting Lvl. 12
Butterworm Type: Fresh Water Bait	20	Purchase-able – From merchants located in: Hawthorne Hut, Little Solace, Oakwood and Buscarron's Druthers.
Crab Ball Type: Salt Water Lure	20	Purchase-able – from a merchant at Camp Skull Valley. Craft-able – Culinarian, Requires Crafting Lvl. 12
Floating Minnow Type: Any	22	Craft-able – Goldsmith, Requires Crafting lvl. 14
Brass Spoon Lure Type: Fresh Water Lure	23	Purchase-able – From a merchant near Oakwood. Craft-able – Goldsmith, Requires Crafting Lvl. 15
Bass Ball Type: Fresh Water Bait	25	Purchase-able – From Merchants in several locations. Namely: Hawthorne Hut, Buscarron's Druthers and Little Solace. Craft-able – Culinarian, Requires Crafting Lvl. 17
Shrimp Cage Feeder Type: Salt Water Lure	25	Purchase-able – From a merchant at Camp Skull Valley.
Chocobo Fly Type: Fresh Water Lure	27	Craft-able – Goldsmith, Requires Crafting Lvl. 22
Syrphid Basket Type: Fresh Water Lure	30	Purchase-able – From a merchant in Costa Del Sol.
Spoon Worm Type: Salt Water Bait	30	Purchase-able – From a merchant located at Costa Del Sol.
Silver Spoon Lure Type: Fresh Water Lure	32	Purchase-able – From a merchant in Camp Bronze lake. Craft-able – Goldsmith, Requires Crafting Lvl. 24
Iron Jig	32	Purchase-able – From a merchant at Costa Del Sol.

Type: Salt Water Lure		
Sand Leech Type: Sand Dunes	35	Purchase-able – From a merchant at the Forgotten Springs.
Honey Worm Type: Fresh Water Bait	35	Purchase-able – From merchants at several locations. Namely: Camp Bronze Lake, Jijiroom's Trading Post, The Honey Yard, Wineport and Forgotten Springs.
Herring Ball Type: Salt Water Bait	35	Purchase-able – From a merchant located at Costa Del Sol. Craft-able – Culinarian, Requires Crafting Lvl. 27.
Wildfowl Fly Type: Fresh Water Lure	36	Purchase-able – From merchants at Jijiroom's Trading Post and Forgotten Springs. Craft-able – Goldsmith, Requires Crafting Lvl. 28
Heavy Iron Jig	37	Craft-able – Goldsmith, Requires Crafting Lvl. 29
Sand Gecko Type: Sand Dunes	40	Purchase-able – From a merchant at the Forgotten Springs.
Stem Borer Type: Fresh Water Bait	40	Purchase-able – From merchants at Camp Bronze Lake and Wineport
Krill Cage Feeder Type: Salt Water Lure	40	Purchase-able – From a merchant located near the South Tidegate.
Mythril Spoon Lure Type: Fresh Water Lure	41	Purchase-able – From a merchant at Wineport Craft-able – Goldsmith, Requires Crafting Lvl. 33
Snurble Fly Type: Fresh Water Lure	43	Craft-able – Goldsmith, Requires Crafting Lvl. 35.
Topwater Frog Type: Fresh Water Lure	44	Craft-able – Goldsmith, Requires Crafting Lvl. 36
Rolling Stone Type: Sand Dunes	45	Purchase-able – From a merchant at the Forgotten Springs.
Northern Krill Type: Salt Water Bait	50	Purchase-able – From a merchant located near the South Tidegate.

For a complete list of Levemete locations refer to the list provided in the Guildleves section of this guide where all Levemete locations can be found and which level their levequests are. Every Levemete will provide Levequests that are relevant to every class, granted you've managed to reach the required level.

There are also class specific quests that can be gained and completed from your Class Guildmaster. The Guildmaster will always be located at the same place, and will grant you access to quests as you level your classes experience, most of these quests will be self explanatory and don't have a time limit, like Guildleves but are a great way to boost your XP and to keep in touch with the Fisher guild located at the Fisherman's Bottom at the Lower Decks of Limsa Lominsa. Here is a list of the quests by class level and a brief description of what they require for completion. All Fisher Class Quests can be obtained from Sisipu, located at Fisherman's Bottom in Limsa Lominsa's Lower Docks.

Fisher Quest Guide

- **Level 1 Fisher Quest**

My First Fishing Rod"

Objective: Deliver 5 Lominsan Anchovies to Sisipu (located at the Fisherman's Bottom at the Limsa Lominsa Lower Docks).

Note: Lominsan Anchovies can be gathered from anywhere in the salt waters of Limsa Lominsa.

Recommended Tackle: Lugworms.

Rewards : XP -100 Gil: 115 Gear: Hempen Dalmatica of Gathering (Gathering +13)

- **Level 5 Fisher Quest**

"Bigger Fish to Fry"

Objective: Deliver 3 harbor herrings to Sisipu.

Note: harbor herring can be fished out of the ocean waters in Limsa Lominsa.

Recommended Tackle: Pill Bugs

Rewards : XP -560 Gear: Maple Fishing Rod (Gathering +32) (Perception +18)

Misc.: Crayfish Ball x99 Bonus: Choose from 1 of 2 pieces of gathering gear or 2 Allagan Tin Pieces (Worth 25 Gil ea.)

- **Level 10 Fisher Quest**

“The Princess and the Fish”

Objective: Deliver a Princess trout (HQ) to Sisipu.

Note: High Quality Princess Trout can be gathered from the Nym River area in Middle La Noscea.

Recommended Tackle: Crayfish Balls.

Rewards : XP -1,710 Gil: 289 Gear: Amateur's Fishing Rod (Gathering +37)

(Perception +21) Misc.: Bloodworm x99 Bonus: Choose from 1 of 2 pieces of gathering gear or 2 Allagan Bronze Pieces (Worth 100 Gil ea.)

- **Level 15 Fisher Quest**

“Every Fish has a Silver Lining”

Objective: Speak with Chuchuroon (located at Fisherman's Bottom, Lower Docks of Limsa Lominsa) then return to Sisipu who will send you to speak with Wawalago (located at Fisherman's Bottom, Lower Docks of Limsa Lominsa) who will ask that you deliver 5 Navigator's Daggers to Sisipu.

Note: Navigator's Daggers can be gathered from the salt waters of Lower La Noscea around the Moraby Docks, or near Brewer's Beacon in Western La Noscea.

Recommended Tackle: Rat Tails

Rewards : XP -3,360 Gear: Elm Fishing Rod (Gathering +41) (Perception +23)

Materia Slot x1 Misc.: Rat Tail x99 Bonus: Choose from 1 of 4 pieces of gathering gear or 2 Allagan Bronze Pieces (Worth 100 Gil ea.)

- **Level 20 Fisher Quest**

“A Fish In Hot Water”

Objective: Deliver 5 warmwater trout to Chuchuroon, located at Fisherman's Bottom as well.

Note. warmwater trout can be found in the freshwater rivers of Upper La Noscea and Outer La Noscea.

Recommended Tackle. Crow Fly Lure

Rewards : XP -4,060 Gil: 470 Gear: Initiate's Fishing Rod (Gathering +47)
(Perception +27) Materia Slot x1 Misc.: Floating Minnow x15 Bonus: Choose from 1 of 4 pieces of gathering gear or 4 Allagan Bronze Pieces (Worth 100 Gil ea.)

- **Level 25 Fisher Quest.**

“A Game of Cat and fish”

Objective. Deliver a Shadow Catfish to Sisipu.

Note. Shadow Catfish is a fresh water fish that can be located in the marsh of the North Shroud, in the Region of the Black Shroud.

Recommended Tackle. Crayfish Balls. It is also advised to use “Mooch” to gather these quicker.

Rewards : XP -4,760 Gil: 557 Gear: Yew Fishing Rod (Gathering +54)
(Perception +31) Materia Slot x1 Misc.: Bass Ball x99 Bonus: Choose from 1 of 4 pieces of gathering gear or 2 Allagan Bronze Pieces (Worth 100 Gil ea.)

- **Level 30 Fisher Quest**

“Like Fish Passing in the Night”

Objective. Speak to Tocktix, then speak with Wawalago. Deliver 10 fullmoon sardines to Tocktix, then finally report to Sisipu.

Note. Fullmoon Sardines are a salt water fish located in Eastern la Noscea, near Costa Del Sol. These fish can only be gathered at night as that is the only time that they come out into open waters.

Recommended Tackle. Spoon Worms.

Rewards : XP -7,410 Gil: 639 Gear: Stag Horn Fishing Rod (Gathering +59)
(Perception +34) Materia Slot x1 Misc.: Spoon Worm x99 Bonus: Choose from 1 of 4 pieces of gathering gear or 3 Allagan Silver Pieces (Worth 500 Gil ea.)

- **Level 35 Fisher Quest**

“A Fish out of Water”

Objective. Speak with U'goromuli (located at Forgotten Springs, Southern Thanalan) which will require you to travel to Ul'Dah by airship from Limsa Lominsa. Upon arrival you'll be requested to gather 1 Desert Catfish and deliver it to Tocktix (located at the Fisherman's Bottom, Limsa Lominsa Lower Docks.) where you will have completed the quest.

Note. Desert Catfish can be found in the sands of Southern Thanalan and will require the use of a Sand Dunes Lure.

Rewards : XP -9,020 Gear: Horn Fishing Rod (Gathering +70) (Perception +40) Materia Slot x1 Misc.: Honey Worm x99 Bonus: Choose from 1 of 4 pieces of gathering gear or 4 Allagan Silver Pieces (Worth 500 Gil ea.)

- **Level 40 Fisher Quest**

“Fishing in the Rain”

Objective. Speak to Sybell (located at Fisherman's Bottom, Lower Docks of Limsa Lominsa) and deliver 5 raincallers to Sybell.

Note. Raincallers can be gathered near the Jadeite Flood in New Gridania, in the Region of Black Shroud. It must be raining in order to catch this fish. It is also said that the Culinarian recipe that requires this fish is highly sought after and it may be in your best interest to gather lots of these to sell or use for the food that they are cooked into.

Recommended Tackle. Stem Borers.

Rewards : XP -11,270 Gear: Mahogany Fishing Rod (Gathering +74) (Perception +42) Materia Slot x1 Misc.: Stem Borer x99 Bonus: Choose from 1 of 4 pieces of gathering gear or 6 Allagan Silver Pieces (Worth 500 Gil ea.)

- **Level 45 Fisher Quest**

“I Believe Fish can Fly”

Objective. Speak to Sybell, who will send you to speak with Firminnant (located in the Coerthas Central Highlands at Whitebrim Front.) who will ask that you deliver 5 Cloud Cutters to Sisipu.

Note. Cloud Cutters can be gathered in the Coerthas Central Highlands at Whitebrim

Front.

Recommended Tackle. Hoverworms.

Rewards : XP -12,420 Gear: Rosewood Fishing Rod (Gathering +77) (Perception +44) Materia Slot x1 Misc.: Krill Cage Feeder x1 Bonus: Choose from 1 of 4 pieces of gathering gear or 2 Allagan Gold Pieces (Worth 2500 Gil ea.)

- **Level 50 Fisher Quest**

“So Long and Thanks for all the Fish”

Objective: Speak to Sybell, then speak with Chuchuroon and finally to Wawalago before heading out to collect 1 Mazlaya Marlin to deliver to Sisipu.

Note. Mazlaya Marlin can be gathered from North Bloodshore, in Eastern La Noscea.

Recommended Tackle. Goby Ball.

Rewards : XP -0 Gear: Halcyon Rod (Gathering +112) (Perception +64) Misc.: Krill Cage Feeder x1 Bonus: Choose from 1 of 4 green (uncommon) pieces of gathering gear or 3 Allagan Gold Pieces (Worth 2500 Gil ea.)

Farming fish is actually easier than most other classes as every continent has water that can be fished out of. It's simply a matter of knowing where to fish and what you are fishing for. Fish are very commonly sold on the Market Place as they are required for their natural causes and cures as well as their use in Culinarian recipes. Once you've reached fishing level 50 it is quite profitable as your wares are useful to several other classes. Take your time to find out what is most needed but you will find most of your time spent in Coerthas or Mor Dhona.

In Coerthas, stock up on Hoverworms and fish from the waters in the Sea of Clouds for the best results in gathering HQ resources.

In Mor Dhona, stock up on Glowworms and take your rod and reel to the waters of North Silvertear for the best results in gathering HQ resources.

Miner

A Miner is not unfamiliar to the idea of getting their hands dirty, finding the rarest minerals in the hardest to access locations. Miners are the scholars of prospecting ore and are a very well respected class as their finds may include some of the most sought after crystals by classes from the Disciples of the Hand (D.o.H.). The mighty Miner hails from the bustling town of Ul'Dah where their guild can be located. Below we will explore the art of prospecting, how to build farming paths for specific maps and what resources generate from the hard work of the Miner, as well as explore Guildleves, only available to Miners. However we'll begin with a detailed list of their Class Actions and their use.

For a complete list of Levemete locations refer to the list provided in the Guildleves section of this guide where all Levemete locations can be found and which level their levequests are. Every Levemete will provide Levequests that are relevant to every class, granted you've managed to reach the required level.

There are also class specific quests that can be gained and completed from your Class Guildmaster. The Guildmaster will always be located at the same place, and will grant you access to quests as you level your classes experience, most of these quests will be self explanatory and don't have a time limit, like Guildleves but are a great way to boost your XP and to keep in touch with the Miner guild located at the Amanjina & Sons Mineral Concern in Ul'Dah Here is a list of the quests by class level and a brief description of what they require for completion.

Miner Quest Guide

- **Level 1 Miner Quest**

"My First Pickaxe"

Objective : Deliver 10 Copper Ore to Adalberta.

Notes : Copper Ore can be mined most easily in Central Thanalan around the Excavation Site or can be purchased for 2 Gil from the supply vendors located at the

Guild. It is advised to mine the ore physically and level up your class as each class quest requires a class level attained before the next is available.

Rewards : XP -100 Gil: 115 Gear: Hempen Dalmatica of Gathering (Gathering +13)

- **Level 5 Miner Quest**

“Know Thy Land”

Objective : Deliver 50 Bone Chips to Adalberta.

Notes : Bone Chips can be farmed from level 5 and some level 10 nodes, or can be purchased for 5 Gil ea. from supply vendors located at the guild. Most easily collected from nodes located North of Black Brush.

Rewards : XP -560 Gil: 194 Gear: Bronze Pickaxe (Gathering +32) Bonus: Choose from 1 of 2 pieces of equipment or 2 Allagan Tin Pieces (Worth 25 Gil ea.)

- **Level 10 Miner Quest**

“The Cutting Edge”

Objective : Deliver 99 Obsidian to Adalberta.

Notes : Obsidian can be collected from level 5 and level 10 nodes throughout the world of Eorzea.

Rewards : XP -1,710 Gil: 289 Gear: Bronze Sledgehammer (Gathering +20) (Perception +35) Bonus: Choose from 1 of 2 pieces of equipment or 2 Allagan Bronze Pieces (Worth 100 Gil ea.)

- **Level 15 Miner Quest**

“Getting in Deep”

Objective : There are three objectives to the completion of this quest.

Speak with Deep Canyon

Speak with Adalberta

Deliver 10 Cinnabar (HQ) to Deep Canyon.

Notes : Once you've accepted the quest from Adalberta, head off to speak with Deep Canyon also located at the Miner's Guild.

Rewards : XP – 3,360 Gil: 382 Gear: Recruit's Sledgehammer (GP +1) (Gathering +24) (Perception +42) Bonus: Choose from 1 of 4 pieces of equipment or 2 Allagan Bronze Pieces (Worth 100 Gil ea.)

- **Level 20 Miner Quest**

“Old Wisdom, New Ways”

Objective : Deliver 99 Grade 1 Carbonized Materia to Adalberta.

Notes : Grade 1 Carbonized materia can be collected from any level 1 to level 20 mining node and if you've spent a reasonable amount of time in the field you'll have already discovered and maybe even mined some already.

Rewards : XP –4,060 Gil: 470 Gear: Iron Pickaxe (Gathering +40) (Perception +25) Materia Slot x1 Bonus: Choose from 1 of 4 pieces of equipment or 4 Allagan Bronze Pieces (Worth 100 Gil ea.)

- **Level 25 Miner Quest**

“Water from Stone”

Objective : Deliver 15 Effervescent Water (HQ) to Adalberta.

Notes : Now that you've managed to gain a fairly respectable level and some serious gathering gear you're ready to do the impossible; produce water from stone! Effervescent Water can be mined from some level 20 to level 40 nodes. You'll find an abundance of these nodes in Southern Thanalan around Little Ala Mhigo.

Rewards : XP –4,760 Gil: 1,845 Gear: Novice's Sledgehammer (GP +2) (Gathering +32) (Perception +55) Bonus: Choose from 1 of 4 pieces of equipment or 4 Allagan Bronze Pieces (Worth 100 Gil ea.)

- **Level 30 Miner Quest**

“Obsidian Race”

Objective : There are four objectives to the completion of this quest.

Speak with Wide Gully.

Speak with Hrodger.

Deliver 15 Wyvern Obsidian (HQ) to Wide Gully.

Report back to Adalberta.

Notes : Once you have accepted the quest from Adalberta, head over to Wide Gully. Once you've completed with the dialogue, you'll be sent to speak with Hrodger next. Hrodger can be found in The Coliseum also within the Steps of Thal. Hrodger will finish telling you what it is he is in need of and then you're finally able to leave the city. Wyvern Obsidian can be found in nodes around and then south of Little Ala Mhigo in Southern Thanalan. Once you've returned to Ul' Dah and filled the order return to finish the quest by reporting to Adalberta.

Rewards : XP -7,410 Gil: 639 Gear: Steel Pickaxe (Gathering +59) (Perception +34) Materia Slot x1 Bonus: Choose from 1 of 4 pieces of equipment or 3 Allagan Silver Pieces (Worth 500 Gil ea.)

- **Level 35 Miner Quest**

"Amethysts are Forever"

Objective : Deliver 20 Raw Amethyst (HQ) to Wide Gully.

Notes : Raw Amethyst can be found most easily just West / South-West of the Forgotten Springs in Southern Thanalan.

Rewards : XP -9,020 Gear: Steel Dolabra (Gathering +66) (Perception +38) Materia Slot x1 Bonus: Choose from 1 of 4 pieces of equipment or 4 Allagan Silver Pieces (Worth 500 Gil ea.)

- **Level 40 Miner Quest**

"To Die For"

Objective : Deliver 20 Jade (HQ) to Wide Gully.

Notes : Jade can be found in Northern Thanalan, the nodes between Camp Bluefrog and the Ceruleum Processing Plant will contain Jade, once you've discovered it.

Rewards : XP -11,270 Gear: Apprentice's Sledgehammer (GP +3) (Gathering +41) (Perception +72) Bonus: Choose from 1 of 4 pieces of equipment or 6 Allagan Silver Pieces (Worth 500 Gil ea.)

- **Level 45 Miner Quest**

“Gulley of Woes”

Objective : Deliver 20 Electrum Ore (HQ) to Wide Gully.

Notes : Electrum Ore can be mined from level 40–50 nodes. The most successful nodes are seemingly in Northern Thanalan, North and West of the Ceruleum Processing Plant.

Rewards : XP -12,420 Gear: Cobalt Dolabra (Gathering +77) (Perception +44)

Materia Slot x1 Bonus: Choose from 1 of 4 pieces of equipment or 2 Allagan Gold Pieces (Worth 2,500 Gil ea.)

- **Level 50 Miner Quest**

“Canyon of Regret”

Objective : Deliver 3 Darksteel Ore to Adalberta.

Notes : You'll be required to run around Ul'Dah for a bit here and deliver messages and read dialogue from 3 different individuals, multiple times however at the end of it all, you'll be provided the task of hunting down 3 Darksteel ore, which is much easier said than done. Darksteel ore can only be clooeected from level 50 unspoiled nodes. The best way to gather as many as possible in the 1 Hour time period that nodes are available is honestly the 1:00am nodes in Ceorthis Central Highlands around Dragonshead. As at 1AM server time, with the realms split by geographical location, the servers bandwidth will be at it's quickest, with less people on at that time.

Rewards : XP -0 Gear: Mammon (Gathering +112) (Perception +64) Bonus:

Choose from 1 of 4 green (uncommon) pieces of equipment or 2 Allagan Gold Pieces (Worth 2,500 Gil ea.)

DISCIPLES OF THE HAND (D.O.H.)

From Sword to Bangle, the Disciples of the Hand are divided into 8 respected guilds spread out between the 3 main cities of Eorzea. Disciples of the Hand are classes who's work is done by creating items from the resources farmed by the D.o.L. The D.o.H. rely solely on the success of not only their respective guilds but also that of the D.o.L. We'll discuss in length the process of each D.o.H. class as well as where they hail from and how to best master each of their responsibilities.

Each D.o.H. will have a Crafting Log, the basics on how to use and understand the Crafting Log have been explain earlier in the guide under the heading "Crafting". The Crafting Log is a book containing all of your characters known recipes in their profession or crafting class. It is imperative that you become comfortable and make yourself as familiar with the Crafting system as possible so as not to make any mistakes that could be otherwise avoided.

Each Guild will have several vendors. One specifically will in control of crafting reagents. This vendor will supply your hero with basic crafting materials required to complete the first few levels of their class (Up to level 5). Though these reagents aren't useful for long it is still suggested that you start here as the Trading Post will most likely be rather flooded for the first few months of game play. Unless, of course you've chosen a gathering class, however you'll still find yourself in need of materials from at least both Botany and Mining. The Resource vendors also don't carry crystals in their inventory, so you'll need to hold onto these as they drop from monsters or from the use of a gathering profession.

D.o.H. Gear will come to you as early as level 5, but it's knowing which gear to wear at which points in your crafting career and which stats to stack that will really help you to bring your crafting class to the next level. D.o.H. Gear will contain one or more of three possible stats. Craftsmanship. Will affect the speed at which your progress bar moves during a synthesis. Control. Will improve the probability of crafting HQ Items and can be navigated by focusing on the Quality bar during synthesis.

CP: Standing for Crafting Points, will improve the speed at which your CP Bar (Located at the bottom center of the HUD, beside your health bar) refills over time.

Want to take part in a Crafting Class whose guild is elsewhere? Here are the most direct directions from each City, to each City and can be followed exactly as explained, once you've completed the required Level 10 Battle-class quest for your primary class, with the exception of Players starting out in Limsa Lominsa.

Players Starting in Limsa Lominsa: These players must complete their Level 15 city-quest to gain access to the airship, in addition to the completion of their Level 10 Primary Class-Quest. However, once you've gained access to the Airship your character will have immediate access to both Gridania and Ul'Dah via the Airship.

Players Starting in Ul'Dah: Getting to Limsa Lominsa unfortunately requires the same practice as getting from Limsa Lominsa. Your character must complete the Level 15 city quest to gain access to the Airship that will grant access to both Limsa Lominsa and Gridania. However there is a way to reach Gridania on foot at Level 10 upon completing your home city quest. Travel North through Central Thanalan to Eastern Thanalan and continue North to South Shroud. Once in South Shroud, travel to Camp Tranquil and attune the Aetherite crystal, then speak with the Chocobokeep for a porter to Gridania. This usually takes about 12 to 15 minutes.

Players Starting in Gridania: Getting to Limsa Lominsa unfortunately requires the same practice as getting from Limsa Lominsa. Your character must complete the Level 15 city quest to gain access to the Airship that will grant access to both Limsa Lominsa and Ul'Dah. However there is a way to reach Ul'Dah on foot. Take Central Shroud South to South Shroud, continue to East Thanalan and then Central Thanalan where you will find the gates to Ul'Dah.

Another thing to really focus on is the use of Action Skills along with Crafting. These can come in very useful when attempting a craft that is too difficult, Or you really wish to gain a High Quality result from the craft. Below is a list of the common Action Skills, where we've replaced a Skill with "Class Specific Action" Is where we send you to check out each of the

classes as their tutorial charts will all start with their class specific Action Skills. The reason we've shared this is because it is actually advised to hold onto resources (tier 3 or higher), collecting what you can and gaining experience from Levequests and completing tier 1 and 2 crafts. In doing so you'll fall in line with your first Quality boost Action skill, which will assist with the creation of High Quality goods to either turn in to Levemetes or to sell on the Market Board.

Stacking resources for farming purposes is a very wise idea, as they'll most likely be very costly on the market board and it provides several more opportunities to take a hit and miss method of approach to crafting High Quality items. However once you've reached that level in your crafting career refer to Crafting Gear for several great pointers on stacking the right gear to get the job done right, the first time.

Here's our slightly revised list of Action Skills, Again we've had to fill in the blanks but each class will have each of their specific Action Skills Displayed and at what level they can be obtained.

<u>Action Skill</u>	<u>Crafting Level Acquired</u>	<u>Crafting Point (CP) Cost</u>	<u>Description / •Important Notes•</u>
Basic Synthesis	1	0	Increases Progress. Efficiency: 100%. Success Rate: 90%
Basic Touch	5	24	Increases Quality. Efficiency: 100%. Success Rate: 70%
Master's Mend	7	94	Restores item durability by 30.
Steady Hand	9	22	Improved action success rate by 20% for the next 5 steps.
Inner Quiet	11	18	Grants a bonus to Control with every increase in Quality.
Observe	13	12	Do nothing for one step.
Class Specific Action Skill	N/A	N/A	Refer to each class for their own specific action skill which will fill this slot.

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Standard Touch	18	38	Increases Quality. Efficiency: 125%. Success Rate 80%
Great Strides	21	32	Doubles efficiency of next Touch action. Effective for three steps.
Class Specific Action Skill	25	N/A	Refer to each class for their own specific action skill which will fill this slot. / Most Classes will learn a specific elemental affinity at this level. This may come useful as you near End-Game progress.
Master's Mend II	28	150	Restores Item durability by 60.
Standard Synthesis	33	15	Increases Progress. Efficiency 150%. Success Rate: 90%
Advanced Touch	37	52	Increases Quality. Efficiency: 150%. Success Rate: 90%
Class Specific Action Skill	N/A	N/A	Refer to each class for their own specific action skill which will fill this slot.

Below are the 8 contributing Classes to the D.o.H. in alphabetical order. Each will have descriptions of their origin and a list of their Class Specific Action Skills as well as their entire Recipe List. Certain recipes will be flagged, as was previously mentioned for their uses by other Crafting classes or for their value on the Market or to other players in the game.

This concludes the introduction to the Disciples of the Hand Guild and their attributes.

Alchemist

The Alchemist uses very potent resources to create elixirs and potions that can be consumed by characters, each granting it's own unique affects. A master of science and one of the oldest schools of Crafting in Role Playing history, Alchemists are decades deep in research and creative methods of rehabilitating a players status, or vastly improving their abilities. The Alchemist Guild is located in Ul'Dah, and has a very significantly strong Final Fantasy feel to its recipe list, incorporating all antidotes and potions, but there is also much more going on with these Alchemists than ever before experienced.

Below we will explore an Alchemists recipe list, mark the recipes worth repeating or perfecting and provide a detailed list of craft-able items that can net a great amount of Gil. However we'll begin with a detailed list of their Class specific Actions and their use.

<u>Class-Specific Action Skill</u>	<u>Crafting Level Acquired</u>	<u>Crafting Point (CP) Usage</u>	<u>Description / •Important Notes•</u>
Tricks of the Trade	15	0	Restores 45 CP. Can only be used when material status is unfavorable.
Brand of Water	25	15	Increases Progress. Progress doubles when recipe affinity is water. Efficiency: 100% (200%) Success Rate: 90%
Comfort Zone	43	58	Restores 10 CP after each step for the next ten steps.

For a complete list of Levemete locations refer to the list provided in the Guildleves section of this guide where all Levemete locations can be found and which level their levequests are. Every Levemete will provide Levequests that are relevant to every class, granted you've managed to reach the required level.

Alchemist Crafting List

Below will be a compiled list of every Alchemists Recipe. Beside the Recipe Name we have included a “✓” which will signify a fruitful recipe. If the Recipe is highlighted in gold. Then it is something that will remain popular on the market place. This is to assist Crafter's with the ability to set goals for crafting recipes to obtain, make and sell to generate a large amount of Gil from use of the Marketplace.

There is a compiled 136 Alchemical Recipes (Every known recipe currently available) included in this guide and nothing conclusive leads us to believe that there will be any more, until the likely event that an expansion is released. So without further adieu, here they all are in order of Crafting Level 1-50!

Recipe Name / Slot & Stats	Class Level. & Recipe Level.	Resources Required
✓ Quicksilver Crafting Material.	Lvl. 1. & Lvl. 1	Water Shard x1 Cinnabar x1
Distilled Water Crafting Material.	Lvl. 1 & Lvl. 1	Water Shard x1 Muddy Water x1
Animal Glue Crafting Material.	Lvl. 1 & Lvl. 2	Water Shard x1 Animal Skin x1 Bone Chip x1
Growth Formula Alpha Crafting Material	Lvl. 1 & Lvl. 3	Water Shard x1 Shriekshroom x1 Quicksilver x1 Rock Salt x1
Maple Wand Slot: Main Hand Class: CNJ WHM	Lvl. 1 & Lvl. 4 Requires Lvl, 5 Item Lvl. 5	Lightning Shard x1 Water Shard x1 Maple Branch x1 Growth Formula Alpha x1
Enchanted Copper Ink Crafting Material	Lvl. 1 & Lvl. 4	Water Shard x1 Copper Sand x1 Beastkin Blood x2

Leather Grimoire Slot: Main Hand Class: ACN SCH SMN	Lvl. 1 & Lvl. 5 Requires Lvl. 5 Item Lvl. 5	Lightning Shard x1 Water Shard x1 Leather x1 (<i>LTR Recipe</i>) Hempen Yarn x1 (<i>WVR Recipe</i>) Maple Log x1 Enchanted Copper Ink x1
Antidote (x3) Use: Cures Poison	Lvl. 1 & Lvl. 5	Lightning Shard x1 Water Shard x1 Rock Salt x3 Grass Viper x1
Eye Drops (x3) Use: Cures Blindness	Lvl. 1 & Lvl. 6	Lightning Shard x1 Water Shard x1 Rock Salt x3 Yellow Ginseng x1
Rubber Crafting Material	Lvl. 1 & Lvl. 7	Water Shard x1 Latex x1
Whispering Maple Wand Slot: Main Hand Class: CNJ WHM	Lvl. 1 & Lvl. 8 Requires Lvl. 8 Item Lvl. 8	Lightning Shard x1 Water Shard x1 Maple Wand x1 Rock Salt x1 Growth Formula Alpha x1
Maple Picatrix Slot: Main Hand Class: ACN SMN SCH	Lvl. 1 & Lvl. 8 Requires Lvl. 8 Item Lvl. 8	Lightning Shard x1 Water Shard x1 Hempen Yarn x1 (<i>WVR Recipe</i>) Maple Lumber x1 (<i>CPR Recipe</i>) Maple Log x1 Enchanted copper Ink x1
Fish Oil Crafting Material	Lvl. 2 & Lvl. 10	Water Shard x1 Princess Trout x1
Fish Glue Crafting Material	Lvl. 2 & Lvl. 10	Water Shard x1 Coral Butterfly x1
Beeswax Crafting Material	Lvl. 2 & Lvl. 10	Water Shard x1 Beehive Chip x1
Engraved Leather Grimoire Slot: Main Hand Class: ACN SMN SCH	Lvl. 2 & Lvl. 10	Lightning Shard x1 Water Shard x1 Leather Grimoire x1 Hempen Yarn x1 (<i>WVR Recipe</i>) Leather x1 (<i>LTR recipe</i>)

		Ash Log x2
Budding Maple Wand Slot: Main hand Class: CNJ WHM	Lvl. 3 & Lvl. 11 Requires Lvl. 11 Item Lvl. 11	Lightning Shard x1 Water Shard x1 Whispering Maple Wand x1 Growth Formula Alpha x1 Beastkin Blood x1
Potion (x3) Use: Instantly restore a small amount of HP (Health Points).	Lvl. 4 & Lvl. 12	Lightning Shard x1 Water Shard x1 Chanterelle x1 Distilled Water x3 Tinolqa Mistletoe x1
Ash Picatrix Slot: Main Hand Class: ACN SMN SCH	Lvl. 5 & Lvl. 13 Requires Lvl. 13 Item Lvl. 13	Lightning Shard x1 Water Shard x1 Cotton Yarn (<i>WVR Recipe</i>) Ash Lumber (<i>CPR Recipe</i>) Ash Log x1 Enchanted Copper Ink x1
Clove Oil Crafting Material	Lvl. 6 & Lvl. 14	Water Shard x1 Cloves x1
Enchanted Iron Ink Crafting Material	Lvl. 6 & Lvl. 14	Water Shard x1 Iron Sand x1 Viscous Secretion x2
Growth Formula Beta Crafting Material	Lvl. 7 & Lvl. 15	Water Shard x1 Quicksilver x1 Rock Salt x1 Jellyfish Umbrella x1
Ether (x3) Use: Instantly restores a small amount of MP (Mana Points).	Lvl. 7 & Lvl. 15	Lightning Shard x1 Water Shard x1 Distiller Water x3 Tinolqa Mistletoe x1 Imp Wing x1
Potion of Intelligence (x3) Use: temporarily increases intelligence by 16% for 15 seconds.	Lvl. 8 & Lvl. 16	Lightning Shard x1 Water Shard x1 Beastkin Blood x1 Rock Salt x3 Red Landtrap Leaf x1
Ash Wand Slot: Main Hand Materia Slot x1	Lvl. 8 & Lvl. 16 Requires Lvl. 16 Item Lvl. 16	Lightning Shard x1 Water Shard x1 Ash Branch x1 Growth Formula Beta x1

Class: CNJ WHM		
Hard Leather Grimoire Slot: Main Hand Materia Slot x2 Class: ACN SMN SCH	Lvl. 8 & Lvl. 16 Requires Lvl. 15 Item Lvl. 15	Lightning Shard x1 Water Shard x1 Hard Leather x1 (<i>LTR Recipe</i>) Cotton Yarn (<i>WVR Recipe</i>) Elm Log x1 Enchanted Iron Ink x1
Potion of Dexterity (x3) Use: temporarily increases dexterity by 16% for 15 seconds.	Lvl. 9 & Lvl. 17	Lightning Shard x1 Water Shard x1 Bat Fang x1 Rock Salt x3
Potion of Vitality (x3) Use: temporarily increases Vitality by 16% for 15 seconds.	Lvl. 10 & Lvl. 18	Lightning Shard x1 Water Shard x1 Goobbue Fang x1 Rock Salt x3 Lavender x1
Jellyfish Humours Crafting Material	Lvl. 11 & Lvl. 19	Water Shard x1 Jellyfish Umbrella x1
Potion of Strength (x3) Use: temporarily increases Strength by 16% for 15 seconds.	Lvl. 11 & Lvl. 19	Lightning Shard x1 Water Shard x1 Yellow Yarzon Leg x1 Rock Salt x3 White Scorpion x1
Engraved Hard Leather Grimoire Slot: Main Hand Materia Slot x2 Class: ACN SMN SCH	Lvl. 12 & Lvl. 20 Requires Lvl. 20 Item Lvl. 20	Lightning Shard x1 Water Shard x1 Hard Leather Grimoire x1 Hard Leather x1 (<i>LTR Recipe</i>) Yew Log x1
Potion of Mind (x3) Use: temporarily increases Mind by 16% for 15 seconds.	Lvl. 12 & Lvl. 20	Lightning Shard x1 Water Shard x1 Viscous Secretions x1 Rock Salt x3 Jellyfish Umbrella x1
Weak poisoning Potion (x3) Use: This Damage over Time Potion will cause bleeding for 15 seconds and is effective on most targets up to level 20.	Lvl. 13 & Lvl. 21	Lightning Shard x1 Water Shard x2 Quicksilver x3 Jellyfish Cnida x1 Grass Viper x1

Effect: Poison		
Weak Blinding Potion (x3) Use: Causes temporary loss of sight for 12 seconds. Effect: Blind	Lvl. 13 & Lvl. 21	Lightning Shard x1 Water Shard x2 Bat Fang x1 Quicksilver x3 Bat Wing x1
Budding Ash Wand Slot: Main Hand Materia Slot x1 Class: CNJ WHM	Lvl. 13 & Lvl. 21 Requires Lvl. 21 Item Lvl. 21	Lightning Shard x1 Water Shard x2 Ash Wand x1 Growth Formula Beta x1
Echo Drops (x3) Use: Instantly cures Silence.	Lvl. 14 & Lvl. 22	Lightning Shard x1 Water Shard x2 Marjoram x1 Rock Salt x3 Lavender x1
Yew Picatrix Slot: Main Hand Materia Slot x2 Class: ACN SMN SCH	Lvl. 14 & Lvl. 22 Requires Lvl. 22 Item Lvl. 22	Lightning Shard x1 Water Shard x2 Cotton Yarn x1 (<i>WVR Recipe</i>) Yew Lumber x1 (<i>CPR Recipe</i>) Yew Log x1 Enchanted Iron Ink x1
Weak Silencing Potion (x3) Use: Induces loss of sight for 1 second. Effective on most targets up to level 20. Effect: Silence	Lvl. 14 & Lvl. 22	Lightning Shard x1 Water Shard x2 Blowfish x1 Quicksilver x3 Bat Wing x1
Enchanted Silver Ink Crafting Material	Lvl. 15 & Lvl. 23	Water Shard x2 Silver Sand x1 Acidic Secretions x2
Goatskin Grimoire Slot: Main hand Materia Slot x2 Class: ACN SMN SCH	Lvl. 16 & Lvl. 24 Requires Lvl. 26 Item Lvl. 26	Lightning Shard x2 Water Shard x2 Aldgoat Leather x1 (<i>LTR Recipe</i>) Dew Thread x1 (<i>WVR Recipe</i>) Yew Log x1 Enchanted Silver Ink x1
Natron	Lvl. 17 & Lvl. 25	Water Shard x2 Effervescent Water

Crafting Material		x1 Rock Salt x1
Hi-Potion (x3) Use: Instantly restores a fair amount of HP (Health Points).	Lvl. 17 & Lvl. 25	Lightning Shard x2 Water Shard x2 Gil Bun x1 Distilled Water x3 Matron's Mistletoe x1
Crab Oil Crafting Material	Lvl. 18 & Lvl. 26	Water Shard x2 Megalocrab Leg x1
Whispering Ash Wand Slot: Main Hand Materia Slot x1 Class: CNJ WHM	Lvl. 19 & Lvl. 27 Requires Lvl. 26 Item Lvl. 26	Lightning Shard x2 Water Shard x3 Budding Ash Wand x1 Growth Formula Beta x1 Scalekin Blood x1
Yew Wand Slot: Main Hand Materia Slot x1 Class: CNJ WHM	Lvl. 20 & Lvl. 28 Requires Lvl. 29 Item Lvl. 29	Lightning Shard x2 Water Shard x3 Yew Branch x1 Growth Formula Beta x1
Clear Glass Lens Crafting Material	Lvl. 20 & Lvl. 28	Water Shard x3 Natron x1 Silex x1
Engraved Goatskin Grimoire Slot: Main Hand Materia Slot x2 Class: ACN SMN SCH	Lvl. 21 & Lvl. 29 Requires Lvl. 30 Item Lvl. 30	Lightning Shard x2 Water Shard x3 Goatskin Grimoire x1 Aldgoat Leather x1 (<i>LTR Recipe</i>) Walnut Log x2
Linseed Oil Crafting Material	Lvl. 21 & Lvl. 29	Water Shard x3 Flax x1
Horn Glue Crafting Material	Lvl. 22 & Lvl. 30	Water Shard x3 Aldgoat Horn x1
Spine Drops (x3) Use: Instantly cures Paralysis.	Lvl. 22 & Lvl. 30	Lightning Shard x3 Water Shard x3 Pearl Ginger x1 Wolf Fang x1 Rock Salt x3

Growth Formula Gamma Crafting Material	Lvl. 22 & Lvl. 30	Water Shard x3 Quicksilver x1 Rock Salt x1 Blue Landtrap Leaf x1
Regal Purple Dye Crafting Material	Lvl. 22 & Lvl. 30	Lightning Crystal x1 Water Crystal x1 Purple Pigment x1
Lotus Pink Dye Crafting Material	Lvl. 22 & Lvl. 30	Lightning Crystal x1 Water Crystal x1 Purple Pigment x1
Loam Brown Dye Crafting Material	Lvl. 22 & Lvl. 30	Lightning Crystal x1 Water Crystal x1 Brown Pigment x1
Pumpkin Orange Dye Crafting Material	Lvl. 22 & Lvl. 30	Lightning Crystal x1 Water Crystal x1 Brown Pigment x1
Sahagin Blue Dye Crafting Material	Lvl. 22 & Lvl. 30	Lightning Crystal x1 Water Crystal x1 Green Pigment x1
Hunter Green Dye Crafting Material	Lvl. 22 & Lvl. 30	Lightning Crystal x1 Water Crystal x1 Green Pigment x1
Honey Yellow Dye Crafting Material	Lvl. 22 & Lvl. 30	Lightning Crystal x1 Water Crystal x1 Yellow Pigment x1
Royal Blue Dye Crafting Material	Lvl. 22 & Lvl. 30	Lightning Crystal x1 Water Crystal x1 Blue Pigment x1
Wine Red Dye Crafting Material	Lvl. 22 & Lvl. 30	Lightning Crystal x1 Water Crystal x1 Red Pigment x1
Dalamud Red Dye Crafting Material	Lvl. 22 & Lvl. 30	Lightning Crystal x1 Water Crystal x1 Red Pigment x1
Soot Black Dye Crafting Material	Lvl. 22 & Lvl. 30	Lightning Crystal x1 Water Crystal x1 Grey Pigment x1

Abyssal Blue Dye Crafting Material	Lvl. 22 & Lvl. 30	Lightning Crystal x1 Water Crystal x1 Blue Pigment x1
Snow White Dye Crafting Material	Lvl. 22 & Lvl. 30	Lightning Crystal x1 Water Crystal x1 Grey Pigment x1
Hi-Potion of Dexterity (x3) Use: temporarily increases Dexterity by 16% for 15 seconds.	Lvl. 23 & Lvl. 31	Lightning Shard x3 Water Shard x3 Scalekin Blood x1 Rock Salt x3 Belladonna x1
Hi-Potion of Mind (x3) Use: temporarily increases Mind by 16% for 15 seconds.	Lvl. 23 & Lvl. 31	Lightning Shard x3 Water Shard x3 Treant Sap x1 Rock Salt x3 Moor Leach x1
Hi-Potion of Vitality (x3) Use: temporarily increases Vitality by 16% for 15 seconds.	Lvl. 24 & Lvl. 32	Lightning Shard x3 Water Shard x3 Treant Sap x1 Rock Salt x3 Puk Wing x1
Hi-Potion of Intelligence (x3) Use: temporarily increases Intelligence by 16% for 15 seconds.	Lvl. 24 & Lvl. 32	Lightning Shard x3 Water Shard x3 Treant Sap x1 Rock Salt x3 Pearl Ginger x1
Enchanted Mythrill Ink Crafting Material	Lvl. 25 & Lvl. 33	Water Shard x4 Mythrill Sand x1 Scalekin Blood x2
Hi-Potion of Strength (x3) Use: temporarily increases Strength by 16% for 15 seconds.	Lvl. 25 & Lvl. 33	Lightning Shard x3 Water Shard x3 Gil Bun x1 Blue Yarzon Leg x1 Rock Salt x3
Budding Yew Wand Slot: Main Hand Materia Slot x1 Class: CNJ WHM	Lvl. 26 & Lvl. 34 Requires Lvl. 34 Item Lvl. 34	Lightning Shard x3 Water Shard x4 Yew Wand x1 Scalekin Blood x1 Growth Formula Beta x1
Book of Silver Slot: Main hand Materia Slot x2	Lvl. 26 & Lvl. 34 Requires Lvl. 34 Item Lvl. 34	Lightning Shard x3 Water Shard x4 Silver Ingot x1 (<i>ARM or BSM Recipe</i>) Linen Yarn x1 (<i>WVR Recipe</i>)

Class: ACN SMN SCH		Oak Log x1	Enchanted Silver Ink x1
Paralyzing Potion (x3) Use: temporary Paralysis of target, effective on targets up to level 35. 10s duration.	Lvl. 27 & Lvl. 35	Lightning Shard x3 Quicksilver x1 Morbol Vine x1	Water Shard x4 Mandrake x1
Poisoning Potion (x3) Use: temporarily Poisons target, effective on targets up to level 35. 10s duration.	Lvl. 27 & Lvl. 35	Lightning Shard x3 Quicksilver x1 Morbol Vine x1	Water Shard x4 Formic Acid x1
Hi-Ether (x3) Use: restores a fair amount of MP.	Lvl. 27 & Lvl. 35	Lightning Shard x3 Distilled Water x1 Matron's Mistletoe x1	Water Shard x4 Mandrake x1
Vintage Picatrix Slot: Main Hand Materia Slot x3 Class: ACN, SMN, SCH	Lvl. 27 & Lvl. 35 Requires Lvl. 35 Item Lvl. 38	Water Crystal x1 Oak Log x1	Brittle Picatrix x1
Sleeping Potion (x3) Use: temporarily puts the target to sleep, effective on targets up to level 35. 20s duration.	Lvl. 28 & Lvl. 36	Lightning Shard x3 Quicksilver x1 Morbol Vine x1	Water Shard x4 Belladonna x1
Blinding Potion (x3) Use: temporarily blinds the target, effective on targets up to level 35. 12s duration.	Lvl. 28 & Lvl. 36	Lightning Shard x4 Quicksilver x1 Blue Landtrap Leaf x1 Morbol Vine x1	Water Shard x4
Silencing Potion (x3) Use: temporarily silences the target, effective on targets up to level 35. 1s duration.	Lvl. 29 & Lvl. 37	Lightning Shard x4 Quicksilver x1 Morbol Vine x1	Water Shard x4 Tarantula x1
Embossed Book of Silver	Lvl. 30 & Lvl. 38	Lightning Shard x4	Water Shard x4

Slot: Main Hand Materia Slot x2 Class: ACN SMN SCH	Requires Lvl. 38 Item Lvl. 38	Book of Silver x1 Silver Ingot x2 (<i>ARM & BSM Recipe</i>)
Budding Oak Wand Slot: Main Hand Materia Slot x1 Class: CNJ WHM	Lvl. 30 & Lvl. 38 Requires Lvl. 38 Item Lvl. 38	Lightning Shard x4 Water Shard x4 Hi-Potion of Mind x1 Growth Formula Alpha x1 Rock Salt x1
Wand of Tremors Slot: Main Hand Materia Slot x1 Class: CNJ WHM	Lvl. 31 & Lvl. 39 Requires Lvl. 42 Item Lvl. 42	Lightning Shard x4 Water Shard x5 Eye of Earth x1 Oak Branch x1 Growth Formula Gamma x1
Wand of Tides Slot: Main Hand Materia Slot x1 Class: CNJ WHM	Lvl. 31 & Lvl. 39 Requires Lvl. 42 Item Lvl. 42	Lightning Shard x4 Water Shard x5 Eye of Water x1 Oak Branch x1 Growth Formula Gamma x1
Wand of Frost Slot: Main Hand Materia Slot x1 Class: CNJ WHM	Lvl. 31 & Lvl. 39 Requires Lvl. 42 Item Lvl. 42	Lightning Shard x4 Water Shard x5 Eye of Ice x1 Oak Branch x1 Growth Formula Gamma x1
Smelling Salts Crafting material	Lvl. 32 & Lvl. 40	Lightning Shard x4 Water Shard x5 Desert Saffron x1 Rock Salt x1 Blue Landtrap Leaf x1
Lanolin Crafting Material	Lvl. 32 & Lvl. 40	Water Shard x5 Karakul Skin x1
Shark Oil Crafting Material	Lvl. 33 & Lvl. 41	Water Shard x5 Silver Shark x1 Hammerhead Shark x1
Book of Mythril Slot: Main Hand Materia Slot x2	Lvl. 34 & Lvl. 42	Lightning Shard x5 Water Shard x5 Mythril Ingot x2 (<i>ARM & BSM Recipe</i>) Flax x1

Class: ACN SMN SCH		Enchanted Mythril Ink x1
Enchanted Electrum Ink Crafting Material	Lvl. 35 & Lvl. 43	Water Shard x5 Electrum Sand x2 Spoken Blood x1
Mega-Potion (x3) Use: Restores a large amount of HP.	Lvl. 35 & Lvl. 43	Lightning Shard x5 Water Shard x5 Mugwort x1 Distilled Water x1 Mistletoe x1
Mega-Potion of Mind (x3) Use: temporarily increases Mind for 15 seconds.	Lvl. 36 & Lvl. 44	Lightning Shard x5 Water Shard x5 Blue Yarzon Leg x1 Rock Salt x1 Ahriman Wing x1
Book of Electrum Slot: Main Hand Materia Slot x2 Class: ACN SMN SCH	Lvl. 37 & Lvl. 45 Requires Lvl. 45 Item Lvl. 45	Lightning Shard x5 Water Shard x6 Cobalt Ingot x1 (<i>ARM & BSM Recipe</i>) Electrum Ingot x2 (<i>ARM & BSM Recipe</i>) Woolen Yarn x1 (<i>WVR Recipe</i>) Rosewood Log x1 Enchanted Electrum Ink x1
Mega-Potion of Intelligence (x3) Use: temporarily increases intelligence for 15 seconds.	Lvl. 37 & Lvl. 45	Lightning Shard x5 Water Shard x6 Sandwork Fang x1 Rock Salt x1 Black Scorpion x1
Wand of Fire Slot: Main Hand Materia Slot x1 Class: CNJ WHM	Lvl. 37 & Lvl. 45 Requires Lvl. 46 Item Lvl. 46	Lightning Shard x5 Water Shard x6 Eye of Fire x1 Rosewood Branch x1 Growth Formula Gamma x1 Rock Salt x1 Blue Landtrap Leaf x1
Wand of Gales Slot: Main Hand Materia Slot x1 Class: CNJ WHM	Lvl. 37 & Lvl. 45 Requires Lvl. 46 Item Lvl. 46	Lightning Shard x5 Water Shard x6 Eye of Wind x1 Rosewood Branch x1 Growth Formula Gamma x1 Rock Salt x1 Blue Landtrap Leaf x1
Wand of Storms Slot: Main Hand	Lvl. 37 & Lvl. 45 Requires Lvl. 46	Lightning Shard x5 Water Shard x6 Eye of Lightning x1

Materia Slot x1 Class: CNJ WHM	Item Lvl. 46	Rosewood Branch x1 Growth Formula Gamma x1 Rock Salt x1 Blue Landtrap Leaf x1
Mega-Potion of Strength (x3) Use: temporarily increases Strength for 15 seconds.	Lvl. 37 & Lvl. 45	Lightning Shard x5 Water Shard x6 Sagolii Sage x1 Rock Salt x1 Shark Oil x1
Mega-Potion of Vitality (x3) Use: temporarily increases vitality for 15 seconds.	Lvl. 38 & Lvl. 46	Lightning Shard x5 Water Shard x6 Grenade Ash x1 Rock Salt x1 Pudding Flesh x1
Gold Needle Crafting Material	Lvl. 38 & Lvl. 46	Lightning Shard x5 Water Shard x6 Electrum Ingot x1 (<i>ARM & BSM Recipe</i>) spoken Blood x1 Ahriman Wing x1
Mega-Potion of Dexterity (x3) Use: temporarily increases dexterity for 15 seconds.	Lvl. 38 & Lvl. 46	Lightning Shard x5 Water Shard x6 Dart Frog x1 Rock Salt x1 Spoken Blood x1
Potent Poisoning Potion (x3) Use: temporarily Poisons the target for 15 seconds.	Lvl. 39 & Lvl. 47	Lightning Shard x5 Water Shard x6 Quicksilver x1 Ochu Vine x1 Pudding Flesh x1
Potent Paralyzing Potion (x3) Use: temporarily paralyzes the target for 15 seconds.	Lvl. 39 & Lvl. 47	Lightning Shard x5 Water Shard x6 Quicksilver x1 Ochu Vine x1 Black Scorpion x1
Potent Sleeping Potion (x3) Use: temporarily puts the target to sleep for 15 seconds.	Lvl. 40 & Lvl. 48	Lightning Shard x6 Water Shard x6 Quicksilver x1 Ochu Vine x1 Desert Saffron x1
Potent Silencing Potion (x3) Use: temporarily silences the target for 1 second.	Lvl. 40 & Lvl. 48	Lightning Shard x6 Water Shard x6 Quicksilver x1 Ochu Vine x1 Dart Frog x1
Budding Rosewood Wand Slot: main hand	Lvl. 41 & Lvl. 49 Requires Lvl. 49	Lightning Shard x6 Water Shard x6 Mega Potion of Mind x1

Materia Slot x1 Class: CNJ WHM	Item Lvl. 49	Rosewood Branch x1 Growth Formula Gamma x1 Spoken Blood
Potent Blinding Potion (x3) Use: temporarily blinds the target for 12 seconds.	Lvl. 41 & Lvl. 49	Lightning Shard x6 Water Shard x6 Quicksilver x1 Ochu Vine x1 Formic Acid x1
Ice Ward Hi-Potion (x3) Use: increased resistance to ice damage by 16% for 15 seconds.	Lvl. 42 & Lvl. 50	Lightning Shard x6 Water Shard x6 Mugwort x1 Raw Goshenite x1 Rock Salt x1
Earth Ward Hi-Potion (x3) Use: increased resistance to earth damage by 16% for 15 seconds.	Lvl. 42 & Lvl. 50	Lightning Shard x6 Water Shard x6 Mugwort x1 Raw Heliodor x1 Rock Salt x1
Water Ward Hi-Potion (x3) Use: increased resistance to water damage by 16% for 15 seconds.	Lvl. 42 & Lvl. 50	Lightning Shard x6 Water Shard x6 Mugwort x1 Raw Aquamarine x1 Rock Salt x1
Fire Ward Hi-Potion (x3) Use: increased resistance to fire damage by 16% for 15 seconds.	Lvl. 42 & Lvl. 50	Lightning Shard x6 Water Shard x6 Mugwort x1 Raw Garnet x1 Rock Salt x1
Tane Mahuta Slot: Main hand Materia Slot x2 Class: CNJ WHM	Lvl. 42 & Lvl. 50 Requires Lvl. 50 Item Lvl. 50	Lightning Shard x6 Water Shard x6 Rosewood Branch x1 Growth Formula Gamma x1 Spoken Blood x1 Ochu Vine x1
Lightning Ward Hi-Potion (x3) Use: increased resistance to lightning damage by 16% for 15 seconds.	Lvl. 42 & Lvl. 50	Lightning Shard x6 Water Shard x6 Mugwort x1 Raw Amethyst x1 Rock Salt x1
Elixir (x3) Use: instantly restores HP and MP.	Lvl. 42 & Lvl. 50	Lightning Shard x6 Water Shard x6 Nutmeg x1 Distilled Water x1

		Mistletoe x1
Erudite's Picatrix of Casting Slot: Mainhand Materia Slot x3 Class: ACN SMN	Lvl. 47 & Lvl. 55 Requires Lvl. 50 Item Lvl. 55	Lightning Crystal x2 Water Crystal x3 Enchanted Gold Ink x1 Bloody Grimoire Binding x1
Enchanted Gold Ink Crafting Material	Lvl. 47 & Lvl. 55	Water Crystal x3 Gold Sand 3 Spoken Blood x1
Growth Formula Delta Crafting Material	Lvl. 47 & Lvl. 55	Water Crystal x3 Quicksilver x1 Rock Salt x1 Trillium Bulb x1
Madman's Whispering Rod Slot: Main Hand Materia Slot x3 Class: CNJ WHM	Lvl. 47 & Lvl. 55 Requires Lvl. 50 Item Lvl. 55	Lightning Crystal x2 Water Crystal x3 Growth Formula Delta x1 Thavnairian Mistletoe x1 Vampire Plant x1
Erudite's Picatrix of Healing Slot: Mainhand Materia Slot x3 Class: SCH	Lvl. 47 & Lvl. 55 Requires Lvl. 50 Item Lvl. 55	Lightning Crystal x2 Water Crystal x3 Enchanted Gold Ink x1 Bloody Grimoire Binding x1
X-Potion (x3) Use: Instantly restores a great deal of health.	Lvl. 50 & Lvl. 70	Lightning Cluster x1 Water Cluster x1 Thavnairian Mistletoe x1 Vampire Plant x1 Filtered Water x1
Hi-Elixir (x3) Use: instantly restores a great deal of HP and MP.	Lvl. 50 & Lvl. 70	Lightning Cluster x1 Water Cluster x1 Growth Formula Delta Concentrate x1 Treant Sap x1 Thavnairian Mistletoe x1
Ice Ward Mega Potion (x3) Use: significantly increases resistance to ice damage by 16% for 15 seconds.	Lvl. 50 & Lvl. 70	Lightning Cluster x1 Water Cluster x1 Raw Zircon x1 Trillium Bulb x1 Volcanic Rock Salt x1

Wind Ward Mega Potion (x3) Use: significantly increases resistance to wind damage by 16% for 15 seconds.	Lvl. 50 & Lvl. 70	Lightning Cluster x1 Water Cluster x1 Raw Tourmaline x1 Trillium Bulb x1 Volcanic Rock Salt x1
Earth Ward Mega Potion (x3) Use: significantly increases resistance to earth damage by 16% for 15 seconds.	Lvl. 50 & Lvl. 70	Lightning Cluster x1 Water Cluster x1 Raw Amber x1 Trillium Bulb x1 Volcanic Rock Salt x1
Fire Ward Mega Potion (x3) Use: significantly increases resistance to fire damage by 16% for 15 seconds.	Lvl. 50 & Lvl. 70	Lightning Cluster x1 Water Cluster x1 Raw Rubellite x1 Trillium Bulb x1 Volcanic Rock Salt x1
X-Ether (x3) Use: restores a great deal of MP.	Lvl. 50 & Lvl. 70	Lightning Cluster x1 Water Cluster x1 Mugwort x1 Thavnairian Mistletoe x1 Voidsent Blood x1
Deus Ex Gratia Slot: Main Hand Materia Slots x2 Class: SCH	Lvl. 50 & Lvl. 70 Requires Lvl. 50 Item Lvl. 70	Lightning Cluster x1 Water Cluster x1 Darksteel Nugget x3 (<i>BSM Recipe</i>) Silver Ingot x1 (<i>ARM & BSM Recipe</i>) Hippogryph Leather x1 (<i>LTR Recipe</i>) Twinthread x1 (<i>WVR Recipe</i>) Enchanted Rose Ink x1
Deus Ex Verbis Slot: Main Hand Materia Slots x2 Class: ACN SMN	Lvl. 50 & Lvl. 70 Requires Lvl. 50 Item Lvl. 70	Lightning Cluster x1 Water Cluster x1 Darksteel Nugget x3 (<i>BSM Recipe</i>) Silver Ingot x1 (<i>ARM & BSM Recipe</i>) Hippogryph Leather x1 (<i>LTR Recipe</i>) Twinthread x1 (<i>WVR Recipe</i>) Enchanted Rose Ink x1
Alkalurops Slot: Main Hand	Lvl. 50 & Lvl. 70 Requires Lvl. 50	Lightning Cluster x1 Water Cluster x1 Darksteel Nugget x1 (<i>BSM Recipe</i>)

Materia Slots x2 Class: CNJ WHM	Item Lvl. 70	Spruce Lumber x2 (<i>LTR Recipe</i>) Suspended Trillium Flower x1
Water Ward Mega Potion (x3) Use: significantly increases resistance to water damage by 16% for 15 seconds.	Lvl. 50 & Lvl. 70	Lightning Cluster x1 Water Cluster x1 Raw Turquoise x1 Trillium Bulb x1 Volcanic Rock Salt x1
Growth Formula Delta Concentrate Crafting Material	Lvl. 50 & Lvl. 70	Water Cluster x1 Growth Formula Delta x2 Lime Sulphur x9
Enchanted Rose Gold Ink Crafting Material	Lvl. 50 & Lvl. 70	Water Cluster x1 Minium x9 Enchanted Gold Ink x1
Suspended Trillium Flower Crafting Material		Water Cluster x1 Growth Formula Delta x1 Growth Formula Delta Concentrate x1 Trillium x1
Lightning Ward Mega Potion (x3) Use: significantly increases resistance to lightning damage by 16% for 15 seconds.	Lvl. 50 & Lvl. 70	Lightning Cluster x1 Water Cluster x1 Raw Spinel x1 Trillium Bulb x1 Volcanic Rock Salt x1

New Alchemist Crafting List

<u>Item</u>	<u>Material</u>	<u>Crystal</u>
Roof Tile	Potter's Clay x2 Straw	Water Shard
Terracotta Pot	Potter's Clay x9 Straw x3	Water Shard Lightning Shard
Ink & Quill	Enchanted Iron Ink x3 Cock Feather	Water Shard Lightning Shard
Low Barrel Planter	Growth Formula Beta x2 Elm Lumber x2 Bronze Rivets Shroud Seedling x3 Humus x3	Water Shard Lightning Shard
Firebricks	Mudstone x2 Potter's Clay	Water Shard
Mortar	Limestone x2 Fine Sand Distilled Water	Water Shard
Riviera Cottage Roof (Wood)	Roof Tile x15 Yew Lumber x5 Iron Joint Plate x10 Iron Nails x10	Water Shard x4 Lightning Shard x4
Island Palm	Growth Formula Beta x4 Island Seedling x6 Humus x6	Water Shard Lightning Shard
Desert Ironwood	Growth Formula Beta x4 Desert Seedling x6 Humus x6	Water Shard Lightning Shard
Shroud Broadleaf	Growth Formula Beta x4 Shroud Seedling x6 Humus x6	Water Shard Lightning Shard

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Glade Tiled Awning	Roof Tile x3 Elm Lumber x2 Limestone x3	Water Shard Lightning Shard
Maguey	Growth Formula Beta x3 Potter's Clay x6 Desert Seedling x2 Humus	Water Shard x2 Lightning Shard
Ghostmaws	Growth Formula Beta x4 Weak Blinding Potion x9 Dungeon Seedling x2 Humus x3	Water Shard x2 Lightning Shard
Glade Cottage Roof (Composite)	Roof Tile x15 Elm Lumber x10 Iron Joint Plate x10 Iron Nails x10	Water Shard x8 Lightning Shard x4
Riviera Flower Vase	Growth Formula Beta x2 Island Seedling x3 Iron Ingot x3	Water Shard x2 Lightning Shard
Oasis Flower Vase	Growth Formula Beta x2 Desert Seedling x3 Brass Ingot x3	Water Shard x2 Lightning Shard
Glade Flower Vase	Growth Formula Beta x2 Shroud Seedling x3 Elm Lumber x3	Water Shard x2 Lightning Shard
Pyrepods	Growth Formula Beta x4 Weak Poisoning Potion x9 Dungeon Seedling x2 Humus x3	Water Shard x2 Lightning Shard x2
Unbreakable Rock	Effervescent Water x12 Limestone x12	Water Shard x2 Lightning Shard x2

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Half Barrel Planter	Growth Formula Beta x2 Walnut Lumber x2 Iron Rivets Shroud Seedling x3 Humus x3	Water Shard x2 Lightning Shard x2
Blue Coral Formation	Blue Coral x4 Seagrot Water x4	Water Shard x2 Lightning Shard x2
Turnkey's Cups	Growth Formula Beta x4 Weak Silencing Potion x9 Dungeon Seedling x2 Humus x3	Water Shard x2 Lightning Shard x2
Campfire	Bomb Ash x4 Yew Branch x6 Mudstone x6	Water Shard x3 Lightning Shard x2
Plum Purple Dye	Purple Pigment	Water Crystal Lightning Crystal
Othard Blue Dye	Blue Pigment	Water Crystal Lightning Crystal
Storm Blue Dye	Blue Pigment	Water Crystal Lightning Crystal
Sunset Orange Dye	Brown Pigment	Water Crystal Lightning Crystal
Kobold Brown Dye	Brown Pigment	Water Crystal Lightning Crystal
Ochu Green Dye	Green Pigment	Water Crystal Lightning Crystal
Oasis Interior Wall	Mortar x8 Brass Ingot x4	Water Shard x3 Lightning Shard x3
Axilflower	Growth Formula Gamma x2 Island Seedling x3 Steel Ingot x2 Potter's Clay x2	Water Shard x4 Lightning Shard x3

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	Humus	
Spider Plant	Growth Formula Gamma x2 Desert Seedling x3 Brass Ingot x2 Potter's Clay x2 Humus	Water Shard x4 Lightning Shard x3
Azalea	Growth Formula Gamma x2 Shroud Seedling x3 Yew Lumber x2 Iron Ingot x2 Humus	Water Shard x4 Lightning Shard x3
Mossy Rock	Growth Formula Gamma x4 Siltstone x12	Water Shard x4 Lightning Shard x3
Riviera House Roof (Wood)	Roof Tile x30 Oak Lumber x5 Steel Joint Plate x10 Steel Nails x10	Water Shard x16 Lightning Shard x16
Lotus Parasol	Lotus Leaf Walnut Lumber x2 Beeswax x4	Water Shard x4 Lightning Shard x4
Clinker Bricks	Grenade Ash Siltstone x2 Potter's Clay	Water Shard x5
Glade House Roof (Composite)	Roof Tile x30 Walnut Lumber x10 Steel Joint Plate x10 Steel Nails x10	Water Shard x20 Lightning Shard x16
Varnish	Raw Amber x2 Linseed Oil Terebinth	Water Shard x5

Sylphic Vase	Growth Formula Gamma x2 Shroud Seedling x3 Electrum Ingot x3 Mahogany Lumber Sylphic Silk	Water Shard x5 Lightning Shard x5
Bloodblossoms	Growth Formula Gamma x4 Spoken Blood x4 Carnivorous Seedling x3 Humus x3	Water Shard x6 Lightning Shard x5
Death's Fingers	Growth Formula Gamma x4 Potent Poisoning Potion x12 Carnivorous Seedling x3 Humus x3	Water Shard x6 Lightning Shard x6
Riviera Mansion Roof (Wood)	Roof Tile x45 Spruce Lumber x5 Cobalt Joint Plate x10 Cobalt Nails x10 Felt Lining x10	Water Crystal x12 Lightning Crystal x8
Glade Mansion Roof (Composite)	Roof Tile x30 Rosewood Lumber x10 Cobalt Joint Plate x10 Cobalt Nails x10 Clinker Bricks x10	Water Crystal x12 Lightning Crystal x8
Wolf Grimoire of Casting	Enchanted Gold Ink Electrum Ingot x2 Cobalt Ingot Rosewood Log Woolen Yarn	Water Crystal x3 Lightning Crystal x2
Wolf Grimoire of Healing	Enchanted Gold Ink Electrum Ingot x2 Cobalt Ingot Rosewood Log	Water Crystal x3 Lightning Crystal x2

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	Woolen Yarn	
Regain Feather	Swan Feather Growth Formula Delta	Water Crystal x3 Lightning Crystal x2
Icarus Wing	Eagle Feather Gold Sand Beeswax	Water Crystal x3 Lightning Crystal x2
Stun Ward Potion	Trillium Ochu Vine Night Milk	Water Crystal x3 Lightning Crystal x2
Slow Ward Potion	Trillium Ochu Vine Cactuar Needle	Water Crystal x3 Lightning Crystal x2
Bind Ward Potion	Trillium Ochu Vine Treant Sap	Water Crystal x3 Lightning Crystal x2
Heavy Ward Potion	Trillium Ochu Vine Gysahl Greens	Water Crystal x3 Lightning Crystal x2
Blind Ward Potion	Trillium Ochu Vine Formic Acid	Water Crystal x3 Lightning Crystal x2
Sleep Ward Potion	Trillium Ochu Vine Desert Saffron	Water Crystal x3 Lightning Crystal x2
Silence Ward Potion	Trillium Ochu Vine Dart Frog	Water Crystal x3 Lightning Crystal x2
Poison Ward Potion	Trillium Ochu Vine Pudding Flesh	Water Crystal x3 Lightning Crystal x2

Three Weak Sleeping Potions	quicksilver, red landtrap leaf, jellyfish humours	two water shards, lightening shard
Three Weak Paralyzing Potions	quicksilver, jellyfish cnida, jellyfish humours	two water shards, lightening shard
Three Lightning Ward Potions	rock salt, flourite, blue landtrap leaf	four water shards, three lightening shards
Three Wind Ward Potions	rock salt, malachite, blue landtrap leaf	four water shards, three lightening shards
Three Ice Ward Potions	rock salt, danburite, blue landtrap leaf	four water shards, three lightening shards
Three Earth Ward Potions	rock salt, sphene, blue landtrap leaf	four water shards, three lightening shards
Three Water Ward Potions	rock salt, lapis lazuli, blue landtrap leaf	four water shards, three lightening shards
Three Fire Ward Potions	rock salt, sunstone, blue landtrap leaf	four water shards, three lightening shards
Three X-Potions of Mind	volcanic rock salt, pudding flesh, thavnairian mistletoe	eight water shards, seven lightening shards
Three X-Potions of Intelligence	volcanic rock salt, black scorpion, thavnairian mistletoe	eight water shards, seven lightening shards
Three X-Potions of Strength	volcanic rock salt, shark oil, thavnairian mistletoe	eight water shards, seven lightening shards
Three X-Potions of Dexterity	volcanic rock salt, dart frog, thavnairian mistletoe	eight water shards, seven lightening shards
Three X-Potions of Vitality	volcanic rock salt, grenade ash, thavnairian mistletoe	eight water shards, seven lightening shards
Stone Interior Wall	four pieces of fine sand, four pieces of mortar, two steel rivets	three water shards, three lightening shards
Stone Flooring	four pieces of fine sand, four	three water shards, three

	pieces of mortar, two steel rivets	lightening shards
Country Interior Wall	five clinker bricks, four pieces of mortar, three pieces of marble	six water shards, six lightening shards
Country Flooring	six pieces of marble, four pieces of cut stone, four pieces of mortar	six water shards, six lightening shards
Millioncorn Yellow Dye	yellow pigment	water crystal, lightening crystal
Deepwood Green Dye	green pigment	water crystal, lightening crystal
Celeste Blue Dye	green pigment	water crystal, lightening crystal
Void Blue Dye	blue pigment	water crystal, lightening crystal
Woad Blue Dye	blue pigment	water crystal, lightening crystal
Colibri Pink Dye	purple pigment	water crystal, lightening crystal
Grade 1 Glamour Prism for Alchemy	grade 1 clear prism, two vials of growth formula gamma	water crystal, lightening crystal
Grade 2 Glamour Prism for Alchemy	grade 2 clear prism, two vials of growth formula gamma	water crystal, lightening crystal
Grade 3 Glamour Prism for Alchemy	grade 3 clear prism, two vials of growth formula gamma	water crystal, lightening crystal
Grade 4 Glamour Prism for Alchemy	grade 4 clear prism, two vials of growth formula gamma	water crystal, lightening crystal
Grade 5 Glamour Prism for Alchemy	grade 5 clear prism, two vials of growth formula gamma	water crystal, lightening crystal
Giantsgall Trident	mossy stone spear, nine vials of diluted vitriol	water cluster, lightening cluster
Giantsgall Cane	mossy stone staff, nine vials of diluted vitriol	water cluster, lightening cluster
Giantsgall Claws	mossy stone claws, nine vials of diluted vitriol	water cluster, lightening cluster
Giantsgall War Axe	mossy stone axe, nine vials of	water cluster, lightening cluster

	diluted vitriol	
Giantsgall Longbow	mossy stone bow, nine vials of diluted vitriol	water cluster, lightening cluster
Giantsgall Longsword	mossy stone sword, nine vials of diluted vitriol	water cluster, lightening cluster
Giantsgall Longstaff	mossy stone rod, nine vials of diluted vitriol	water cluster, lightening cluster
Cantamina Thavnairia	weathered tomb, enchanted rose gold ink, hippogryph leather, rose gold nugget	water cluster, lightening cluster
Medica Thavnairia	faded tomb, enchanted rose gold ink, hippogryph leather, rose gold nugget	water cluster, lightening cluster
Nine Vials of Diluted Vitriol	nine vials of filtered water, six vials of vitriol	water cluster
Spirits of Salt	two pieces of volcanic rock salt, one vial of vitriol	11 water shards, 10 lightening shards
Three Pieces of Terminus Putty	three pieces of tawny latex, filtered water	two water clusters, one lightening cluster
Bisque Flooring	Mudstone x6 Potter's Clay x6 Mortar x4	Water Shard x2 Lightning Shard x2
Wall Planter	Island Seedling x3 Walnut Lumber x2 Iron Rivets x2 Humus x3	Water Shard x3 Lightning Shard x2
Rounded Shrub	Shroud Seedling x6 Growth Formula Gamma x6	Water Shard x4 Lightning Shard x3
Planter Partition	Island Seedling x3 Mahogany Lumber x4	Water Shard x5 Lightning Shard x4

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	Elm Lumber x4 Humus x3	
Water Lilies	Young Water Lily x3 Potter's Clay x6 Growth Formula Gamma x5	Water Shard x5 Lightning Shard x4
Planter Box	Shroud Seedling x3 Rosewood Lumber x3 Growth Formula Gamma x3 Potter's Clay x3	Water Shard x6 Lightning Shard x5
Potted Dragon Tree	Desert Seedling x3 Spruce Lumber x4 Darksteel Nugget x4 Humus x3	Water Crystal x3 Lightning Crystal x2
Glade Hedgewall	Shroud Seedling x15 Rosewood Lumber x30 Growth Formula Delta x15	Water Shard x28 Lightning Shard x24
Potted Umbrella Fig	Umbrella Fig Seeds x3 Potter's Clay x3 Humus x3 Growth Formula Delta Concentrate x4	Water Cluster Lightning Cluster
Concentrated Spirits of Salt	Spirits of Salt Fieldcraft Demimateria III x2	Water Shard x12 Lightning Shard x11
Gallant Armor Augmentation	Terminus Putty Wolfram Square Wolfram Ingot Darksteel Ingot x2	Water Crystal x7 Lightning Crystal x5
Temple Attire Augmentation	Terminus Putty Saurian Leather Wolfram Ingot	Water Crystal x7 Lightning Crystal x5

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	Hard Hippogryph Leather Darksteel Ingot	
Fighter's Armor Augmentation	Terminus Putty Wolfram Square Wolfram Ingot Darksteel Ingot x2	Water Crystal x7 Lightning Crystal x5
Drachen Armor Augmentation	Terminus Putty Wolfram Square Ancient Lumber Darksteel Ingot Treated Spruce Lumber	Water Crystal x7 Lightning Crystal x5
Choral Attire Augmentation	Terminus Putty Saurian Leather Ancient Lumber Hard Hippogryph Leather Treated Spruce Lumber	Water Crystal x7 Lightning Crystal x5
Wizard's Attire Augmentation	Terminus Putty Saurian Leather Gold Ingot Hard Hippogryph Leather Rose Gold Ingot	Water Crystal x7 Lightning Crystal x5
Healer's Attire Augmentation	Terminus Putty Cashmere Cloth Ancient Lumber Vanya Silk Treated Spruce Lumber	Water Crystal x7 Lightning Crystal x5
Evoker's Attire Augmentation	Terminus Putty Cashmere Cloth Gold Ingot Vanya Silk Rose Gold Ingot	Water Crystal x7 Lightning Crystal x5

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Scholar's Attire Augmentation	Terminus Putty Cashmere Cloth Gold Ingot Vanya Silk Rose Gold Ingot	Water Crystal x7 Lightning Crystal x5
Tremor Knuckles	Demimateria of Crag x3 Battlecraft Demimateria III x10 Crag Heart Terminus Putty x10 Uraeus Leather	Earth Crystal x12
Tremor Axe	Demimateria of Crag x3 Battlecraft Demimateria III x10 Crag Heart Terminus Putty x10 Spoken Blood	Earth Crystal x12
Tremor Spear	Demimateria of Crag x3 Battlecraft Demimateria III x10 Crag Heart Terminus Putty x10 Shark Oil	Earth Crystal x12
Tremor Bow	Demimateria of Crag x3 Battlecraft Demimateria III x10 Crag Heart Terminus Putty x10 Raptor Sinew	Earth Crystal x12
Malevolent Moogle Mogwand	Demimog Demimateria x3 Battlecraft Demimateria III x10 Kingly Whisker Terminus Putty x10 Growth Formula Delta	Water Cluster x2 Lightning Cluster
Tremor Cane	Demimateria of Crag x3	Earth Crystal x12

	Battlecraft Demimateria III x10 Crag Heart Terminus Putty x10 Growth Formula Delta	
Tremor Cudgel	Demimateria of Crag x3 Battlecraft Demimateria III x10 Crag Heart Terminus Putty x10 Amber	Earth Crystal x12
Inferno Grimoire	Demimateria of the Inferno x3 Battlecraft Demimateria III x10 Inferno Horn Terminus Putty x10 Enchanted Gold Ink	Fire Crystal x12
Inferno Codex	Demimateria of the Inferno x3 Battlecraft Demimateria III x10 Inferno Horn Terminus Putty x10 Enchanted Gold Ink	Fire Crystal x12
Will of the Vortex	Demimateria of the Vortex x3 Battlecraft Demimateria III x10 Vortex Feather Terminus Putty x10 Enchanted Gold Ink	Wind Crystal x12
Embrace of the Vortex	Demimateria of the Vortex x3 Battlecraft Demimateria III x10 Vortex Feather Terminus Putty x10 Enchanted Gold Ink	Wind Crystal x12
The Greater Key of Tremors	Demimateria of Crag x3 Battlecraft Demimateria III x10	Earth Crystal x12

	Crag Heart Terminus Putty x10 Enchanted Gold Ink	
The Holy Key of Tremors	Demimateria of Crag x3 Battlecraft Demimateria III x10 Crag Heart Terminus Putty x10 Enchanted Gold Ink	Earth Crystal x12
Majestic Moggle Mogtome	Demimog Demimateria x3 Battlecraft Demimateria III x10 Kingly Whisker Terminus Putty x10 Enchanted Gold Ink	Water Cluster x2 Lightning Cluster
Munificent Moggle Mogtome	Demimog Demimateria x3 Battlecraft Demimateria III x10 Kingly Whisker Terminus Putty x10 Enchanted Gold Ink	Water Cluster x2 Lightning Cluster
Tremor Shield	Demimateria of Crag x3 Battlecraft Demimateria III x10 Crag Heart Terminus Putty x10 Cobalt Ingot	Earth Crystal x12

Alchemist Quest Guide

There are also class specific quests that can be gained and completed from your Class Guildmaster. The Guildmaster will always be located at the same place, and will grant you access to quests as you level your classes experience, most of these quests will be self explanatory and don't have a time limit, like Guildleves but are a great way to boost your XP and to keep in touch with the Alchemists Guild located in Ul'Dah. Here is a list of the quests by class level and a brief description of what they require for completion.

- **Level 1 Alchemist Quest**

"My First Alembic"

Objective: Deliver 1 bottle of Distilled Water to Guildmaster Severian.

Notes: Distilled Water can be crafted at level 1 or purchased from the vendor for 3 Gil.

Rewards: XP -100 Gil: N/A Crystals: [Water Shard] x150 & [Lightning Shard] x100 Misc. Bonus: [Copper Sand] x10 Gear: Hempen Kurta (Craftsmanship +18)

- **Level 5 Alchemist Quest**

"The Second Principle"

Objective: Deliver 3 bottles of Antidote to Guildmaster Severian.

Notes: Antidote can be crafted at level 1 or purchased from a vendor for 39 Gil.

Reward: XP -560 Gil: 194 Crystals: [Water Shard] x200 & [Lightning Shard] x150 Gear - Amateur's Mortar (Craftsmanship +26) (Control +15) Bonus: Pick 1 from 3 additional pieces of equipment or Three Allagan Tin Pieces (sells for 25 Gil ea.)

- **Level 10 Alchemist Quest**

"All of Your Beeswax"

Objective: Deliver 12 Beeswax to Severian.

Notes: Beeswax can be crafted at level 2 or purchased from a vendor for 14 Gil.

Reward: XP -1,710 Gil: 289 Crystals: [Water Shard] x250 & [Lightning Shard] x200 Gear: Bronze Alembic (Craftsmanship +30) (Control +17) Bonus: Pick 1 from 3 additional pieces of equipment or Two Allagan Bronze Pieces (sells for 100 Gil ea.)

- **Level 15 Alchemist Quest**

“For Fair Love”

Objective. There are three Objectives to completing this Quest.

Present 1 potion of Intelligence and 1 potion of Dexterity to Severian.

Deliver the potion of Intelligence and the potion of Dexterity to Ardara.

Return to Guildmaster Severian.

Notes. The Potion of Intelligence can be crafted at level 8 or purchased for 108 Gil. The Potion of Dexterity can be crafted at level 9 or purchased for 108 Gil. Ardara can be located in The Coliseum, at the Steps of Thal in Ul'Dah.

Reward. XP -3,360 Gil: 382 Crystals: N/A Gear: Recruit's Mortar (CP +10) (Craftsmanship +40) (Control +23) Bonus: Pick 1 from 3 additional pieces of equipment or Two Allagan Bronze Pieces (sells for 100 Gil ea.)

- **Level 20 Alchemist Quest**

“The Arcanist's Tome”

Objective. Deliver 1 Materia enhanced engraved Hard Leather Grimoire.

Notes. Hard Leather Grimoire can be crafted at level 8. Materia enhancing a piece of equipment requires the completion of the prerequisite quest line.

Reward. XP -4,060 Gil: 470 Crystals: N/A Gear: Initiate's Alembic (Craftsmanship +44) (Control +25) +1 Materia Slot. Bonus: Pick 1 from 3 additional pieces of equipment or Four Allagan Bronze Pieces (sells for 100 Gil ea.)

- **Level 25 Alchemist Quest**

“Practical Alchemy”

Objective. Deliver 1 pinch of Natron (HQ) to Severian.

Notes. Natron can be crafted at level 19.

Reward. XP -4,760 Gil: 557 Crystals: N/A Gear: Initiate's Mortar (Craftsmanship +50) (Control +29) Bonus: Pick 1 from 3 additional pieces of equipment or One Allagan Silver Pieces (sells for 500 Gil ea.)

- **Level 30 Alchemist Quest**

“Baleful Brews”

Objective. There are three Objectives to completing this quest.

Present 3 flasks of Weak Blinding Potion (HQ) to Severian.

Deliver 3 flasks of Weak Blinding Potion (HQ) to the client.

Speak with Guildmaster Severian.

Notes. Weak Binding Potion can be crafted at level 13. The clients name is W'bulea and can be located at Pearl Lane in the Steps of Thal in Ul'Dah.

Reward. XP -7,410 Gil: 639 Crystals: N/A Gear: Conical Alembic (Craftsmanship +55) (Control +32) +1 Materia slot Bonus: Pick 1 from 3 additional pieces of equipment or Six Allagan Bronze Pieces (sells for 100 Gil ea.)

- **Level 35 Alchemist Quest**

“Cease and Assist”

Objective. There are three Objectives to completing this quest.

Speak with Deitrich.

Speak with Severian.

Deliver 1 vial of Hi-Ether (HQ) to Severian.

Notes. Hi-Ether can be crafted at level 27. Deitrich can be located in the Alchemists Guild in the Steps of Thal in Ul'Dah.

Reward. XP -9,020 Gil: N/A Crystals: N/A Gear: Silver Alembic (Craftsmanship +63) (Control +36) +1 Materia slot Bonus: Pick 1 from 3 additional pieces of equipment or Four Allagan Silver Pieces (sells for 500 Gil ea.)

- **Level 40 Alchemist Quest**

“Might Made Right”

Objective. Deliver 3 Hi-Potion of Strength to Severian.

Notes. Hi-Potion of Strength can be crafted at level 25.

Reward. XP -11,270 Gil: N/A Crystals: N/A Gear: Apprentice's Mortar (CP +2) (Craftsmanship +70) (Control +40) +1 Materia Slot Bonus: Pick 1 from 3 additional pieces of equipment or Six Allagan Silver Pieces (sells for 500 Gil ea.)

- **Level 45 Alchemist Quest**

“Ultimate Alchemy”

Objective : Deliver 1 Mega-Potion of Intelligence (HQ), 1 Mega-Potion of Mind (HQ) and 1 Mega-Potion of Vitality (HQ) to Severian.

Notes : Mega Potion of Mind can be crafted at level 36. Mega Potion of Intelligence can be crafted at level 37. Mega Potion of Vitality can be crafted at level 38.

Reward : XP –12,420 Gil: N/A Crystals: N/A Gear: Electrum Alembic (Craftsmanship +74) (Control +42) +1 Materia Slot Bonus: Pick 1 from 3 additional pieces of equipment or Eight Allagan Silver Pieces (sells for 500 Gil ea.)

- **Level 50 Alchemist Quest**

“Momentary Miracle”

Objective: There are four Objectives to completing this quest.

Speak with W`bulea in Pearl Lane

Learn more about W`nahja from her admirers.

Deliver 1 Budding Rosewood Wand (HQ) melded with a quicktongue Materia III to Severian.

Speak with Severian.

Notes: After speaking to W`bulea you`ll be tasked to speak with 3 of W`nahja`s admirers around Ul`Dah. Upon returning to W`bulea you`ll then be tasked to craft and slot 1 Budding Rosewood Wand (HQ) which can be crafted at level 41 with a Quicktongue Materia III. Quicktongue Materia III can be obtained only 1 of 2 ways; either purchase it from the Market Board (bound to be expensive) or can be converted from spiritbonded green (uncommon) gear.

Reward: XP – N/A Gil: N/A Crystals: N/A Gear: Paracelsus (Blue – Rare) (Craftsmanship +107) (Control +61) Bonus: Pick 1 from 3 additional (Green – Uncommon) pieces of equipment or Two Allagan Gold Pieces (sells for 2500 Gil ea.)

Armorer

Once known by the title "Blacksmith" The art of crafting Heavy Armor and Shields from metal, both sheet and link has progressed in a manner than now requires and has earned it's own title. The Armorers guild is located in Limsa Lominsa. Below we will explore an Armorers recipe list, mark the recipes worth repeating or perfecting and provide a detailed list of craft-able items that can net a great amount of Gil. However we'll begin with a detailed list of their Class specific Actions and their use.

<u>Class-Specific Action Skill</u>	<u>Crafting Level Acquired</u>	<u>Crafting Point (CP) Usage</u>	<u>Description / •Important Notes•</u>
Rapid Synthesis	15	0	Increases Progress. Efficiency: 250%. Success Rate: 50%
Brand of Ice	25	15	Increases Progress. Progress doubles when recipe affinity is ice. Efficiency: 100% (200%) Success Rate: 90%
Piece by Piece	43	15	Increases remaining progress by 1/3. Success Rate 90%

For a complete list of Levemete locations refer to the list provided in the Guildleves section of this guide where all Levemete locations can be found and which level their levequests are. Every Levemete will provide Levequests that are relevant to every class, granted you've managed to reach the required level.

Armorer Crafting List

Below will be a compiled list of every Armorer Recipe. Beside certain Recipe Names we have included a "✓" which will signify a fruitful recipe. If the Recipe is highlighted in gold, then it is something that will remain popular on the market place. This is to assist Crafter's with the ability to set goals for crafting recipes to obtain, make and sell to generate a large amount of Gil from use of the Marketplace or Trade chat.

There is a compiled 199 Armorer Recipes (Every known recipe currently available) included in this guide and nothing conclusive leads us to believe that there will be any more, until the likely event that an expansion is released. So without further adieu, here they all are in order of Crafting Level 1-50!

Recipe Name / Slot & Stats	Class Level. & Recipe Level.	Resources Required
Bronze Ingot Crafting Material	Lvl 1 & Lvl 1	Ice Shard x1 Copper Ore x1 Tin Ore x1
Bronze Rivets Crafting Material	Lvl 1 & Lvl 2	Ice Shard x1 Bronze Ingot x1 (<i>ARM & BLC Recipe</i>)
Bronze Rings Crafting Material	Lvl 1 & Lvl 2	Ice Shard x1 Bronze Ingot x1 (<i>ARM & BLC Recipe</i>)
Bronze Plate Crafting Material.	Lvl 1 & Lvl 3	Ice Shard x1 Bronze Ingot x1 (<i>ARM & BLC Recipe</i>)
Bronze Alembic Slot: Main Hand Class: ALC <i>*Alchemist's Crafting Tool</i>	Lvl 1 & Lvl 3 Requires Lvl: 8 Item Lvl: 8	Ice Shard x1 Earth Shard x1 Bronze Plate x1 Bronze Rivets x1 (<i>ARM & BLC Recipe</i>)
Bronze Skillet Slot: Main Hand Class: CUL <i>*Culinarian Primary Tool</i>	Lvl 1 & Lvl 4 Requires Lvl: 8 Item Lvl: 8	Ice Shard x1 Earth Shard x1 Bronze Plate x1 Maple Lumber x1 (<i>CPR Recipe</i>)
Bronze Hoplon Slot: Off Hand – Shield Class: GLA PLD	Lvl 1 & Lvl 5 Requires Lvl: 8 Item Lvl: 8	Ice Shard x1 Earth Shard x1 Bronze Plate x1 Maple Lumber x2 (<i>CPR Recipe</i>)
Bronze Haubergeon	Lvl 1 & Lvl 6	Ice Shard x1 Earth Shard x1

Slot: Chest Class: GLA MRD LNC PLD WAR DRG	Requires Lvl: 8 Item Lvl: 8	Bronze Rings x1 Undyed Hempen Cloth x3 (<i>WVR Recipe</i>)
Bronze Sollerets Slot: Feet Class: GLA MRD LNC PLD WAR DRG	Lvl 1 & Lvl 7 Requires Lvl: 8 Item Lvl: 8	Ice Shard x1 Earth Shard x1 Bronze Plate x1 Bronze Rings x1 Leather x1 (<i>LTR Recipe</i>)
Bronze Chain Coif Slot: Head Class: GLA MRD LNC PLD WAR DRG	Lvl 1 & Lvl 8 Requires Lvl: 8 Item Lvl: 8	Ice Shard x1 Earth Shard x1 Bronze Plate x1 Bronze Rings x1 Leather x1 (<i>LTR Recipe</i>)
Bronze Sallet Slot: Head Class: Any D.o.W.	Lvl 1 & Lvl 8 Requires Lvl: 10 Item Lvl: 10	Ice Shard x1 Earth Shard x1 Bronze Ingot x1 (<i>ARM & BLC Recipe</i>) Bronze Plate x1 Bronze Rivets x1
Bronze Mitt Gauntlets Slot: Hands Class: GLA MRD LNC PLD WAR DRG	Lvl 1 & Lvl 9 Requires Lvl: 12 Item Lvl: 12	Ice Shard x1 Earth Shard x1 Bronze Plate x1 Bronze Rivets x1 (<i>ARM & BLC Recipe</i>) Leather x1 (<i>LTR Recipe</i>)
Amateur's Alembic Slot: Main Hand Class: ALC * <i>Alchemists Primary Tool</i>	Lvl 1 & Lvl 9 Requires Lvl: 12 Item Lvl: 12	Ice Shard x1 Earth Shard x1 Copper Ingot x1 Bronze Plate x1 Bronze Rivets x1 (<i>ARM & BLC Recipe</i>)
Bronze Barbut Slot: Head Class: GLA MRD LNC PLD WAR DRG	Lvl 2 & Lvl 10 Requires Lvl: 12 Item Lvl: 12	Ice Shard x1 Earth Shard x1 Copper Ingot x1 Bronze Plate x1 Bronze Rivets x1 (<i>ARM & BLC Recipe</i>)
Bronze Scutum Slot: Off Hand – Shield Class: GLA PLD	Lvl 2 & Lvl 10 Requires Lvl: 13 Item Lvl: 13	Ice Shard x1 Earth Shard x1 Bronze Plate x1 Bronze Rivets x2 (<i>ARM & BLC Recipe</i>)

Amateur's Skillet Slot: Main Hand Class: CUL <i>*Culinarian Primary Tool</i>	Lvl 3 & Lvl 11 Requires Lvl: 12 Item Lvl: 12	Ice Shard x1 Earth Shard x1 Bronze Plate x1 Ash Lumber x1 (<i>CPR Recipe</i>)
Bronze Plate Belt Slot: Waist Materia Slot x1 Class: GLA MRD PLD WAR	Lvl 3 & Lvl 11 Requires Lvl: 15 Item Lvl: 15	Ice Shard x1 Earth Shard x1 Bronze Plate x1 Hard Leather x2 (<i>LTR Recipe</i>)
Bronze Cuirass Slot: Chest Materia Slot x2 Class: GLA MRD PLD WAR	Lvl 4 & Lvl 12 Requires Lvl: 15 Item Lvl: 15	Ice Shard x1 Earth Shard x1 Bronze Plate x1 Bronze Rings x2
Bronze Celata Slot: Head Materia Slot x2 Class: GLA MRD PLD WAR	Lvl 4 & Lvl 12 Requires Lvl: 15 Item Lvl: 15	Ice Shard x1 Earth Shard x1 Bronze Plate x1 Bronze Rings x2
Bronze Sabatons Slot: Feet Materia Slot x2 Class: GLA MRD PLD WAR	Lvl 5 & Lvl 13 Requires Lvl: 15 Item Lvl: 15	Ice Shard x1 Earth Shard x1 Bronze Plate x1 Bronze Rings x2
Iron Ingot Crafting Material	Lvl 5 & Lvl 13	Ice Shard x1 Iron Ore x1
Iron Rivets Crafting Material	Lvl 6 & Lvl 14	Ice Shard x1 Iron Ingot x1 (<i>ARM & BLC Recipe</i>)
Iron Plate Crafting Material	Lvl 6 & Lvl 14	Ice Shard x1 Iron Ingot x1 (<i>ARM & BLC Recipe</i>)
Bronze Gauntlets Slot: Hands Materia Slot x2	Lvl 6 & Lvl 14 Requires Lvl: 15 Item Lvl: 15	Ice Shard x1 Earth Shard x1 Bronze Plate x1 Iron Rivets x2 (<i>ARM & BLC Recipe</i>)

Class: GLA MRD PLD WAR		
Brass Alembic Slot: Main Hand Materia Slot x1 Class: ALC <i>*Alchemist Primary Tool</i>	Lvl 7 & Lvl 15 Requires Lvl: 15 Item Lvl: 15	Ice Shard x1 Earth Shard x1 Bronze Rivets x1 (<i>ARM & BLC Recipe</i>) Brass Ingot x1 (<i>ARM & BLC Recipe</i>) Amateur's Alembic x1 (<i>ARM Recipe</i>)
Iron Skillet Slot: Main Hand Materia Slot x1 Class: CUL <i>*Culinarian Primary Tool</i>	Lvl 7 & Lvl 15 Requires Lvl: 15 Item Lvl: 15	Ice Shard x1 Earth Shard x1 Iron Plate x1 Ash Lumber x1 (<i>Carpenter Recipe</i>)
Iron Rings Crafting Material	Lvl 7 & Lvl 15	Ice Shard x1 Iron Ingot x1 (<i>ARM & BLC Recipe</i>)
Bronze Buckler Slot: Off hand – Shield Class: GLA THM PLD BLM	Lvl 7 & Lvl 15 Requires Lvl: 14 Item Lvl: 14	Ice Shard x1 Earth Shard x1 Bronze Plate x1 Bronze Ingot x1 (<i>ARM & BLC Recipe</i>) Iron Rivets x2 (<i>ARM & BLC Recipe</i>)
Decorated Bronze Barbut Slot: Head Materia Slot x2 Class: GLA MRD LNC PLD WAR DRG	Lvl 8 & Lvl 16 Requires Lvl: 17 Item Lvl: 17	Ice Shard x1 Earth Shard x1 Bronze Plate x1 (<i>ARM & BLC Recipe</i>) Bronze Rivets x1 (<i>ARM & BLC Recipe</i>) Copper Ingot x1 (<i>ARM & BLC Recipe</i>) Brass Ingot x1 (<i>ARM & BLC Recipe</i>) Bronze Barbut (<i>ARM Recipe</i>)
Decorated Bronze Mitt Gauntlets Slot: Hands Class: GLA MRD LNC PLD WAR DRG	Lvl 8 & Lvl 16 Requires Lvl: 17 Item Lvl: 17	Ice Shard x1 Earth Shard x1 Bronze Rivets x1 (<i>ARM & BLC Recipe</i>) Brass Ingot x1 (<i>ARM & BLC Recipe</i>) Leather x1 (<i>LTR Recipe</i>) Bronze Mitt Gauntlets (<i>ARM Recipe</i>)
Iron Hoplon	Lvl 9 & Lvl 17	Ice Shard x1

Slot: Off Hand – Shield Class: GLA MRD LNC PLD WAR DRG	Requires Lvl: 18 Item Lvl: 18	Earth Shard x1 Iron Plate x1 Elm Lumber x2 (<i>LTR Recipe</i>)
Initiates Skillet Slot: Main Hand Materia Slot x1 Class: CUL <i>*Culinarian Primary Tool</i>	Lvl 10 & Lvl 18 Requires Lvl: 19 Item Lvl: 19	Ice Shard x1 Earth Shard x1 Iron Plate x1 Elm Lumber x1 (<i>CPR Recipe</i>)
Initiate's Alembic Slot: Main hand Materia Slot x1 Class: ALC <i>*Alchemist Primary Tool</i>	Lvl. 10 & Lvl. 18 Requires Lvl: 19 Item Lvl: 19	Ice Shard x1 Earth Shard x1 Iron Plate x1 Bronze Rivets x1 (<i>ARM & BLC Recipe</i>)
Iron Plate Belt Slot: Waist Materia Slot x1 Class: GLA MRD PLD WAR	Lvl. 11 & Lvl. 18 Requires Lvl: 20 Item Lvl: 20	Ice Shard x1 Earth Shard x1 Iron Plate x1 Aldgoat Leather x2 (<i>LTR Recipe</i>)
Iron Sallet Slot: Head Materia Slot x2 Class: ANY Disciple of War	Lvl. 11 & Lvl. 19 Requires Lvl: 20 Item Lvl: 20	Ice Shard x1 Earth Shard x1 Iron Ingot x1 (<i>ARM & BLC Recipe</i>) Iron Plate x1 Iron Rivets x1 (<i>ARM & BLC Recipe</i>)
Iron Sabatons Slot: Legs Materia Slot x2 Class: GLA MRD PLD WAR	Lvl. 11 & Lvl. 19 Requires Lvl: 20 Item Lvl: 20	Ice Shard x1 Earth Shard x1 Iron plate x1 Bronze Rings x2 Hard Leather x1 (<i>LTR Recipe</i>)
Iron Cuirass Slot: Chest Materia Slot x2 Class: GLA MRD PLD WAR	Lvl. 12 & Lvl. 20 Requires Lvl: 20 Item Lvl: 20	Ice Shard x1 Earth Shard x1 Iron plate x1 Iron Rings x2

Ironclad Bronze Buckler Slot: Off hand – Shield Mater Slot x1 Class: GLA THM PLD WAR	Lvl. 12 & Lvl. 20 Requires Lvl. 21 Item Lvl. 21	Ice Shard x1 Earth Shard x1 Bronze Buckler x1 Bronze Ingot x1 (<i>ARM & BLC Recipe</i>) Iron Rivets x1 (<i>ARM & BLC Recipe</i>)
Iron Gauntlets Slot: Hands Materia Slot x1 Class: GLA MRD PLD WAR	Lvl. 12 & Lvl. 20 Requires Lvl. 20 Item Lvl. 20	Ice Shard x1 Earth Shard x1 Iron plate x1 Iron Rings x2
Iron Celata Slot: Head Materia Slot x2 Class: GLA MRD PLD WAR	Lvl. 12 & Lvl. 20 Requires Lvl. 20 Item Lvl. 20	Ice Shard x1 Earth Shard x1 Iron plate x1 Iron Rings x2
Iron Vambraces Slot: Hands Materia Slot x2 Class: ANY Disciple of War	Lvl. 13 & Lvl. 21 Requires Lvl. 19 Item Lvl. 19	Ice Shard x1 Earth Shard x1 Iron plate x1 Aldgoat Leather x1 (<i>LTR Recipe</i>)
Iron lantern Shield Slot: Off hand – Shield Materia Slot x1 Class: GLA PLD	Lvl. 13 & Lvl. 21 Requires Lvl. 21 Item Lvl. 21	Ice Shard x2 Earth Shard x1 Iron plate x1 Tallow Candle x2
Iron Scale Greaves Slot: Feet Materia Slot x2 Class: GLA MRD LNC PLD WAR DRG	Lvl. 14 & Lvl. 23 Requires Lvl. 23 Item Lvl. 23	Ice Shard x2 Earth Shard x1 Iron Ingot x2 (<i>ARM & BLC Recipe</i>) Iron plate x1 Aldgoat Leather (<i>LTR Recipe</i>)
Iron Frypan Slot: Main Hand Materia Slot x1 Class: CUL <i>*Culinarian Primary Tool</i>	Lvl. 15 & Lvl. 23 Requires Lvl. 23 Item Lvl. 23	Ice Shard x2 Earth Shard x1 Iron plate x1 Yew Lumber x1 (<i>CPR Recipe</i>)

Iron Scale Mail Slot: Chest Materia Slot: x2 Class: GLA MRD LNC PLD WAR DRG	Lvl. 15 & Lvl. 23 Requires Lvl. 23 Item Lvl. 23	Ice Shard x2 Earth Shard x1 Silver Ingot x2 Iron plate x1 Aldgoat Leather x1 (<i>LTR Recipe</i>)
Iron Scale Fingers Slot: Hands Materia Slot x2 Class: GLA MRD LNC PLD WAR DRG	Lvl. 15 & Lvl. 23 Requires Lvl. 23 Item Lvl. 23	Ice Shard x2 Earth Shard x1 Iron Ingot x1 (<i>ARM & BLC Recipe</i>) Iron plate x1 Aldgoat Leather x1 (<i>LTR Recipe</i>)

New Armorer Crafting List

<u>Item</u>	<u>Material</u>	<u>Crystal</u>
Iron Joint Plate	Iron Ingot	Ice Shard
Steel Hinge	Steel Ingot	Ice Shard x2
Steel Joint Plate	Steel Ingot	Ice Shard x3
Cobalt Joint Plate	Cobalt Ingot	Ice Shard x5
Riviera Lantern	Bronze Plate Undyed Hempen Cloth Beeswax Candle	Ice Shard Earth Shard
Brass Bench	Bronze Plate x2 Brass Ingot x4	Ice Shard Earth Shard
Riviera Placard	Iron Plate x3 Brass Ingot x2 Elm Lumber x2 Iron Rivets x2	Ice Shard Earth Shard
Oasis Dining Table	Iron Plate x2 Iron Rivets Elm Lumber x2 Beeswax	Ice Shard Earth Shard
Oasis Pendant Lamp	Iron Plate x2	Ice Shard x2

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	Beeswax Candle x8	Earth Shard
Glade Dining Table	Iron Plate x2 Iron Rivets Yew Lumber x2 Beeswax	Ice Shard x2 Earth Shard x2
Glade Placard	Iron Plate x4 Walnut Lumber x4 Iron Rivets x2	Ice Shard x2 Earth Shard x2
Deluxe Oasis Pendant Lamp	Steel Plate x2 Silver Ingot x4 Tallow Candle x4	Ice Shard x3 Earth Shard x2
Manor Desk	Steel Plate Steel Rivets Walnut Lumber x3 Fine Wax x2	Ice Shard x3 Earth Shard x2
Oasis Arched Door	Steel Ingot x4 Steel Hinge x4 Walnut Lumber x2 Limestone x2	Ice Shard x3 Earth Shard x2
Riviera Wardrobe	Steel Hinge x2 Iron Plate x2 Walnut Lumber x4	Ice Shard x3 Earth Shard x3
Riviera Round Table	Steel Plate x2 Walnut Lumber x2	Ice Shard x3 Earth Shard x3
Ahriman Round Table	Steel Plate Steel Rivets Walnut Lumber Linseed Oil Ahriman Tears	Ice Shard x4 Earth Shard x3
Riviera Rounded Chimney	Steel Plate x3 Steel Ingot x2	Ice Shard x4 Earth Shard x3

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	Steel Rivets x2	
Riviera Dining Table	Steel Plate x2 Steel Rivets Walnut Lumber x2 Linseed Oil	Ice Shard x4 Earth Shard x3
Glade Wall Chimney	Steel Plate x3 Steel Rivets x2 Limestone x3 Oak Lumber	Ice Shard x4 Earth Shard x4
Belah'dian Crystal Lantern	Mythril Plate Mythril Rings x2 Belah'dian Glass x3 Tallow Candle x2	Ice Shard x4 Earth Shard x4
Mythril Table	Mythril Plate x2 Oak Lumber x2 Mythril Rivets x2	Ice Shard x5 Earth Shard x4
Glade Hanging Placard	Steel Plate x2 Oak Lumber x2 Steel Rivets x2 Raptor Sinew x2	Ice Shard x5 Earth Shard x4
Riviera Hanging Placard	Steel Plate x3 Brass Ingot x2 Mahogany Lumber x2 Steel Rivets x2	Ice Shard x5 Earth Shard x5
Moogles Letter Box	Cobalt Plate x2 Mahogany Lumber x2 Undyed Woolen Cloth x2 Moogle Mog XII's Whisker	Ice Shard x6 Earth Shard x5
Glade Rounded Chimney	Cobalt Plate x3 Cobalt Ingot x2 Rosewood Lumber x2	Ice Shard x6 Earth Shard x5

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	Cobalt Rivets x2	
Riviera Desk	Cobalt Plate x2 Cobalt Rivets x2 Rosewood Lumber x2 Varnish x2	Ice Shard x6 Earth Shard x5
Company Chest	Cobalt Plate x5 Electrum Ingot x2 Steel Hinge x2	Ice Shard x6 Earth Shard x6
Manor Fireplace	Cobalt Plate x2 Rosewood Lumber x2 Clinker Bricks x2 Fine Wax x2	Ice Shard x6 Earth Shard x6
Riviera Bookshelf	Cobalt Plate x2 Cobalt Ingot x3 Mahogany Lumber x3 Varnish x2	Ice Shard x6 Earth Shard x6
Oasis Chandelier	Cobalt Plate x2 Mythril Ingot x4 Tallow Candle x8	Ice Shard x6 Earth Shard x6
Miniature Magitek Reaper	Darksteel Ingot Mythril Plate x3 Electrum Ingot Frosted Glass Lens x2	Ice Cluster Earth Cluster
Diagnostics Module	Darksteel Ingot Rose Gold Nugget x6 Clear Glass Lens x2 ADS Plating	Ice Cluster Earth Cluster
Plum Purple Dye	Purple Pigment	Ice Crystal Earth Crystal
Othard Blue Dye	Blue Pigment	Ice Crystal

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		Earth Crystal
Storm Blue Dye	Blue Pigment	Ice Crystal Earth Crystal
Sunset Orange Dye	Brown Pigment	Ice Crystal Earth Crystal
Kobold Brown Dye	Brown Pigment	Ice Crystal Earth Crystal
Ochu Green Dye	Green Pigment	Ice Crystal Earth Crystal
Wolf Kite Shield	Darksteel Plate Cobalt Plate x2 Cobalt Rivets Iron Ingot	Ice Crystal x3 Earth Crystal x2
Wolf Gauntlets	Darksteel Plate Cobalt Plate Cobalt Rings Boar Leather Electrum Ingot	Ice Crystal x3 Earth Crystal x2
Wolf Scale Fingers	Darksteel Nugget Adamantoise Shell Cobalt Plate	Ice Crystal x3 Earth Crystal x2
Wolf Sabatons	Darksteel Plate Cobalt Plate Cobalt Rings Boar Leather Electrum Ingot	Ice Crystal x3 Earth Crystal x2
Wolf Scale Greaves	Darksteel Nugget Adamantoise Shell Cobalt Plate x2	Ice Crystal x3 Earth Crystal x2
Wolf Plate Belt	Darksteel Plate Cobalt Plate	Ice Crystal x3 Earth Crystal x2

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	Boar Leather	
Wolf Tassets	Darksteel Plate Mythril Plate Raptor Leather	Ice Crystal x3 Earth Crystal x2
Wolf Celata	Darksteel Plate Cobalt Plate Mythril Rings Electrum Ingot	Ice Crystal x3 Earth Crystal x2
Wolf Elmo	Darksteel Plate Cobalt Plate Cobalt Rivets Raptor Leather	Ice Crystal x3 Earth Crystal x2
Wolf Sallet	Darksteel Plate Cobalt Ingot x2 Cobalt Rivets	Ice Crystal x3 Earth Crystal x2
Wolf Cuirass	Darksteel Plate Cobalt Plate Mythril Rings Electrum Ingot	Ice Crystal x3 Earth Crystal x2
Wolf Scale Mail	Darksteel Nugget Adamantoise Shell Boar Leather Raptor Leather	Ice Crystal x3 Earth Crystal x2
Purification Module	one white raven armor fragment, four darksteel plates, four cobalt plates	two ice clusters, one earth cluster

Light Steel Subligar	one sheet of light steel plate, one piece of hippogryph leather, one darksteel ingot	one ice cluster, one earth cluster
Light Steel Galerus	one sheet of light steel plate, one piece of hippogryph leather, one darksteel ingot	one ice cluster, one earth cluster
Tidal Barding	one leviathan's barb, one gold ingot, one darksteel plate, one piece of hippogryph leather	two ice clusters, one earth cluster
Metal Interior Wall	two cobalt plates, two steel plates, two steel rivets	six ice shards, six earth shards
Metal Flooring	two cobalt plates, two steel plates, two steel rivets	six ice shards, six earth shards
Manor Marching Horn	two manor varnishes, one glazenut, four pieces of mahogany lumber, four darksteel plates	two ice clusters, one earth cluster
Projection Module	one white raven armor fragment, two gold ingots, four rose gold nuggets, three cobalt plates	two ice clusters, one earth cluster

Alchemy Furnace	one glazenut, one wolfram ingot, two darksteel plates, four darksteel rivets, one coke	two ice clusters, one earth cluster
Deepwood Green Dye	green pigment	one ice crystal, one earth crystal
Celeste Blue Dye	green pigment	one ice crystal, one earth crystal
Woad Blue Dye	blue pigment	one ice crystal, one earth crystal
Void Blue Dye	blue pigment	one ice crystal, one earth crystal
Millioncorn Yellow Dye	yellow pigment	one ice crystal, one earth crystal
Colibri Pink Dye	purple pigment	one ice crystal, one earth crystal
Grade 1 Glamour Prism for Armorcrafft	grade 1 clear prism, two steel rivets	one ice crystal, one earth crystal
Grade 2 Glamour Prism for Armorcrafft	grade 2 clear prism, two steel rivets	one ice crystal, one earth crystal
Grade 3 Glamour Prism for Armorcrafft	grade 3 clear prism, two steel rivets	one ice crystal, one earth crystal
Grade 4 Glamour Prism for Armorcrafft	grade 4 clear prism, two steel rivets	one ice crystal, one earth crystal
Grade 5 Glamour Prism for Armorcrafft	grade 5 clear prism, two steel rivets	one ice crystal, one earth crystal

Wolfram Mask	one wolfram ingot, two pieces of terminus putty, one piece of hippogryph leather, one piece of raptor sinew	two ice clusters, one earth cluster
Wolfram Sabatons	one wolfram ingot, two pieces of terminus putty, one darksteel plate, one piece of undyed felt, one twinthread, one piece of hippogryph leather	two ice clusters, one earth cluster
Wolfram Tassets	one wolfram ingot, one piece of terminus putty, one darksteel plate, one piece of hippogryph leather	two ice clusters, one earth cluster
Wolfram Gauntlets	one wolfram ingot, two pieces of terminus putty, one darksteel plates, one piece of undyed felt, one twinthread, one piece of hippogryph leather	two ice clusters, one earth cluster

Wolfram Curiass	two wolfram ingots, two pieces of terminus putty, one darksteel pate, one piece of hippogryph leather, one rose gold nugget	two ice clusters, one earth cluster
Heavy Wolfram Sabatons	one wolfram ingot, two pieces of terminus putty, one darksteel plate, one set of darksteel rings, one piece of hippogryph leather	two ice clusters, one earth cluster
Heavy Wolfram Plate Belt	one wolfram ingot, one piece of terminus putty, one darksteel plate, one piece of hippogryph leather	two ice clusters, one earth cluster
Heavy Wolfram Cuisses	two wolfram ingots, two pieces of terminus putty, two sets of darksteel rings, one piece of hippogryph leather	two ice clusters, one earth cluster

Heavy Wolfram Gauntlets	one wolfram ingot, two pieces of terminus putty, one darksteel plate, one set of darksteel rings, one piece of hippogryph leather	two ice clusters, one earth cluster
Heavy Wolfram Cuirass	two wolfram ingots, two pieces of terminus putty, one darksteel plate, one set of darksteel rings, one piece of hippogryph leather	two ice clusters, one earth cluster
Heavy Wolfram Helm	one wolfram ingot, two pieces of terminus putty, one darksteel plate, one set of darksteel rings	two ice clusters, one earth cluster
Darksteel Wire	two darksteel nuggets	11 ice shards, 10 earth shards
Cast-iron Cookpot	Steel Plate x2 Steel Ingot Ash Lumber x5	Ice Shard x3 Earth Shard x3
Reinforced Darksteel Wire	Darksteel Wire Fieldcraft Demimateria III x2	Ice Shard x12 Earth Shard x11
Wolfram Square	Scheelite Ferberite Cobalt Ore	Ice Cluster x2 Earth Cluster

Augmented Heavy Wolfram Cuirass	Heavy Wolfram Cuirass Battlecraft Demimateria III Battlecraft Demimateria II x10 Wolfram Square x2	Ice Cluster x2 Earth Cluster
Augmented Wolfram Cuirass	Wolfram Cuirass Battlecraft Demimateria III Battlecraft Demimateria II x10 Wolfram Square x2	Ice Cluster x2 Earth Cluster

Armorer Quest Guide

There are also class specific quests that can be gained and completed from your Class Guildmaster. The Guildmaster will always be located at the same place, and will grant you access to quests as you level your classes experience, most of these quests will be self explanatory and don't have a time limit, like Guildleves but are a great way to boost your XP and to keep in touch with the Armorers' Guild located at Naldaq & Vymelli's in Limsa Lominsa on the Upper Decks. Here is a list of the quests by class level and a brief description of what they require for completion.

- **Level 1 Armorer Quest**

“My First Doming hammer”

Objective : Deliver 1 Bronze Ingot to H'naanzena.

Notes : Bronze Ingot can be crafted at level 1. Can also be purchased for 9 Gil.

Rewards : XP –100 Gil: N/A Crystals: [Ice Shard] x150 & [Earth Shard] x100 Misc.

Item: [Copper Ore] x30 Gear: Hempen Kurta (Craftsmanship +18)

- **Level 5 Armorer Quest**

"From Thigh to Neck"

Objective : Deliver 3 Bronze Hoplons to H'naan.

Notes : Bronze Hoplon can be crafted at level 1. Can also be purchased from a Battle gear vendor.

Rewards : XP -560 Gil: 194 Crystals: [Ice Shard] x200 & [Earth Shard] x150 Gear: Amateur's Pliers (Craftsmanship +26) (Control +15) Bonus: Pick 1 of 3 pieces of equipment or Three Allagan Tin Pieces (Sells for 25 Gil ea.)

- **Level 10 Armorer Quest**

"The Base Fundamentals"

Objective : Deliver 12 Bronze Plate to Granae.

Notes : Bronze Plate can be crafted at level 1 or purchased from Smydhaemr for 32 Gil ea.. Granae can be located at Nalidq & Vymelli's at Limsa Lominsa Upper Decks.

Rewards : XP -1,710 Gil: 289 Crystals: [Ice Shard] x250 & [Earth Shard] x200 Gear: Bronze Doming Hammer (Craftsmanship +30) (Control +17) Bonus: Pick 1 of 3 pieces of equipment or Two Allagan Bronze Pieces (Sells for 100 Gil ea.)

- **Level 15 Armorer Quest**

"One's Own Critic"

Objective : There are 5 Objectives to the completion of this Quest.

Speak with Dyrstwyda.

Speak with Blanstyr.

Deliver 1 Decorated Bronze Barbut and 1 Bronze Buckler to Blanstyr.

Return to Dyrstwyda.

Report to H'naan.

Notes : Upon completing the commentary by H'naan, you'll be sent to speak with Dyrstwyda who can be found within the Armorer's Guild at Nalidq and Vymelli's. Dyrstwyda will provide you some key information and then request that you speak with Blanstyr who is also located within the Armorer's Guild. Blanstyr will request that you produce and deliver to him 1 Decorated Bronze Barbut which can be crafted at level 8, as well as 1 Bronze Buckler which can be crafted at level 7.

Rewards : XP -3,360 Gil: 382 Gear: Recruit's Pliers (CP +1) (Craftsmanship +41)
(Control +24) Bonus: Pick 1 of 3 pieces of equipment or One Allagan Bronze Piece
(Sells for 100 Gil ea.)

- **Level 20 Armorer Quest**

“An Armorer's Pride”

Objective : Deliver 1 Materia enhanced Iron Hoplon to Blanstyr.

Notes : Once you've become introduced to the system of enhancing equipment with Materia you'll need to craft 1 Iron Hoplon attainable at crafting level 9 then imbue the Iron Hoplon with 1 of any type of Materia. Return the finished product to Blanstyr at the Armorer's Guild.

Rewards : XP -4,060 Gil: 470 Gear: Iron Doming Hammer (Craftsmanship +43)
(Control +24) +1 Materia Slot Bonus: Pick 1 of 3 pieces of equipment or Four Allagan Bronze Piece (Sells for 100 Gil ea.)

- **Level 25 Armorer Quest**

“Showing Your Steel”

Objective : Deliver 1 Steel Ingot (HQ) to Blanstyr.

Notes : Craft 1 Steel Ingot (HQ) available at level 5 and delivery it to Blanstyr at the Armorer's Guild.

Rewards : XP -4,760 Gil: 557 Gear: N/A Bonus: Pick 1 of 3 pieces of equipment or One Allagan Silver Piece (Sells for 500 Gil ea.)

- **Level 30 Armorer Quest**

“May The Best Armorer Win “

Objective : There are three Objectives to the completion of this Quest.

Speak with Nortynwyb.

Speak with Blanstyr.

Deliver 1 suit of Steel Chainmail (HQ) to Blanstyr.

Notes : Steel Chainmail can be crafted at level 20. Nortynwyb can be located at Fisherman's Bottom in Limsa Lominsa Lower Decks, who will send you back to Blanstyr. Blanstyr will request that you craft and return to him a completed Steel Chainmail (HQ).

Rewards : XP -7,410 Gil: 639 Gear: Wrapped Iron Raising Hammer (Craftsmanship +56) (Control +32) +1 Materia Slot Bonus: Pick 1 of 3 pieces of equipment or Two Allagan Silver Pieces (Sells for 500 Gil ea.)

- **Level 35 Armorer Quest**

“Pans of Steel“

Objective : There are two Objectives to the completion of this Quest.

Present 1 Steel Frypan (HQ) to H'naanzena.

Deliver 1 Steel Frypan (HQ) to Lyngsath.

Notes : Steel Frypan can be crafted at level 28. Lyngsath is located at The Busmarck in Limsa Lominsa Upper Decks.

Rewards : XP -9,020 Gil: N/A Gear: Steel Doming Hammer (Craftsmanship +63) (Control +36) +1 Materia Slot Bonus: Pick 1 of 3 pieces of equipment or Four Allagan Silver Pieces (Sells for 500 Gil ea.)

- **Level 40 Armorer Quest**

“Best of Three“

Objective : There are three Objectives to the completion of this Quest

Speak with Blynstyr.

Present 1 Mythrill Cuirass (HQ) to H'naanzena.

Deliver 1 Mythrill Cuirass (HQ) to Blanstyr.

Notes : Mythrill Cuirass can be crafted at level 31.

Rewards : XP -11,270 Gil: N/A Gear: Apprentice's Pliers (CP +1) (Craftsmanship +69) (Control +39) Bonus: Pick 1 of 3 pieces of equipment or Six Allagan Silver Pieces (Sells for 500 Gil ea.)

- **Level 45 Armorer Quest**

“For the Good of the Guild”

Objective : There are two Objectives to the completion of this Quest.

Deliver 1 Mythril-plated Caligae (HQ), 1 Reinforced Mythril Elmo (HQ) and 1 Mythril Scollerets (HQ) to H'naanzena.

Speak with Blanstyr.

Notes : Mythril-plated Caligae can be crafted at level 34. Reinforced Mythril Elmo can be crafted at level 36. Mythril Scollerets can be crafted at level 34.

Rewards : XP –12,420 Gil: N/A Gear: Cobalt Doming Hammer (Craftsmanship +74) (Control +42) +1 Materia Slot Bonus: Pick 1 of 3 pieces of equipment or Eight Allagan Silver Pieces (Sells for 500 Gil ea.)

- **Level 50 Armorer Quest**

“Rivalry and Respect”

Objective : There are three Objectives to the completion of this Quest.

Deliver 1 Cobalt Haubergeon (HQ) melded with Heaven's Eye Materia III to Zwynberk.

Speak with Blanstyr.

Speak with H'naanzena.

Notes : Cobalt Haubergeon can be crafted at level 42. The Materia required; Heaven's Eye Materia III can be obtained only 1 of 2 ways; either purchase it from the Market Board (bound to be expensive) or can be converted from spiritbonded green (uncommon) gear.

Rewards : XP –N/A Gil: N/A Gear: Kurdalegon (Blue – Rare) (Craftsmanship +107) (Control +61) Bonus: Pick 1 from 3 additional (Green – Uncommon) pieces of equipment or Three Allagan Gold Pieces (sells for 2500 Gil ea.)

Blacksmithing

Blacksmiths are known across Eorzea to forge the finest weapons used by Gladiators, Marauders and Pugilists. From the densest metals the Blacksmith is capable of crafting nearly indestructible weaponry. With the generation of firearms now in full swing, Blacksmiths have taken on a whole new series of responsibilities. The Blacksmiths Guild can found in Limsa Lominsa. Below we will explore the resources required for a Blacksmith to perfect their craft, how to use abilities and resource finding skills to create some of the highest quality battle-ready weaponry and crafting tools in high demand across Eorzea. However we'll begin with a detailed list of their Class specific Actions and their use.

As mentioned we will provide a list below with each Action Skill, the level it is obtained, it's CP Cost and it's relevance to your profession.

<u>Class-Specific Action Skill</u>	<u>Crafting Level Acquired</u>	<u>Crafting Point (CP) Usage</u>	<u>Description / •Important Notes•</u>
Ingenuity	15	42	Lowers recipe level to current level for the next three steps.
Brand of Fire	25	15	Increases Progress. Progress doubles when recipe affinity is fire. Efficiency: 100% (200% total). Success Rate: 90%
Ingenuity II	43	85	Lowers recipe level three below current level for the next three steps.

For a complete list of Levemete locations refer to the list provided in the Guildleves section of this guide where all Levemete locations can be found and which level their levequests are. Every Levemete will provide Levequests that are relevant to every class, granted you've managed to reach the required level.

Blacksmith Crafting List

Below will be a compiled list of every Blacksmithing Recipe. Beside certain Recipe Names we have included a "a" which will signify a fruitful recipe. If the Recipe is highlighted in gold, then it is something that will remain popular on the market place. This is to assist Crafter's with the ability to set goals for crafting recipes to obtain, make and sell to generate a large amount of Gil from use of the Marketplace or Trade chat.

There is a compiled 226 Blacksmith Recipes (Every known recipe currently available) included in this guide and nothing conclusive leads us to believe that there will be any more, until the likely event that an expansion is released. So without further adieu, here they all are in order of Crafting Level 1-50!

Recipe Name / Slot & Stats	Class Level. & Recipe Level.	Resources Required
✓ Bronze Hatchet Slot: Off Hand Class: BTN <i>*Botanist Primary Tool</i>	Lvl. 1 & Lvl. 1 Requires Lvl. 8 Item Lvl. 8	Fire Shard x1 Earth Shard x1 Bronze Ingot x1 (<i>ARM & BLC Recipe</i>) Maple Lumber x1 (<i>CPR Recipe</i>)
Bronze Ingot Crafting Material	Lvl. 1 & Lvl. 1	Fire Shard x1 Copper Ore x1 Tin Ore x2
✓ Amateur's File Slot: Off Hand Class: BLC <i>*Blacksmithing Primary Tool</i>	Lvl. 1 & Lvl. 2 Requires Lvl. 5 Item Lvl. 5	Fire Shard x1 Earth Shard x1 Bronze Ingot x1 (<i>ARM & BLC Recipe</i>) Leather x2 (<i>LTR Recipe</i>)
Bronze Dagger Slot: Main Hand Class: GLA, PLD	Lvl. 1 & Lvl. 2 Requires Lvl. 5 Item Lvl. 5	Fire Shard x1 Earth Shard x1 Bronze Ingot x1 (<i>ARM & BLC Recipe</i>) Maple Lumber x1 (<i>CPR Recipe</i>) Bone Chip x1

✓ Amateur's Pliers Slot: Off hand Class: ARM <i>Armorer Primary Tool</i>	Lvl. 1 & Lvl. 3 Requires Lvl. 5 Item Lvl. 5	Fire Shard x1 Earth Shard x1 Bronze Ingot x1 (<i>ARM & BLC Recipe</i>) Bronze Rivets x1 (<i>ARM & BLC Recipe</i>) Fish Oil x1 (<i>ALC Recipe</i>)
Bronze War Axe Slot: Main hand Class: MRD, WAR	Lvl 1 & Lvl. 3 Requires Lvl. 5 Item Lvl. 5	Fire Shard x1 Earth Shard x1 Bronze Ingot x1 (<i>ARM & BLC Recipe</i>) Maple Lumber x2 (<i>CPR Recipe</i>)
Bronze Rivets Crafting Material	Lvl. 1 & Lvl. 3	Fire Shard x1 Bronze Ingot x1 (<i>ARM & BLC Recipe</i>)
✓ Amateur's Awl Slot: Off Hand Class: LTR <i>Leatherworking Primary Tool</i>	Lvl. 1 & Lvl. 4 Requires Lvl. 5 Item Lvl. 5	Fire Shard x1 Earth Shard x1 Bronze Ingot x1 (<i>ARM & BLC Recipe</i>) Maple Lumber x1 (<i>CPR Recipe</i>) Fish Oil x1 (<i>ALC Recipe</i>)
✓ Bronze Saw Slot: Main Hand Class: CPR <i>Carpenter Primary Tool</i>	Lvl. 1 & Lvl. 4 Requires Lvl. 8 Item Lvl. 8	Fire Shard x1 Earth Shard x1 Bronze Ingot x1 (<i>ARM & BLC Recipe</i>) Bronze Rivets x1 (<i>ARM & BLC Recipe</i>) Maple Lumber x1 (<i>CPR Recipe</i>)
✓ Bronze Cross-pein Hammer Slot: Main Hand Class: BLC <i>Blacksmithing Primary Tool</i>	Lvl. 1 & Lvl. 5 Requires Lvl. 8 Item Lvl. 8	Fire Shard x1 Earth Shard x1 Bronze Ingot x1 (<i>ARM & BLC Recipe</i>) Undyed Hempen Cloth x1 (<i>WVR Recipe</i>) Maple Lumber x1 (<i>CPR Recipe</i>)
✓ Bronze Doming Hammer Slot: Main Hand Class: ARM <i>Armorer Primary Tool</i>	Lvl. 1 & Lvl. 5 Requires Lvl. 8 Item Lvl. 8	Fire Shard x1 Earth Shard x1 Bronze Ingot x1 (<i>ARM & BLC Recipe</i>) Maple Lumber x1 (<i>CPR Recipe</i>)
✓ Amateur's Claw Hammer	Lvl. 1 & Lvl. 5 Requires Lvl. 5	Fire Shard x1 Earth Shard x1 Bronze Ingot x1 (<i>ARM & BLC Recipe</i>)

Slot: Off Hand Class: CPR <i>Carpenter Primary Tool</i>	Item Lvl. 5	Maple Lumber x1 (<i>CPR Recipe</i>) Fish Oil x1 (<i>ALC Recipe</i>)
✓ Amateur's Mortar Slot: Off Hand Class: ALC <i>Alchemist Primary Tool</i>	Lvl. 1 & Lvl. 6 Requires Lvl. 5 Item Lvl. 5	Fire Shard x1 Earth Shard x1 Bronze Ingot x1 (<i>ARM & BLC Recipe</i>) Maple Lumber x2 (<i>CPR Recipe</i>)
✓ Amateur's Culinary Knife Slot: Off Hand Class: CUL <i>Culinarian Primary Tool</i>	Lvl. 1 & Lvl. 6 Requires Lvl. 5 Item Lvl. 5	Fire Shard x1 Earth Shard x1 Bronze Ingot x1 (<i>ARM & BLC Recipe</i>) Ragstone Whetstone x1 (<i>BLC Recipe</i>) Maple Lumber x1 (<i>CPR Recipe</i>)
Bronze Labrys Slot: Main Hand Class: MRD WAR	Lvl. 1 & Lvl. 7 Requires Lvl. 8 Item Lvl. 8	Fire Shard x1 Earth Shard x1 Bronze Ingot x1 (<i>ARM & BLC Recipe</i>) Maple Lumber x2 (<i>CPR Recipe</i>)
Bronze Gladius Slot: Main Hand Class: GLA PLD	Lvl. 1 & Lvl. 7 Requires Lvl. 8 Item Lvl. 8	Fire Shard x1 Earth Shard x1 Bronze Ingot x1 (<i>ARM & BLC Recipe</i>) Leather x1 (<i>LTR Recipe</i>) Bone Chip x1

New Blacksmith Crafting List

<u>Item</u>	<u>material</u>	<u>crystal</u>
Oasis Octagonal Window	Iron Ingot x3 Clear Glass Lens x4 Ash Lumber x3	Fire Shard Earth Shard
Iron Nails	Iron Ingot	Fire Shard
Oasis Round Table	Iron Ingot x2 Elm Lumber x2	Fire Shard Earth Shard

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Riviera Oblong Window	Iron Ingot x4 Clear Glass Lens x4 Elm Lumber x2	Fire Shard Earth Shard
Oasis Lancet Window	Iron Ingot x4 Clear Glass Lens x4 Limestone x2	Fire Shard Earth Shard
Riviera Chair	Iron Ingot x2 Yew Lumber x2	Fire Shard x2 Earth Shard
Riviera Pendant Lamp	Iron Ingot x4 Beeswax Candle x8	Fire Shard x2 Earth Shard
Riviera Table	Iron Ingot x2 Yew Lumber x2 Beeswax x2	Fire Shard x2 Earth Shard x2
Steel Nails	Steel Ingot	Fire Shard x3
Galleas Wheel	Steel Ingot Iron Ingot x3 Walnut Lumber x2 Steel Rivets x2	Fire Shard x3 Earth Shard x2
Riviera Ornate Door	Steel Ingot x4 Steel Hinge x4 Walnut Lumber x2 Clear Glass Lens x2	Fire Shard x3 Earth Shard x2
Deluxe Riviera Pendant Lamp	Steel Ingot x4 Walnut Lumber x4 Tallow Candle x4	Fire Shard x3 Earth Shard x2
Steel Lamppost	Steel Ingot x2 Walnut Lumber x2 Clear Glass Lens x2 Tallow Candle x2	Fire Shard x3 Earth Shard x3
Manor Flower Stand	Steel Ingot x2 Silver Ingot x2 Undyed Velveteen x2	Fire Shard x3 Earth Shard x3

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	Fine Wax x2	
Plum Purple Dye	Purple Pigment	Fire Crystal Earth Crystal
Othard Blue Dye	Blue Pigment	Fire Crystal Earth Crystal
Storm Blue Dye	Blue Pigment	Fire Crystal Earth Crystal
Sunset Orange Dye	Brown Pigment	Fire Crystal Earth Crystal
Kobold Brown Dye	Brown Pigment	Fire Crystal Earth Crystal
Ochu Green Dye	Green Pigment	Fire Crystal Earth Crystal
Oaken Bench	Steel Ingot x4 Oak Lumber x2 Steel Rivets x2	Fire Shard x4 Earth Shard x3
Ahriman Sideboard	Walnut Lumber x3 Steel Ingot x2 Steel Rivets Ahriman Tears	Fire Shard x4 Earth Shard x3
Ahriman Screen	Steel Ingot x2 Steel Rivets x4 Walnut Lumber x2 Ahriman Tears	Fire Shard x4 Earth Shard x3
Ahriman Cupboard	Steel Ingot x2 Steel Rivets x2 Walnut Lumber x2 Undyed Velveteen x2 Ahriman Tears	Fire Shard x4 Earth Shard x3
Ahriman Bookshelf	Steel Ingot x3 Steel Rivets x2 Walnut Lumber x3	Fire Shard x4 Earth Shard x3

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	Ahriman Tears	
Riviera Counter	Steel Ingot x3 Mahogany Lumber x4 Undyed Woolen Cloth x3	Fire Shard x5 Earth Shard x4
Apkallu Weathervane	Mythril Ingot x4 Mahogany Lumber x4 Mythril Rivets x4	Fire Shard x5 Earth Shard x5
Cobalt Nails	Cobalt Ingot	Fire Shard x5
Cannonballs	Cobalt Plate x2 Mythril Ingot x4 Ishgardian Steel Ingot x2	Fire Shard x6 Earth Shard x5
Stone Vigil Beacon	Cobalt Ingot x6 Rosewood Branch x6 Ishgardian Steel Ingot x2	Fire Shard x6 Earth Shard x5
Oasis Floor Lamp	Cobalt Ingot x3 Electrum Ingot x2 Cut Stone Clear Glass Lens x2 Tallow Candle x2	Fire Shard x6 Earth Shard x5
Knight Captain's Desk	Cobalt Rivets x2 Rosewood Lumber x6 Ishgardian Steel Ingot x2	Fire Shard x6 Earth Shard x5
Riviera Bench	Cobalt Ingot x4 Rosewood Lumber x4 Undyed Felt x2 Undyed Woolen Cloth x2	Fire Shard x6 Earth Shard x5
Oasis Counter	Cobalt Ingot x2 Rosewood Lumber x4 Electrum Ingot Undyed Woolen Cloth x3	Fire Shard x6 Earth Shard x5
Riviera Floor Lamp	Cobalt Ingot x4 Cut Stone x2	Fire Shard x6 Earth Shard x5

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	Clear Glass Lens x2 Tallow Candle x2	
Nymian Wall Lantern	Cobalt Ingot x3 Cobalt Rings x3 Nymian Orb x6	Fire Shard x6 Earth Shard x5
Riviera Chandelier	Cobalt Ingot x4 Oak Lumber x4 Tallow Candle x8	Fire Shard x6 Earth Shard x6
Mahogany Screen	Cobalt Ingot x4 Mahogany Lumber x6 Rosewood Lumber x2	Fire Shard x6 Earth Shard x6
Dark Divinity Falleth	Darksteel Nugget x6 Electrum Ingot x6 Odin's Mantle x4	Fire Shard x6 Earth Shard x6
Chocobo Weathervane	Cobalt Ingot x4 Rosewood Lumber x4 Cobalt Rivets x4	Fire Shard x6 Earth Shard x6
Bertha Cannon	Darksteel Nugget x8 Cobalt Plate x2 Ishgardian Steel Ingot x4	Fire Crystal x3 Earth Crystal x2
Wolf Claws	Darksteel Nugget Cobalt Plate Mahogany Lumber Horn Glue Brass Ingot	Fire Crystal x3 Earth Crystal x2
Wolf Winglet	Darksteel Nugget Cobalt Ingot Mahogany Lumber Horn Glue Sunrise Tellin	Fire Crystal x3 Earth Crystal x2
Wolf Labrys	Darksteel Nugget Cobalt Ingot x2	Fire Crystal x3 Earth Crystal x2

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	Rosewood Lumber Silver Ingot x2 Raptor Leather	
Seating Module	Darksteel Ingot Darksteel Nugget x4 Rose Gold Nugget x3 ADS Frame	Fire Cluster Earth Cluster
Wavesoul Fount	Leviathan's Barb, two rose gold nuggets, six marbles, 10 darksteel nuggets	10 water crystals
Tonberry Chandelier	four darksteel nugget, two frosted glass lens, two clear glass lens, three electrum ingots, four tallow candles	seven fire shards, six earth shards
Tonberry Wall Lantern	five darksteel nuggets, one frosted glass lens, four electrum ingots, six tallow candles	three fire shards, two earth crystals
Carbuncle Garden Bench	three rubies, two darksteel nuggets, six mahogany lumber, two cobalt ingots	two fire clusters, one earth cluster
Smithing Bench	one glazenut, one wolfram ingot, four darksteel nuggets, four cobalt ingots, one coke	two fire clusters, one earth cluster

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Summoning Bell	one wolfram ingot, one piece of ancient lumber, one wildfowl feather	two fire clusters, one earth cluster
Tidal Wavesoul Fount	one barb of the whorl, one gold ingot, six marbles, 10 darksteel nuggets	12 water crystals
Cooking Stove	one glazenut, one wolfram ingot, four darksteel nuggets, two pieces of spruce lumber, two pieces of cut stone, one coke	two fire clusters, one earth cluster
Celeste Blue Dye	green pigment	one fire crystal, one earth crystal
Void Blue Dye	blue pigment	one fire crystal, one earth crystal
Deepwod Green Dye	green pigment	one fire crystal, one earth crystal
Woad Blue Dye	blue pigment	one fire crystal, one earth crystal
Colibri Pink Dye	purple pigment	one fire crystal, one earth crystal
Millicorn Yellow Dye	yellow pigment	one fire crystal, one earth crystal
Grade 1 Glamour Prism for Smithing	grade 1 clear prism, two steel ingots	one fire crystal, one earth crystal
Grade 2 Glamour Prism for Smithing	grade 2 clear prism, two steel ingots	one fire crystal, one earth crystal

Grade 3 Glamour Prism for Smithing	grade 3 clear prism, two steel ingots	one fire crystal, one earth crystal
Grade 4 Glamour Prism for Smithing	grade 4 clear prism, two steel ingots	one fire crystal, one earth crystal
Grade 5 Glamour Prism for Smithing	grade 5 clear prism, two steel ingots	one fire crystal, one earth crystal
Darksteel Hook	two darksteel nuggets	11 fire shards, 10 earth shards
Wolfram Ingot	one scheelite, one ferberite, one cobalt ore	two fire clusters, one earth cluster
Riviera Fence	Cobalt Ingot x20 Cobalt Rivets x15 Mahogany Lumber x15	Fire Shard x28 Earth Shard x24
Plasma Lamp	Levin Orb Darksteel Ingot x3 Vanya Silk x2 Fieldcraft Demimateria II x2	Lightning Crystal x10
Lord of Levin Lamp	Large Levin Orb Wolfram Ingot x3 Vanya Silk x2 Fieldcraft Demimateria III x2	Lightning Crystal x12
Balanced Darksteel Hook	Darksteel Hook Fieldcraft Demimateria III x2	Fire Shard x12 Earth Shard x11

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Inferno Blade	Demimateria of the Inferno x3 Battlecraft Demimateria III x10 Inferno Horn Wolfram Ingot x3 Cobalt Ingot	Fire Crystal x12
Gaze of the Vortex	Demimateria of the Vortex x3 Battlecraft Demimateria III x10 Vortex Feather Wolfram Ingot x3 Electrum Ingot	Wind Crystal x12
Morbid Moggle Mogblade	Demimog Demimateria x3 Battlecraft Demimateria III x10 Kingly Whisker Wolfram Ingot x3 Electrum Ingot	Fire Cluster x2 Earth Cluster
Inferno Claws	Demimateria of the Inferno x3 Battlecraft Demimateria III x10 Inferno Horn Wolfram Ingot x3 Uraeus Leather	Fire Crystal x12

Talons of the Vortex	Demimateria of the Vortex x3 Battlecraft Demimateria III x10 Vortex Feather Wolfram Ingot x3 Uraeus Leather	Wind Crystal x12
Inferno Battleaxe	Demimateria of the Inferno x3 Battlecraft Demimateria III x10 Inferno Horn Wolfram Ingot x3 Cobalt Ingot	Fire Crystal x12
Scream of the Vortex	Demimateria of the Vortex x3 Battlecraft Demimateria III x10 Vortex Feather Wolfram Ingot x3 Cobalt Ingot	Wind Crystal x12
Malignant Moogle Mogaxe	Demimog Demimateria x3 Battlecraft Demimateria III x10 Kingly Whisker Wolfram Ingot x3 Cobalt Ingot	Fire Cluster x2 Earth Cluster

Inferno Harpoon	Demimateria of the Inferno x3 Battlecraft Demimateria III x10 Inferno Horn Wolfram Ingot x3 Uraeus Leather	Fire Crystal x12
Melancholy Moggle Mogfork	Demimog Demimateria x3 Battlecraft Demimateria III x10 Kingly Whisker Wolfram Ingot x3 Cobalt Ingot	Fire Cluster x2 Earth Cluster

Blacksmith Quest Guide

There are also class specific quests that can be gained and completed from your Class Guildmaster. The Guildmaster will always be located at the same place, and will grant you access to quests as you level your classes experience, most of these quests will be self explanatory and don't have a time limit, like Guildleves but are a great way to boost your XP and to keep in touch with the Blacksmiths Guild located at Naldaq & Vymelli's in Limsa Lominsa on the Upper Decks. Here is a list of the quests by class level and a brief description of what they require for completion.

- **Level 1 Blacksmith Quest**

"My First Cross-pein Hammer"

Objective : Deliver 1 Bronze Ingot to Brithael.

Rewards : XP -100 Crystals: [Fire Shard] x150 & [Earth Shard] x100 Bonus: [Copper Ore] x30 Gear: Hempen Kurta - (Craftsmanship +18)

- **Level 5 Blacksmith Quest**

“Hammer Time”

Objective : Deliver 3 Cross-pein Hammers to Brithael.

Notes : If you turn in 3 Cross-pein Hammers (HQ) you'll be rewarded a HQ crafting tool.

Rewards : XP -560 Gil: 194 Crystals: [Fire Shard] x200 & [Earth Shard] x150
Gear: Amateur's File - (Craftsmanship +26) (Control +15) Bonus: Choose from 1 of 3 pieces of equipment or 3 Allagan Tin Pieces (Worth 25 Gil ea.)

- **Level 10 Blacksmith Quest**

“Riveting Ramblings”

Objective : Deliver 12 Bronze Rivets to Brithael.

Notes : If you turn in 12 Bronze Rivets (HQ) you'll be rewarded a HQ crafting tool.

Rewards : XP -1,710 Gil: 289 Crystals: [Fire Shard] x250 & [Earth Shard] x200
Gear: Bronze Cross-pein Hammer - (Craftsmanship +30) (Control +17) Bonus: Choose from 1 of 3 pieces of equipment or 2 Allagan Bronze Pieces (Worth 100 Gil ea.)

- **Level 15 Blacksmith Quest**

“The Business of a Blacksmith”

Objective : Deliver 1 Bronze Spatha and 1 Spiked Bronze Labrys to Faezahr.

Notes : Brithael will send you to speak with Faezahr who will request that you craft and deliver 1 Bronze Spatha and 1 Spiked Bronze Labrys to him. There is no bonus reward or upgrade known of for (HQ) turn ins.

Rewards : XP -3,360 Gil: 382 Gear: Recruit's File - (CP +1) (Craftsmanship +41) (Control +24) Bonus: Choose from 1 of 3 pieces of equipment or 1 Allagan Bronze Pieces (Worth 100 Gil ea.)

- **Level 20 Blacksmith Quest**

“By The Sweat of Your Brow”

Objective : Deliver 1 Materia enhanced Iron Cross-pein Hammer to Brithael.

Notes : If you turn in 1 Materia enhanced Iron Cross-pein Hammer (HQ) you'll be

rewarded a HQ crafting tool.

Rewards : XP – 4,060 Gil: 470 Gear: Iron Cross-pein Hammer – (Craftsmanship +43) (Control +24) Materia Slot x1 Bonus: Choose from 1 of 3 pieces of equipment or 4 Allagan Bronze Pieces (Worth 100 Gil ea.)

- **Level 25 Blacksmith Quest**

“True as Steel”

Objective : Deliver 1 Steel Ingot (HQ) to Faezahr.

Rewards : XP – 4,760 Gil: 557 Gear: Initiate's File – (Craftsmanship +51) (Control +29) Materia Slot x1 Bonus: Choose from 1 of 3 pieces of equipment or 1 Allagan Silver Pieces (Worth 500 Gil ea.)

- **Level 30 Blacksmith Quest**

“As Iron Sharpens Iron”

Objective : Deliver 1 Iron Hatchet (HQ) to Khuswyb.

Notes : Brithael will, after a mess of dialogue send you to see Faezahr, Faezahr will then send you to meet Khuswyb, who will request that you craft and deliver 1 Iron Hatchet (HQ) to her. Once that has been done, return to Faezahr and then finally back to Brithael.

Rewards : XP – 7,410 Gil: 639 Gear: Heavy Crossbeak Hammer – (Craftsmanship +56) (Control +32) Bonus: Choose from 1 of 3 pieces of equipment or 2 Allagan Silver Pieces (Worth 500 Gil ea.)

- **Level 35 Blacksmith Quest**

“Set Fraezahr to Stun”

Objective : Deliver 1 Steel Bhuj (HQ) to Faezahr.

Rewards : XP – 9,020 Gear: Steel Crossbeak Hammer – (Craftsmanship +63) (Control +36) Materia Slot x1 Bonus: Choose from 1 of 3 pieces of equipment or 4 Allagan Silver Pieces (Worth 500 Gil ea.)

- **Level 40 Blacksmith Quest**

“Forging Ahead”

Objective : Deliver 1 Wrapped Crossbeak Hammer (HQ) to Brithael.

Rewards : XP – 11,270 Gear: Mythril File – (Craftsmanship +74) (Control +42)
Materia Slot x1 Bonus: Choose from 1 of 3 pieces of equipment or 6 Allagan Silver Pieces (Worth 500 Gil ea.)

- **Level 45 Blacksmith Quest**

“Beauty and the Bardiche”

Objective : There are two objectives to the completion of this quest.

Present 1 Cobalt Knuckles (HQ), 1 Buccaneer's Bardiche (HQ) and 1 Cobalt Shamshir (HQ) to Faezahr.

Deliver 1 Cobalt Knuckles (HQ), 1 Buccaneer's Bardiche (HQ) and 1 Cobalt Shamshir (HQ) to Murial.

Notes : Once you've accepted the quest from Brithael, you'll be sent to speak with Faezahr who will instruct you to craft some items for his dear Murial who can be located at The Astalicia in Limsa Lominsa Lower Decks.

Rewards : XP – 12,420 Gear: Cobalt Cross-pein Hammer – (Craftsmanship +74) (Control +42) Materia Slot x1 Bonus: Choose from 1 of 3 pieces of equipment or 8 Allagan Silver Pieces (Worth 500 Gil ea.)

- **Level 50 Blacksmith Quest**

“Waiting in the Winglet”

Objective : Deliver a Cobalt Winglet (HQ) melded with Savage Might Materia III to Faezahr.

Notes : As this is the final quest in the quest line there will be much talking and with several NPCs. Once you've received your task it is time to gather resources for this final piece of gear and then on to locating the Materia. Once you've collected and melded your items return to Brithael for the final turn in of the quest line.

Rewards : XP – 0 Gear: Vulcan – (Craftsmanship +107) (Control +61) Bonus: Choose from 1 of 3 pieces of green (uncommon) equipment or 3 Allagan Gold Pieces (Worth 2,500 Gil ea.)

Carpenter

The Carpenter is extremely precise with a carving knife, crafting the finest bows, spears and staffs in Eorzea. It is not uncommon for a Mage or Wizard to wish to learn to get their hands dirty, by crafting their own weaponry. The Carpenter is also capable of crafting tools, required by classes from both the Disciples of the Land and Disciples of the Hand. The Carpenters Guild is located in Gridania. Below we will explore the resources required for a Carpenter to perfect their craft, how to use abilities and resource finding skills to create some of the highest quality wooden weaponry and crafting tools known to Eorzea. However we'll begin with a detailed list of their Class specific Actions and their use.

<u>Class-Specific Action Skill</u>	<u>Crafting Level Acquired</u>	<u>Crafting Point (CP) Usage</u>	<u>Description / •Important Notes•</u>
Rumination	15	0	Removes Inner Quiet effect and restores CP proportional to the number of times Control was increased.
Brand of Wind	25	15	Increases Progress. Progress doubles when recipe affinity is wind. Efficiency: 100% (200%) Success Rate: 90%
Byergot's Blessing	43	24	Increases Quality. Efficiency: 100% plus 20% for each bonus to Control granted by Inner Quiet. Success Rate: 70%

Carpenter Crafting List

<u>Item</u>	<u>Material</u>	<u>Crystal</u>
Glade Round Table	Ash Lumber x2 Bronze Ingot x2	Wind Shard Ice Shard
Firewood	Ash Log x9	Wind Shard Ice Shard
Stump Stool	Ash Log	Wind Shard

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	Beeswax x5	Ice Shard
Glade Classical Window	Ash Lumber x6 Clear Glass Lens x4	Wind Shard Ice Shard
Crofter's Wain	Ash Lumber x4 Bronze Rivets x2	Wind Shard Ice Shard
Glade Chair	Ash Lumber x2 Animal Glue x2	Wind Shard Ice Shard
Riviera Arched Window	Ash Lumber x4 Clear Glass Lens x4 Iron Ingot x2	Wind Shard Ice Shard
Glade Drawer Table	Ash Lumber x2 Copper Ingot x2 Beeswax x2	Wind Shard Ice Shard
Oasis Oblong Window	Elm Lumber x3 Clear Glass Lens x4 Iron Ingot x3	Wind Shard Ice Shard
Glade Lancet Window	Elm Lumber x4 Clear Glass Lens x4 Ash Lumber x2	Wind Shard Ice Shard
Oasis Wooden Awning	Ash Lumber x4 Iron Ingot x2 Iron Rivets x2	Wind Shard Ice Shard
Riviera Bay Window	Elm Lumber x6 Clear Glass Lens x4	Wind Shard Ice Shard
Glade Cottage Wall (Wood)	Elm Lumber x15 Ash Lumber x5 Iron Joint Plate x10 Iron Nails x10	Wind Shard x4 Ice Shard x4
Riviera Cottage Roof (Composite)	Elm Lumber x10 Ash Lumber x10 Iron Joint Plate x10 Iron Nails x10	Wind Shard x4 Ice Shard x4

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Glade Cupboard	Elm Lumber x2 Ash Lumber x2 Brass Ingot Beeswax	Wind Shard Ice Shard
Glade Pendant Lamp	Elm Lumber x4 Beeswax Candle x8	Wind Shard Ice Shard
Ash Cabinet	Elm Lumber x2 Ash Lumber x2 Iron Ingot Iron Joint Plate x2 Beeswax	Wind Shard Ice Shard
Riviera Cottage Wall (Wood)	Yew Lumber x10 Limestone x15 Iron Joint Plate x10 Iron Nails x10	Wind Shard x8 Ice Shard x4
Glade Rounded Window	Yew Lumber x6 Clear Glass Lens x4	Wind Shard x2 Ice Shard
Riviera Partition	Yew Lumber x4 Elm Lumber x4	Wind Shard x2 Ice Shard
Oasis Cottage Roof (Wood)	Elm Lumber x15 Brass Ingot x5 Iron Joint Plate x10 Iron Nails x10	Wind Shard x8 Ice Shard x4
Oasis Cottage Wall (Wood)	Elm Lumber x10 Limestone x30 Iron Joint Plate x10 Iron Nails x10	Wind Shard x8 Ice Shard x4
Glade Lantern	Yew Branch x6 Undyed Cotton Cloth x2 Beeswax Candle x2	Wind Shard x2 Ice Shard
Glade Cartonnier	Yew Lumber x3 Brass Ingot x3	Wind Shard x2 Ice Shard

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	Beeswax x2	
Glade Cottage Wall (Composite)	Yew Lumber x10 Limestone x15 Mortar x15	Wind Shard x8 Ice Shard x4
Riviera Cottage Roof (Stone)	Elm Lumber x15 Roof Tile x5 Iron Joint Plate x10 Iron Nails x10	Wind Shard x8 Ice Shard x8
Oasis Cupboard	Walnut Lumber x3 Elm Lumber x2 Brass Ingot x2 Beeswax x2	Wind Shard x2 Ice Shard x2
Walnut Dining Table	Walnut Lumber x6 Steel Ingot x2	Wind Shard x2 Ice Shard x2
Glade Thatch Chimney	Walnut Lumber x2 Bloodgrass x2 Roof Tile x2 Brass Ingot x2	Wind Shard x2 Ice Shard x2
Riviera Flooring	Walnut Lumber x6 Beeswax x6	Wind Shard x2 Ice Shard x2
Oasis Flooring	Walnut Lumber x6 Beeswax x6	Wind Shard x2 Ice Shard x2
Glade Flooring	Walnut Lumber x6 Beeswax x6	Wind Shard x2 Ice Shard x2
Glade Lancet Door	Walnut Lumber x6 Steel Hinge x4 Steel Ingot x2	Wind Shard x2 Ice Shard x2
Manor Highback Chair	Walnut Lumber x3 Silver Ingot x2 Fine Wax	Wind Shard x3 Ice Shard x2

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Oasis Crowned Door	Walnut Lumber x4 Steel Hinge x4 Steel Ingot x4	Wind Shard x3 Ice Shard x2
Manor Wardrobe	Walnut Lumber x4 Silver Ingot x2 Steel Hinge x2 Fine Wax x2	Wind Shard x3 Ice Shard x2
Manor Cupboard	Walnut Lumber x4 Steel Joint Plate x2 Steel Hinge x2 Fine Wax x2	Wind Shard x3 Ice Shard x2
Manor Bookshelf	Walnut Lumber x4 Silver Ingot x2 Steel Joint Plate x2 Fine Wax x2	Wind Shard x3 Ice Shard x2
Walnut Table	Walnut Lumber x2 Steel Plate x2 Steel Rivets x2	Wind Shard x3 Ice Shard x2
Riviera Cupboard	Walnut Lumber x3 Iron Ingot x2 Iron Rivets x2 Beeswax x2	Wind Shard x3 Ice Shard x2
Riviera Wooden Awning	Walnut Lumber x4 Steel Ingot x2 Steel Rivets x2	Wind Shard x3 Ice Shard x2
Manor Table	Walnut Lumber x4 Undyed Velveteen x2 Fine Wax x2	Wind Shard x3 Ice Shard x2
Walnut Cartonnier	Walnut Lumber x3 Steel Ingot x3 Beeswax x2	Wind Shard x3 Ice Shard x3
Glade Wardrobe	Walnut Lumber x4	Wind Shard x3

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	Yew Lumber x4 Steel Hinge x2	Ice Shard x3
Plum Purple Dye	Purple Pigment	Wind Crystal Ice Crystal
Othard Blue Dye	Blue Pigment	Wind Crystal Ice Crystal
Storm Blue Dye	Blue Pigment	Wind Crystal Ice Crystal
Sunset Orange Dye	Brown Pigment	Wind Crystal Ice Crystal
Kobold Brown Dye	Brown Pigment	Wind Crystal Ice Crystal
Ochu Green Dye	Green Pigment	Wind Crystal Ice Crystal
Oasis Chair	Walnut Lumber x3 Animal Glue x3	Wind Shard x3 Ice Shard x3
Glade Partition	Walnut Lumber x4 Yew Lumber x4	Wind Shard x3 Ice Shard x3
Riviera Interior Wall	Walnut Lumber x8 Beeswax x4	Wind Shard x3 Ice Shard x3
Glade Interior Wall	Walnut Lumber x8 Beeswax x4	Wind Shard x3 Ice Shard x3
Riviera Stall	Walnut Lumber x3 Steel Ingot Steel Rivets Linseed Oil	Wind Shard x3 Ice Shard x3
Deluxe Glade Pendant Lamp	Walnut Lumber x8 Tallow Candle x4	Wind Shard x3 Ice Shard x3
Riviera Wooden Door	Oak Lumber x4 Steel Hinge x4 Steel Ingot x4	Wind Shard x3 Ice Shard x3
Glade Arched Door	Oak Lumber x4	Wind Shard x3

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	Steel Hinge x4 Silver Ingot x4	Ice Shard x3
Oasis Wardrobe	Oak Lumber x4 Steel Ingot x4 Steel Hinge x2	Wind Shard x4 Ice Shard x3
Oasis Wooden Wall	Oak Lumber x10 Cut Stone x5 Steel Ingot x5 Mortar x20	Wind Shard x16 Ice Shard x12
Glade Sideboard	Oak Lumber x3 Brass Ingot x3 Beeswax x2	Wind Shard x4 Ice Shard x3
Glade Stall	Oak Lumber x3 Walnut Lumber x2 Linseed Oil	Wind Shard x4 Ice Shard x3
Riviera House Roof (Composite)	Walnut Lumber x10 Yew Lumber x10 Steel Joint Plate x10 Steel Nails x10	Wind Shard x16 Ice Shard x12
Glade House Wall (Wood)	Walnut Lumber x15 Oak Lumber x5 Steel Joint Plate x10 Steel Nails x10	Wind Shard x16 Ice Shard x12
Glade Table	Oak Lumber x2 Walnut Lumber x2 Linseed Oil x2	Wind Shard x4 Ice Shard x4
Glade Desk	Oak Lumber x4 Walnut Lumber x2 Linseed Oil x2	Wind Shard x4 Ice Shard x4
Riviera House Wall (Wood)	Oak Lumber x10 Granite x15 Steel Joint Plate x10	Wind Shard x16 Ice Shard x16

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	Steel Nails x10	
Oasis House Roof (Wood)	Oak Lumber x15 Silver Ingot x5 Steel Joint Plate x10 Steel Nails x10	Wind Shard x20 Ice Shard x16
Oasis House Wall (Wood)	Oak Lumber x10 Cut Stone x10 Iron Joint Plate x10 Iron Nails x10	Wind Shard x20 Ice Shard x16
Glade House Wall (Composite)	Walnut Lumber x10 Cut Stone x5 Mortar x30	Wind Shard x20 Ice Shard x16
Glade Pillar	Oak Lumber x8 Linseed Oil x2	Wind Shard x5 Ice Shard x4
Oasis Stall	Mahogany Lumber x4 Steel Joint Plate x2 Linseed Oil x2	Wind Shard x5 Ice Shard x4
Oasis Desk	Mahogany Lumber x6 Silver Ingot x2 Linseed Oil x2	Wind Shard x5 Ice Shard x4
Riviera House Roof (Stone)	Walnut Lumber x15 Roof Tile x10 Steel Joint Plate x10 Steel Nails x10	Wind Shard x20 Ice Shard x16
Glade Bookshelf	Mahogany Lumber x4 Oak Lumber x4 Silver Ingot x2 Varnish x2	Wind Shard x5 Ice Shard x5
Knight Captain's Chair	Rosewood Lumber x4 Undyed Woolen Cloth x3 Ishgardian Steel Ingot	Wind Shard x6 Ice Shard x5
Oasis Bookshelf	Rosewood Lumber x3	Wind Shard x6

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	Mahogany Lumber x3 Electrum Ingot x2 Clear Glass Lens x2 Varnish x2	Ice Shard x5
Oasis Table	Rosewood Lumber x4 Electrum Ingot x4 Undyed Woolen Cloth x2	Wind Shard x6 Ice Shard x5
Glade Chandelier	Mahogany Lumber x4 Oak Lumber x4 Tallow Candle x8	Wind Shard x6 Ice Shard x5
Deluxe Manor Fireplace	Manor Fireplace Rosewood Lumber x4 Cobalt Ingot x4	Fire Crystal x2
Glade Floor Lamp	Rosewood Lumber x4 Mahogany Lumber x2 Clear Glass Lens x2 Tallow Candle x2	Wind Shard x6 Ice Shard x6
Glade Bathtub	Spruce Lumber x4 Rosewood Lumber x3 Yew Lumber x3 Granite x3 Firewood	Wind Shard x6 Ice Shard x6
Glade Roundpole Fence	Rosewood Lumber x20 Granite x30 Cobalt Ingot x10	Wind Shard x24 Ice Shard x24
Riviera Mansion Roof (Composite)	Rosewood Lumber x10 Oak Lumber x10 Cobalt Joint Plate x10 Cobalt Nails x10 Varnish x10	Wind Crystal x12 Ice Crystal x8
Riviera Mansion Roof (Stone)	Mahogany Lumber x15 Roof Tile x15	Wind Crystal x12 Ice Crystal x8

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	Cobalt Joint Plate x10 Cobalt Nails x10 Felt Lining x10	
Oasis Mansion Roof (Wood)	Rosewood Lumber x15 Electrum Ingot x5 Cobalt Joint Plate x10 Cobalt Nails x10 Varnish x10	Wind Crystal x12 Ice Crystal x8
Riviera Mansion Wall (Wood)	Spruce Lumber x10 Cut Stone x5 Cobalt Joint Plate x10 Cobalt Nails x10 Varnish x10	Wind Crystal x12 Ice Crystal x8
Oasis Mansion Wall (Wood)	Rosewood Lumber x10 Cut Stone x10 Cobalt Joint Plate x10 Cobalt Nails x10 Felt Lining x10	Wind Crystal x12 Ice Crystal x8
Glade Mansion Wall (Wood)	Mahogany Lumber x15 Spruce Lumber x5 Cobalt Joint Plate x10 Cobalt Nails x10 Felt Lining x10	Wind Crystal x12 Ice Crystal x8
Glade Mansion Wall (Composite)	Rosewood Lumber x10 Cut Stone x10 Granite x15 Mortar x45	Wind Crystal x12 Ice Crystal x8
Wolf Bow	Spruce Lumber Rosewood Lumber x2 Aldgoat Horn Green Megalocrab Shell Red Coral	Wind Crystal x3 Ice Crystal x2

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Wolf Cane	Spruce Lumber Growth Formula Delta Brass Ingot Scalekin Blood Cotton Yarn	Wind Crystal x3 Ice Crystal x2
Wolf Guisarme	Spruce Lumber Cobalt Ingot x2 Horn Glue	Wind Crystal x3 Ice Crystal x2
Pastoral Yew Cane	yew lumber, growth formula beta, brass ingot, beastkin blood, hempen yarn	two wind shards, two ice shards
Mahogany Yew Cane	mahogany lumber, growth formula gamma, mythril ingot, spoken blood, dew thread	six wind shards, six ice shards
Lalafellin Step Stool	two ash lumber, two elm lumber	wind shard, ice shard
Manor Music Stool	two fine wax, four walnut lumber	three wind shard, three ice shard
Manor Music Stand	two fine wax, four walnut lumber	three wind shard, three ice shard
Arbor Interior Wall	two walnut lumber, four mortar, matron's mistletoe, growth formula gamma	three wind shard, three ice shard
Magic Broom	glazenut, broombrush, rosewood branch, ancient lumber	99 wind shards
Looming Tonberry Screen	six spruce lumber, four rosewood lumber, four electrum ingots	three wind crystals, two ice crystals

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Tonberry Screen	three spruce lumber, six rosewood lumber, five electrum ingots	three wind crystals, two ice crystals
Tonberry Bookshelf	five spruce lumber, five rosewood lumber, two electrum ingots, undyed felt, apkallu down	three wind crystals, two ice crystals
Woodworking Bench	glazenut, ancient lumber, four rosewood lumber, four cobalt ingots, two cobalt nails	two wind cluster, ice cluster
Carbuncle Desk	four spruce lumber, four mahogany lumber, six undyed woolen cloth, ruby	two wind cluster, ice cluster
Carbuncle Wardrobe	four spruce lumber, four mahogany lumber, four raptor leather, two rubies	two wind cluster, ice cluster
Carbuncle Garden Table	five spruce lumber, five mahogany lumber, four darksteel nuggets, ruby	two wind cluster, ice cluster
Carbuncle Chair	three spruce lumber, three mahogany lumber, six boar leather, ruby	two wind cluster, ice cluster
Clothcraft Loom	glazenut, ancient lumber, four mahogany lumber, two spruce lumber, two undyed woolen cloth, two cobalt ingot	two wind cluster, ice cluster
Leatherworking Bench	glazenut, ancient lumber, two hippogryph skin, four rosewood lumber, four darksteel nugget	two wind cluster, ice cluster

Manor Harp	glazenut, two manor varnish, four spruce lumber, four mahogany lumber, four dew threads	two wind cluster, ice cluster
Manor Harpsicord	glazenut, two manor varnish, four spruce lumber, four mahogany lumber, four cobalt ingots	two wind cluster, ice cluster
Manor Timpani	glazenut, two manor varnish, four spruce lumber, four mahogany lumber, four cobalt rivets	two wind cluster, ice cluster
Manor Cello	glazenut, two manor varnish, four spruce lumber, four mahogany lumber, four dew threads	two wind cluster, ice cluster
Goldsmithing Bench	glazenut, ancient lumber, four spruce lumber, four darksteel nuggets, two electrum ingots	two wind cluster, ice cluster
Celeste Blue Dye	green pigment	wind crystal, ice crystals
Deepwood Green Dye	green pigment	wind crystal, ice crystals
Void Blue Dye	blue pigment	wind crystal, ice crystals
Woad Blue Dye	blue pigment	wind crystal, ice crystals
Colibri Pink Dye	purple pigment	wind crystal, ice crystals
Millioncorn Yellow Dye	yellow pigment	wind crystal, ice crystals
Grade 1 Glamour Prism for Woodworking	grade 1 clear prism, two walnut lumber	wind crystal, ice crystals
Grade 2 Glamour Prism for Woodworking	grade 2 clear prism, two walnut lumber	wind crystal, ice crystals

Grade 3 Glamour Prism for Woodworking	grade 3 clear prism, two walnut lumber	wind crystal, ice crystals
Grade 4 Glamour Prism for Woodworking	grade 4 clear prism, two walnut lumber	wind crystal, ice crystals
Grade 5 Glamour Prism for Woodworking	grade 5 clear prism, two walnut lumber	wind crystal, ice crystals
Ancient Lumber	scarlet sap, petrified log	two wind clusters, ice cluster
Spruce Plywood	two horn glue, spruce lumber	11 wind shards, 10 ice shards
Magicked Stable Broom x20	Glazenut Broombush Bamboo Stick x5	Wind Cluster Ice Cluster
Riviera Half Partition	Yew Lumber x3 Elm Lumber x3	Wind Shard Ice Shard
Stepladder	Walnut Lumber x5 Steel Ingot Steel Rivets x2	Wind Shard x3 Ice Shard x3
Star Globe	Oak Lumber Mahogany Lumber Varnish x3 Mythril Rivets x3	Wind Shard x5 Ice Shard x5
Lattice Planter	Rosewood Lumber x5 Cobalt Ingot x3 Humus x3 Island Seedling x3	Wind Shard x6 Ice Shard x5
Riviera Wall Shelf	Rosewood Lumber x2 Cobalt Ingot x2 Cobalt Rivets x4	Wind Shard x6 Ice Shard x5
Corner Counter	Rosewood Lumber x4 Cobalt Plate x2 Cobalt Ingot x2	Wind Shard x6 Ice Shard x5

Chocobo Pillar	Spruce Lumber x2 Rosewood Lumber x3 Darksteel Nugget x2 Chocobo Feather x6 Fieldcraft Demimateria I x2	Wind Crystal x3 Ice Crystal x2
Straight Stepping Stumps	Petrified Log x2 Varnish x10	Wind Cluster Ice Cluster
Curved Stepping Stumps	Petrified Log x3 Varnish x10	Wind Cluster Ice Cluster
Open Hearth	Bamboo Stick x6 Spruce Lumber x4 Darksteel Ingot x2 Grenade Ash x3 Firewood	Wind Cluster Ice Cluster
Dragon Piece	Stone Vigil Lumber x3 Varnish x5 Fieldcraft Demimateria III	Wind Cluster x2 Ice Cluster
Wyvern Piece	Stone Vigil Lumber x3 Varnish x5 Fieldcraft Demimateria III	Wind Cluster x2 Ice Cluster
Vigil Piece	Stone Vigil Lumber x3 Varnish x5 Fieldcraft Demimateria III	Wind Cluster x2 Ice Cluster
Temple Knight Piece	Stone Vigil Lumber x3 Varnish x5 Fieldcraft Demimateria III	Wind Cluster x2 Ice Cluster
Dragoon Piece	Stone Vigil Lumber x3 Varnish x5 Fieldcraft Demimateria III	Wind Cluster x2 Ice Cluster

Alps Striking Dummy	Ancient Lumber x3 Wolfram Ingot x2 Glazenut x2 Fieldcraft Demimateria III x3	Wind Cluster x2 Ice Cluster
Eorzean Map Table	Stone Vigil Lumber x5 Mahogany Lumber x3 Fieldcraft Demimateria III x2 Eorzean Map	Wind Cluster x2 Ice Cluster
Reinforced Spruce Plywood	Spruce Plywood Fieldcraft Demimateria III x2	Wind Shard x12 Ice Shard x11
Beak of the Vortex	Demimateria of the Vortex x3 Battlecraft Demimateria III x10 Vortex Feather Ancient Lumber x3 Cobalt Ingot	Wind Crystal x12
Inferno Bow	Demimateria of the Inferno x3 Battlecraft Demimateria III x10 Inferno Horn Ancient Lumber x3 Raptor Sinew	Fire Crystal x12
Spine of the Vortex	Demimateria of the Vortex x3 Battlecraft Demimateria III x10 Vortex Feather Ancient Lumber x3 Electrum Ingot	Wind Crystal x12
Mischievous Moggle Mogbow	Demimog Demimateria x3 Battlecraft Demimateria III x10 Kingly Whisker Ancient Lumber x3 Electrum Ingot	Wind Cluster x2 Ice Cluster

Inferno Cane	Demimateria of the Inferno x3 Battlecraft Demimateria III x10 Inferno Horn Ancient Lumber x3 Growth Formula Delta	Fire Crystal x12
Maleficent Moogle Mogstaff	Demimog Demimateria x3 Battlecraft Demimateria III x10 Kingly Whisker Ancient Lumber x3 Undyed Felt	Wind Cluster x2 Ice Cluster

Carpenter Quest Guide

There are also class specific quests that can be gained and completed from your Class Guildmaster. The Guildmaster will always be located at the same place, and will grant you access to quests as you level your classes experience, most of these quests will be self explanatory and don't have a time limit, like Guildleves but are a great way to boost your XP and to keep in touch with the Carpenters' Guild located at The Oak Atrium in Gridania. Here is a list of the quests by class level and a brief description of what they require for completion. All quests can be received from Beatin, the Guild Master.

- **Level 1 Carpenter Quest**

"My First Saw"

Objective : Deliver 1 Maple Lumber to Beatin.

Notes : Maple Lumber can be crafted at level 1. Either gather Maple Logs in the wild, if you are a Botanist, or it can be purchased from Ferreol at the Carpenter's Guild.

Rewards : XP: 100 Crystals: [Wind Shard] x150 & [Ice Shard] x100 Gear:

Hempen Kurta - (Craftsmanship +18) Bonus: Maple Log x30

- **Level 5 Carpenter Quest**

"To Be the Wood"

Objective : Deliver 3 Square Maple Shields to Beatin.

Notes : Square Maple Shields can be crafted at level 1.

Rewards : XP: 560 Gil: 194 Crystals: [Wind Shard] x200 & [Ice Shard] x150

Gear: Amateur's Claw Hammer - (Craftsmanship +26) (Control +15) Bonus: Choose from 1 of 3 pieces of gear or 3 Allagan Tin Pieces (Worth 25 Gil ea.)

- **Level 10 Carpenter Quest**

"Supplies for the Sick"

Objective : Deliver 12 Ash Lumber to Beatin.

Notes : Ash Lumber can be crafted at level 2. Returning 12 (HQ) will result in a (HQ) Gear reward.

Rewards : XP: 1,710 Gil: 289 Crystals: [Wind Shard] x250 & [Ice Shard] x200

Gear: Bronze Saw - (Craftsmanship +30) (Control +17) Bonus: Choose from 1 of 3 pieces of gear or 3 Allagan Bronze Pieces (Worth 100 Gil ea.)

- **Level 15 Carpenter Quest**

"A Carpenter in Need"

Objective : There are four objectives to the completion of this quest.

Speak with Mera Pamera

Deliver 1 Feathered Harpoon to Ywain

Deliver 1 Ash Shortbow to Luciane.

Report to Beatin.

Notes : Once you've accepted the quest from Beatin, you'll be sent to speak with Mera also located within the Carpenter's Guild. Mera Pamera will request that you craft and deliver two items to two other individuals, listed above. Ywain is located at the Wailing Barracks in Old Gridania. Luciane can be found at Quiver's Hold in New Gridania. Feathered Harpoon can be crafted at level 5. Ash Shortbow can be crafted at level 7.

Rewards : XP: 3,360 Gil: 382 Gear: Recruit's Claw Hammer - (CP +1)

(Craftsmanship +30) (Control +17) Bonus: Choose from 1 of 3 pieces of gear or 1 Allagan Bronze Pieces (Worth 100 Gil ea.)

- **Level 20 Carpenter Quest**

"The Lance's Lesson"

Objective : Deliver 1 Materia enhanced Iron Lance to Beatin.

Notes : Once you've completed the prerequisite quests and unlocked Materia converting you'll need to convert one piece of equipment to complete the request. Iron Lance can be crafted at level 12.

Rewards : XP: 4,060 Gil: 470 Gear: Initiate's Saw - (Craftsmanship +44) (Control +25) Materia Slot x1 Bonus: Choose from 1 of 3 pieces of gear or 4 Allagan Bronze Pieces (Worth 100 Gil ea.)

- **Level 25 Carpenter Quest**

"A Crisis of Confidence"

Objective : Deliver 1 Walnut Lumber (HQ) to Beatin.

Notes : Walnut Lumber (HQ) can be crafted at level 17.

Rewards : XP: 4,760 Gil: 557 Gear: Initiate's Claw Hammer - (Craftsmanship +50) (Control +29) Materia Slot x1 Bonus: Choose from 1 of 3 pieces of gear or 1 Allagan Silver Pieces (Worth 500 Gil ea.)

- **Level 30 Carpenter Quest**

"In Yew we Trust"

Objective : There are 5 objectives to the completion of this quest.

Present 1 Walnut Cane (HQ) to Beatin.

Deliver the Walnut Cane (HQ) to Gairhard.

Then deliver the Walnut Cane (HQ) to Ponette.

Report to Gairhard.

Report to Beatin.

Notes : Once you've accepted the quest from Beatin. You'll be request to craft and bring 1 Walnut Cane (HQ) to Beatin. Walnut Cane can be crafted at level 21. From there, once it has been inspected you'll be sent to deliver it to Gairhard located at Adder's Nest in New Gridania. And then you'll be asked to take it to it's final destination, Ponette located at the Stillglade Fane in Old Gridania. Once you've finally finished running around, you'll need to return to Gairhard and lastly, Beatin.

Rewards : XP: 7,410 Gil: 639 Gear: Iron Chocobotail Saw - (Craftsmanship +55) (Control +32) Materia Slot x1 Bonus: Choose from 1 of 3 pieces of gear or 6 Allagan Bronze Pieces (Worth 100 Gil ea.)

- **Level 35 Carpenter Quest**

“Growing Apart”

Objective : Deliver 1 Oak Longbow (HQ) to Beatin.

Notes : Oak Longbow can be crafted at level 27.

Rewards : XP: 9,020 Gear: Crosscut Saw - (Craftsmanship +63) (Control +36) Materia Slot x1 Bonus: Choose from 1 of 3 pieces of gear or 4 Allagan Silver Pieces (Worth 500 Gil ea.)

- **Level 40 Carpenter Quest**

“Memento Mori”

Objective : Deliver 1 Oak Composite Bow (HQ) to Gairhard.

Notes : Beatin will request that you craft and deliver for inspection one Oak Composite Bow (HQ). Once it has been inspected you'll be asked to deliver the final and approved product to Bairhard. Oak Composite Bow (HQ) can be crafted at level 32.

Rewards : XP: 11,270 Gear: Apprentice's Claw Hammer - (CP +2) (Craftsmanship +70) (Control +40) Bonus: Choose from 1 of 3 pieces of gear or 6 Allagan Silver Pieces (Worth 500 Gil ea.)

- **Level 45 Carpenter Quest**

“Gone till the Sixth Astral Moon”

Objective : There are five objectives to the completion of this quest.

Speak to Nicoliaux.

Speak with Gairhard.

Present 1 Cobalt Halberd (HQ), 1 Jade Crook (HQ) and 1 Yew Longbow (HQ) to Beatin.

Deliver 1 Cobalt Halberd (HQ), 1 Jade Crook (HQ) and 1 Yew Longbow (HQ) to Gairhard.

Report to Beatin.

Notes : Beatin will request that you speak with Nicoliaux who can be located at Acorn Orchards in New Gridania. From there, you'll be sent to speak with Gairhard, who will request that the aforementioned items be crafted and delivered to him. Cobalt Halberd can be crafted at level 36. Jade Crook can be crafted at level 36. Yew Longbow can be located at level 38.

Rewards : XP: 12,420 Gear: Mythril Chocobtail Saw - (Craftsmanship +74)
(Control +42) Materia Slot x1 Bonus: Choose from 1 of 3 pieces of gear or 1 Allagan Silver Piece (Worth 500 Gil ea.)

• **Level 50 Carpenter Quest**

"Saving Captain Gairhard"

Objective : There are four objectives to the completion of this quest.

Speak with Nicoliaux.

Present 1 length of Rosewood Lumber (HQ) to Beatin.

Deliver 1 Crab Bow (HQ) melded with a Savage Aim Materia III to Gairhard in the North Shroud.

Report to Beatin.

Notes : Once you've completed this quest you'll have completed the entire quest line.

Rosewood Lumber can be crafted at level 37 and Crab Bow can be crafted at level 41.

Rewards : XP: 0 Gear: Ullikummi - (Craftsmanship +107) (Control +61) Bonus:
Choose from 1 of 3 pieces of green (uncommon) equipment or 3 Allagan Gold Piece
(Worth 2,500 Gil ea.)

Culinarian

The Culinarian are the chefs of Eorzea, cooking up a storm with only the best gathered resources to produce meals fit for the throne room of any kingdom. However, modest as the Culinarian is they chose to share their goods for the betterment of civilization as their wares are anything but ordinary. Culinarians are capable of creating feasts that will grant them and their friends with abilities never before even dreamed of! The Culinarian Guild can be located in the rich ports of Limsa Lominsa. Below we will explore recipes that will go over big with any party, how best to obtain some of the rarest resources and whom to make friends with in order to avoid paying out the big fluffy ears for ingredients on the Trading Post. However we'll begin with a detailed list of their Class specific Actions and their use.

<u>Class-Specific Action Skill</u>	<u>Crafting Level Acquired</u>	<u>Crafting Point (CP) Usage</u>	<u>Description / •Important Notes•</u>
Hasty Touch	15	0	Increases Quality and requires no CP. Efficiency: 100%. Success Rate: 50%
Steady Hand II	25	35	Improves action success rate by 20% for the next five steps.
Reclaim	43	144	Increases the chance materials will not be lost after botched synthesis to 90%

For a complete list of Levemete locations refer to the list provided in the Guildleves section of this guide where all Levemete locations can be found and which level their levequests are. Every Levemete will provide Levequests that are relevant to every class, granted you've managed to reach the required level.

New Culinarian Crafting List

<u>Item</u>	<u>Material</u>	<u>Crystal</u>
Plum Purple Dye	Purple Pigment	Fire Crystal Water Crystal
Othard Blue Dye	Blue Pigment	Fire Crystal Water Crystal
Storm Blue Dye	Blue Pigment	Fire Crystal Water Crystal
Sunset Orange Dye	Brown Pigment	Fire Crystal Water Crystal
Kobold Brown Dye	Brown Pigment	Fire Crystal Water Crystal
Ochu Green Dye	Green Pigment	Fire Crystal Water Crystal
White Drop	Honey Lemon Night Milk Shark Oil Maple Sugar	Fire Crystal x3 Water Crystal x2
Red Drop	Dzemaal Tomato Blood Currants Shark Oil Maple Sugar	Fire Crystal x3 Water Crystal x2
Yellow Drop	Honey Lemon La Noscean Orange Shark Oil Maple Sugar	Fire Crystal x3 Water Crystal x2
Green Drop	Prickly Pineapple Thanalan Tea Leaves Shark Oil Maple Sugar	Fire Crystal x3 Water Crystal x2
Clear Drop	Prickly Pineapple	Fire Crystal x3

	Highland Parsley Shark Oil Maple Sugar	Water Crystal x2
Black Drop	Honey Lemon Kukuru Powder Shark Oil Maple Sugar	Fire Crystal x3 Water Crystal x2
Blue Drop	Prickly Pineapple Pixie Plums Shark Oil Maple Sugar	Fire Crystal x3 Water Crystal x2
Purple Drop	Honey Lemon Lowland Grapes Shark Oil Maple Sugar	Fire Crystal x3 Water Crystal x2
Spinach Quiche	young cieldalaes spinach, apkallu egg, pie dough, nutmeg, cream cheese, table salt	one fire crystal, one water crystal
Chilled Popoto Soup	la noscean cream, popoto, sweat cream, smooth butter, table salt, highland parsley	one fire crystal, one water crystal
Millioncorn Yellow Dye	yellow pigment	one fire crystal, one water crystal
Woad Blue Dye	blue pigment	one fire crystal, one water crystal
Colibri Pink Dye	purple pigment	one fire crystal, one water crystal
Void Blue Dye	blue pigment	one fire crystal, one water crystal
Celeste Blue Dye	green pigment	one fire crystal, one water

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		crystal
Deepwood Green Dye	green pigment	one fire crystal, one water crystal
Steamed Catfish	giant catfish, star anise, sour red, popoto, maple sugar	two fire clusters, one water cluster
Roast Canard	canard breast, blood orange, la noscean orange, honey, sooth butter, popoto	two fire clusters, one water cluster
Sachertorte	royal kukuru bean, apricot, bubble chocolate, sweet cream, sunset wheat flour, smooth butter	two fire clusters, one water cluster
Popoto Pancake	dalamud popoto, sunset what flour, mirror apple, nutmeg, apkallu egg, table salt	two fire clusters, one water cluster
12 Servings of Fish Meal	three lominsan anchovies	one fire shard
Spicy Tomato Relish	dzemeal tomato, cinnamon, table salt, dark vinegar	
Rich Tomato Relish	Spicy Tomato Relish Fieldcraft Demimateria III x2	Fire Shard x12 Water Shard x11

Culinarian Quest Guide

There are also class specific quests that can be gained and completed from your Class Guildmaster. The Guildmaster will always be located at the same place, and will grant you access to quests as you level your classes experience, most of these quests will be self explanatory and don't have a time limit, like Guildleves but are a great way to boost your XP and to keep in touch with the Culinarians' Guild located at The Bismarck in Limsa Lominsa on the Upper Decks. Here is a list of the quests by class level and a brief description of what they require for completion. All quests can be received from Lyngsath, the Guild Master.

- **Level 1 Culinarian Quest**

“My First Skillet“

Objective : Deliver 1 Maple Syrup to Lyngsath.

Notes : Maple Syrup can be crafted at level 1.

Rewards : XP: 100 Crystals: [Fire Shard] x150 & [Water Shard] x100 Gear: Hempen Kurta – (Craftsmanship +18) Bonus: Rock Salt x30

- **Level 5 Culinarian Quest**

“A Treat of Trout“

Objective : Deliver 1 Grilled Trout to Ingham.

Notes : Grilled Trout can be crafted at level 1. Ingham can be located at The Bismarck, Limsa Lominsa Upper Decks.

Rewards : XP: 560 Gil: 194 Crystals: [Fire Shard] x200 & [Water Shard] x150 Gear: Amateur's Culinary Knife – (Craftsmanship +26) (Control +15) Bonus: Choose from 1 of 3 pieces of equipment or 3 Allagan Tin Pieces (Worth 25 Gil ea.)

- **Level 10 Culinarian Quest**

“Dodo it Yourself“

Objective : Deliver 2 Grilled Dodo to Ingham.

Notes : Grilled Dodo can be crafted at level 3.

Rewards : XP: 1,710 Gil: 289 Crystals: [Fire Shard] x250 & [Water Shard] x200
Gear: Bronze Skillet - (Craftsmanship +30) (Control +17) Bonus: Choose from 1 of 3 pieces of equipment or 2 Allagan Bronze Pieces (Worth 100 Gil ea.)

- **Level 15 Culinarian Quest**

“On a Skewer Tip“

Objective : There are four objectives to the completion of this quest.

Speak With Ingham.

Speak with Maetimaga.

Deliver 1 Meat Miq'abob to Maetimaga.

Report to Lyngsath.

Notes : Maetimaga can be found at The Bismarck, Limsa Lominsa Upper Decks. Meat Miq'abob can be crafted at level 8.

Rewards : XP: 3,360 Gil: 382 Gear: Recruit's Culinary Knife - (CP +1)
(Craftsmanship +40) (Control +23) Bonus: Choose from 1 of 3 pieces of equipment or 1 Allagan Bronze Piece (Worth 100 Gil ea.)

- **Level 20 Culinarian Quest**

“Releasing a Burden“

Objective : Deliver 1 Dried Prunes to Diving Dove.

Notes : Diving Dove is located at The Bismarck, Limsa Lominsa Upper Decks. Dried Purnes can be crafted at level 14.

Rewards : XP: 4,060 Gil: 470 Gear: Initiate's Skillet - (Craftsmanship +44)
(Control +25) Materia Slot x1 Bonus: Choose from 1 of 3 pieces of equipment or 4 Allagan Bronze Piece (Worth 100 Gil ea.)

- **Level 25 Culinarian Quest**

“Winning Friends with Aldgoat“

Objective : Deliver 1 Aldgoat Steak to Diving Dove.

Notes : Aldgoat Steak can be crafted at level 18.

Rewards : XP: 4,760 Gil: 557 Gear: Initiate's Culinary Knife – (Craftsmanship +50) (Control +29) Materia Slot x1 Bonus: Choose from 1 of 3 pieces of equipment or 1 Allagan Silver Piece (Worth 500 Gil ea.)

- **Level 30 Culinarian Quest**

“The Chefsbane Cometh”

Objective : There are four objectives to the completion of this quest.

Speak with Diving Dove.

Speak with Nonopesa.

Deliver 1 Smoked Raptor (HQ) to Nonopesa.

Report to Lyngsath.

Notes : Once you've been sent around to speak with Diving Dove and Nonopesa (located at The Bismarck, Limsa Lominsa Upper Decks) you'll be required to craft 1 High Quality Smoked Raptor dish. Smoked Raptor can be crafted at level 24.

Rewards : XP: 7,410 Gil: 639 Gear: Bomb Frypan – (Craftsmanship +55) (Control +32) Materia Slot x1 Bonus: Choose from 1 of 3 pieces of equipment or 2 Allagan Silver Piece (Worth 500 Gil ea.)

- **Level 35 Culinarian Quest**

“Of Cooks and Books”

Objective : Deliver 1 Ratatouille (HQ) to Latisha.

Notes : Latisha can be loated at The Bismarck, Limsa Lominsa Upper Decks.

Rewards : XP: 9,020 Gear: White Skillet – (Craftsmanship +63) (Control +36) Materia Slot x1 Bonus: Choose from 1 of 3 pieces of equipment or 4 Allagan Silver Piece (Worth 500 Gil ea.)

- **Level 40 Culinarian Quest**

“Diplomacy of the Skillet”

Objective : Deliver 1 Blood Currant Tart (HQ), 1 Pastry Fish (HQ) and 1 Chamomile Tea (HQ) to Latisha.

Notes : Blood Currant Tart can be crafted at level 25. Pastry Fish can be crafted at level 32. Chamomile Tea can be crafted at level 16.

Rewards : XP: 11,270 Gear: Apprentice's Culinary Knife - (CP +2) (Craftsmanship +70) (Control +40) Bonus: Choose from 1 of 3 pieces of equipment or 6 Allagan Silver Piece (Worth 500 Gil ea.)

- **Level 45 Culinarian Quest**

“A Taste of Home”

Objective : Deliver 1 Dzemael Gratin (HQ) to Latisha.

Notes : Dzemael Gratin can be crafted at level 36.

Rewards : XP: 12,420 Gear: Cobalt Skillet - (Craftsmanship +75) (Control +43) Materia Slot x1 Bonus: Choose from 1 of 3 pieces of equipment or 8 Allagan Silver Piece (Worth 500 Gil ea.)

- **Level 50 Culinarian Quest**

“Revenge of the Chesbane”

Objective : There are several objectives to the completion of this quest, primarily there are:

Speak with Diving Dove.

Speak with Latisha.

Present 1 Eft Steak (HQ), 1 Beef Stew (HQ), 1 Trapper's Quiche (HQ) and 1 Crowned Pie (HQ) to Zanthael.

Speak to Lyngsath.

Notes : Once you've spoken to the two first NPCs you'll be sent to speak with 4 others.

Once you've completed your little tour around the city, return to Latisha to receive your largest order yet. Once you've delivered the required items to Zanthael (located at Bulwarck Hall, Limsa Lominsa Lower Decks) return, finally to Lyngsath. Eft Steak can be crafted at level 42. Beef Stew can be crafted at level 42. Trapper's Quicke can be crafted at level 42. Crowned Pie can be crafted at level 40.

Rewards : XP: 0 Gear: Chantico - (Craftsmanship +107) (Control +61) Bonus: Choose from 1 of 3 pieces of green (uncommon) equipment or 2 Allagan Gold Piece (Worth 2,500 Gil ea.)

Goldsmith

The Goldsmith works daily with the most malleable metals and most sought after crystals and gems to create Eorzea's finest accessories. A fulfilling class, however not the cheapest to maintain a Goldsmith painstakingly seeks out only the best for their customers and clients across the lands. The Goldsmiths Guild is located in Ul'dah. Below we will explore the list of Crafting goods made by the Goldsmith and review which are best crafted to level up the class. We'll also delve into cross class relations to avoid going broke trying to keep up with the trade value of some of the finest resources. However we'll begin with a detailed list of their Class specific Actions and their use.

<u>Class-Specific Action Skill</u>	<u>Crafting Level Acquired</u>	<u>Crafting Point (CP) Usage</u>	<u>Description / •Important Notes•</u>
Manipulation	15	150	Restores 5 points of durability after each step for the next ten steps.
Flawless Synthesis	25	15	Increases Progress by 50. Success Rate: 90%
Innovation	43	18	Increases Control by 30% for the next five steps.

New Goldsmith Crafting List

<u>Item</u>	<u>Material</u>	<u>Crystal</u>
Brass Pricket	Brass Ingot Beeswax Candle x3	Wind Shard Fire Shard
Oasis Cottage Roof (Stone)	Brass Ingot x10 Limestone x30 Mortar x10 Roof Tile x10	Wind Shard x4 Fire Shard x4
Riviera Cottage Wall (Composite)	Limestone x30 Elm Lumber x5 Iron Joint Plate x10 Iron Nails x10	Wind Shard x4 Fire Shard x4

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Oasis Cottage Wall (Stone)	Limestone x30 Firebricks x15 Mortar x10	Wind Shard x4 Fire Shard x4
Oasis Partition	Brass Ingot x4 Limestone x3 Mortar	Wind Shard Fire Shard
Oasis Cottage Roof (Composite)	Brass Ingot x10 Limestone x15 Ash Lumber x5 Mortar x10 Roof Tile x10	Wind Shard x8 Fire Shard x4
Oasis Cottage Wall (Composite)	Limestone x15 Firebricks x10 Ash Lumber x5 Mortar x5	Wind Shard x8 Fire Shard x4
Glade Cottage Wall (Stone)	Limestone x>45 Yew Lumber x5 Mortar x10	Wind Shard x8 Fire Shard x4
Riviera Cottage Wall (Stone)	Limestone x60 Mortar x15	Wind Shard x8 Fire Shard x4
Oasis Lantern	Silver Ingot x2 Clear Glass Lens x2 Tallow Candle x2	Wind Shard x2 Fire Shard x2
Oasis Placard	Brass Ingot x6 Yew Lumber x4 Cotton Yarn x4	Wind Shard x2 Fire Shard x2
Manor Candelabra	Silver Ingot x2 Tallow Candle x3 Fine Wax	Wind Shard x3 Fire Shard x2
Weighing Scale	Silver Ingot x2 Brass Ingot Brass Rings x2	Wind Shard x3 Fire Shard x2

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	Yew Lumber	
Riviera Studded Door	Limestone x6 Steel Hinge x4 Walnut Lumber x4 Steel Rivets x2	Wind Shard x3 Fire Shard x2
Cut Stone	Granite x3	Wind Shard x3
Oasis Stone Chimney	Cut Stone x3 Granite x6 Mortar x3	Wind Shard x3 Fire Shard x3
Oasis Classical Door	Limestone x6 Steel Hinge x4 Steel Ingot x2 Walnut Lumber x4	Wind Shard x3 Fire Shard x3
Plum Purple Dye	Purple Pigment	Wind Crystal Fire Crystal
Othard Blue Dye	Blue Pigment	Wind Crystal Fire Crystal
Storm Blue Dye	Blue Pigment	Wind Crystal Fire Crystal
Sunset Orange Dye	Brown Pigment	Wind Crystal Fire Crystal
Kobold Brown Dye	Brown Pigment	Wind Crystal Fire Crystal
Ochu Green Dye	Green Pigment	Wind Crystal Fire Crystal
Riviera Roofed Wall	Cut Stone x10 Roof Tile x30 Mortar x20	Wind Shard x12 Fire Shard x12
Glade Classical Door	Limestone x6 Steel Hinge x4 Walnut Lumber x6	Wind Shard x3 Fire Shard x3
Glade Cobblestone Wall	Cut Stone x10	Wind Shard x12

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	Roof Tile x30 Shroud Seedling x20 Humus x20	Fire Shard x12
Ahriman Vase	Silver Ingot x2 Brass Ingot Copper Ingot Carnation Ahriman Tears	Wind Shard x4 Fire Shard x3
Ahriman Chronometer	Silver Ingot x2 Brass Ingot Copper Ingot Clear Glass Lens Ahriman Tears	Wind Shard x4 Fire Shard x3
Oasis House Roof (Stone)	Silver Ingot x10 Cut Stone x10 Mortar x20 Roof Tile x20	Wind Shard x16 Fire Shard x12
Riviera House Wall (Composite)	Granite x30 Walnut Lumber x5 Steel Joint Plate x10 Steel Nails x10	Wind Shard x16 Fire Shard x16
Oasis House Wall (Stone)	Cut Stone x5 Firebricks x30 Granite x15 Mortar x20	Wind Shard x16 Fire Shard x16
Riviera Wall Chimney	Cut Stone x3 Firebricks x4 Mortar x3	Wind Shard x4 Fire Shard x4
Oasis Wall Chimney	Cut Stone x3 Walnut Lumber x2 Silver Ingot x2 Mortar x3	Wind Shard x4 Fire Shard x4

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Riviera Stone Chimney	Cut Stone x4 Firebricks x4 Mortar x2	Wind Shard x4 Fire Shard x4
Riviera Pillar	Cut Stone x4 Oak Lumber x2 Mortar x4	Wind Shard x4 Fire Shard x4
Oasis House Roof (Composite)	Silver Ingot x10 Cut Stone x5 Walnut Lumber x5 Mortar x20 Roof Tile x20	Wind Shard x16 Fire Shard x16
Oasis House Wall (Composite)	Cut Stone x5 Firebricks x20 Walnut Lumber x5 Mortar x10	Wind Shard x16 Fire Shard x16
Glade House Wall (Stone)	Granite x30 Cut Stone x5 Oak Lumber x5 Mortar x20	Wind Shard x16 Fire Shard x16
Riviera House Wall (Stone)	Cut Stone x10 Granite x15 Mortar x30	Wind Shard x20 Fire Shard x16
Oasis Pillar	Cut Stone x4 Mahogany Lumber x2 Mortar x4	Wind Shard x5 Fire Shard x4
Oasis Rounded Chimney	Cut Stone x4 Silver Ingot x2 Mahogany Lumber x2 Mortar x2	Wind Shard x5 Fire Shard x4
Sylphic Chair	Electrum Ingot x3 Mahogany Lumber x2 Apkallu Down	Wind Shard x5 Fire Shard x5

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	Woolen Yarn x2 Sylphic Silk	
Sylphic Screen	Electrum Ingot x4 Mahogany Lumber x2 Steel Hinge x4 Sylphic Silk x2	Wind Shard x5 Fire Shard x5
Sylphic Table	Electrum Ingot x4 Mahogany Lumber x3 Sylphic Silk	Wind Shard x5 Fire Shard x5
Gemscope	Mythril Ingot x4 Silver Ingot Brass Ingot Clear Glass Lens Walnut Lumber	Wind Shard x5 Fire Shard x5
Sylphic Wall Lantern	Electrum Ingot x3 Mahogany Lumber Clear Glass Lens x2 Sylphic Silk x2 Tallow Candle x4	Wind Shard x5 Fire Shard x5
Sylphic Cupboard	Electrum Ingot x3 Mahogany Lumber x3 Clear Glass Lens x2 Sylphic Silk x2 Steel Hinge x2	Wind Shard x5 Fire Shard x5
Sylphic Bookshelf	Electrum Ingot x4 Mahogany Lumber x6 Sylphic Silk x2	Wind Shard x5 Fire Shard x5
Oasis Stone Wall	Cut Stone x15 Desert Seedling x25 Humus x25 Mortar x25	Wind Shard x20 Fire Shard x20
Sylphic Counter	Electrum Ingot x3	Wind Shard x5

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	Mahogany Lumber x4 Undyed Woolen Cloth Sylphic Silk x2	Fire Shard x5
Sylphic Dining Table	Electrum Ingot x2 Mahogany Lumber x4 Undyed Woolen Cloth x2 Sylphic Silk x2	Wind Shard x5 Fire Shard x5
Riviera Picket Wall	Cut Stone x15 Mahogany Lumber x10 Mortar x25	Wind Shard x24 Fire Shard x20
Table Chronometer	Electrum Ingot x2 Cobalt Ingot Cobalt Rivets x4 Brass Ingot	Wind Shard x6 Fire Shard x5
Oasis Hanging Placard	Electrum Ingot x6 Mahogany Lumber x4 Linen Yarn x4	Wind Shard x6 Fire Shard x5
Cactuar Weathervane	Electrum Ingot x4 Cut Stone x2 Rosewood Lumber x2 Mortar x4	Wind Shard x6 Fire Shard x5
Llymlaen's Embrace	Marble x9 Electrum Ingot x4 Bronze Ingot x6 Lapis Lazuli x12 Distilled Water x9	Wind Shard x6 Fire Shard x6
Wall Chronometer	Electrum Ingot x2 Cobalt Ingot Cobalt Rivets x4 Brass Ingot Rosewood Lumber x2	Wind Shard x6 Fire Shard x6

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Astroscope	Electrum Ingot x4 Mahogany Lumber x3 Raptor Leather x2 Clear Glass Lens	Wind Shard x6 Fire Shard x6
Amdapori Wall Lantern	Amdapori Stone x2 Mythril Ingot x4 Darksteel Nugget x2 Tallow Candle x4	Wind Shard x6 Fire Shard x6
Amdapori Beacon	Amdapori Stone x4 Rosewood Branch x12 Grenade Ash x8	Wind Shard x6 Fire Shard x6
Riviera Bathtub	Cut Stone x6 Darksteel Nugget x3 Mahogany Lumber x2 Clear Glass Lens Firewood	Wind Shard x6 Fire Shard x6
Oasis Bathtub	Cut Stone x6 Rose Gold Nugget x3 Marble x9 Lavender Oil Firewood	Wind Shard x6 Fire Shard x6
Riviera Stone Wall	Cut Stone x20 Granite x30 Mortar x30	Wind Shard x24 Fire Shard x24
Oasis Ornate Fence	Cut Stone x20 Electrum Ingot x5 Cobalt Ingot x5 Mortar x30	Wind Shard x24 Fire Shard x24
Mandragora Floor Lamp	Electrum Ingot x3 Raptor Leather x3 Tallow Candle x4 Frosted Glass Lens	Wind Shard x6 Fire Shard x6

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Inferno Wall Lamp	Rose Gold Nugget x4 Darksteel Nugget x4 Ifrit's Horn Frosted Glass Lens Tallow Candle x4	Fire Crystal x5
Vodoriga Sculpture	Rose Gold Nugget x2 Mythril Ingot x3 Oak Lumber Amdapori Stone x4 Cutting Oil	Wind Crystal x3 Fire Crystal x2
Vortex Couch	Undyed Felt x4 Spruce Lumber x2 Garuda's Feather Frosted Glass Lens Electrum Ingot x2 Tourmaline x2	Wind Crystal x5
Cragsoul Lamp	Rose Gold Nugget x4 Darksteel Nugget x4 Titan's Heart Frosted Glass Lens Tallow Candle x4	Earth Crystal x5
Oasis Mansion Roof (Composite)	Electrum Ingot x10 Marble x15 Mahogany Lumber x5 Mortar x30 Roof Tile x30 Clinker Bricks x10	Wind Crystal x12 Fire Crystal x8
Oasis Mansion Roof (Stone)	Electrum Ingot x10 Marble x30 Mortar x30 Roof Tile x30 Clinker Bricks x10	Wind Crystal x12 Fire Crystal x8

Riviera Mansion Wall (Composite)	Cut Stone x15 Rosewood Lumber x5 Cobalt Joint Plate x10 Cobalt Nails x10 Felt Lining x10	Wind Crystal x12 Fire Crystal x8
Riviera Mansion Wall (Stone)	Marble x45 Cut Stone x5 Granite x15 Mortar x45	Wind Crystal x12 Fire Crystal x8
Oasis Mansion Wall (Composite)	Cut Stone x15 Clinker Bricks x10 Mahogany Lumber x5 Granite x30 Mortar x15	Wind Crystal x12 Fire Crystal x8
Oasis Mansion Wall (Stone)	Marble x15 Clinker Bricks x15 Cut Stone x5 Granite x15 Mortar x30	Wind Crystal x12 Fire Crystal x8
Glade Mansion Wall (Stone)	Cut Stone x10 Granite x15 Spruce Lumber x5 Mortar x30 Clinker Bricks x10	Wind Crystal x12 Fire Crystal x8
Wolf Staff	Rose Gold Nugget Aldgoat Horn Wolf Fang Eye of Lightning Spoken Blood	Wind Crystal x3 Fire Crystal x2
Wolf Amber Ring	Amber Rose Gold Nugget	Wind Crystal x3 Fire Crystal x2
Wolf Spinel Ring	Spinel	Wind Crystal x3

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	Rose Gold Nugget	Fire Crystal x2
Wolf Turquoise Ring	Turquoise Rose Gold Nugget	Wind Crystal x3 Fire Crystal x2
Wolf Rubellite Ring	Rubellite Rose Gold Nugget	Wind Crystal x3 Fire Crystal x2
Wolf Zircon Ring	Zircon Rose Gold Nugget	Wind Crystal x3 Fire Crystal x2
Wolf Tourmaline Ring	Tourmaline Rose Gold Nugget	Wind Crystal x3 Fire Crystal x2
Wolf Amber Earrings	Amber x2 Rose Gold Nugget	Wind Crystal x3 Fire Crystal x2
Wolf Spinel Earrings	Spinel x2 Rose Gold Nugget	Wind Crystal x3 Fire Crystal x2
Wolf Turquoise Earrings	Turquoise x2 Rose Gold Nugget	Wind Crystal x3 Fire Crystal x2
Wolf Rubellite Earrings	Rubellite x2 Rose Gold Nugget	Wind Crystal x3 Fire Crystal x2
Wolf Zircon Earrings	Zircon x2 Rose Gold Nugget	Wind Crystal x3 Fire Crystal x2
Wolf Tourmaline Earrings	Tourmaline x2 Rose Gold Nugget	Wind Crystal x3 Fire Crystal x2
Wolf Amber Choker	Amber Rose Gold Nugget Electrum Ingot	Wind Crystal x3 Fire Crystal x2
Wolf Spinel Choker	Spinel Rose Gold Nugget Electrum Ingot	Wind Crystal x3 Fire Crystal x2
Wolf Turquoise Choker	Turquoise Rose Gold Nugget Electrum Ingot	Wind Crystal x3 Fire Crystal x2
Wolf Rubellite Choker	Rubellite Rose Gold Nugget	Wind Crystal x3 Fire Crystal x2

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	Electrum Ingot	
Wolf Zircon Choker	Zircon Rose Gold Nugget Electrum Ingot	Wind Crystal x3 Fire Crystal x2
Wolf Tourmaline Choker	Tourmaline Rose Gold Nugget Electrum Ingot	Wind Crystal x3 Fire Crystal x2
Wolf Amber Bracelet	Amber x2 Rose Gold Nugget	Wind Crystal x3 Fire Crystal x2
Wolf Spinel Bracelet	Spinel x2 Rose Gold Nugget	Wind Crystal x3 Fire Crystal x2
Wolf Turquoise Bracelet	Turquoise x2 Rose Gold Nugget	Wind Crystal x3 Fire Crystal x2
Wolf Rubellite Bracelet	Rubellite x2 Rose Gold Nugget	Wind Crystal x3 Fire Crystal x2
Wolf Zircon Bracelet	Zircon x2 Rose Gold Nugget	Wind Crystal x3 Fire Crystal x2
Wolf Tourmaline Bracelet	Tourmaline x2 Rose Gold Nugget	Wind Crystal x3 Fire Crystal x2
Gargoyle Sculpture	Rose Gold Ingot Marble x9 Cobalt Plate x2 Fine Wax x4 Cutting Oil x2	Wind Cluster Fire Cluster
Demon Wall Sculpture	Marble x9 Mythril Ingot x3 Amdapori Stone x6 Cutting Oil x2	Wind Cluster Fire Cluster
Amigo Cactus Floor Lamp	Rose Gold Ingot Cut Stone Mythril Ingot x5 Tallow Candle x6	Wind Shard x8 Fire Shard x7

	Frosted Glass Lens x2	
Blazing Inferno Wall Lamp	Rose Gold Ingot x2 Darksteel Nugget x4 Inferno Horn Frosted Glass Lens x2 Tallow Candle x4	Fire Crystal x10
Titanic Crag soul Lamp	Rose Gold Ingot x2 Darksteel Nugget x4 Crag Heart Frosted Glass Lens x2 Tallow Candle x4	Earth Crystal x10
Illumination Module	Rose Gold Ingot x2 ADS Illuminant ADS Plating ADS Frame Frosted Glass Lens x2	Wind Cluster Fire Cluster
Raging Vortex Couch	Vanya Silk x2 Spruce Lumber x2 Vortex Feather Frosted Glass Lens x2 Electrum Ingot x2 Tourmaline x2	Wind Crystal x10
Glade Wall Chronometer	two electrum ingots, one piece of mahogany lumber, one piece of oak lumber, one brass ingot, four cobalt rivets	six wind shards, six fire shards
Riviera Table Chronometer	two electrum ingots, one cobalt ingot, four cobalt rivets, one piece of rosewood lumber	six wind shards, six fire shards

Ahriman Vase	one umbrella fig, ahriman tears, two brass ingots	five wind shards, four fire shards
Sanguine Horn Staff	eye of fire, one antelope horn, one beastkin blood	two wind shards, one fire shard
Forest Flooring	six pieces of marble, four pieces of cut stone, four pieces of mortar	six wind shards, six fire shards
Tiled Interior Wall	six pieces of marble, four pieces of cut stone, four pieces of mortar	six wind shards, six fire shards
Carbuncle Chronometer	one ruby, five rose gold nuggets, five mythrill ingots, four cobalt rivets	two wind cluster, one fire cluster
Carbuncle Lantern	one ruby, three frosted glass lenses, four tallow candles, two rose gold nuggets, two pieces of hippogryph leather	two wind clusters, one fire cluster
Armorcraft Bench	one glazenut, one wolfram ingot, six pieces of marble, four pieces of cut stone, two pieces of mortar, one coke	two wind clusters, one fire cluster
Millioncorn Yellow Dye	yellow pigment	one wind crystal, one fire crystal
Woad Blue Dye	blue pigment	one wind crystal, one fire crystal
Void Blue Dye	blue pigment	one wind crystal, one fire crystal
Celeste Blue Dye	green pigment	one wind crystal, one fire crystal
Deepwood Green Dye	green pigment	one wind crystal, one fire crystal
Colibri Pink Dye	purple pigment	one wind crystal, one fire crystal

Grade 1 Glamour Prism for Goldsmithing	grade 1 clear prism, two silver ingots	one wind crystal, one fire crystal
Grade 2 Glamour Prism for Goldsmithing	grade 2 clear prism, two silver ingots	one wind crystal, one fire crystal
Grade 3 Glamour Prism for Goldsmithing	grade 3 clear prism, two silver ingots	one wind crystal, one fire crystal
Grade 4 Glamour Prism for Goldsmithing	grade 4 clear prism, two silver ingots	one wind crystal, one fire crystal
Grade 5 Glamour Prism for Goldsmithing	grade 5 clear prism, two silver ingots	one wind crystal, one fire crystal
Gold Spectacles	one gold ingot, two pieces of terminus putty, one clear glass lens, one rose gold nugget	two wind clusters, one fire cluster
Ruby	emery, one raw ruby	two wind clusters, one fire cluster
Gold Ingot	raziqsand, native gold, one piece of gold ore	two wind clusters, one fire cluster
Regal Letter Box	one kingly whisker, one gold ingot, four cobalt plates, one piece of ancient lumber, two pieces of undyed woolen cloth	two wind cluster, one fire cluster
Rose Gold Gear	two rose gold nuggets	11 wind shards, 10 fire shards
Oval Spectacles	Clear Glass Lens x2 Silver Ingot	Wind Shard x2 Fire Shard
Shaded Spectacles	Polarized Glass x2 Darksteel Nugget	Wind Crystal x3 Fire Crystal x2
Ceramic Tile Flooring	Potter's Clay x6	Wind Shard x2

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	Straw x6 Mortar x4	Fire Shard x2
Straight Stepping Stones	Siltstone x6 Mortar x4	Wind Shard x4 Fire Shard x3
Curved Stepping Stones	Siltstone x9 Mortar x4	Wind Shard x4 Fire Shard x3
Mosaic Interior Wall	Granite x3 Cut Stone x3 Mortar x4	Wind Shard x4 Fire Shard x3
Oasis Fence	Cut Stone x30 Granite X20 Marble X20 Mortar X20	Wind Shard x28 Fire Shard x24
Marble Flooring	Marble x9 Aqueous Whetstone x9 Mortar x4	Wind Cluster Fire Cluster
Garden Pond	Mossy Rock x4 Unbreakable Rock x4 Terminus Putty x4	Wind Cluster x2 Fire Cluster
Emperor's Throne	Throne Gem Gold Ingot x3 Aqueous Whetstone x2 Fieldcraft Demimateria III x3	Wind Cluster x2 Fire Cluster
Rose Gold Choker	Rose Gold Nugget Uraeus Leather Fieldcraft Demimateria I x10	Wind Crystal x3 Fire Crystal x2
Mosshorn Earrings	Mossy Horn Uraeus Leather	Wind Crystal x3 Fire Crystal x2

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	Rose Gold Nugget Fieldcraft Demimateria I x10	
Rose Gold Earrings of Gathering	Rose Gold Nugget Basilisk Whetstone Fieldcraft Demimateria I x10	Wind Crystal x3 Fire Crystal x2
Calibrated Rose Gold Cog	Rose Gold Cog Fieldcraft Demimateria III x2	Wind Shard x12 Fire Shard x11
Diamond	Emery Raw Diamond	Wind Cluster x2 Fire Cluster
Emerald	Emery Raw Emerald	Wind Cluster x2 Fire Cluster
Topaz	Emery Raw Topaz	Wind Cluster x2 Fire Cluster
Iolite	Emery Raw Iolite	Wind Cluster x2 Fire Cluster
Sapphire	Emery Raw Sapphire	Wind Cluster x2 Fire Cluster
Wile of the Vortex	Demimateria of the Vortex x3 Battlecraft Demimateria III x10 Vortex Feather Gold Ingot x3 Jadeite	Wind Crystal x12
Inferno Cudgel	Demimateria of the Inferno x3 Battlecraft Demimateria	Fire Crystal x12

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	III x10 Inferno Horn Ruby x3 Mythrill Ingot x2	
Van of the Vortex	Demimateria of the Vortex x3 Battlecraft Demimateria III x10 Vortex Feather Gold Ingot x3 Jadeite	Wind Crystal x12
Ruby Choker	Ruby Gold Ingot x2 Battlecraft Demimateria II x2 Battlecraft Demimateria I x5	Wind Cluster x2 Fire Cluster
Diamond Choker	Diamond Gold Ingot x2 Battlecraft Demimateria II x2 Battlecraft Demimateria I x5	Wind Cluster x2 Fire Cluster
Emerald Choker	Emerald Gold Ingot x2 Battlecraft Demimateria II x2 Battlecraft Demimateria I x5	Wind Cluster x2 Fire Cluster
Topaz Choker	Topaz Gold Ingot x2	Wind Cluster x2 Fire Cluster

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	Battlecraft Demimateria II x2 Battlecraft Demimateria I x5	
Aiolite Choker	Iolite Gold Ingot x2 Battlecraft Demimateria II x2 Battlecraft Demimateria I x5	Wind Cluster x2 Fire Cluster
Sapphire Choker	Sapphire Gold Ingot x2 Battlecraft Demimateria II x2 Battlecraft Demimateria I x5	Wind Cluster x2 Fire Cluster
Ruby Earrings	Ruby x2 Gold Ingot Battlecraft Demimateria II x2 Battlecraft Demimateria I x5	Wind Cluster x2 Fire Cluster
Diamond Earrings	Diamond x2 Gold Ingot Battlecraft Demimateria II x2 Battlecraft Demimateria I x5	Wind Cluster x2 Fire Cluster
Emerald Earrings	Emerald x2 Gold Ingot Battlecraft Demimateria	Wind Cluster x2 Fire Cluster

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	II x2 Battlecraft Demimateria I x5	
Topaz Earrings	Topaz x2 Gold Ingot Battlecraft Demimateria II x2 Battlecraft Demimateria I x5	Wind Cluster x2 Fire Cluster
Aiolite Earrings	Iolite x2 Gold Ingot Battlecraft Demimateria II x2 Battlecraft Demimateria I x5	Wind Cluster x2 Fire Cluster
Sapphire Earrings	Sapphire x2 Gold Ingot Battlecraft Demimateria II x2 Battlecraft Demimateria I x5	Wind Cluster x2 Fire Cluster
Ruby Bracelet	Ruby x2 Gold Ingot Battlecraft Demimateria II x2 Battlecraft Demimateria I x5	Wind Cluster x2 Fire Cluster
Diamond Bracelet	Diamond x2 Gold Ingot Battlecraft Demimateria II x2	Wind Cluster x2 Fire Cluster

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	Battlecraft Demimateria I x5	
Emerald Bracelet	Emerald x2 Gold Ingot Battlecraft Demimateria II x2 Battlecraft Demimateria I x5	Wind Cluster x2 Fire Cluster
Topaz Bracelet	Topaz x2 Gold Ingot Battlecraft Demimateria II x2 Battlecraft Demimateria I x5	Wind Cluster x2 Fire Cluster
Aiolite Bracelet	Iolite x2 Gold Ingot Battlecraft Demimateria II x2 Battlecraft Demimateria I x5	Wind Cluster x2 Fire Cluster
Sapphire Bracelet	Sapphire x2 Gold Ingot Battlecraft Demimateria II x2 Battlecraft Demimateria I x5	Wind Cluster x2 Fire Cluster
Ruby Ring	Ruby Gold Ingot x2 Battlecraft Demimateria II x2 Battlecraft Demimateria I	Wind Cluster x2 Fire Cluster

	x5	
Diamond Ring	Diamond Gold Ingot x2 Battlecraft Demimateria II x2 Battlecraft Demimateria I x5	Wind Cluster x2 Fire Cluster
Emerald Ring	Emerald Gold Ingot x2 Battlecraft Demimateria II x2 Battlecraft Demimateria I x5	Wind Cluster x2 Fire Cluster
Topaz Ring	Topaz Gold Ingot x2 Battlecraft Demimateria II x2 Battlecraft Demimateria I x5	Wind Cluster x2 Fire Cluster
Aiolite Ring	Iolite Gold Ingot x2 Battlecraft Demimateria II x2 Battlecraft Demimateria I x5	Wind Cluster x2 Fire Cluster
Sapphire Ring	Sapphire Gold Ingot x2 Battlecraft Demimateria II x2 Battlecraft Demimateria I x5	Wind Cluster x2 Fire Cluster

For a complete list of Levemete locations refer to the list provided in the Guildleves section of this guide where all Levemete locations can be found and which level their levequests are. Every Levemete will provide Levequests that are relevant to every class, granted you've managed to reach the required level.

Goldsmith Quest Guide

There are also class specific quests that can be gained and completed from your Class Guildmaster. The Guildmaster will always be located at the same place, and will grant you access to quests as you level your classes experience, most of these quests will be self explanatory and don't have a time limit, like Guildleves but are a great way to boost your XP and to keep in touch with the Goldsmith Guild located at Eshtaimes Lapidaries in Ul'Dah. Here is a list of the quests by class level and a brief description of what they require for completion.

- **Level 1 Goldsmith Quest**

"My First Chaser Hammer"

Objective : Deliver 1 Copper Ingot to Serendipity.

Notes : Copper Ingot can be crafted at level 1.

Rewards : XP: 100 Crystals: [Wind Shard] x150 & [Fire Shard] x100 Gear: Hempen Kurta - (Craftsmanship +18) Bonus: Copper Ore x30

- **Level 5 Goldsmith Quest**

"Gorgets Rising"

Objective : Deliver 3 Copper Gorgets to Serendipity.

Notes : Copper Gorgets can be crafted at level 1. Turning in High Quality quest items will grant a High Quality crafting tool.

Rewards : XP: 395 Gil: 194 Crystals: [Wind Shard] x200 & [Fire Shard] x150 Gear: Amateur's Grinding Wheel - (Craftsmanship +26) (Control +15) Bonus: Choose from 1 of 3 pieces of equipment or 3 Allagan Tin Pieces (Worth 25 Gil ea.)

- **Level 10 Goldsmith Quest**

“Throw Some Rings on It”

Objective : Deliver 12 Copper Rings to Robert.

Notes : Robert can be located at Steps of Thal, Ul'Dah. Copper Rings can be crafted at level 1. Turning in High Quality quest items will grant a High Quality crafting tool.

Rewards : XP: 1,710 Gil: 289 Crystals: [Wind Shard] x250 & [Fire Shard] x200
Gear: Bronze Chaser Hammer – (Craftsmanship +30) (Control +17) Bonus: Choose from 1 of 3 pieces of equipment or 2 Allagan Bronze Pieces (Worth 100 Gil ea.)

- **Level 15 Goldsmith Quest**

“Objectively Speaking”

Objective : Deliver 1 Fang Earrings and 1 Brass Gorget to Robert.

Notes : Fang Earrings can be crafted at level 7. Brass Gorget can be crafted at level 7.

Rewards : XP: 3,360 Gil: 382 Gear: Recruit's Grinding Wheel – (CP +1)
(Craftsmanship +41) (Control +24) Bonus: Choose from 1 of 3 pieces of equipment or 1 Allagan Bronze Pieces (Worth 100 Gil ea.)

- **Level 20 Goldsmith Quest**

“A Melding of the Minds”

Objective : Deliver 1 Materia enhanced Staghorn Staff to Serendipity.

Notes : Once you've completed the prerequisite quests and unlocked Materia converting you'll need to convert one piece of equipment to complete the request. Staghorn Staff can be crafted at level 11.

Rewards : XP: 4,060 Gil: 470 Gear: Iron Chaser Hammer – (Craftsmanship +43)
(Control +24) Materia Slot x1 Bonus: Choose from 1 of 3 pieces of equipment or 4 Allagan Bronze Pieces (Worth 100 Gil ea.)

- **Level 25 Goldsmith Quest**

“Or Even the Silver Cord be Loosed”

Objective : Deliver 1 Silver Ingot (HQ) to Serendipity.

Notes : Silver Ingot can be crafted at level 15.

Rewards : XP: 4,760 Gil: 557 Gear: Initiate's Grinding Wheel – (craftsmanship +51) (Control +29) Materia Slot x1 Bonus: Choose from 1 of 3 pieces of equipment or 1 Allagan Silver Pieces (Worth 500 Gil ea.)

- **Level 30 Goldsmith Quest**

“Serendipity Now”

Objective : Deliver 1 Malachite Earrings (HQ) to Robert.

Notes : Malachite Earrings can be crafted at level 22.

Rewards : XP: 6,825 Gil: 639 Gear: Steel chaser Hammer – (Craftsmanship +56) (Control +32) Materia Slot x1 Bonus: Choose from either 1 piece of equipment or 6 Allagan Bronze Pieces (Worth 100 Gil ea.)

- **Level 35 Goldsmith Quest**

“Mammets on Fire”

Objective : Deliver 1 Fire Brand (HQ) to Serendipity.

Notes : Fire Brand can be crafted at level 27.

Rewards : XP: 9,020 Gear: Steel Ornamental Hammer – (Craftsmanship +63) (Control +36) materia Slot x1 Bonus: Choose from 1 of 3 pieces of equipment or 4 Allagan Silver Pieces (Worth 500 Gil ea.)

- **Level 40 Goldsmith Quest**

“The Horns of Green”

Objective : Deliver 1 Horn Staff to Roroton.

Notes : Roroton can be found at the Ruby Road Exchange in Steps of Nald, Ul-Dah.

Horn Staff can be crafted at level 33.

Rewards : XP: 11,270 Gear: Apprentice's Grinding Wheel – (CP +2) (Craftsmanship +69) (Control +39) Bonus: Choose from 1 of 3 pieces of equipment or 6 Allagan Silver Pieces (Worth 500 Gil ea.)

- **Level 45 Goldsmith Quest**

“The Fox in the Hen House”

Objective : Deliver 1 Electrum Circlet (Amber) (HQ), 1 Electrum Circlet (Spinel) (HQ) and 1 Electrum Circlet (Zircon) (HQ) to Roroton.

Notes : All Electrum Circlets can be crafted at level 37.

Rewards : XP: 12,420 Gear: Mythril Lapidary Hammer – Materia Slot x1 Bonus: Choose from 1 of 3 pieces of equipment or 8 Allagan Silver Pieces (Worth 500 Gil ea.)

- **Level 50 Goldsmith Quest**

“Jaded”

Objective : Deliver 1 Black Pearl Ring (HQ) melded with a Piety Materia III to Serendipity.

Notes : Black Pearl Ring can be crafted at level 41. Piety Materia III can be obtained from Cracked Materia III.

Rewards : XP: 0 Gear: Urcaguary – (Craftsmanship +107) (Control +61) Bonus: Choose from 1 of 3 pieces of green (Uncommon) equipment or 2 Allagan Gold Pieces (Worth 2,500 Gil ea.)

Leatherworker

The Leatherworker is most proficient with animal hides and has found a use for even the smallest pelt. The Leatherworkers finest works lie in their Leather Armor crafting abilities. The Leatherworkers Guild lies in Gridania. Below we will explore the list of Crafting goods made by the Leatherworker and review which are best crafted to level up the class. We'll also delve into cross class relations to avoid going for broke trying to keep up with the trade value of some of the finest resources. However we'll begin with a detailed list of their Class specific Actions and their use.

<u>Class-Specific Action Skill</u>	<u>Crafting Level Acquired</u>	<u>Crafting Point (CP) Usage</u>	<u>Description / •Important Notes•</u>
Waste Not	15	56	Reduces Loss of Durability by 50% for the next four steps.
Brand of Earth	37	15	Increases Progress. Progress doubles when recipe affinity in Earth.
Waste Not II	50	98	Reduces Loss of Durability by 50% for the next eight steps.

New Leatherworker Crafting List

<u>Item</u>	<u>Material</u>	<u>Crystal</u>
Hard Leather Sandals	Hard Leather Ash Lumber Beast Sinew	Earth Shard Wind Shard
Hard Leather Crakows	Hard Leather Bronze Ingot Beast Sinew Rubber	Earth Shard Wind Shard
Glade Bench	Hard Leather x4 Ash Lumber x4	Earth Shard Wind Shard
Goatskin Duckbills	Aldgoat Leather Undyed Velveteen	Earth Shard x2 Wind Shard x2
Manor Stool	Toad Leather x2 Steel Ingot x2 Silver Ingot Fine Wax	Earth Shard x3 Wind Shard x2
Manor Couch	Toad Leather x4 Walnut Lumber x2 Fine Wax x2	Earth Shard x3 Wind Shard x2
Plum Purple Dye	Purple Pigment	Earth Crystal

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		Wind Crystal
Othard Blue Dye	Blue Pigment	Earth Crystal Wind Crystal
Storm Blue Dye	Blue Pigment	Earth Crystal Wind Crystal
Sunset Orange Dye	Brown Pigment	Earth Crystal Wind Crystal
Kobold Brown Dye	Brown Pigment	Earth Crystal Wind Crystal
Ochu Green Dye	Green Pigment	Earth Crystal Wind Crystal
Ahriman Chair	Toad Leather Walnut Lumber Steel Ingot Steel Rivets Ahriman Tears	Earth Shard x4 Wind Shard x3
Oasis Banner	Boar Leather x2 Linen Canvas x2 Walnut Lumber x2 Steel Ingot x2	Earth Shard x4 Wind Shard x4
Glade Counter	Peiste Leather x2 Oak Lumber x4 Steel Ingot x2	Earth Shard x4 Wind Shard x4
Boarskin Duckbills	Boar Leather Undyed Woolen Cloth	Earth Shard x5 Wind Shard x4
Highland Mitts	Blue Fox Hide Undyed Woolen Cloth Woolen Yarn	Earth Shard x5 Wind Shard x4
Highland Boots	Blue Fox Hide Undyed Woolen Cloth Woolen Yarn	Earth Shard x5 Wind Shard x4

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	Rubber	
Highland Hood	Blue Fox Hide Undyed Woolen Cloth Woolen Yarn	Earth Shard x5 Wind Shard x4
Highland Smock	Blue Fox Hide Undyed Woolen Cloth x2 Woolen Yarn x2	Earth Shard x5 Wind Shard x4
Sheep Rug	Boar Leather x5 Fleece x4 Blue Fox Hide x2	Earth Shard x5 Wind Shard x4
Glade Banner	Peiste Leather x2 Linen Canvas x2 Oak Lumber x2 Steel Ingot x2	Earth Shard x5 Wind Shard x4
Riviera Oval Rug	Peiste Leather x6 Undyed Woolen Cloth x2 Woolen Yarn x4	Earth Shard x5 Wind Shard x4
Glade Blossom Rug	Raptor Leather x6 Bloodgrass x6 Mythril Rivets x2	Earth Shard x5 Wind Shard x5
Riviera Banner	Raptor Leather x2 Linen Canvas x2 Mahogany Lumber x2 Steel Ingot x2	Earth Shard x5 Wind Shard x5
Glade Armchair	Raptor Leather x2 Oak Lumber x2 Cobalt Rivets x2 Apkallu Down x2	Earth Shard x6 Wind Shard x5
Riviera Fringed Rug	Raptor Leather x6 Boar Hide x4	Earth Shard x6 Wind Shard x5

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	Woolen Yarn x4	
Glade Couch	Raptor Leather x4 Oak Lumber x3 Cobalt Rivets x3 Apkallu Down x2	Earth Shard x6 Wind Shard x6
Morbol Chair	Hippogryph Leather x2 Rosewood Lumber x2 Morbol Vine x2 Undyed Woolen Cloth Sandworm Fang Morbol Saliva	Earth Shard x6 Wind Shard x6
Morbol Screen	Hippogryph Leather x3 Rosewood Lumber Morbol Vine x4 Undyed Woolen Cloth Sandworm Fang Morbol Saliva	Earth Shard x6 Wind Shard x6
Morbol Bookshelf	Hippogryph Leather x4 Rosewood Lumber x2 Morbol Vine x2 Undyed Woolen Cloth Sandworm Fang Morbol Saliva	Earth Shard x6 Wind Shard x6
Morbol Rug	Hippogryph Leather x3 Snurble Tufts Morbol Vine x4 Undyed Woolen Cloth Morbol Saliva	Earth Shard x6 Wind Shard x6

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Morbol Chandelier	Hippogryph Leather x4 Rosewood Lumber x2 Morbol Vine x2 Morbol Seedling Morbol Saliva x2 Tallow Candle x4	Earth Shard x6 Wind Shard x6
Glacial Boots	Chinchilla Hide Twinthread Rose Gold Nugget Rubber	Earth Crystal x3 Wind Crystal x2
Glacial Coat	Chinchilla Hide x2 Boar Leather Twinthread x2	Earth Crystal x3 Wind Crystal x2
Drinking Apkallu	Hippogryph Leather x2 Silver Ingot Distilled Water Apkallu Down x5 Frosted Glass Lens	Earth Crystal x3 Wind Crystal x2
Behemoth Wall Trophy	Hippogryph Leather x3 Rosewood Lumber x3 Darksteel Nugget x2 Behemoth Horn x4 Chinchilla Hide x2	Earth Crystal x3 Wind Crystal x2
Wolf Breeches	Hippogryph Leather Raptor Leather Undyed Woolen Cloth x2 Woolen Yarn	Earth Crystal x3 Wind Crystal x2
Wolf Brais	Hippogryph Leather Undyed Woolen Cloth Woolen Yarn Raptor Sinew	Earth Crystal x3 Wind Crystal x2

Wolf Ringbands	Hippogryph Leather Cobalt Ingot Electrum Ingot Eye of Fire	Earth Crystal x3 Wind Crystal x2
Wolf Armguards	Hippogryph Leather Cobalt Ingot Cobalt Rivets	Earth Crystal x3 Wind Crystal x2
Wolf Duckbills	Hippogryph Leather Undyed Woolen Cloth	Earth Crystal x3 Wind Crystal x2
Wolf Leg Guards	Hippogryph Leather Raptor Leather Raptor Sinew Mythril Ingot	Earth Crystal x3 Wind Crystal x2
Wolf Moccasins	Hippogryph Leather Boar Leather Raptor Sinew Rubber	Earth Crystal x3 Wind Crystal x2
Wolf Satchel Belt	Hippogryph Leather Electrum Ingot Woolen Yarn	Earth Crystal x3 Wind Crystal x2
Wolf Whipping Belt	Hippogryph Leather Hippogryph Sinew Cobalt Ingot	Earth Crystal x3 Wind Crystal x2
Wolf Belt	Hippogryph Leather Raptor Sinew Mythril Ingot	Earth Crystal x3 Wind Crystal x2
Wolf Jacket	Hippogryph Leather Raptor Leather x2 Raptor Sinew	Earth Crystal x3 Wind Crystal x2
Forest Flooring	two pieces of aldoat leather, two chamomile, four vials of growth formula gamma	three earth shards, three wind shards

Tonberry Couch	four pieces of hippogryph leather, one blue fox hide, four pieces of mahogany lumber, three electrum ingots, three apkallu down	three earth crystals, two wind crystals
Tonberry Armchair	three pieces of hippogryph leather, one blue fox hide, three pieces of mahogany lumber, three electrum ingots, three apkallu down	three earth crystals, two wind crystals
Carbuncle Armshair	one ruby, four pieces of hippogryph leather, four pieces of undyed woolen cloth, three apkallu down, three cobalt ingots	two earth clusters, one wind cluster
Carbuncle Chronometer	two rubies, two pieces of jute cloth, four pieces of hippogryph leather, four pieces of raptor leather	two earth clusters, one wind cluster
Sailor Deck Shoes	one piece of mariner cotton cloth, one piece of raptor leather, one twinthread, one piece of rubber	three earth crystals, two wind crystals
Colibri Pink Dye	purple pigment	one earth crystal, one wind crystal
Deepwood Green Dye	green pigment	one earth crystal, one wind crystal
Celeste Blue Dye	green pigment	one earth crystal, one wind crystal
Woad Blue Dye	blue pigment	one earth crystal, one wind

		crystal
Void Blue Dye	blue pigment	one earth crystal, one wind crystal
Millioncorn Yellow Dye	yellow pigment	one earth crystal, one wind crystal
Grade 1 Glamour Prism for Leatherworking	grade 1 clear prism, two pieces of toad leather	one earth crystal, one wind crystal
Grade 2 Glamour Prism for Leatherworking	grade 2 clear prism, two pieces of toad leather	one earth crystal, one wind crystal
Grade 3 Glamour Prism for Leatherworking	grade 3 clear prism, two pieces of toad leather	one earth crystal, one wind crystal
Grade 4 Glamour Prism for Leatherworking	grade 4 clear prism, two pieces of toad leather	one earth crystal, one wind crystal
Grade 5 Glamour Prism for Leatherworking	grade 5 clear prism, two pieces of toad leather	one earth crystal, one wind crystal
Saurian Crakows Casting	saurian leather, two pieces of terminus putty, one piece of undyed felt, one twinthread, one rose gold nugget,	two earth clusters, one wind cluster
Saurian Boots of Aiming	saurian leather, two pieces of terminus putty, two pieces of hippogryph leather, one piece of raptor sinew	two earth clusters, one wind cluster
Saurian Boots of Striking	saurian leather, two pieces of terminus putty, one piece of undyed felt, one twinthread, two rose gold nuggets	two earth clusters, one wind cluster
Saurian Boots of Healing	saurian leather, two pieces of terminus putty, one piece of hippogryph leather, one piece of	two earth clusters, one wind cluster

	raptor sinew, one rose gold nugget	
Saurian Belt of Aiming	saurian leather, one piece of terminus putty, one piece of coeurl fur, one rose gold nugget	two earth clusters, one wind cluster
Saurian Belt of Striking	saurian leather, one piece of terminus putty, two darksteel rivets	two earth clusters, one wind cluster
Saurian Belt of Casting	saurian leather, one piece of terminus putty, one rose gold nugget, one twinthread	two earth clusters, one wind cluster
Saurian Belt of Healing	saurian leather, one piece of terminus putty, one darksteel nugget, one piece of raptor sinew	two lightening clusters, one wind cluster
Saurian Gloves of Aiming	saurian leather, two pieces of terminus putty, one piece of hippogryph leather, one rose gold nugget, one piece of raptor sinew	two earth clusters, one wind cluster
Saurian Gloves of Striking	saurian leather, two pieces of terminus putty, one piece of undyed felt, one twinthread, one rose gold nugget, one piece of raptor sinew	two earth clusters, one wind cluster
Saurian Gloves of Healing	saurian leather, two pieces of terminus putty, one piece of undyed felt, two twinthreads, one piece of raptor sinew	two earth clusters, one wind cluster
Saurian Gloves of Casting	saurian leather, two terminus	two earth clusters, one wind

	putty, one piece of hippogryph leather, one piece of raptor sinew	cluster
Saurian Trousers	two pieces of saurian leather, two pieces of terminus putty, two pieces of hippogryph leather, one piece of raptor sinew	two earth clusters, one wind cluster
Saurian Shirt of Striking	two pieces of saurian leather, two pieces of terminus putty, one piece of hippogryph leather, one piece of undyed felt, one twinthread, one rose gold nugget	two earth clusters, one wind cluster
Saurian Tabard of Aiming	two pieces of saurian leather, two pieces of terminus putty, one piece of hippogryph leather, one set of darksteel rings, one rose gold nugget	two earth clusters, one wind cluster
Saurian Bandana of Striking	saurian leather, two pieces of terminus putty, one piece of undyed felt, one twinthread, one rose gold nugget	two earth clusters, one wind cluster
Saurian Leather	saurian skin, shroud tea leaves	two earth clusters, one wind cluster
Gryphonskin Strap	two pieces of hippogryph leather	11 earth shards, 10 wind shards
Levin Barding	Levin Orb Saurian Leather Rose Gold Nugget Twinthread x4	Earth Cluster x2 Wind Cluster

Stuffed Goblin	Floss Silk x2 Exquisite Buttons x2 Boar Leather x2 Undyed Felt x2 Linen Yarn x2	Earth Crystal x3 Wind Crystal x2
Coeurl Beach Halter	Waterproof Cotton Coeurl Fur x2 Twinthread Fieldcraft Demimateria I x5	Earth Crystal x3 Wind Crystal x2
Coeurl Talisman	Waterproof Cotton Coeurl Fur Silver Ingot Lapis Lazuli Fieldcraft Demimateria I x5	Earth Crystal x3 Wind Crystal x2
Dodore Belt	Dodore Leather x2 Darksteel Rivets Fieldcraft Demimateria I x10	Earth Crystal x3 Wind Crystal x2
Dodore Survival Belt	Dodore Leather x2 Undyed Felt Darksteel Nugget Fieldcraft Demimateria I x10	Earth Crystal x3 Wind Crystal x2
Coeurl Beach Tanga	Waterproof Cotton Coeurl Fur Twinthread Fieldcraft Demimateria I x5	Earth Crystal x3 Wind Crystal x2
Coeurl Beach Pareo	Waterproof Cotton Coeurl Fur x2 Twinthread Fieldcraft Demimateria I x5	Earth Crystal x3 Wind Crystal x2
Coeurl Beach Briefs	Waterproof Cotton Coeurl Fur	Earth Crystal x3 Wind Crystal x2

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	Twinthread Fieldcraft Demimateria I x5	
Coeurl Beach Maro	Waterproof Cotton Coeurl Fur x2 Twinthread Fieldcraft Demimateria I x5	Earth Crystal x3 Wind Crystal x2
Dodore Choker	Dodore Leather Raptor Sinew Fieldcraft Demimateria I x10	Earth Crystal x3 Wind Crystal x2
Dodore Ring	Dodore Leather Twinthread Fieldcraft Demimateria I x10	Earth Crystal x3 Wind Crystal x2
Water-hardened Hippogryph Strap	Gryphonskin Strap Fieldcraft Demimateria III x2	Earth Shard x12 Wind Shard x11
Murderous Moggle Mogfists	Demimog Demimateria x3 Battlecraft Demimateria III x10 Kingly Whisker Saurian Leather x3 Cobalt Ingot	Earth Cluster x2 Wind Cluster
Augmented Saurian Shirt of Striking	Saurian Shirt of Striking Battlecraft Demimateria III Battlecraft Demimateria II x10 Saurian Leather x2	Earth Cluster x2 Wind Cluster
Augmented Saurian Tabard of Aiming	Saurian Tabard of Aiming Battlecraft Demimateria III Battlecraft Demimateria II x10 Saurian Leather x2	Earth Cluster x2 Wind Cluster

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Leatherworker Quest Guide

There are also class specific quests that can be gained and completed from your Class Guildmaster. The Guildmaster will always be located at the same place, and will grant you access to quests as you level your classes experience, most of these quests will be self explanatory and don't have a time limit, like Guildleves but are a great way to boost your XP and to keep in touch with the Leatherworker Guild located at Atelier Fen-Yll in Gridania. Here is a list of the quests by class level and a brief description of what they require for completion. All quests can be received from Geva, the Guild Master.

- **Level 1 Leatherworker Quest**

"My First Head Knife"

Objective : Deliver 1 Leather to Geva.

Notes : Leather can be crafted at level 1.

Rewards : XP: 100 Crystals: [Earth Shard] x150 & [Wind Shard] x100 Gear: Hempen Kurta – (Craftsmanship +18) Bonus: Animal Skin x10

- **Level 5 Leatherworker Quest**

"A Test of Technique"

Objective : Deliver 3 Leather Chokers to Geva.

Notes : Leather Choker can be crafted at 1.

Rewards : XP: 560 Gil: 194 Crystals: [Earth Shard] x200 & [Wind Shard] x150 Gear: Amateur's Awl – (Craftsmanship +26) (Control +15) Bonus: Choose from 1 of 3 pieces of equipment or 3 Allagan Tin Pieces (Worth 25 Gil ea.)

- **Level 10 Leatherworker Quest**

“Geva's Gambit”

Objective : Deliver 10 Hard Leather to Geva.

Notes : Hard Leather can be crafted at level 1.

Rewards : XP: 1,710 Gil: 289 Crystals: [Earth Shard] x250 & [Wind Shard] x200
Gear: Bronze Head Knife – (Craftsmanship +30) (Control +17) Bonus: Choose from 1 of 3 pieces of equipment or 3 Allagan Bronze Pieces (Worth 100 Gil ea.)

- **Level 15 Leatherworker Quest**

“Working Hells for Leather”

Objective : Deliver 1 Hard Leather Caligae and 1 Hard Leather Choker to Geva.

Notes : Hard Leather Caligae can be crafted at level 6. Hard Leather Choker can be crafted at level 7.

Rewards : XP: 3,360 Gil: 382 Gear: Recruit's Awl – (CP + 1) (Craftsmanship +40) (Control +23) Bonus: Choose from 1 of 3 pieces of equipment or 1 Allagan Bronze Pieces (Worth 100 Gil ea.)

- **Level 20 Leatherworker Quest**

“Aldgoat Everything”

Objective : Deliver 1 Materia enhanced Goatskin Leggings to Geva.

Notes : Once you've completed the prerequisite quests and unlocked Materia converting you'll need to convert one piece of equipment to complete the request. Goatskin Leggings can be crafted at level 11.

Rewards : XP: 4,060 Gil: 470 Gear: Initiate's Head Knife – (Craftsmanship +44) (Control +25) Materia Slot x1 Bonus: Choose from 1 of 3 pieces of equipment or 4 Allagan Bronze Pieces (Worth 100 Gil ea.)

- **Level 25 Leatherworker Quest**

“Skin in the Game”

Objective : Deliver 1 Toad Leather to Aymar.

Notes : Aymar can be located at the Carline Canopy in New Gridania. Toad Leather can be crafted at level 18.

- **Rewards :** XP: 4,760 Gil: 557 Crystals: Gear: Initiate's Awl – (Craftsmanship +49) (Control +28) Materia Slot x1 Bonus: Choose from 1 of 3 pieces of equipment or 1 Allagan Silver Pieces (Worth 500 Gil ea.)
- **Level 30 Leatherworker Quest**
“Toadskin of the Father”
Objective : Deliver 1 Toadskin Jacket (HQ) to Camillain.
Notes : Camillain can be located in Old Gridania. Toadskin Jacket can be crafted at level 22.
Rewards : XP: 6,825 Gil: 639 Gear: Iron Head Knife – (Craftsmanship +55) (Control +32) Materia Slot x1 Bonus: Choose from 1 of 3 pieces of equipment or 2 Allagan Silver Pieces (Worth 500 Gil ea.)
- **Level 35 Leatherworker Quest**
“Lead By Example”
Objective : Deliver 1 Boarskin Ringbands (HQ) to Geva.
Notes : Boarskin Ringbands can be crafted at level 28.
Rewards : XP: 9,020 Gear: Steel Round Knife – (Craftsmanship +63) (Control +36) Materia Slot x1 Bonus: Choose from 1 of 3 pieces of equipment or 4 Allagan Silver Pieces (Worth 500 Gil ea.)
- **Level 40 Leatherworker Quest**
“Brand Loyalty”
Objective : Deliver 1 Boarskin Smithy's Gloves (HQ) to Geva.
Notes : Boarskin Smithy's Gloves (HQ) can be crafted at level 32.
Rewards : XP: 11,270 Gear: Apprentice's Awl – (CP +2) (Craftsmanship +70) (Control +40) Bonus: Choose from 1 of 3 pieces of equipment or 1 Allagan Silver Pieces (Worth 500 Gil ea.)
- **Level 45 Leatherworker Quest**
“Dissension in the Ranks”
Objective : There are 5 objectives to the completion of this quest.

Present 1 Fingerless Raptorskin Gloves (HQ), 1 Raptorskin Target (HQ) and 1 Raptorskin Choker (HQ) to Geva.

Deliver the Fingerless Raptorskin Gloves (HQ) to Pimoh Nelhah.

Deliver the Raptorskin Target (HQ) to Leuric.

Deliver the Raptorskin Choker (HQ) to Nhago Jawantal.

Report to Geva.

Notes : Pimoh Nelhah can be located at Nophica's Altar in Old Gridania. Leuric can be found at the Carline Canopy in New Gridania. Nhago Jawantal can be found in Old Gridania. Fingerless Raptorskin Gloves can be crafted at level 35. Raptorskin Target can be crafted at level 34. Raptorskin Choker can be crafted at level 35.

Rewards : XP: 12,420 Gear: Mythril Round Knife – (Craftsmanship +74) (Control +42) Materia Slot x1 Bonus: Choose from 1 of 3 pieces of equipment or 8 Allagan Silver Pieces (Worth 500 Gil ea.)

- **Level 50 Leatherworker Quest**

“Accept no Imitations”

Objective : Deliver 1 Raptorskin Jerkin (HQ) melded with a Gatherer's Graps Materia III to Estaine. Then speak with Geva.

Notes : Raptorskin Jerkin can be crafted at level 39. Gatherer's Grasp Materia III can be obtained from level 30 + gear and uses Grade 2 Carbonized Matter as a catalyst.

Rewards : XP: 0 Gear: Pinga- (Craftsmanship +107) (Control +61) Bonus: Choose from 1 of 3 pieces of green (Uncommon) equipment or 3 Allagan Gold Pieces (Worth 2,500 Gil ea.)

Weaver

The Weaver is a master tailor, able to craft some of the finest cloth from preliminary resources and from the cloth they can craft the most beautiful garments across Eorzea. Weavers are also friend to the Caster Jobs as they are capable of weaving the strongest cloth armor seen only in the most brutal battles. Weavers learn all they need to know at their Guild in Ul'dah. Below we will explore the weavers crafts as well as how to accrue the resources necessary to bring their craft to all of the next levels. We'll also delve into which items are worth crafting and which will prove simply too expensive to make with little to no gain in return. However we'll begin with a detailed list of their Class specific Actions and their use.

For a complete list of Levemete locations refer to the list provided in the Guildleves section of this guide where all Levemete locations can be found and which level their Levequests are. Levemetes are specific to the type of Levequests that they provide, refer to the list of Levemetes located in

Weaver Crafting List

<u>Item</u>	<u>Material</u>	<u>Crystal</u>
Riviera Bed	Undyed Cotton Cloth x2 Maple Lumber x2 Bronze Ingot x2	Lightning Shard Wind Shard
Glade Cottage Roof (Wood)	Straw x30 Elm Lumber x10 Iron Joint Plate x10 Iron Nails x10	Lightning Shard x4 Wind Shard x4
Cotton Canvas	Cotton Yarn x2 Hempen Yarn Beeswax	Lightning Shard
Glade Cottage Roof (Stone)	Straw x45 Yew Lumber x5 Iron Joint Plate x10 Iron Nails x10	Lightning Shard x8 Wind Shard x4

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Glade Bed	Undyed Velveteen x4 Elm Lumber x4	Lightning Shard x3 Wind Shard x2
Plum Purple Dye	Purple Pigment	Lightning Crystal Wind Crystal
Othard Blue Dye	Blue Pigment	Lightning Crystal Wind Crystal
Storm Blue Dye	Blue Pigment	Lightning Crystal Wind Crystal
Sunset Orange Dye	Brown Pigment	Lightning Crystal Wind Crystal
Kobold Brown Dye	Brown Pigment	Lightning Crystal Wind Crystal
Ochu Green Dye	Green Pigment	Lightning Crystal Wind Crystal
Oasis Leaf Rug	Undyed Velveteen x4 Undyed Cotton Cloth x2 Cotton Yarn x4	Lightning Shard x3 Wind Shard x3
Riviera Awning	Cotton Canvas x4 Cotton Yarn x2 Yew Lumber x2	Lightning Shard x3 Wind Shard x3
Oasis Bed	Undyed Linen x4 Oak Lumber x2 Iron Ingot x2	Lightning Shard x4 Wind Shard x3
Glade House Roof (Wood)	Bloodgrass x30 Walnut Lumber x10 Steel Joint Plate x10 Steel Nails x10	Lightning Shard x16 Wind Shard x12
Linen Canvas	Linen Yarn x2 Cotton Yarn Beeswax	Lightning Shard x4
Oasis Rug	Undyed Linen x4 Undyed Velveteen x2 Linen Yarn x4	Lightning Shard x4 Wind Shard x4
Glade Fringed Rug	Undyed Linen x4 Undyed Velveteen x2 Linen Yarn x4	Lightning Shard x4 Wind Shard x4

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Riviera Rug	Undyed Linen x4 Undyed Velveteen x2 Linen Yarn x4	Lightning Shard x4 Wind Shard x4
Glade House Roof (Stone)	Bloodgrass x45 Oak Lumber x5 Steel Joint Plate x10 Steel Nails x10	Lightning Shard x16 Wind Shard x16
Linen Parasol	Linen Canvas x4 Mythril Ingot x2 Silver Ingot x2	Lightning Shard x5 Wind Shard x4
Glade Rug	Undyed Woolen Cloth x4 Undyed Linen x2 Boar Leather x2 Woolen Yarn x4	Lightning Shard x5 Wind Shard x4
Glade Awning	Linen Canvas x4 Linen Yarn x2 Oak Lumber x2	Lightning Shard x5 Wind Shard x4
Felt Lining	Fleece x2 Grenade Ash Natron	Lightning Shard x5
Riviera Armchair	Undyed Woolen Cloth x2 Woolen Yarn x2 Apkallu Down x2 Walnut Lumber Steel Plate	Lightning Shard x5 Wind Shard x5
Oasis Bench	Undyed Woolen Cloth x4 Mahogany Lumber x4 Electrum Ingot x2	Lightning Shard x5 Wind Shard x5
Riviera Couch	Undyed Woolen Cloth x4 Woolen Yarn x2 Apkallu Down x3 Walnut Lumber x2 Steel Plate	Lightning Shard x5 Wind Shard x5
Glade Thatch Wall	Bloodgrass x45 Mahogany Lumber x10 Steel Ingot x10	Lightning Shard x20 Wind Shard x20

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Oasis Awning	Linen Canvas x4 Cobalt Ingot x2 Cut Stone x2	Lightning Shard x5 Wind Shard x5
Goobbue Rug	Undyed Felt x4 Undyed Linen Linen Yarn x2 Exquisite Buttons x2	Lightning Shard x6 Wind Shard x5
Oasis Armchair	Undyed Felt x2 Undyed Woolen Cloth x2 Mahogany Lumber x2 Electrum Ingot x2	Lightning Shard x6 Wind Shard x5
Oasis Argyle Rug	Undyed Felt x6 Undyed Woolen Cloth x2 Woolen Yarn x4	Lightning Shard x6 Wind Shard x5
Oasis Couch	Undyed Felt x3 Undyed Woolen Cloth x3 Mahogany Lumber x3 Electrum Ingot x3	Lightning Shard x6 Wind Shard x5
Stuffed Chocobo	Undyed Woolen Cloth Apkallu Down Woolen Yarn x2 Chocobo Feather x3 Exquisite Buttons x2	Lightning Shard x6 Wind Shard x6
Tonberry Floor Lamp	Undyed Felt x3 Spruce Lumber Darksteel Nugget x3 Tallow Candle x6 Frosted Glass Lens	Lightning Crystal x3 Wind Crystal x2
Glade Mansion Roof (Wood)	Maiden Grass x30 Mahogany Lumber x10 Cobalt Joint Plate x10 Cobalt Nails x10 Felt Lining x10	Lightning Crystal x12 Wind Crystal x8
Glade Mansion Roof (Stone)	Maiden Grass x45 Spruce Lumber x5 Cobalt Joint Plate x10 Cobalt Nails x10	Lightning Crystal x12 Wind Crystal x8

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	Felt Lining x10	
Wolf Gaskins	Undyed Felt Twinthread Boar Leather x2	Lightning Crystal x3 Wind Crystal x2
Wolf Trousers	Undyed Woolen Cloth Twinthread Raptor Leather Raptor Sinew Cobalt Rivets	Lightning Crystal x3 Wind Crystal x2
Wolf Tights	Undyed Woolen Cloth x2 Twinthread	Lightning Crystal x3 Wind Crystal x2
Wolf Kecks	Undyed Felt Twinthread Undyed Woolen Cloth Raptor Leather Mythril Ingot	Lightning Crystal x3 Wind Crystal x2
Wolf Dress Gloves	Undyed Felt x2 Twinthread Rubber	Lightning Crystal x3 Wind Crystal x2
Wolf Bracers	Undyed Felt Hippogryph Leather Boar Leather Raptor Sinew	Lightning Crystal x3 Wind Crystal x2
Wolf Dress Shoes	Undyed Felt x2 Twinthread Rubber	Lightning Crystal x3 Wind Crystal x2
Wolf Sash	Undyed Felt x3 Twinthread	Lightning Crystal x3 Wind Crystal x2
Wolf Cavalier's Hat	Undyed Felt Twinthread Chocobo Feather Mythril Ingot	Lightning Crystal x3 Wind Crystal x2
Wolf Hat	Undyed Felt x2 Twinthread Wildfowl Feather Electrum Ingot	Lightning Crystal x3 Wind Crystal x2

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Wolf Ranger's Hat	Undyed Felt Twinthread Boar Leather Chocobo Feather	Lightning Crystal x3 Wind Crystal x2
Wolf Bliaud	Undyed Felt x3 Twinthread Boar Leather Raptor Sinew	Lightning Crystal x3 Wind Crystal x2
Wolf Robe	Undyed Felt x3 Twinthread Woolen Yarn Electrum Ingot	Lightning Crystal x3 Wind Crystal x2
Wolf Tunic	Undyed Felt x2 Twinthread Boar Leather Raptor Sinew	Lightning Crystal x3 Wind Crystal x2
Stuffed Moogle	Vanya Silk Undyed Woolen Cloth x4 Apkallu Down x3 Woolen Yarn x8	Lightning Cluster Wind Cluster
Moogle Rug	Vanya Silk Undyed Woolen Cloth x4 Undyed Linen x3 Woolen Yarn x8	Lightning Cluster Wind Cluster
Coronal Straw Hat	straw, trillium, chamomile, carnation, twinthread	three lightening crystals, two wind crystals
Sailor Shirt	two pieces of mariner cotton cloth, boar leather, undyed velveteen, twin thread	three lightening crystals, two wind crystals
Sailor Brais	two pieces of mariner cotton cloth, two twinthreads	three lightening crystals, two wind crystals
Taffeta Shawl	taffeta cloth, twinthread, rose gold ingot	lightening cluster, wind cluster
Taffeta Loincloth	taffeta cloth, hard hippogryph	lightening cluster, wind cluster

	leather, twinthread	
Cloche	nymeia lilly, vanya silk, twinthread	two lightening clusters, one wind cluster
Spring Dress	two pieces of dress material, vanya silk, twinthread, dessert saffron	two lightening clusters, one wind cluster
Spring Skirt	two pieces of dress material, vanya silk, twinthread	two lightening clusters, one wind cluster
Spring Straw Hat	halone gerbera, straw, vanya silk	two lightening clusters, one wind cluster
Spring Dress Shoes	dress material, hard hippgryph leather, twinthread	two lightening clusters, one wind cluster
Coronal Wristbands	azeyma rose, vanya silk	two lightening clusters, one wind cluster
Plush Cushion	glazenut, jute cloth, undyed cotton cloth, cotton ball	99 lightening shards
Chocobo Interior Wall	four chocobo feathers, undyed felt, woolen yarn, four pieces of mortar	six lightening shards, six wind shards
Chocobo Flooring	four chocobo feathers, three pieces of undyed felt, three pieces of woolen yarn	six lightening shards, six wind shards
Stuffed Ahriman	ahriman tears, exquisite buttons, undyed velveteen, dew thread	five lightening shards, four wind shards
Tonberry Dining Table	three pieces of undyed woolen cloth, blue fox hide, two twinthreads, five pieces of mahogany lumber, two cobalt ingots	three lightening crystals, two wind crystals
Tonberry Square Rug	two pieces of jute cloth, five	three lightening crystals, two

	pieces of undyed woolen cloth, five pieces of woolen yarn	wind crystals
Tonberry Oval Rug	two pieces of jute cloth, six pieces of undyed woolen cloth, five pieces of woolen yarn	three lightening crystals, two wind crystals
Tonberry Bed	six pieces of undyed woolen cloth, one blue fox hide, two pieces of mahogany lumber, two electrum ingots, two pieces of apkallu down	three lightening crystals, two wind crystals
Tonberry Round Table	two pieces of undyed woolen cloth, blue fox hide, two twinthreads, four pieces of mahogany lumber, two cobalt ingots	three lightening crystals, two wind crystals
Moogles Interior Wall	Moogle Mog XII's whisker, six pieces of mortar, two pieces of undyed felt, two pieces of woolen yarn	lightening cluster, wind cluster
Moogles Flooring	Moogle Mog XII's whisker, five pieces of undyed felt, five pieces of woolen yarn	lightening cluster, wind cluster
Carbuncle Round Table	one ruby, four pieces of undyed woolen cloth, three pieces of spruce lumber, three pieces of boar leather, two twinthreads	two lightening clusters, wind cluster
Colibri Pink Dye	purple pigment	lightening crystal, wind crystal
Millioncorn Yellow Dye	yellow pigment	lightening crystal, wind crystal
Woad Blue Dye	blue pigment	lightening crystal, wind crystal
Void Blue Dye	blue pigment	lightening crystal, wind crystal

Celeste Blue Dye	green pigment	lightening crystal, wind crystal
Deepwood Green Dye	green pigment	lightening crystal, wind crystal
Grade 1 Glamour Prism for Clothcraft	grade 1 clear prism, two pieces of undyed velveteen	lightening crystal, wind crystal
Grade 2 Glamour Prism for Clothcraft	grade 2 clear prism, two pieces of undyed velveteen	lightening crystal, wind crystal
Grade 3 Glamour Prism for Clothcraft	grade 3 clear prism, two pieces of undyed velveteen	lightening crystal, wind crystal
Grade 4 Glamour Prism for Clothcraft	grade 4 clear prism, two pieces of undyed velveteen	lightening crystal, wind crystal
Grade 5 Glamour Prism for Clothcraft	grade 5 clear prism, two pieces of undyed velveteen	lightening crystal, wind crystal
Cashmere Hat of Aiming	cashmere cloth, two pieces of terminus putty, twinthread, hippogryph leather, wildfowl leather	two lightening clusters, one wind cluster
Cashmere Hat of Casting	cashmere cloth, two pieces of terminus putty, hippogryph leather, twinthread	two lightening clusters, one wind cluster
Cashmere Robe of Healing	two pieces of cashmere cloth, two pieces of terminus putty, undyed felt, two twinthreads, hippogryph leather	two lightening clusters, one wind cluster
Cashmere Robe of Casting	two pieces of cashmere cloth, two pieces of terminus putty, hippogryph leather, sylphic silk, three mega-potions of intelligence	two lightening clusters, one wind cluster
Cashmere Skirt of Aiming	two pieces of cashmere cloth, two pieces of terminus putty,	two lightening clusters, one wind cluster

	hippogryph leather, undyed felt, twinthread, rose gold nugget	
Cashmere Skirt of Striking	two pieces of cashmere cloth, two pieces of terminus putty, hippogryph leather, undyed felt, two twinthreads	two lightening clusters, one wind cluster
Cashmere Skirt of Healing	two pieces of cashmere cloth, two pieces of terminus putty, undyed felt, two twinthreads, hippogryph leather	two lightening clusters, one wind cluster
Cashmere Breeches of Casting	two pieces of cashmere cloth, two pieces of terminus putty, undyed felt, two twinthreads, hippogryph leather	two lightening clusters, one wind cluster
Jute Cloth	three pieces of jute	three lightening crystals
Cashmere Cloth	cashmere fleece, diluted vitriol	two lightening clusters, one wind cluster
Silver Brocade	two twinthreads, one silver ingot	11 lightening shards, 10 wind shards
Riviera Doormat	Undyed Woolen Cloth x4 Undyed Linen x3 Woolen Yarn x2	Lightning Shard x5 Wind Shard x4
Riviera Flora Interior Wall	Undyed Woolen Cloth x4 Woolen Yarn x3 Mortar x3	Lightning Shard x5 Wind Shard x4
Glade Flora Interior Wall	Undyed Woolen Cloth x4 Woolen Yarn x3 Mortar x3	Lightning Shard x5 Wind Shard x4
Oasis Flora Interior Wall	Undyed Woolen Cloth x4 Woolen Yarn x3	Lightning Shard x5 Wind Shard x4

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	Mortar x3	
Striped Interior Wall	Undyed Felt x4 Woolen Yarn x3 Mortar x3	Lightning Shard x6 Wind Shard x5
Classic Interior Wall	Undyed Felt x4 Twinthread x7 Mortar x3	Lightning Crystal x3 Wind Crystal x2
Tatami Mat	Rush Grass x3 Straw x3 Cotton Yarn x3 Fieldcraft Demimateria I x2	Lightning Crystal x3 Wind Crystal x2
Riviera Cushion	Waterfowl Feather x3 Undyed Woolen Cloth x2 Twinthread x3 Fieldcraft Demimateria II x3	Lightning Cluster Wind Cluster
Glade Cushion	Waterfowl Feather x3 Undyed Woolen Cloth x2 Twinthread x3 Fieldcraft Demimateria II x3	Lightning Cluster Wind Cluster
Oasis Cushion	Waterfowl Feather x3 Undyed Woolen Cloth x2 Twinthread x3 Fieldcraft Demimateria II x3	Lightning Cluster Wind Cluster
Double Feather Bed	Waterfowl Feather x6 Vanya Silk x3 Mahogany Lumber x2 Darksteel Nugget x2 Fieldcraft Demimateria II x2	Lightning Cluster Wind Cluster
Straw Capeline	Straw x3 Twinthread x2	Lightning Crystal x3 Wind Crystal x2

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	Fieldcraft Demimateria I x5	
Pearl Roselle Capeline	Straw x3 Twinthread Pearl Roselle Fieldcraft Demimateria I x5	Lightning Crystal x3 Wind Crystal x2
Crescent Moon Nightcap	Mist Silk Twinthread Fieldcraft Demimateria II x5	Lightning Cluster Wind Cluster
Crescent Moon Cone	Mist Silk Floss Silk Fieldcraft Demimateria II x5	Lightning Cluster Wind Cluster
Crescent Moon Nightgown	Mist Silk x2 Twinthread Fieldcraft Demimateria II x5	Lightning Cluster Wind Cluster
Crescent Moon Bottoms	Mist Silk Twinthread Fieldcraft Demimateria II x5	Lightning Cluster Wind Cluster
Crescent Moon Slippers	Mist Silk Floss Silk Rubber Fieldcraft Demimateria II x5	Lightning Cluster Wind Cluster
Intricate Silver Brocade	Silver Brocade Fieldcraft Demimateria III x2	Lightning Shard x12 Wind Shard x11
Augmented Cashmere Robe of Casting	Cashmere Robe of Casting Battlecraft Demimateria III Battlecraft Demimateria II x10 Cashmere Cloth x2	Lightning Cluster x2 Wind Cluster
Augmented Cashmere Robe of Healing	Cashmere Robe of Healing Battlecraft Demimateria III Battlecraft Demimateria II x10	Lightning Cluster x2 Wind Cluster

	Cashmere Cloth x2	
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Weaver Quest Guide

There are also class specific quests that can be gained and completed from your Class Guildmaster. The Guildmaster will always be located at the same place, and will grant you access to quests as you level your classes experience, most of these quests will be self explanatory and don't have a time limit, like Guildleves but are a great way to boost your XP and to keep in touch with the Weaver Guild located at Sunsilk Tapestries in Ul'Dah. Here is a list of the quests by class level and a brief description of what they require for completion. Your Guildmaster and quest givers name is Redolent Rose.

- **Level 1 Weaver Quest**

"My First Needle"

Objective : Deliver 1 Hempen Yarn to Redolent Rose.

Notes : Hempen Yarm can be crafted at level 1.

Rewards : XP: 100 Crystals: [Lightning Shard] x150 & [Wind Shard] x100 Gear: Hempen Kurta – (Craftsmanship +18) Bonus: Moko Grass x40

- **Level 5 Weaver Quest**

"Once More unto The Breeches"

Objective : Deliver 3 pair of Hempen Breeches to Redolent Rose.

Notes : Hempen Breeches can be crafted at level 1. Turning in (HQ) results will warrant an HQ crafting tool as a reward.

Rewards : XP: 560 Gil: 194 Crystals: [Lightning Shard] x200 & [Wind Shard] x150 Gear: Amateur's Spinning Wheel – (Craftsmanship +26) (Control +15) Bonus: Choose from 1 of 3 pieces of equipment or 3 Allagan Tin Pieces (Worth 25 Gil ea.)

- **Level 10 Weaver Quest**

"Alternative Applications"

Objective : Deliver 12 Undyed Hempen Cloth to Redolent Rose.

Notes : Undyed Hempen Cloth can be crafted at level 1.

Rewards : XP: 1,710 Gil: 289 Crystals: [Lightning Shard] x250 & [Wind Shard] x200 Gear: Copper Needle – (Craftsmanship +30) (Control +17) Bonus: Choose from 1 of 3 pieces of equipment or 2 Allagan Bronze Pieces (Worth 100 Gil ea.)

- **Level 15 Weaver Quest**

“Practical Needles”

Objective : Deliver 1 Cotton Scarf and 1 Cotton Shepherd's Slops to Redolent Rose.

Notes : Cotton Scarf can be crafted at level 7. Cotton Shepherd's Slops can be crafted at level 7.

Rewards : XP: 3,360 Gil: 382 Bonus: Choose from 1 of 3 pieces of equipment or 1 Allagan Bronze Pieces (Worth 100 Gil ea.)

- **Level 20 Weaver Quest**

“Materia Concerns.”

Objective : Deliver 1 Materia Enhanced Cotton Acton to Redolent Rose.

Notes : Once you've completed the prerequisite quests and unlocked Materia converting you'll need to convert one piece of equipment to complete the request. Cotton Acton can be crafted at level 11.

Rewards : XP: 4,060 Gil: 470 Gear: Brass Needle – (Craftsmanship +45) (Control +26) Materia Slot x1 Bonus: Choose from 1 of 3 pieces of equipment or 4 Allagan Bronze Pieces (Worth 100 Gil ea.)

- **Level 25 Weaver Quest**

“That Velveteen Dress”

Objective : Deliver 1 Undyed Velveteen (HQ) to Redolent Rose.

Notes : You'll also be required to speak with Kokomo and Babawai both located at The Gold Court at Steps of Thal, Ul'Dah. Undyed Velveteen can be crafted at level 16.

Rewards : XP: 4,760 Gil: 557 Gear: Elm Spinning Wheel – (Craftsmanship +49) (Control +28) Materia Slot x1 Bonus: Choose from 1 of 3 pieces of equipment or 1 Allagan Silver Pieces (Worth 500 Gil ea.)

- **Level 30 Weaver Quest**

“Miner on a Mission”

Objective : Deliver 1 Velveteen Gaiters (HQ) to Redolent Rose.

Notes : Velveteen Gaiters can be crafted at level 20.

Rewards : XP: 6,825 Gil: 639 Gear: Silver Needle – (Craftsmanship +55) (Control +32) Materia Slot x1 Bonus: Choose from 1 of 3 pieces of equipment or 6 Allagan Bronze Pieces (Worth 100 Gil ea.)

- **Level 35 Weaver Quest**

“Designed by Committee”

Objective : Deliver 1 Linen Shirt (HQ) to Redolent Rose.

Notes : Linen Shirt can be crafted at level 26.

Rewards : XP: 9,020 Gear: Worm Fang Needle – (Craftsmanship +60) (Control +34) Materia Slot x1 Bonus: Choose from 1 of 3 pieces of equipment or 4 Allagan Silver Pieces (Worth 500 Gil ea.)

- **Level 40 Weaver Quest**

“A Subtle Inquiry”

Objective : Deliver 1 pair of Woolen Tights (HQ) to Redolent Rose.

Notes : Woolen Tights can be crafted at level 33.

Rewards : XP: 11,270 Gear: Apprentice's Spinning Wheel – (CP +2) (Craftsmanship +49) (Control +28) Materia Slot x1 Bonus: Choose from 1 of 3 pieces of equipment or 6 Allagan Silver Pieces (Worth 500 Gil ea.)

- **Level 45 Weaver Quest**

“The Intervention”

Objective : Deliver 1 Woolen Beret (HQ), 1 Woolen Gown (HQ) and 1 Woolen Gaskins (HQ) to Redolent Rose.

Notes : Woolen Beret can be crafted at level 34. Woolen Gown can be crafted at level 34. Woolen Gaskins can be crafted at level 34.

Rewards : XP: 12,420 Gear: Thousand Needle - (Craftsmanship +74) (Control +42)
Materia Slot x1 Bonus: Choose from 1 of 3 pieces of equipment or 8 Allagan Silver Pieces (Worth 500 Gil ea.)

- **Level 50 Weaver Quest**

“A Miner Reborn”

Objective : Deliver 1 Patrician's Bottoms (HQ), 1 Patrician's Wedge Cap (HQ) and 1 Patrician's Coatee (HQ) to Redolent Rose.

Notes : Patrician's Bottoms can be crafted at level 42. Patrician's Wedge Cap can be crafted at level 42. Patrician's Coatee can be crafted at level 42.

Rewards : XP: 0 Gear: Clotho- (Craftsmanship +107) (Control +61) Bonus:
Choose from 1 of 3 pieces of green (Uncommon) equipment or 2 Allagan Gold Pieces (Worth 2,500 Gil ea.)

CRAFTING ITEMS



These will be items that can be found, earned or purchased throughout the game that when equipped will improve your characters gathering or crafting abilities. Some of the most fruitful items will come from your selected Grand Company. The most basic items are your crafting tools, either provided by your guild or can be purchased at a Fieldcraft Supplier. Each Crafting Tool will be linked above to their respective class. However it is imperative that whilst leveling your D.o.H. and D.o.L. Classes that you keep your tools up to date.

Crafting Class Gear

Final Fantasy Developers have introduced Gear specific for all occasions. Combat Gear, Formal Gear and Crafting Class Gear. Here we are going to explain the use and benefits of Crafting Gear for both the DoL and the DoH. The right Gear can definitely boost a players abilities when gathering or crafting items. As was previously mentioned Crafting Gear will come equipped with specific stats that will improve a players ability to farm resources or craft items, more successfully. To quickly recap, Gathering Classes will use gear that has Gathering, Perception and GP. Crafting Class gear will grant Craftsmanship, Control and CP.

When it comes to gear, we'll first be focused on Crafting and Gathering Points. These are what allow players to expand on their ability to perform their classes. Gathering and Crafting Points are the essence of mass production. These points are required for every action every crafting class. A meter will appear at the bottom center of the screen, which represents the aforementioned points system. CP and GP gear bonuses will increase the meters limit, by exactly the amount provided in the gear bonus..

As far as comparative stats that's where it ends. First we'll explore the stats bonuses for Gathering classes then for Crafting classes. As each really do differ from here on out and making sure that stacking the right stats bonuses will grant your character immense ease with their crafting and gathering classes.

For Gathering stats there are two additional stat bonuses; Gathering and Perception. Gathering will improve your characters ability to gather Normal Quality items, the higher Gathering a characters gear has, the better chance they have of obtaining more of the resource from the nodes. Perception relates to the gathering of High Quality resources. If a characters gear has a high Perception rating, the more likely the character is to gather High Quality resources from the nodes they are farming. It is best, when starting out to focus primarily on Gathering and GP. Once you've established a firm resource pool, then it is advised that you begin equipping gear with Perception on it, which will come in handy with Guildleves, as we've learned that turning in High Quality goods instead of Normal Quality goods will gross a substantially larger reward (of 200+ % the original reward).

For Crafting stats there are also two additional stats that can appear on gear; Craftsmanship and Control. Craftsmanship pertains to the speed at which the progress bar will fill. Equipping Craftsmanship gear essentially increases the rate of success your character has at completing the craft. Control stats will increase the characters ability to craft High Quality items, regardless of whether or not High Quality resources have been used. The more Control points your gear has, the higher the Quality bar will sit and resembling that the higher the HQ percentage will be at the bottom of the synthesis screen.

When starting out, it is advised that focusing on success rate (Craftsmanship) over Quality (Control) due the fact that regardless of whether the synthesis finishes successfully or not, the CP and resources will be consumed. Once a characters success rate has reached a hastened pull and, at higher levels the Durability is increased a characters gear can be more Control focused, producing more valuable goods. It is a tedious balance at best but great fun when really getting the hang of it.

We'd also like to quickly review when and how to upgrade gear. Learning when to upgrade gear is a crucial thing to know when it comes to crafting and gathering gear. If a player upgrades their gear too early, they will maximize their quality, but jeopardize the chance of producing quantity and vice versa, if the characters gear is upgraded too late, then their chances to craft quality items are lost on specific Guilder turn ins and with specific recipes. Maintaining focus with how quickly and how efficiently one utilizes their craft will mean the quickest growth in their crafting class.

Below we'll use examples to better rectify what it is we mean, and furthermore will touch base on main class gear, as a very similar paradox will occur with main class stats being focused too much one way or the other. In the end, it's up to the gamer to decide which method works best for them. However it never hurts to get a second opinion on the matter.

Spiritbond

Spiritbond. It is quite mysterious to players at first, as the reasoning for it is not even remotely apparent. However, it will become so at or shortly after your character reaches level 19. Once you've made your way over to Mutamix's Camp you'll learn the art of Conversion. Conversion refers to the method of transforming Spiritbound gear into "Materia". The piece of gear you wish to convert must be at 100% Spiritbond, which requires it be worn during game-play. Battle gear will gain spiritbond while your character defeats monsters and Fieldcraft Gear will gain Spiritbond during time spent on leveling crafting or gathering classes. So, try to remember not to sell all of your gear early on in the game as all of it can eventually be converted into Materia.

Materia

Materia is the answer to the question you may have asked earlier when reviewing the crafting classes list, "Where is the Enchanter? Almost all MMOs have Enchanters!" Well, this is where you attain enchantments for your gear, in the form of Materia. Materia is the essence of the piece of gear, withdrawn and is now an effective enchantment for your current set of armor. Materia can be assigned to a single of gear and only one Materia can be assigned per piece of gear. Each Materia will have certain specifications and a designated stat increase.

Materia will require a "Catalyst" resource. Initially it is found that Carbonized Matter (Lvl. 20, Tier 4, Rare resource) is a very popular catalyst. A Catalyst is a component of the infusion process that helps the Materia bind to the desired piece of gear. Grade 1 Carbonized Matter can be found in either Secondary Mining Nodes (Which can be found in abundance along the Western La Noscea border, in Middle La Noscea) or by Botanists.

Materia can't be obtained until you've completed the "Waking the Spirits" quest line. This quest can be picked up from F'hobhas at The Bonfire in Central Thanalan. The quest cannot be obtained, until you've gained level 19 in at least 1 Disciple of the Hand Class.

Once you've completed the quest line, you're now ready to begin crafting and melding Materia. You'll be able to begin the process by first, selecting which gear to convert to Materia. However only equipment that has a Spiritbond level of 100% can be converted.

Once the Materia has been crafted you can now attach it to the piece of equipment you wish to enhance. Be aware of the item level requirements of each Materia Tier, as follows.

- Tier 1 – iLvl. 15+
- Tier 2 – iLvl. 30+
- Tier 3 – iLvl. 45+
- Tier 4 – iLvl. 75+
- Tier 5 – iLvl. 90+

VENDORS



e would like to the time to review Vendors, this was not an initial thought to do so, however with so many different types or vendors and their specific attributes to the game and game-play it was thought wise to do so. Below each vendor type will be listed and a brief description of their wares and importance will be provided. This will help to assist travelers to focus only on the vendors that will suit their needs specifically, instead of wasting time with methods of trial and error.

Vendors are of the NPC (Non-Playable Character) variety and are only in place to best serve the vastly growing population of travelers in Eorzea. However, Vendors are not the only crucial NPCs that you'll encounter. Outside of Levemetes, and Quest Givers are NPCs who play a singular roll in Eorzea, is making your in-game life slightly more manageable, for a small fee of course. A brief list of said NPCs will be provided, following the Vendors list!

Types of Vendors.

As we mentioned there are several different types of vendors and it's fairly easy to get them mixed up! So here are each vendors title and description of their wares.

- **Fieldcraft Supplier:** A Fieldcrafters Inventory will consist of 3 different types of items. However their primary stock are Crafting tools used by Disciples of the Land, these tools are required for the successful advance in each Gathering class. Then they'll have potions and lastly 5 Grades of Dark Matter, a crafting resource required throughout the craft of items by all 11 crafting and gathering classes.

- **Crafting Supply Vendors.** There are actually quite a few crafting supply vendors in Eorzea. Each geared to provide a specific class with resources to manage their craft. These vendors will provide the first 2 tiers of resources at a fixed rate, in order to assist crafters in getting comfortable with their class. And as your crafting class reaches level 6, you will discover that each crafting class will at some point require reagents from at least 5 other classes. However, they do not and will never stock Crystals, so these are best held onto for use in crafting.
- **Battlecraft Supplier.** Battlecraft Suppliers will carry only battle gear. These vendors stock an impressively useful inventory. Ever advancing in level and stats through the game. This gear does not come cheap, but is a great replacement for some of your outdated battle-gear. However, their wares may be difficult to compare, if so refer to the Items & Gear section of this guide for a full run down of Gear and their properties.

Useful NPCs

As was before mentioned useful NPCs are not vendors, but other people in the game who can make your characters life a bit more manageable. However don't ever expect hand-outs in the RPG world; as the saying goes, nothing in life is free! So here's a list of the useful NPCs, what they offer and what their cost to you is.

- **Independent Mender.** This NPC will repair any and all gear that you bring to them. Conveniently located around Eorzea, these gear menders are never too far when they are needed the most!
- **Chocobokeeper.** These NPCs allow characters to rent Chocobos, a temporary mount which travels at a speed much faster than your character can run. Chocobokeepers are generally located at or nearer to the gates of cities or towns.