

Guide to Vindictus's Crafting and Element Stone Crafting System

By SignOfTree (NA)

Thank you Receiver for proofreading and providing insights.

Before we start

Leveling crafting without 2x Expertise Proficiency & Speed is very painful and costly. With the coming of Charon, Nexon reopened the Hot Time Event, which includes 2x Expertise Proficiency & Speed.

You can start collecting/farming mats using this link,

[Vindictus Crafting | Rise Update](#)

You must be at apprentice level under any of the four major craftings to craft Element Stones and dismantle gears.

*The binding system has changed. If you intend to sell your products, whether they be equipment or element stones. Make sure ALL the crafting mats are unbound (aka you have to farm them not buy them off Marketplace).

*Here is an old farming pigments vid from 2018, it is not the most up-to-date, but it is the best out there, at the time of writing.

[Vindictus Rise Update Pigment | Thick | Clear | Fragment Location Farm...](#)

*To farm Elemental Amor/Weapon/Cloth/Accessory Shard, you can run 100 raids or open redeemers' boxes.

Step 1: Choose which skill you want to learn

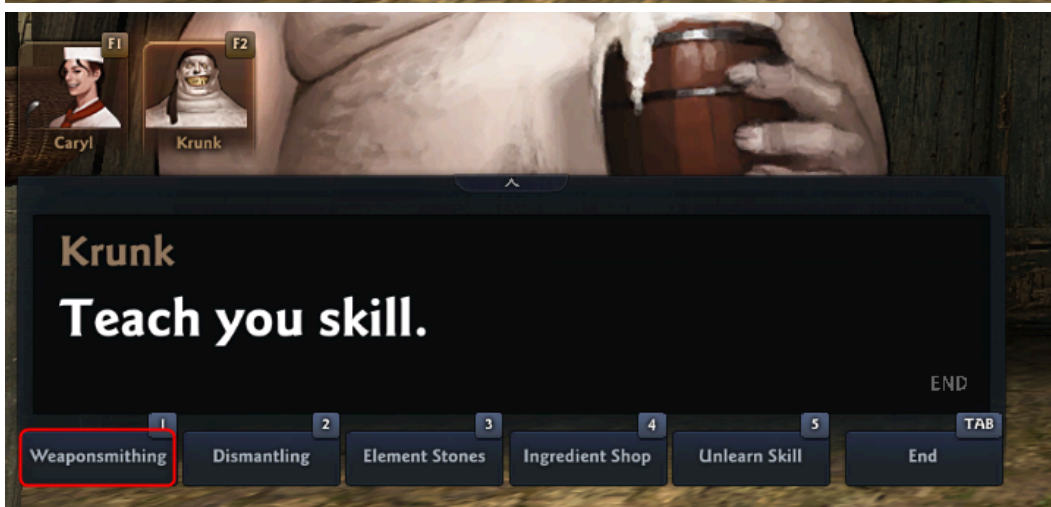
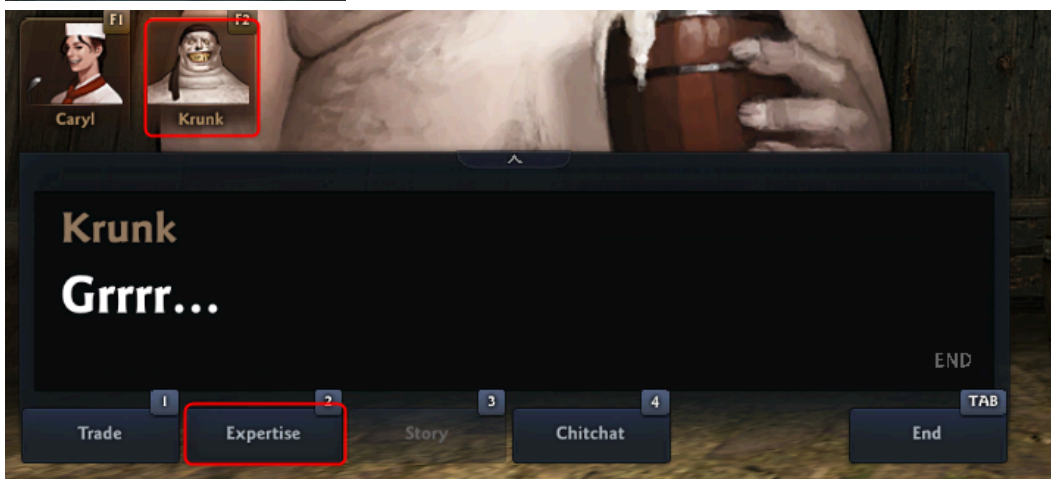
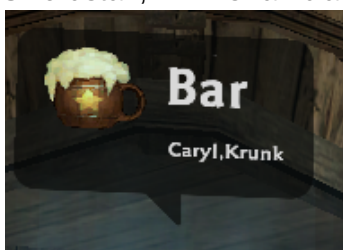
***In the Ver. 2.96 Update, you can now learn all the skills. So this step is more for choosing which skill you want to learn first.

In Vindictus, we have four major crafting skills. Weaponsmithing, Armorsmithing, Goldsmithing, and Tailoring. One important note: Weaponsmithing can only craft most of the weapons. For the rest, you need Goldsmithing (Charon's weapon needs Goldsmithing). As for Armorsmithing and Tailoring, they can both craft max-level armors at the Professional level. The difference is that they produce different products when leveling.

This guide only touches on the basic differences between all four skills. For more in-depth views, here is a great article by my guildie, Receiver, [Choosing an Expertise/Talent/Crafting Skill](#).

Weaponsmithing

You can learn it from Krunk at Rocheste Bar, can craft Greatsword, Longsword, Twin Sowrd, Longsword, Pillar, Glaive, Bastard Sword, Phantom Dagger, Spellword, Sword, Battle Axe, Dragonspine, Katamadhar, Lance, Mana Revolvers, Rapier, Swordstaff, Twin Chainblades, Teide, Cestus, Scythe and Long hammer.



Goldsmithing

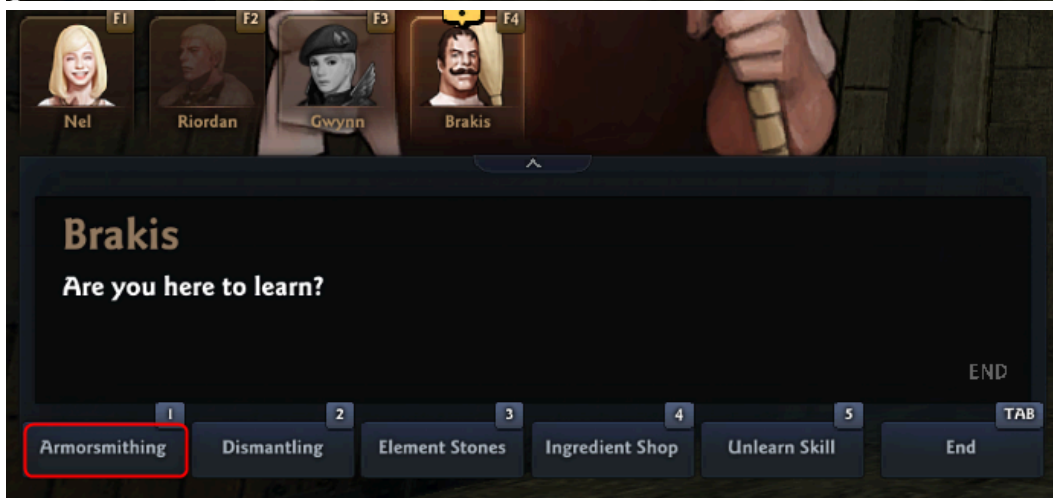
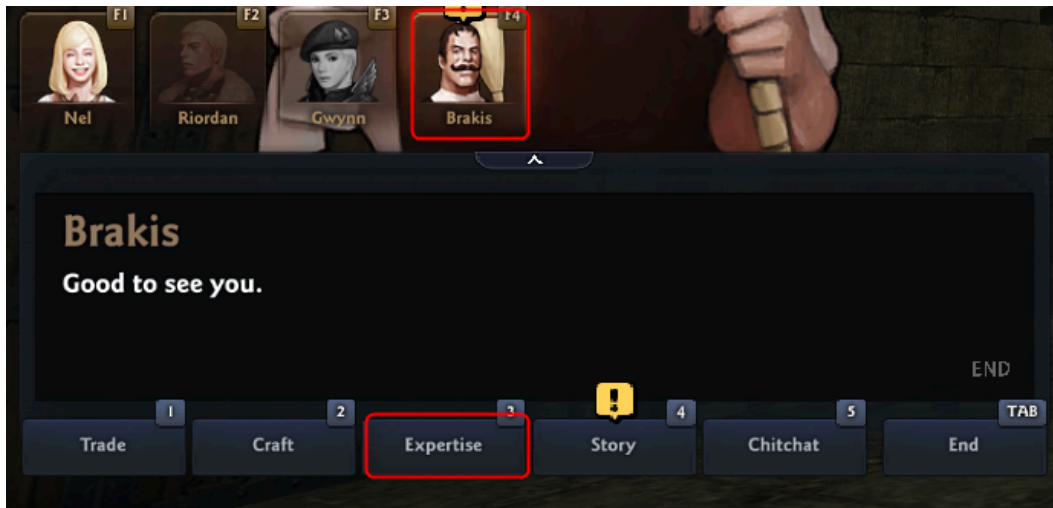
You can learn it from Jarlath at Rocheste Magician's Guild, can craft all accessories, Cross gun, Bow, Battleshade, Spellwhip, Crest, Heavy Cannon, Staff, and Charon's weapon.



Armorsmithing

You can learn it from Brakis at Rocheste Royal Army Base, can craft "armor style" armor and max level armor.







Tailoring

You can learn it from Nel at Rocheste Royal Army Base, can craft "vanity clothing" and max-level armor.



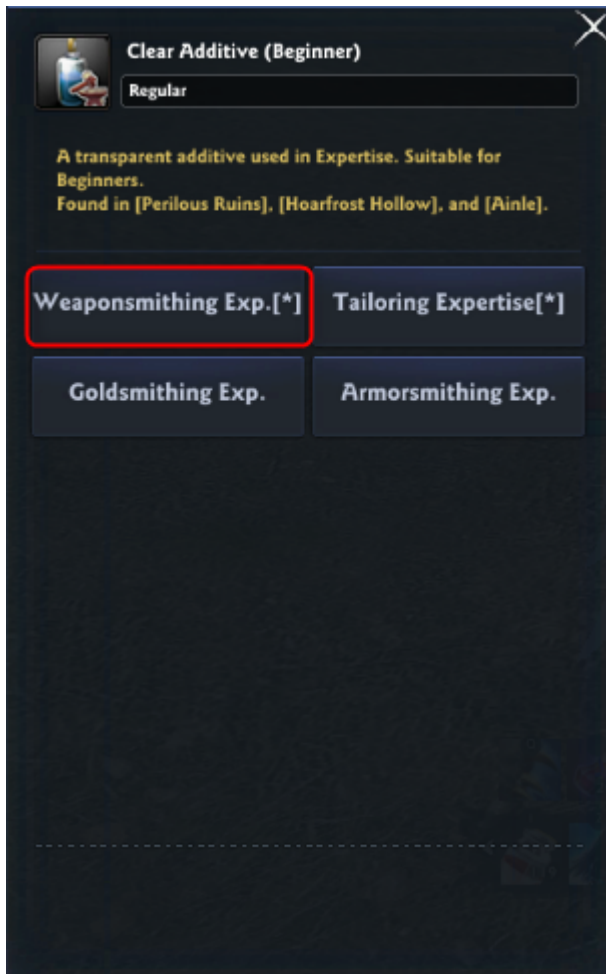


Step 2: Leveling the skill

Before we start: **DO NOT SELL** any equipment that has gold value ( 7,000  like this). For the ones that have 0 or AP, you can deal with them however you want.

*I'll use Weaponsmithing as an example.

To start crafting, Alt+right-click the mats you have. It will bring up a menu like this. Click "Weaponsmithing Exp." to open the crafting menu.



Then the talent menu will pop up. As its name implies, ticking the “Ready to Craft” box will show you all the items you have mats for (it will even display the ones you can’t craft due to low Proficiency, they will be in red). Ticking the “Increases Proficiency” box will show you all the items you can craft to increase your Proficiency (it will still show the ones you can’t craft due to low Proficiency, they will be in red).



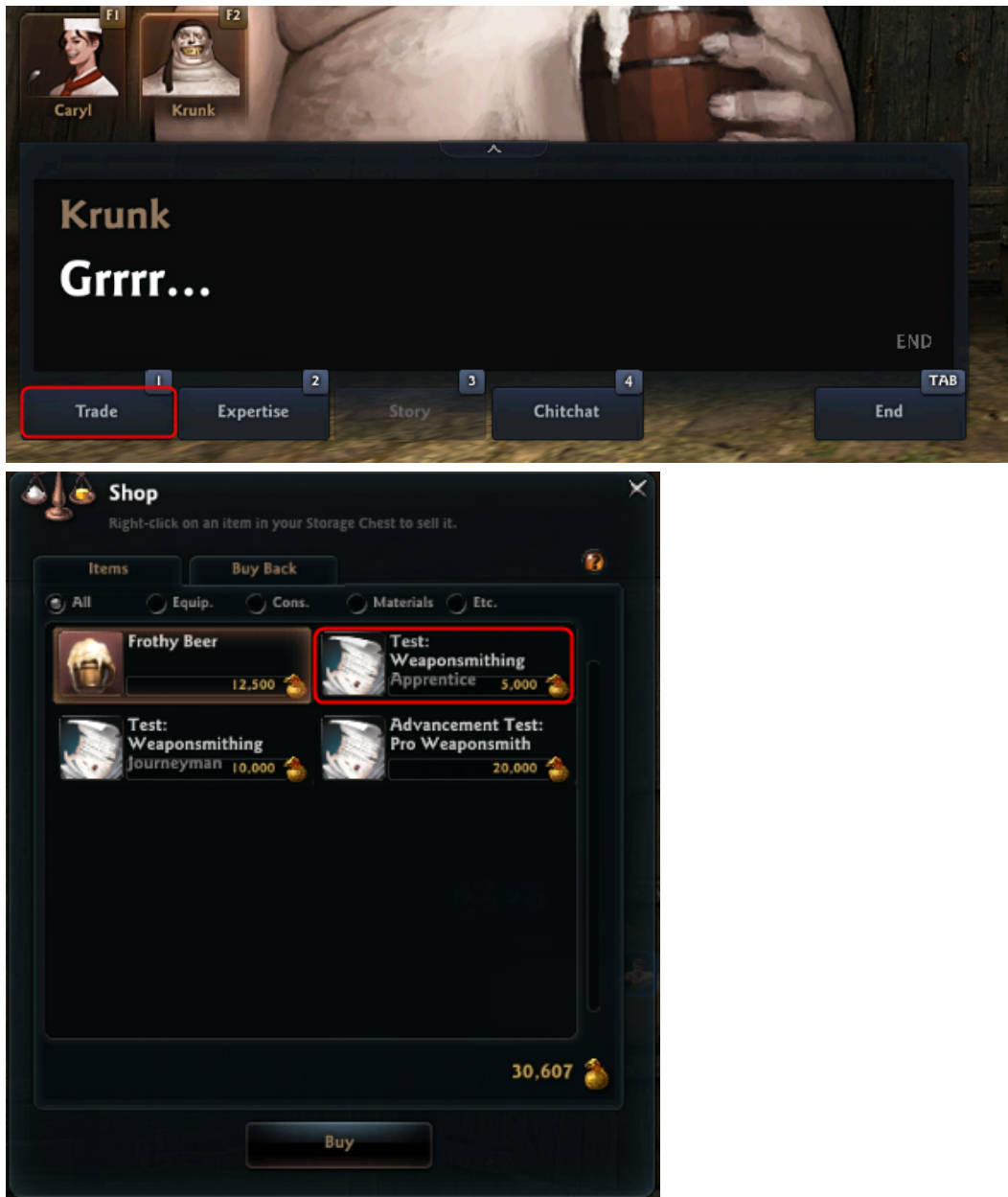
I recommend only craft pink equipment. They give the most Proficiency. (Pro Tips: Try to craft the same item. For example, crafting 1 Aodhan Spellsword takes 4 mins, and crafting 10 Aodhan Spellswords also takes 4 mins.)



Step 3: Getting to your next Proficiency level

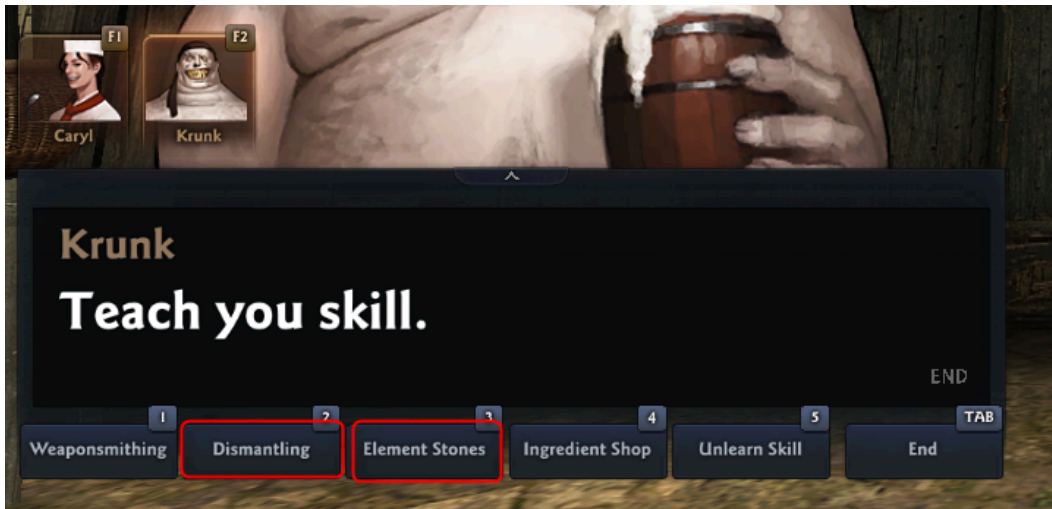
Proficiency levels are Beginner (0-99), Apprentice (100-199), Journeyman (200-350), and Professional (351-399). Whenever you reach max Proficiency at your current level (not counting Professional), you need to find your mentor at Rocheste. Buy the test, use it then complete the mission.

*I'll use Weaponsmithing as an example.

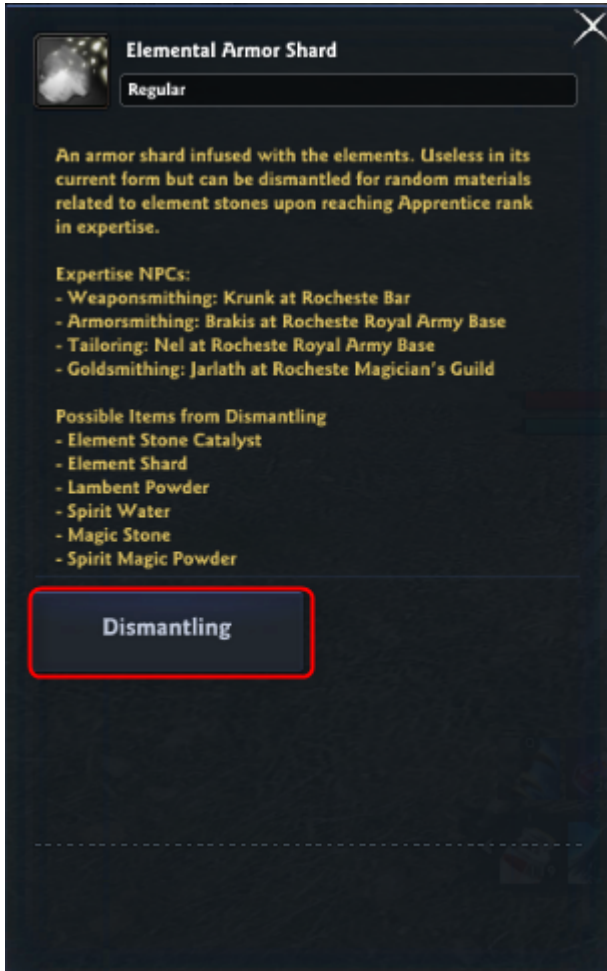


Step 4: Learning dismantling and crafting Element Stones

After you reach Apprentice level (aka completing Step 3), you can go to your mentor at Rocheste and learn Dismantling and crafting Element Stones. You have to click "Dismantling" and "Element stones" separately to learn these two skills. After doing so, you can then dismantle all the equipments you have when leveling.



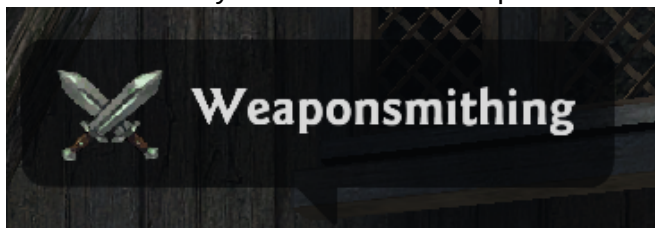
To dismantle Elemental Amor/Weapon/Cloth/Accessory Shard, simply alt+right-click the mats, it will bring up a menu like this. Click “Dismantling” to open the menu.



Right-click the desired mats to put them in, click “Dismantling” and voila, you have the element stones crafting mats.



To dismantle equipment (when you don't have Elemental Amor/Weapon/Cloth/Accessory Shard to quick open the menu), it is a bit different. Find the stand that has your skill name above them. I recommend you find the stand in Colhen, the area is way smaller. Smash into the stand, Click "Dismantling" to open the menu. Then you can follow the step above to dismantle equipment.



*Dismantling equipment < 47 = Element Stone Catalyst, 48-55 = "Average" materials (Average Sprit Water, Average Magic Stone, and Average Lambent Powder), 56-60 = regular materials (Sprit Water, Magic Stone, and Lambent Powder), 70-80 = Spirit Magic Powder.

*Dismantling Elemental Amor/Weapon/Cloth/Accessory Shard gives Element Stone Catalyst, regular materials, and Spirit Magic Powder randomly We currently don't have the odds for the different mats.

Step 5: Rinse and Repeat

If you want to craft max-level weapons/armor/accessories, repeat Steps 3 and 4 until you reach Professional. Once you reach Professional and at Proficiency 370, you can craft max-level gears.

*Due to the introduction of the shared Expertise, and the lack of data, it is currently unclear whether you have to obtain recipes to craft max-level equipment or not.