

## Part I:

**Version 3.0.2** Here I will include the current Patch number x.x followed by my own edits of this note 3.0.x to help keep track of when the guide was last updated. For those players who have already know all of the material posted in this first part of my comprehensive crafting guide, Parts II & III will be up soon, each respectively going over 3 & 4 star crafts (in Part II) and all things crafting in 3.0 (in Part III). Once a semi-completed guide has been finalized with enough information to help new and existing players we will be diving into creating a comprehensive gathering guide as well.

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## I. Introduction to Crafting

(DOH lv.1 Quests, Stats)

Crafting offers us a handful of advantages in the realm of Eorzea, being able to craft your own gear is quite a big plus in an MMO setting, especially if you've found you are particularly skilled in crafting higher tier items down the road which can net you some huge profits. A few things to note on the crafting system in FFXIV are that all the classes are connected through the materials used to craft higher level items as you level up. You may find yourself needing items crafted by leatherworking or weaver for blacksmith recipes, and vice versa, while it is beneficial to level all your classes equally in order to avoid having to buy materials you cannot craft yourself, there is a recommended path of doing so which we will go over in chapter III. You will often find the classes referred in this guide to their respective acronyms:

**CRP** – Carpentry, **GSM** – Goldsmith, **WVR** – Weaver, **LTW** – Leatherworker, **BSM** – Blacksmith, **ARM** – Armorer, **ALC** – Alchemist, and **CUL** – Culinarian

In order to become a crafter you must first pick up the respective class quests located in Limsa, Ul'dah and Gridania. Quest locations can be found below:

Limsa Lominsa	BSM ARM CUL
Ul'dah	GSM ALC WVR
Gridania	CRP LTW

When you initially pick up these quests and become the respective class by equipping the class specific main hand, you are also rewarded a good starting amount of crystal shards which are a crafting catalyst used in almost all crafts. As you level you will start to use other catalysts for crafting such as Crystals and Clusters but we will go over those later in this guide. It's recommended you travel to each respective city and complete the level 1 quest for each crafting class. If you are just starting the game and have not yet reached the later cities, pick up the classes in your starting city and then the others as you progress through your main story line.

**As a crafter there are 3 special stats you are going to become accustomed to:**

**Craftsmanship:** Stat that determines the amount which your progress increasing actions hit for. More Craftsmanship = less synthesis (or actions) needed to actually finish the craft.

**Control:** Stat that determines the amount which your quality increasing actions hit for. More Control = more points per hit on actions for increasing quality.

**CP:** Crafting Points used for some actions and buffs. More CP = more actions and buffs leading to longer synths and more chances for procs and recoveries if needed.

These stats are found on all crafting gear and can be supplemented with materia for increased stats. We will go over materia at the end of this guide since it is not necessary to meld materia to your gear while you are starting out or leveling but will be needed once you reach higher tiers of crafting.

## **II. Actions & Buffs:**

### **(Class Specific Actions & Buffs, Uses)**

While each class gives you a special lv. 15 and lv.50 action or buff, with the exception of Culinary giving you also Steady Hand II at lv. 37 most of the actions gained by each class are the same. Below I will be breaking down the actions on progress and quality.

<b>Progress Increasing Actions</b>	<b>Quality Increasing Actions</b>	<b>Buffs</b>	<b>Extra Buffs</b>
<b>All Classes:</b>	<b>All Classes:</b>	<b>All Classes:</b>	Brand of Ice ( ARM )
Basic Synthesis	Basic Touch	Master's Mend	Brand of Fire ( BSM )
Standard Synthesis	Standard Touch	Master's Mend II	Brand of Wind ( CRP )
	Advanced Touch	Steady Hand	Brand of Earth ( LTW )
		Inner Quiet	Brand of Lightning ( WVR )
		Observe	Brand of Water ( ALC )
		Great Strides	
<b>Cross-Class Skills:</b>	<b>Cross-Class Skills:</b>	<b>Cross-Class Skills:</b>	
Careful Synthesis I ( WVR )	Hasty Touch ( CUL )	Ingenuity ( BSM )	
Careful Synthesis II ( WVR )	Byregot's Blessing ( CRP )	Ingenuity II ( BSM )	
Rapid Synthesis ( ARM )		Rumination ( CRP )	
Piece by Piece ( ARM )		Reclaim ( CUL )	
Flawless Synthesis ( GSM )		Manipulation ( GSM )	
		Innovation ( GSM )	
		Waste Not ( LTW )	

		Waste Not II ( LTW )	
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Now while there are a myriad of actions at our disposal they are broken down into a few simple categories:

1. **Progress Increasing Actions:** Any action, usually defined by "Synthesis" which increases the progress of a craft.
2. **Quality Increasing Actions:** Any actions, usually defined by "Touch" which increase the quality of a craft.
3. **Durability Management Buffs:** Buffs which either reclaim a set amount of durability at once or over time. (Also includes buffs which reduce the cost of actions by 5 durability for the duration of the buff.)
4. **Progress Increasing Buffs:** Buffs which increase the amount of progress done by certain actions.
5. **Quality Increasing Buffs:** Buffs which increase the amount of quality done by certain actions.
6. **CP Management Buffs:** Buffs used to replenish or maintain CP.

### **III. Leveling 1-30**

**(Grind to 15, Grand Company Turn-Ins, Extra Experience)**

While most previous guides explained briefly how to level quickly and efficiently from 1-50 we will be breaking it down into 1-30 and 31-50 since later leveling methods are never fully explained and leave many questions for new crafters. In this section we will be going over orders in which to level your crafts, where to find extra experience and introducing you to Grand Company daily turn-ins.

<b>Crafting Class</b>	<b>Lv 15 skill</b>
<b>Carpentry</b>	Rumination
<b>Weaver</b>	Careful Synthesis
<b>Goldsmith</b>	Manipulation
<b>Leatherworking</b>	Waste Not
<b>Black Smith</b>	Ingenuity
<b>Armorer</b>	Rapid Synthesis
<b>Alchemist</b>	Tricks of the Trade
<b>Culinary</b>	Hasty Touch

**Speed Leveling:** (If you're looking for fast leveling then you want to follow this path) The ability to increase quality and reduce amount of actions needed to actually finish a synthesis is what we're aiming for here. All to 15 > Goldsmith > Weaver > Carpentry > Leatherworking > Blacksmith > Culinary > Armorer > Alchemist

**Cost Efficient Leveling:** (If you're looking to craft all your own gear as you level then you want to follow this path) It is still important you level all the classes to 15 to make it easier to HQ items. Since gear is spread out between Leatherworking, Weaver and Goldsmith you can level these 3 classes within 2-5 levels of each other in order to stay current with your left side and right side gear and you can level the rest of the classes as you wish. Blacksmith crafts a majority of your main and off hands with the exceptions shown below:

<b>Class</b>	<b>Main Hands</b>	<b>Off Hands</b>
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<b>Blacksmith</b>	BSM (Hammers), CRP (Saws), LTW (Creasing Knives), ARM (Hammers), ALC (Alembics), GSM (Hammers)	BSM (Files), CRP (Hammers), LTS (Knives), ARM (Hammers), ALC (Mortars), CUL (Knives)
<b>Goldsmith</b>	WVR (Needles)	
<b>Armorer</b>	CUL (Pans)	
<b>Carpenter</b>		WVR (Looms) , GSM (Grinding Wheels)

Based on the information above you can decide which order to level your crafts to best suit your needs. While I'd recommend the grind to 30 on all classes, the method I used when leveling my alt's crafting classes was for speed since I had saved gil on my main account to buy mats for myself or prepare HQ mats.

#### Extra Experience:

These are various +% Experience boosts you can attain or activate for yourself while you level your crafts and a few tips that are quite helpful:

**First Time Craft Bonus** - Each time you craft a new item (the first time) you are given a bonus for crafting something new. If you can and have extra mats try and craft 1 of each item in your crafting log. \*Especially do this if you have not reached level 15 on all crafts yet.

**Company-Issue Engineering Manual** – 50% experience boost up to 20,000 points (purchased from Grand Company Quartermaster for 1,440 GC Credits. 3 hour) use these early on from level 10-30 they are relatively cheap and can now be stacked so you can purchase multiple to keep on hand.

**Company-Issue Engineering Manual II** – 50% experience boost up to 40,000 points (purchased from Grand Company Quartermaster for 2,300 GC Credits. 3 hour) start using these as soon as you are able to purchase them, they are good realistically up until lv. 50 but you may find you're going through them rather quickly.

**Helping Hand (Free Company Action)** – 5% experience boost (purchased from Grand Company Quartermaster for 3,010 FC Credits. 24 hour) \*Can only have 1 buff of this type active at once, cannot have both I and II active together.

**Helping Hand II (Free Company Action)** – 10% experience boost (purchased from Grand Company Quartermaster for 6,020 FC Credits. 24 hour) \*Can only have 1 buff of this type active at once, cannot have both I and II active together.

**Rested Experience** - 50% experience boost. Counts for each item crafted as a small percentage on top of how much exp the craft would normally give. This is gained by logging out in a sanctuary or logging out in the **Inn**. \*Rested EXP shows itself as a darker yellow bar on your experience bar, you will find that when you are close to leveling or have a large amount of rested experience, your bar may look blue in color meaning the rested experience will carry over into the next level.

**Food** – 3% experience boost (in turn you can eat crafting food which gives you bonus Craftsmanship, Control and CP to aid in gaining HQ%)

**HQ %** - While you get a good bit of extra experience for crafting a HQ item, you also gain a good chunk of experience for gaining quality in your crafts. Basically if you can HQ a craft go for it but even if you just want some extra experience per craft you can get anywhere from 1-100% HQ and get a good little chunk of extra for each item you craft regardless of the % you finish with. **5% > 0% HQ.**

**Weekly Challenge Log** – A Good chunk of experience you can get once a week for whatever class you're on when you finish the challenge. There are **Craft 20 items & Craft 20 HQ items**. \*You can also receive a good bit of experience for melding 5 pieces of material to an item per week, but material melding cannot be unlocked until lv. 19 via the quest **Waking the Spirit** located in Central Thanalan.

As you can see there are many extra ways to stack experience buffs which do in fact add up. I often see (300%+) or 500%+) when i was leveling in 3.0 and it does add up over time!

\*For more information on materia scroll down to the end of this guide for the **Extras** section.

**(WANT SOME MATH? NAH)**

#### **Grand Company Daily Turn-Ins:**

When you first unlock DOH Classes if you are enlisted in a Grand Company, which happens when you hit lv. 20 in the main story, you will be able to turn in items every day, which give you a nice lump sum of experience. While these chunks of experience are not that high in the lower levels (1-15) they are quite a good way to level crafts past lv. 15 all the way up to lv 50 (lv 60 if you've Heavensward.) You want to make sure you do these every single day as you can gain half if not more of an entire level early on for each crafting class. **Note:** If you turn in an HQ version of the requested items you are give **2x** the **experience & GC seals** for turning in an item. This is why it is so crucial to make sure you do these daily. **\*There may be days where your GC turn-ins have a star next to them. These will award extra experience on top of the 2x for an HQ item. \*Even if you can't manage to turn in an HQ item still turn one in regardless. its free experience!**

If you've kept up with your levels and managed to get each class to 15 and know a basic rotation for getting HQ crafts you can do these easily, if not purchasing them from the market board is an option, as is asking a friend with higher level crafts to make them for you.

While doing your daily turn-ins you will gain seals which you can use to buy the engineering manuals mentioned above in **Extra Experience**

### **IV. Leveling 31 – 50**

**(Levequests, Ixali Beast Tribe Quests, more grind!)**

#### **Leves**

As you travel across the various areas in the game you will come across quests to unlock Levequests. Crafting Levequests are divided by class and can be picked up from various locations by level. While leves are looked at as a primary means of leveling crafts, they are best saved until you hit level 30 to start doing them consistently as < lv.30 leves are not very efficient. By all means you can use them before hitting level 30 but you are capped at 100 leves since they are replenished every 12 hours. You get 3 leves every 12 hours, 6 per day and they run out very quickly. This is why we suggest saving them for past level 30 if you can help it since the experience per leve is much greater. Even more so if you wait till 35, 40, or 45 to do leves as the experience grows from a 20,000-40,000 experience per leve to upwards of 200,000 experience per leve over lv 40. **\*Just as you can gain 2x experience for turning in HQ items for Grand Company Turn-Ins you can gain the same turning in HQ leve items.**

#### **Ixali Beast Tribe Quests**

Introduced in patch 2.35 a Beast Tribe which focused more on DOH and DOL classes gave us another way to gain extra daily experience towards our crafting classes. Unlocked as early as **lv.1** you can head over to **North Shroud** and begin working on these as early as you want. You are rewarded **Ehcatl Wristgloves lv.1** a special set of gloves which must be equipped in order to craft the turn in items for these quests which give a good amount of experience for the class you turn in the quest with. These can be done daily and were a big help when I myself was finishing my last few classes to lv.50. While you can start these as early as **lv.1**

they are easier as you gain higher levels and a better understanding of crafting rotations to achieve HQ results; Nevertheless unlock these as early as possible and use them as you see fit.

**\*Once you reach the higher levels of alliance with this Beast Tribe you will begin receiving *Ixali Oaknot's* which are tokens turned in for special crafting items. One of which is needed in crafting Artisan Gear, to be explained in Part II of this guide.**

### **Grinding**

Once you've fallen into the daily schedule of Grand Company Turn-Ins, Beast Tribe Quests, and the weekly challenge log. You'll see yourself leveling rather quickly. Remember it is also alright to simply grind out the levels by crafting large amounts of mats and gear as well. Which you can sell to make some money while you level or desynth to raise your Desynthesis level. **\*Scroll to the end of this guide to learn about Desynthesis and its uses.**

Make sure you keep up with your class quests for each class as they give gear options and shards and crystals as rewards for completing them, once you've hit lv 50 on your classes you will be rewarded with your **Mainhands**.

**\*As you continue on crafting your mainhands can be upgraded so that they may remain relevant while you continue to gear up and learn more complex crafting rotations. While it is no longer necessary to upgrade your class mainhands as of 3.0 since as early as Lv.55, the gear starts heavily outweighing any gear received or earned in 2.0. For the sake of those who have not yet bought Heavensward we will be including rotations with various gear and mainhands in the next section. Heavensward gear and rotations will be reviewed in Part III of this guide.**

### **Level 50 Skills**

Crafting Class	Lv 50 skills	Lv.37 extra skills
Carpentry	Byregot's Blessing	Brand of Wind
Weaver	Careful Synthesis II	Brand of Lightning
Goldsmith	Innovation	Flawless Synthesis
Leatherworking	Waste Not II	Brand of Earth
Black Smith	Ingenuity II	Brand of Fire
Armorer	Piece by Piece	Brand of Ice
Alchemist	Comfort Zone	Brand of Water
Culinary	Reclaim	Steady Hand II

Upon Reaching **Lv.50** each class is given a specific action or buff, which can be, cross-classed in order to help you achieve HQ crafts, with the exception of Culinarian which gives a very important Skill **Steady Hand II** at **lv.37**.

**\*The above skills will be discussed in depth in the next section.**

## **V. Macros & Rotations**

(Coming soon, to be added no later than 07/12/2015. We're still working on good rotations @ iLv.55 melded and unmelded that can be utilized by newer crafters.)

## **VI. Master Books**

For this section I will be explaining books from the weaver perspective, but all books are attained in the same manner just different based on class and materials needed for the 2 star tokens.

**(2.0) Master Weaver: Glamours** – Obtained by purchase from Mor Dhona for 3,000 gil. Grants access to craft glamour prisms.

**(2.0) Master Weaver: Desynthesis** - Obtained by turning in 5 BC I and 5 FC I demimateria in Mor Dhona. Grants access to some 1 and 2 star items. **Demimateria explained in the next section: Extras.**

**(2.0) Master Weaver I** – Obtained by crafting 5x HQ 2 star tokens. For weaver this is Vanya silk which requires 9 potash for each synth. Unlocks some 2 and 3 star crafts.

**(2.0) Master Weaver II** – Obtained by crafting 3x HQ 3 star tokens. For weaver this is Intricate Silver Brocade which requires 2 FC III demimateria for each synth. Unlocks 4 star crafts. **Explained in Part II of this guide**

**(3.0) Master Weaver III** – Obtained by purchase from Blue Scripts of Crafting in Mor Dhona/Idleshire for 360 Blue Scripts of Crafting. Unlocks (3.0) 1 star recipes. **Explained in Part III of this guide**

## **VII. Extras**

### **Spiritbonding**

Spiritbonding is a concept introduced early on in the story quest at lv.19 from the quest **Forging the Spirit in Central Thanalan** and plays a vital role in crafting later on. **Materia** is gained by converting items that have reached 100% spiritbond with the player. Spiritbonding works different depending on what class you are playing at the time; for example:

Battle gear **yields ONLY battle materia**. Crafting Gear **yields ONLY crafting materia**. Gathering Gear... see where we're going here? Below are the types of materia obtainable in the game and their respective tiers.

### **Battle Materia**

**Main Stat** – Strength Materia I , Dexterity Materia II, Vitality Materia III, Mind Materia IV , Intelligence Materia V

**Secondary Stats** – Savage Might I (determination) , Heavens' Eye II (accuracy), Savage Aim III (critical rate), Quicktongue IV (spell speed), Quickarm V (skill speed)

### **Crafting Materia**

Craftsman's Competence I (craftsmanship), Craftsman's Command II (control), Craftsman's Cunning III (CP)

### **Gathering Materia**

Gatherer's Guerdon I (Gathering), Gatherer's Guile II (Perception), Gatherer's Grasp III (GP)

Materia is separated in tiers of **I, II, III, IV**, and as of 3.0 tier **V** materia as well. The distinction between tiers of materia is the amount of stats they can add when melded to a piece of gear. When melded to a certain item, the materia melding screen will appear and show you the required items to meld materia to the item as well as the success % of it melding without fail, as you meld more materia (capping out at 5 materia per item) the success % lowers significantly. Most crafting items will have 1 or 2 guaranteed slots, meaning the first 1 or 2 melds will be 100% chance of success but quickly drop on the third meld to as low as 29% success chance, and only goes lower from there. So welcome to the most enjoyable part of crafting!!! **Melding.**

### **Melding**

<b>Grade 1 Carbonized Matter</b>	<b>Tier I Materia</b>
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<b>Grade 2 Carbonized Matter</b>	<b>Tier II Materia</b>
<b>Grade 3 Carbonized Matter</b>	<b>Tier III Materia</b>
<b>Grade 4 Carbonized Matter</b>	<b>Tier IV Materia</b>
<b>Grade 5 Carbonized Matter</b>	<b>Tier V Materia</b>

**Materia Melding** is unlocked at **lv.19** by the quest **Waking the Spirit** in Central Thanalan which grants you the ability to meld gear into slots on gear. When melding materia into items you require **Materia** and a **Catalyst**, in the case of melding the catalyst required is **Carbonized Matter**. Different grades of carbonized matter are required for different tiers of materia listed here. Carbonized matter is acquired by gathering classes.

As mentioned in the previous section each piece of gear has 1 or 2 guaranteed slots, in order to **overmeld** you must finish the **lv.25** quest **Melding Materia Munchly** located in Central Thanalan on one of your crafting classes to unlock **Advanced Materia Melding**. Advanced materia melding lets you put up to 5 materia on items regardless of how many slots they have, with the understanding that anything not slotted is going to have chance of failing. When you fail a meld you lose both the materia and the catalyst used in the melding process, and at the hands of RNG this can be very devastating or extremely simple.

While crafting anything below level 50 **DOES NOT** require melds of any kinds, once you hit level 50 and have plans to progress into 1 star crafts and further, melds will quickly become a necessity in order to meet minimum stat requirements for some recipes.

### Desynthesis

Desynthesis is an ability that you can unlock at **lv.30** on any DOH class which lets you desynth crafted items into their base mats. Leveling Desynthesis is essential later on in obtaining higher tier crafting mainhands and crafted gear since there are certain materials such as , **Fieldcraft demimateria (I, II & III)**, **Battlecraft demimateria (I, II & III)** and **Mastercrafting Demimateria** which can **ONLY** be obtained via desynthesis. Below is a link to an older post written by Neri **Feralheart of Faerie** on the official forums explaining desynthesis and how to level each class.

**Desynthesis Guide** - <http://forum.square-enix.com/ffxiv/threads/181498-Desynthesis-Endgame-Guide>

### Glamours

Unlocking your **Master Class: Desynthesis** book grants you access to crafted **Glamour Prisms** which can be sold or used as the catalyst for the games glamour system. Each class has its own set of glamour prisms that can be crafted and depending on which gear requires what grade prism, this can be a good supplemental income of gil depending on selling price of your server. These Glamour Prisms are not difficult to craft and are always in demand especially when new content is released, introducing new glammers available to the community.

## VIII. Recommendations & Tips

Regardless of what order you choose to level your crafts these are my own personal recommendations of what you should do as you level.

1. Pick up all 8 crafting classes at once (I'd also recommend leveling botanist and miner alongside crafting if you'd like to save some money and gather all of your own materials.)

2. Stay current with your crafting class quests or you're doomed to have to do all of them at lv 50, which might be a little easier they take some time since there are 11 for each class (lv 1 quest then at lv 5, 10, 15, 20, 25, 30, 35, 40, 45, 50.) 80 quests in total not including the lv.1 quest unlocking the class.
3. Once you unlock materia converting CONVERT ALL OF YOUR CRAFTING GEAR AS IT HITS 100% and then buy or craft yourself some more. Doing this on all 8 classes as you level will net you a few stacks of grade I, II and III materia that you can save for when you hit lv 50 and need to start melding to meet crafting requirements.
4. Unlock Desynthesis as soon as you hit level 30 and start desynthing any extra items you craft for your chosen desynthesis class. Its easier to level desynth when you have 20-30 extra items instead of having to buy them to level desynth, take advantage early on.
5. If you're using Company-issue engineering scrolls for the experience boost make sure you use them until the timer runs out, they're wasted if you pop them craft for 5 minutes then log off for the day. They last for 3 hours so you have a lot o time to use them up.
6. Level up your grand company rank as fast as you can! When you reach the second tier of items buyable you can buy mats that you will need a lot of later on. i.e. potash, coke.
7. Have friends craft you your HQ daily turn in items if you want to get the daily turn ins out of the way, as I said above it takes us all of 5 seconds to HQ anything under level 50.
8. Any mats needed for recipes 1-15 can be bought from vendors. If you have a Material Vendor in your FC house they sell everything you can buy from most vendors, if you don't have one, get one.
9. Unlock ALL of the Beast Tribes. While the Ixali grant experience for completing the quests to your crafting classes, unlocking a Beast Tribe also unlocks a Vendor for each tribe that sells items not buyable from regular NPC's.
10. If you've stocked up on leves try to use enough to get one of your classes to level 30 quickly so that you can unlock materia melding and desynthesis early on.
11. Try to mess around with your rotations as you level up, the better your stats are the easier it will be to craft and HQ lower level items.
12. If you're in need of some money take a look at the marketboard for items you can craft that are selling frequently/well.
13. If you need to step away from the game for a few minutes pop an engineering scroll and quick synth some mats or crafts. While you get less experience for quick synthing its experience you can gain while away from your game.

If you have any recommendations, suggestions or other information you think would be helpful for this guide I'm happy to listen! I can be reached on the official forums, /r/FFXIV by my username Link\_Silvertongue or in game on **Leviathan** @ Link Silvertongue. Thanks for taking a look! I'll be sure to update this guide as needed and any revisions/additions will be noted in the topmost part of the document! Thanks again! This concludes **Part I** of my comprehensive crafting guide and hope many questions were answered along the way, **Part II** of this guide will begin with the acquisition of **Supra Mainhands, 3 and 4 star rotations, ending with acquiring Lucis Tools. Part III** of this guide will go over any and all information currently known of **3.0 including leveling tips for 51-60, Tips on gearing out and rotations for new durability crafts including new Crafting Scripts and Specialization.**

## IX. Changes

**07/12/2015** - Due to a delay in being able to sit down and work with a full unmelded iLv.55 gear set rotations for new 50 crafts will be posted as early as they are finished. These next few days I have off and will be finishing 3 lv 50 crafts on my alt so I'll be able to work on a rotation for people that do not have all classes at 50, as well as those who do.