

MINERICA EORZEA

Compiled and written by GrimalkinsQuill

“It may sound like superstitious nonsense, but crystals are curious things. Part of them exists somewhere between the living and the material. As such, elemental energies can reside within them quite readily.

They can influence your mind and spirit using the aether within you, which is precisely why the wish you imbue them with is so important. If the wish is impure, then so shall be the crystal's effects on the user.”

(Source: “Wish Upon a Crystal”)

A lore compendium of FFXIV’s ores, metals, stones, etc. This was inspired by [Botanica Eorzea](#), the botanical counterpart to this guide. The information going into this will be built from a couple of things: item descriptions of raw materials, item descriptions of gear that use said materials, stats of gear that use said materials, leve quest lore, and crafter quest dialogue.

Disclaimers:

- Sometimes the in-game thumbnails for these items don’t match the text description. They’re provided for both visual search as well as providing visuals for things that are not described in their text. I’d recommend looking up the IRL versions of various gemstones as sometimes, their in-game thumbnails are not the most accurate.
- When describing the use of an entry’s subject, especially what Attribute they boost, I went through each recipe that used that ingredient and found what was most common. There are outlier recipes (i.e., I don’t list piety as an attribute that the Ala Mhigan salt crystal boosts because there are only two recipes that use the Ala Mhigan salt crystal that does that), but for the sake of brevity, I chose to focus on the attributes the ingredient had a *marked* pattern of boosting within each entry from what I could find (taking the median of instances, then rounding up if necessary to determine which of the attributes to mention). Still, take this with a grain of Ala Mhigan salt, because new recipes could be added that fly in the face of what I say down below.
 - The pattern I chose to keep to, in text, of listing the attributes are as follows:
most common → common.
- I do my best to make parts where I’m making inferences, speculations, and/or theories clear by announcing them with the use of the “I” pronoun. These statements are me looking at pieces of related information to what I’m talking about in a given entry and making deductions based on it and are not supported by hard evidence within the text of FFXIV.
- I include the Elemental Ward Potions as potential uses for certain materials even though Elemental Ward Potions have no mechanical use in the game. I do this because I think there might be fun RP and narrative potentials with these items.
- This compendium serves as an exploration of what current lore exists about the items listed in this document and is, by no means, the be-all-end-all guide to how one should use these items in RP and storytelling. This is merely *a* jumping-off point, not *the* rulebook.
- “If you list x as being from y, does that mean it’s *only* from y?” Depends? Many of the locations I note are where players can find these, but we have evidence of merchants elsewhere selling some of these (i.e. [Fluorite](#)) in places that couldn’t possibly access the locations players get the materials from.
- “Why do you list attributes for gear?” Mostly to give people who want to use that information that information.

[Quick Link to the Full Credits](#)

Have any information that I've missed?

I don't claim to have all the information: what's here is from what I could find on my own terms. If you have information that's relevant to this document, you can submit it here ([x](#)) and I'll make sure to add it to this compendium (while crediting you).

When is the next update?

You can follow my update process through the document's Trello board here ([x](#))!

My IRL circumstances are a little messy, so please be patient when new expansions come out. I update this document as quickly as I can, but I want to maintain precision with the information I put out here.

Symbol Key

- Crafter Symbols
 -  Alchemist Use
 -  Armorer Use
 -  Blacksmith Use
 -  Carpenter Use
 -  Culinarian Use
 -  Goldsmith Use
 -  Leatherworker Use
 -  Weaver Use

A

Abokixa

A type of green, glowing precious stone used in arcane equipment known for its use in Turali construction.

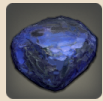
Achondrite



A meteorite that contains high concentrations of olivine and pyroxene. It's one of the odd metals that Mandervillian smiths utilize in their unique refinement process for Mandervillian weapons. It has specifications that could qualify it as a prime or sublime specimen of its lot.

Prime or sublime, this meteorite can be aetherially reduced into [igneous glioether](#).

Adamantite



An ore found in Azys Lla that is considered a myth by Eorzea as a whole with a few outliers (exhibit A: a goblin trader in Idyllshire). There are cases of oven catfish having swallowed pieces of ore that fall down into the veins of Mourn in Dravania, with culinarians extracting it from the fish's gullet.



The Miners Guild have discovered new veins of the mineral in lands once owned by the Allagan Empire.

Armorers and blacksmiths both fashion the ore into nuggets, which then are used in recipes relevant to every discipline in the world: crafters, gatherers, warriors alike. Its unique qualities are primarily its dual resilience and elasticity.

While this metal is considered a myth by much of Eorzea, there is historical precedent for Ishgard's use of the metal within dragon-killing arrows, only handled by the most senior of Ishgardian archers. (Source: "Through Thick and Thin", Lvl 58 BSM Leve) These arrows take days to manufacture but are capable of piercing even the thickest of dragon scales. (Source: "Piercing Eyes Deserve Piercing Shafts", Lvl 58 BSM Leve)

Lunar Adamantite

A variant of Adamantite found on the moon, with no differentiation between it and the adamantite we find in Azys Lla beyond an item level increase.

With the existence of the Loporrits, I find it hard to say for certain if this comes from any of the following:

- a natural ore vein found on the moon

- a creation of the Loporrits (potentially mined by the Allagan drones and brought to the star, explaining how we got adamantite at *all* and why there are no player-accessible veins of it, and why the Scions had to reach out to everyone they knew to get a large amount of it rather than just mining it. Its node location being right next to Smileton could be a subtle hint towards adamantite being one of their creations)

Any of those theories could be disproven by various counterarguments, but I present them as potential hooks for any of the readership to play around with.

Agate 🗡️ 🛡️ 🏰 🐉

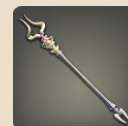


A cloudy pink gem from the Dravanian Forelands, its properties can be crafted into gear to seemingly amplify the qualities (read: stats) of every kind of fighter.

Rainbow Ribbons of Healing (a level 51 weaver recipe that contains agate as the centerpiece gemstone) are utilized in Ishgard as part of a prayer ceremony in the largest infirmary of Ishgard. In a back room of the infirmary, there is a wooden statue and it is customary to tie one of these ribbons onto the statue to aid in their prayers for healing for their kin to become well. (Source: “*Ribbon of Remembrance*”, Lvl 50 WVR Leve)



Conversely, the sole staff to have agate as part of its recipe, the Yeti Staff, was sought after by Ishgardian Halonic clergymen as a means to fight draconic fire with their own fire. The implication with the lore text of the “*Transposing Theology*” leve (Lvl 50 GSM) being that thaumaturgy is a practice of these clergymen that is kept secret from the greater public, further explained in the “*Halonic Hermeneutics*” leve (Lvl 50 GSM) that the practice is justified as “prayers to manifest the Fury’s miracles.” It’s unknown if this justification and practice of thaumaturgy are still held after the downfall of Archbishop Thordan VII.



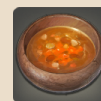
Ala Mhigan Salt Crystal 🏰 🐉



Found on the shores of Loch Seld, these pinkish crystals are a natural resource of the Ala Mhigan nation and a popular one at that.

Leaving aside its use in alchemical infusions meant to bolster one’s dexterity, intelligence, mind, strength, and vitality, the Ala Mhigan salt crystal is a regular ingredient in many culinarian recipes meant to bolster vitality (15 recipes), spell speed (8 recipes), determination (6 recipes), and skill speed (4 recipes).

Even in Norvrandt, this crystal finds use in a notable instance in the less famous adventures of the Warrior of Light. They utilized it as part of a Fortifying Soup as part of their deliveries for the Facet of Nourishment in the Crystarium (Lvl 75 Deliveries). The soup is noted to “have a restorative effect on both body and soul”, though I wouldn’t try it to cure the maladies of one’s incorporeal aether without more



evidence of its effects on the soul.

Another of its alchemical uses is in the recipe of a more refined natron recipe, which has a notable use in being called for by the Skysteel Manufactory in their recipe for augmentation of one of their Dragonsung prototypes: the Dragonsung Alembic.

Almandine



A stone commonly compared to garnets that is known for its hardness (I will note that IRL, almandines are simply just a type of garnet. Why the game says garnet-like, I'm unsure). It is commonly used by carpenters in the crafting of grinding wheels for goldsmithing, though I believe almandines are also used in the carving and shaping of [Imperial Jade](#) by goldsmiths.

Another interesting thing I will note for those interested in the matters of aetherology is that when these stones are broken down through aetherial reduction, they have a marked habit of being separated into either a cluster of fire crystal or simply a single fire crystal. I think there could be the potential Watsonian explanation of almandine's hardness and use in grinding to be from fire aether's property to burn things down into ash.

There is a Thavnairian variant of Almandine that is noted to be of higher quality.

Alumen

“Another in a seemingly endless list of powdered substances that are of vital importance to alchemists, goldsmiths, and the like, but mean—to quote the common vernacular—bugger all to everyone else. Luckily, the layman need only know how much it will fetch at market and whether or not one must face any life-endangering peril to obtain it.” (Source: *Grade 4 Skybuilders' Alumen*)

Ashen



A type of alumen that's noted to be unusually dark-hued that is found in the Mount Biran Mines of Amh Araeng. It is used in the tanning of megalania hides to fashion many pieces of the Neo-Ishgardian line.

Black



A variety of alumen found in the South Shroud, around Urth's Gift, that is used to tan animal hides. Oddly, it is both darker than its regular counterpart and it lacks the deodorizing properties of regular alumen as well. It is used quite often in the tanning of hides belonging to predators: coeurls, dodores, hippogryph, peistes, and raptors. Though, some adventurers boast of armor made from the rarer leathers, of the hides of High Allagan chimeras and even from the back of Uraeus (a monstrous basilisk known to harry Camp Glory), that has been tanned with black alumen used in the tanning process.



I think the dark coloration might owe itself to its location close to Odin's resting place and stomping grounds, which would also serve as an explanation for why it lacks the normal deodorizing properties of alumen.

Eblan Alumen



Named for its source location in the Eblan Rime in Garlean territory, this alumen is used to tan hides of kumbhiras, ophiotauroi, and saigas.

Fine Alumen



This specific variety of alumen is both yellow and the best deodorizer out of the alumen family. It is rare, only found by free companies through the use of their submarines exclusively in expeditions to the Sea of Clouds.

Gyr Abanian 🏰



An orange/brown variety of alumen that is found exclusively in the mountains of Eastern Aldenard. Utilized primarily in the tanning of gagana, gyuki, and tiger hides.

Multifaceted Alumen 🏰



The result of a collaborative effort of the Crystalline Mean's various facets, the Multifaceted Alumen is a refined all-in-one modification of alumen meant to tan and deodorize hides of any creature brought in for skinning. Its only noted use in player-available recipes thus far is in the tanning of chalicotherium hides.

Red 🏰



A variety of alumen found in the Habisphere of Azys Lla. I think the location is what gives it its reddish coloration, along with its noted lack of deodorizing properties. It is used primarily in the tanning of griffin hides.

Regular 🏰



A mineral used in the tanning of common beast hides. It has deodorizing properties that remove the odor of blood and sweat from the hide.

Skybuilders' Alumen



Supposedly different from any other variant of alumen. In what way, the skybuilders refuse to make clear.

Thavnairian 🏰



This variety's existence in Eorzea is exclusively due to the merchant Rowena, as she ships this type of alumen from Thavnair to trade to adventurers in return for Allagan toimestones of poetics. It is used in the tanning of ground sloth hides (coincidentally *also* purchased from Rowena's facilities), whose leather is then used in the crafting of a variety of clothing, belts, furniture, shoes, tools, and even a few weapons.

Yellow 🏰



A bright variety of alumen found close to the Inn at Journey's Head in Amh Araeng. It is used in the tanning of hides from many of the First's predators: atrociraptors, green gliders, sea swallows, smilodons, and zonures.

Aluminum

A lightweight metal known for its silvery sheen and appearance, aluminum is one of those metals in FFXIV that doesn't have a lot of existing lore in-game as it's one of those iLevel boosting metals. I would love to be able to even give a potential mining location and extrapolate from that, but as it's a Poetics-bought ore, this metal is free game. I would take what I said about [bones](#) and apply it to aluminum and whatever real world information you want to use to bounce off your stories.

Duraluminum

An alloy of aluminum and [dolomite](#).

Amber

A yellow “gemstone” found primarily in Eastern Thanalan.



“Now, amber isn't a gemstone in the traditional sense, since it's composed of fossilized resin and not a mineral. As a result, it requires different techniques to bring out its true potential. But you've managed to do just that, creating a piece which is both pleasing to the eye and beneficial to the wearer—especially one who wishes to more effectively channel his earth magic.”

(Source: *Serendipity*, “*The Fox in the Hen House*”, Lvl 45 GSM quest)

In its raw form, amber can be used to create earth ward mega-potions, which when drunk before their expiration date, can shield the drinker against earth-aspected aether. Post their expiration date, these potions have the same coloring properties as common dyes. ([Disclaimer](#)) Along with this, raw amber also is part of the recipe for varnish.



In jewelry, amber has a tendency to boost one's strength, vitality, and tenacity. Even when used in circlets favored by magic-users, amber has an effect of boosting one's vitality and direct hit rate.

Another notable use for amber is the alchemical fusion of amber into two powerful tools of thaumaturgy: the Tremor Staff and the Tremor Cudgel.



The connection with amber potentially goes deeper, with it being able to undo the enchantments on golem hearts:

“Oh, and do remember to rub the soulstone against a sufficiently large concentration of amber, say, Amberscale Rock in the Central Shroud. Short of petitioning a mage versed in golem magic, that is the only way I know to dispel the enchantments woven into a true heart. Eh? Why are you looking at me like that? I

had relations with a thaumaturge once, if you must know.”

(Source: Maerwynn, “Crazy Enough to Work”, Lvl 43 MSQ)

You could also make the argument that amber is capable of dispelling enchantments in general from this quote.

Amethyst



A purple jewel found primarily in Sorrel Haven of the Central Shroud. There are veins of a yet-to-be named type of amethyst in Yok Tural, with one reported vein possibly being found in Kazama'uka and resold in an apothecary as a [spiritual supplement](#).

In its raw form, it can be used to create lightning ward hi-potions, noted for both their ability to shield against lightning-aspected aether and, after long periods of disuse, having the same coloring properties as common dyes. ([Disclaimer](#)) In Turali tradition, amethyst is said to calm troubled spirits. If this is linked to its connection with levin is yet-untested, but worth noting as a lead for inquisitive minds.



When the gemstone is properly cut and set into jewelry, amethyst has the power to boost one's critical hit, dexterity, and vitality attributes. I think that the gemstone used in the ceremonial earrings worn at the Sultana's royal banquet, the Voice of the Just, is either amethyst, [fluorite](#), or [spinel](#).



Ametrine



This multicolored beauty was born from the fusion of [amethyst](#) and [citrine](#).

“At the Studium, we award a select few graduating scholars for their academic performance with an ametrine, the symbolic stone of harmony. The ceremony will be on us before we know it, and only the finest cut will do for our star students!”

(Source: Searchers' Meet Administrator, Qih Aliapoh, “Awarding Academic Excellence”, Lvl 80 GSM leve)

Currently, the known vein of ametrine sits within Labyrinthos, under Old Sharlayan.

Animal Parts (Bone/Fangs/Horns)

I'd like to state, for those who know the distinction, that I personally know that bones, fangs, and horns are not made of the same materials. But in the scope of how they're utilized in Eorzea and Norvrandt, they might as well be. I won't be covering blood and hides, as those are even farther removed from bones, fangs, horns, and scales in its source location than the subject of this compendium (at least bones, fangs, and horns can be found by mining similar to ores and gemstones) and honestly, those two deserve a

compendium of their own.

“Fangs and horns are the weapons of beasts, used to kill and defend. Few materials are better suited than these for channeling the dark arts, or so I understand.”

(Source: Serendipity, “A Melding of Minds”, Lvl 20 GSM quest)

I think there’s potential for an argument to be made that the positioning of fangs/horns/bones might do *something* in the channeling of aether when utilized in staves, but the following statement where I get that seed of an argument from is unclear:

“The wolf fangs flaring from the tip [of the staff] are the coup de grâce, not only strengthening the thaumaturgical properties of the weapon, but also improving the wielder's ability to cut an imposing figure!”

(Source: Serendipity, “The Horns of Green”, Lvl 40 GSM quest)

I think it could go either way, honestly.

You can find bones, fangs, and similar reagents and materials anywhere you can find life and its history. For example, there have been reports of miners coming back with bone chips from the Spineless Basin in Central Thanalan for as long as anybody can remember.

There is a story about a quintet of thaumaturges who worked for House Durendaire. The House gave them a horn staff and the quintet left to defile a dragon's nest. The terms of their contract was that if all five of them stayed alive and the dragon did not, then they would have the honor of serving House Durendaire. (Source: “Tough Job Market”, Lvl 40 GSM Leve) This staff, like other horn staves, was made of alldgoat horns, wolf fangs, and an eye of fire.



For the sake of my own sanity, I’m not going to be making sub-entries for every single type of bone, fangs, and horns in FFXIV. I believe that the general pattern when it comes to animal bones/fangs/horns is very much like the quote from Serendipity that I used to start this segment: their practical use in life supplements their symbolic use when it comes to crafting and magic. There are, however, a few keynotes that I will list down below. I also want to point you towards [aqueous glyoaether](#) as a potential inspiration point, as it is made by aetherially reducing a turtle’s shell.

Bat Fangs 🦇🦇🦇



I bring up bat fangs as a base example for the potential of those that I don’t list here in this compendium.

Bat fangs, as an example of how fangs can be utilized within crafting and magic in general, are used in many manners of things: sewing needles, staves,

earrings, necklaces, a potion increasing dexterity, accessorizing a velveteen bandana, and finally, as a key ingredient in a weak blinding potion. Blinding potions are a key tool used in keeping novice warriors healthy, hale, and whole, so that they may live another day.



However, I'd like to draw your attention back to my mention of bat fangs being utilized in a set of earrings: specifically, the Fang Earrings. Earrings meant for beginning craftsmen to don. If the pattern of practical use in life supplementing their symbolic use in magic and crafting is accepted, then how do we justify this? I know from a Doylist perspective the justification is "*the game needs gear, stop overthinking*", but I think there's a Watsonian argument to be made that we shouldn't just consider the *fang's* practical use in life, but also the *bat's*. The bat is a small predator that weaves through its environment to hunt prey. I think that that sort of agility and precision would perfectly supplement a craftsman as they begin to form muscle memory that will serve them greatly in their craft.



So, when utilizing fangs/bones/horns in your RP and storytelling, consider the type of creature you're using at the base: how they lived, how they utilized the body part you're using, and our own symbolic perception of the creature. Maybe a coeurl's fang could be used in a set of earrings meant to bolster your character's cunning or flexibility.

Dragon Fangs



Rapier-like in shape, the fangs of ancient dragons are to be handled with care. There is a hypothesis amongst naturalists that the age of a dragon can be determined by horizontally slicing its tooth and counting the rings within, similar to a tree.

The artisans of House Dzemael in Ishgard have a history of receiving earrings made with dragon fangs as a reward. (Sources: "*The Grander Temple*", Lvl 56 GSM Leve, "*Man with a Dragon Earring (L)*", Lvl 56 GSM Leve) Dragon fangs are also utilized in making sewing needles and hatchets.



Fossilized Dragon Bone



The existence of fossilized dragon bones and thus the implication from said existence is the subject of great debate amongst Eorzean scholars. How long does it take for one of these bones to fossilize? There are some that cite evidence such as the proliferation of petrification magics to say that the process of bone fossilization only takes a single generation. There are, however, scholars that believe that it may take upwards of a thousand thousand years for a dragon bone to fossilize, which casts doubts on theories that state that Hydaelyn was created a

mere twenty thousand summers past.

Annite



A decent-sized chunk of rock made up of what appears to be thousands of thin sheets of dark grey crystal compacted together into a single mass. It is mined from the Zephyrneus isle in Elpis and refined into a whetstone. Because it is an Elpis material, you may come across some who don't want to interact with it due to that connection.

Antumbral Rock



A rock not unlike an [elemental rock](#), but instead of the normal elements, this rock's elemental aspect is “unnaturally” leaning towards the umbral polarity. It is usually found within the Wellwick Wood in Eastern Thanalan.

It is sought after by those who follow the Discipline of the Land in order to have legendary tools (Lucis and Supra models, specifically), though one merchant does take these as payment for cordials in Mor Dhona.

Aquamarine



A blue jewel found primarily on the Bloodshore of Eastern La Noscea.

In its raw form, it can be used to create water ward hi-potions, noted for both their ability to shield against water-aspected aether and, after long periods of disuse, having the same coloring properties as common dyes.

[\(Disclaimer\)](#)



When the gemstone is properly cut and set into accessory jewelry pieces, aquamarine has the power to boost one's mind, spell speed, and vitality attributes. It maintains the mind- and vitality-boosting qualities in other crafting recipes: leatherworkers utilize aquamarine for its vitality boost in their boarskin pot helms, while goldsmiths will utilize both its mind- and vitality-boosting quality in their electrum monocles and aquamarine-set silver circlets.



While the Holy See was still in power in Ishgard, new clerics that were appointed to the inquisitors' office were often given an aquamarine bracelet as a symbol of office to symbolize their loyalty to the position and to the Holy See as a whole.

(Source: “Actually, It's Loyalty”, Lvl 35 GSM Leve)



Astral Rock



A stone, often uncut and unpolished, that has an unbalanced elemental aspect that tips towards the astral polarity. When it is found, astral rock is found by Dragonhead in the Coerthas Central Highlands.

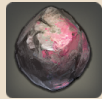
I believe the aether aspect of this rock being tipped towards astral is what makes it useful in what recipes we have which use astral rock. Astral is the polarity that Eorzean aetherology currently associates with active energy, which could mean that it actively keeps its hardness since...well, what else can you actively encourage in a rock? This would give Watsonian explanations for astral rock's use in the construction of goldsmith grinding wheels, novelty house walls, and the gravel golem minion.

When polished, astral rock turns into astral eyes. When placed into various pieces of jewelry and a bandana (Arachne Bandana of Scouting), astral eyes can increase one's vitality (4 recipes), intelligence (3 recipes), mind (3 recipes), critical hit (2 recipes), determination (2 recipes), direct hit (2 recipes), and spell speed (2 recipes). Astral eyes are also the material that gives the Star Chandeliers their credibility in resembling the moon and stars.



Goldsmiths can enhance astral eyes even further, making them radiant astral eyes. These are used in the creation of astrolabe clinometers, charging them with astral aether.

Aurum Regis 🏰👤🔨🔪🛡️🏰🔪



A rare metal found in the Greensward of the Churning Mists.

I would consider it similar to [adamantite](#) in how widespread its use is: from armor and clothing for fighters and crafters to weapons and tools to submarine parts. Ishgardian-styled furniture especially relies upon this metal for its grand designs, found in the chandeliers of noblemen, their knightly round tables, and even along the floors of their tribunals. I think it would not be entirely inaccurate to call aurum regis the sibling metal of adamantite, due to how often crafters use them both in concert with each other.

Aurum regis's use owes itself to a Near Eastern alchemist who developed raziqcoat, a powder that treats and hardens aurum regis such that it becomes as practical and useful as it is.

Aurum regis is also one of the metals utilized by alchemists when it comes to the creation of enchanted inks for astrometry cards, grimoires, orchestrion rolls, and similar objects. The ink created with aurum regis is known not to dry quickly and, thus, has a longer window of time in which to be erased. (Source: "Filling in the Blanks", Lvl 58 ALC Leve) See [spectrolium](#) down below for a bit about alchemists, their aether, and how their aether colour attaches to the inks that they make.

The ancient order of scribes in Ishgard, who pen the history of their nation as they accompany knights on the battlefield, use aurum regis ink in their journals due to the ink's proven property to withstand the test of time once dried. (Source: "Ink into Antiquity (L)", Lvl 58 ACL Leve)

At one time, Temple Knights Hospitalier Captain Abel Whitecape commissioned a large

batch of Aurum Regis Circlets of Healing in order to both commemorate a group of surgeons for first time in the field and, should they have died in battle, give their families a fine piece to remember them by. (Source: *"It's the Circlet of Life (L)"*, Lvl 58 GSM Leve) I'm unsure if this was common practice for Ishgardian surgeons or not.

Skybuilders' Aurum Regis Sand



Oddly, the variant of aurum regis sand that the skybuilders ask for in their reconstruction efforts of Ishgard is noted to be both edible and highly explosive. Both of these qualities are not found within normal aurum regis sand, so I'm uncertain as to what has happened to this variety in the Diadem to cause it to have such qualities. I would like to call into question the validity of the skybuilders describing this sand as edible, given that edible implies one survives the experience: having one's head blown off their shoulders does not imply such survival.

Azurite

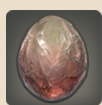


A deep blue jewel found in the Towering Still, in the Azim Steppe.

Goldsmiths can turn azurite into accessories that support any fighting style.

B

Basilisk Egg



The egg of a basilisk. Commonly found in Bluefog in Northern Thanalan, the shells of these eggs contain high concentrations of the various ores and minerals that the giant lizards are said to feed upon.

This composition makes these eggshells useful in the crafting of grindstones and whetstones.

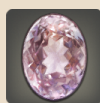
Virgin



The difference between virgin basilisk eggs and normal basilisk eggs is not in the question of if it's fertilized or not. Virgin basilisk eggs are simply the very first egg laid by any given basilisk in their lifespan. They are thought to hold the highest concentration of rare ores, making them sought after by potion makers and alchemists. A notable (and the sole player-available recipe) use of a virgin basilisk egg goes into Tinker's Calm, a tonic that allows craftsmen to focus better as they deconstruct complex creations.

Beryl

Pink



A translucent pink jewel found along the interior of Iq Rrax Tsoly, northeast of the village of Ilyon Asoh. It's currently uncertain whether pink beryl is a Turali traditional gemstone for lovers or if it is the best guess of the Bayside Fancies Clerk, Yimepi, that a client might like one for his sweetheart. (Source: "Shiny and Good", Lvl 94 GSM Leve)

Beryllium



Beryllium ore is found in the ruins of Saint Fathric's Temple in Il Mheg. Its sole use, as of now, is in the creation of alumina whetstones.

Alumina whetstones are the bread and butter of the Crystalline Mean and its facets, going into all of their facet tools.

Bismuth



Right out of the gate: this one is going to be *controversial*, but not for godmodding or similar reasons. The reason will lie simply in sourcing: bismuth is found,

through gameplay, through a vein on the Moon's surface in the Crushing Brand. Because of this, there are some people who argue that normal individuals on the Source shouldn't have access to this metal at all. However, it's been a heavily established pattern with all resources that, just because we find it in one spot in gameplay does not mean that that's true for NPCs and similar. That was such a heavily noted pattern when I initially wrote up this compendium that I had to put a [disclaimer](#) for it at the start.

I have an argument you could propose to RP partners for how to get your hands on this metal without your character ever having gone to the moon: through the Full Plate Armoire (the armor shop in Sharlayan). Its proprietor, Y'sohnjin, has had gleaners and adventurers alike giving her bismuth ingots as part of a customer retention strategy to repair armor made of bismuth. (*"Armoire Aftercare"*, Lvl 84 ARM Leve) This implies that there already is a supply of bismuth somewhere on the star: it is so rare that its existence is most common in Sharlayan or similar. But I think there is some of it *somewhere*: the question, for you, becomes: where? Given Y'sohnjin's seeming familiarity with it, Galveroché requesting it specifically for his experimentation into Thavnairian alchemy (Sources: *"In Pursuit of Panaloaf"*, Lvl 84 BSM Leve, *"Once and for Alchemy"*, Lvl 84 ARM Leve), and Snoeharr requesting a scythe made from bismuth for demonstration purposes for his lecture on Garlean history (Source: *"Records of the Republic"*, Lvl 84 BSM Leve), I would hazard a guess for any of those locations. Maybe debris from the moon dropped down to the star and it contained bismuth. Maybe certain collaborators traded resources behind the scenes. Your interpretations may vary: there's no **right** answer with this.

Otherwise, from canon text: there's nothing particularly special about it, beyond its sourcing. I think its name could be a hint that the metal is synthetic and part of the Loporrits' efforts to make the moon a habitable space for inhabitants of the star, similar to the flora seen around Lovingway's Darlings, but there's no text to support that currently. One thing of note: bismuth is commonly used in concert with [Phrygian gold](#). Bismuth seems to be the hard metal compliment to Phrygian gold's soft metal.

"This mineral may look like a shiny rock, but when oxidized, it becomes a very shiny rock."

(Source: *Rarefied Bismuth Ore's* description)

Black Star



A black jewel that shines with the radiance of the heavens, mined from the East Yyasulani region in Heritage Found. It is a well-rounded gemstone, found in 104 crafting recipes for all martial and casting disciplines, along with all crafting and gathering jobs.

By that virtue, I would say that one could argue that black star's main draw as a material, beyond its appearance, is how harmoniously it works with other materials like Fine

Silver, Harmonite, and Ra’Kaznar.

Bluespirit



Found in the Weed area of Lakeland's wilderness, bluespirit ore is one of the most commonly used ores in all of Norvrandt. There is a variant of it in the Source, thus far used only by the Skybuilders and their associates.

It has at least one noted instance of being utilized as a Duct Tape-esque solution to a potentially arcane problem:

A customer approached me requesting that I repair what I can only imagine was once some arcane device, but years of neglect prevent me from identifying its original purpose. The best I can hope to achieve is to use bluespirit to restore at least some fraction of its original sheen.

(Source: “Instruments of Distraction”, Lvl 74 BSM Leve)

Bluespirit metal is noted to be arcane in nature, though how I'm unsure at this time. The current evidence suggests that it amplifies magic, but if it does more I can't say. *(Sources: “A New Regular”, Lvl 74 ARM Leve, “Hot Rod”, Lvl 74 GSM Leve)*

The current pattern of bluespirit seems to be that it amplifies magical effects, with the original example of this being a coffee machine that utilizes two raw fire rocks. I had previously theorized that the bluespirit amplified the fire aether from the fire rocks to produce hot coffee. But with the Skybuilders' recipes for an oven, lamppost, and brazier all having bluespirit with no fiery catalyst like the coffee machine furniture item, I wonder if bluespirit is a good conductor of fire aether in general? Or works as an aether filter, turning generalized aether into fire aether for these items to work? Without further examples, it's hard to give a hard ruling on that, and so I leave my ponderings to your brain to see how you wanna run that in your arenas of RP/storytelling.



Bomb Ash



A product traded to adventurers by kobold traders in Outer La Noscea, this grey ash is the aftermath of the internal combustion of a bomb (the monster, not the device). Adventurers can also get this by killing any of the bomb monsters in the Source.

When mixed together with iron, a blacksmith can produce steel. In the process of molding and shaping glass into a wine glass, goldsmiths use bomb ash. Many adventurers use bomb ash to help fuel campfires, I think making the fire last longer or burn brighter or both.



Brass



“We were talking about the earrings and the gorget you made, apprentice. Both called for brass, which is more useful than you may realize. While it isn't the fanciest metal around, it can be made to resemble gold in appearance if shaped and polished well.”

(Source: “Objectively Speaking”, Lvl 15 GSM quest)

One of the most basic soft metals for goldsmiths to work with. Nothing inherently special about it. Brass is an alloy of [copper](#) and [zinc](#).

Bright Fire Rock



An uncut, unpolished stone imbued with aetheric fire energy. One can find it primarily in the Churning Mists, the Dravanian Forelands, and the Dravanian Hinterlands. Not used in crafting, per say, but can be aetherially reduced to dawnborne aethersand, fire clusters, or even a single fire crystal.

Dawnborne aethersand is utilized in 96 separate crafting recipes, making bright fire rock's seeming uselessness a farce.

Bright Lightning Rock



An uncut, unpolished stone imbued with aetheric lightning energy. One can find it in the Coerthas Western Highlands and the Sea of Clouds. On its own, it is not used for crafting, but can be aetherically reduced to dawnborne aethersand, lightning clusters, or even a single lightning crystal.

Dawnborne aethersand is utilized in 96 separate crafting recipes, making bright lightning rock's seeming uselessness a farce.

Brightwind



Found in the Knowable region of Living Memory, prolonged exposure to wind and sunlight has allowed this stone to absorb a great deal of aether. For the person who gets their hands on this material, aetherially reducing this stone will grant lightning crystals and clusters, along with mythloom aethersand. Mythloom aethersand is utilized in 32 different crafting recipes, largely in the archeo kingdom style.

Brimstone

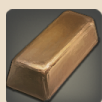


A powdery sulphur that naturally occurs in volcanic regions around Eorzea. One can acquire it from trading with the Vath in the Dravanian Forelands or through mining it in Oakwood in Upper La Noscea.

Not only is brimstone utilized to craft black and crimson firesand (the powders necessary in so many guns utilized by mechanists — black being used in weaker guns, while crimson is utilized with higher grade mechanist weaponry), it also goes into a thaumaturgy scepter and velveteen doublet vests (one for craftsmen, the other for gatherers).



Bronze



An alloy of [copper](#) and [tin](#). There's nothing really special about it: it's a beginner's

heavy metal.

C

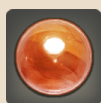
Carbonized Matter



Naturally occurring coal that is infused with [dark matter](#) found exclusively in Eorzea. It used to be utilized in maintenance of gear, serving as a catalyst in the materia melding process. Then catalyst-free melding was discovered and the material fell out of the public's favor. Today, botanists and miners still gather the material as practice for when they first start out.

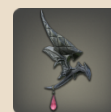
There exists five grades of carbonized matter. If there are more, I cannot find any.

Carnelian



A translucent red-orange jewel. It is easy to carve, given its relative softness, which has in turn made it a popular jewel for royalty to use throughout history for their signet rings. It can be mined in the Avalonia Fallen area of the Dravanian Forelands.

Its practical uses are many: weapons of magicians, accents on clothing, highlight points in durium hairpins, and earrings for all kinds of warriors. Oddly, carnelian is also utilized within the doll replicas of Calca and Brina.



Chalcocite



A black metallic ore that primarily contains copper, but does have traces of iron and saltpeter in it. Its only use, in-game, is to either vendor it for 12 gil or to trade it into Rowena's for scrips. If one is interested in that, they can find chalcocite in the Smoldering Wastes of the Dravanian Forelands.

Chloroschist



A crystalline [schist](#) formed in low temperatures and under little pressure. Can be refined into a whetstone.

“Some say peering into the murky depths of this stone will reveal secret truths of existence—for instance, that staring at a rock for extended periods causes significant ocular discomfort.”

(Source: Rarefied Chloroschist's description)

Aetherial reducers have ways to classify two other varieties of chloroschist, both as prime and sublime. What categorizes prime specimens are well-known, while sublime are a mystery. Both of these can be reduced into [igneous gliaether](#).

Chondrite



A stony meteorite mined from the far end of the universe in the Hollow of the Flesh in Ultima Thule. Its source location makes it potentially controversial with a potential caveat: it's a meteorite. If you want to run with the idea that your character found it normally without any space travel involved by it having somehow gotten that far, then by all means, be my guest.

A potential point in favor of my proposal that your character could have found it as a meteorite in the ground: in the level 88 BSM levequest “*Annals of the Empire I*”, Snoeharr asks for a chondrite magitek axe, referring to it as an “antique magitek axe” rather than its actual item name. Your mileage may vary on if your RP partner/group says that's a valid argument for having chondrite available without going to Ultima Thule, but it's got potential for something interesting if you spin it the right way. Secondly, the Rareified Chondrite Lapidary Hammer and Rareified Chondrite Alembic both have item descriptions that imply that someone, out there, in the setting as a whole, is buying chondrite tools as they're being *advertised* within said item descriptions.

Its properties are that it makes a wonderful protective material, utilized in armor extensively. That same durability helps in weapon and tool construction. Its utilization is well known to Mandervillian smiths, who use a variant of chondrite in their unique refinement process.

Chromite

This is a naturally-occurring, but rare alloy of chromium found in Ala Mhigo, up in the clustered rock formations of Wightrock. This natural alloy is used to craft a number of different tools, weapons, and armor, many (not all) of which being directly symbolic of or referencing Ala Mhigan culture. I honestly think you could say that chromite exists in a similar niche as [steel](#) when it comes to both crafting and its various features (chromium is used in stainless steel in real life, so I'm drawing upon that for inspiration).

Taking chromite as, essentially, “Ala Mhigan steel” is, I think, the saner route to go with this metal.

Dwarven Chromite



This ore has a high concentration of naturally occurring chrome—which is presumably why dwarves will under no circumstances divulge where veins of it might be found (possibly beyond the Flood of Light, wherever the Ala Mhigo parallel is in Norvrandt). Currently used in crafting cobalt alloy ingots, which are used in the aesthete's line of tools and boots. It's also used in some pieces of Neo-Ishgardian gear and some pieces of rare Warrior of Light memorabilia.

Mountain Chromite

A particular strain of chromite found in Tural, specifically by the Pelupelu settlement in Urqopacha, up by Chabameki. It is in solid demand throughout the region for its durability. Beyond its location, it is uncertain how it differs from regular chromite.

Chrysolite

A green jewel found in the Makers' Quarter of the Dravanian Hinterlands.



It is primarily used by goldsmiths to craft accessories for fighters of all talents. The only notable exceptions to this are its use in the Level 6 Aetherial Wheel Stand recipe, the recipe for *Noble Gold* and *Noble's Codex*, and in recreating a Thavnairian Bolero and Turban.



Cinnabar



A red mineral used to create quicksilver, as well as potent sedatives. It is not easy to find, with even experienced miners of Ul'dah's Mining Guild having a hard time finding it.

Black Cinnabar

A black variant of cinnabar known to contain traces of quicksilver. It is used to make enchanted quicksilver, which is then utilized in the process of upgrading the Paracelsus Supra alembic to the Paracelsus Lucis alembic model with the craftsman, Talan, in Mor Dhona.

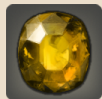


Steppe Cinnabar



Namazus have been known to ask for this material from adventurers. The only thing I know of it is that it is very red. Very.

Citrine



A yellow jewel that many mistake for topaz: the main difference between the two is that citrine is several times softer. Raw citrine can be mined from the Red Rim in the Coerthas Western Highlands. Citrine's only noted use is by goldsmiths making chokers that support fighters' abilities.

Clay

Black Clay

A partially synthetic clay created by mixing ground stone with an alchemical reagent. It is only acquired through free company submarine expeditions into the Sea of Clouds, with its only noted use being in the use of free company craftsman

making prototypes for various housing blueprints.

Empyrean Clay

Mud that has been warped and mutated by exposure to the powerful magic of Heaven-on-High. Its main use has been as the main ingredient to three of the popular Odder Otter furniture items.

Ewer Clay

Clay harvested from inside the Sharlayan Labyrinthos facility, usually found by adventurers around the Logistikon Gamma stream. It has cultural connotations of being the clay that molded Thaliak's ewer.

Granular Clay

Crumbly balls of reddish clay added to the soil to improve both moisture retention and drainage. It is primarily gathered by botanists from the Churning Mists, Dravanian Forelands, and the Dravanian Hinterlands.

It can be aetherially reduced to duskborne aethersand, earth clusters, or a single earth crystal. Duskborne aethersand has usage in the potion recipes to increase attributes, superior deep-RGB enchanted inks, along with many foods meant to bolster a great many attributes.

Pelagic Clay

This clay is heavy on eolean dust and the bones of marine creatures (don't ask which) -- it is found only in the deepest parts of the sea, only accessible through the submarines of free companies as they take expeditions to Nald'thal's Pipe.

It is only utilized in the prototype blueprint for the half-timbered house.

Potter's Clay

Thick, sticky clay used to make cups, pots, and jars. I'm not sponsored, but one can purchase this clay from Esmenet in Ul'dah along Husting's Strip (along with mining it in Treespeak in the North Shroud).

Red Clay

Natural clay that is commonly used by potters and sculptors for its high malleability. Free companies can find it via submarine voyages to the Sea of Clouds and then use it to make various prototypes.

Steppe Clay

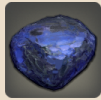
Namazu have been known to ask for this earthenware clay, finding it easily shaped and fired.

White Clay

Crumbly balls of white clay added to soil to improve both moisture retention and drainage. Miners of Kholusia are the ones who often find this in the Scree area.

It can be aetherially reduced to chiaroglow aethersand, earth clusters, or a single earth crystal. With chiaroglow aethersand, you can then either turn it in for scrips, use it in two food dishes, or distill it into one of the many tinctures meant to bolster your attributes a great deal.

Cloudstone



It is believed that this stone is a piece of fossilized cloud. Regardless of its true origins, the skybuilders request pieces of it so that they may use it in chandeliers and fireplaces.

Clinquant Stones



In all regions of Norvrandt, there exists a type of glittering, shimmering, sparkling, and otherwise shiny stones. Il Mheg is no exception to this, as is amply demonstrated by these fine specimens. Creative marketing in Eulmore has seen these utilized in advertisements for the Beehive.

Cobalt



A precious metal found in Bluefog, up in Northern Thanalan. Not only is its raw form turned into cobalt ingots, but it has seen use in Garlond steel, kamacite, [molybdenum](#) ingots, and wolfram ingots.

When used as solely cobalt ingots, there are 187 recipes calling on its use. Outside of their crafting use, cobalt ingots were utilized by naturalists in preserving ruins from the Great Allagan Empire before they were exposed to rigorous examination using modern magic. (Source: “Dealing with the Tough Stuff”, Lvl 45 ARM Leve)

Garlond steel is most well-known to adventurers in its use in the parts of free company submarines as well as miniatures of said submarines. Kamacite is utilized for similar purposes.

Fireheart Cobalt



Seasoned miners will recognize this mineral as a type of sulfide, its composition lending its surface a permanent sheen that makes it look like a glowing ember in the light. One can find this along with Isle of Ken in Lakeland.

Fireheart cobalt's main use is being smelted into a cobalt alloy ingot, mixing with

dwarven chromite to create much of the metal found within the Neo-Ishgardian line of armor and weapons.

Cobalt Tungsten

The Wing of Reflection wants us to participate in collaborative research. We've been asked to create the hardest ingot we can manage in order to determine which Turali ore is strongest. If we can make something that rivals Yok Huy architecture for toughness, we might well be reviving the lost art of Turali metalwork!

(Source: "Metal with Mettle", Lv 94 ARM leve)



A precious metal found in the western reaches of Yak T'el, in the Xmun Hojaw area. Along with its hardness, weapons and tools made with this material are noted for their sharpness (*Source: "Dagger Swagger", Lvl 94 BSM leve*), ease of use (*Source: "Maintaining the Maintainers", Lvl 94 BSM leve*), and precision (*Source: "Odd Instruments", Lvl 94 ARM leve*).

While in the real world, cobalt and tungsten don't naturally alloy together, it seems that they do in this setting! It *may* have to do with the meteors that made the cenotes, with said celestial bodies aetherially cauterizing veins of cobalt and tungsten together to make these hybridized veins during their impact.

Copper



Do not mistake this metal's commonplaceness for worthlessness: copper is the backbone of many things in one's life. The ore is not only necessary for copper ingots, but also goes into the ingots of brass, bronze, and deepgold along with the nuggets of deepgold, koppranickel, and rose gold. Taking that into account, copper is technically utilized in 639 recipes across all disciplines of craftsmen. I think, if one were to sabotage a nation's supply of copper, you'd have a slowburn of chaos and a dire need to find a reasonable substitute.

The sand of copper is also utilized in making the ink of many an arcanist's amateur grimoire or picatrix. See [spectrolium](#) down below for a bit about alchemists, their aether, and how their aether colour attaches to the inks that they make.

Cuprite



The appearance of this metal might suggest, to the uninformed, that it is a precious gem; however, this ore is a form of copper, just one that is somewhat translucent and red. It is found in the Ruling Quarter of the Dravanian Hinterlands. Like yellow copper, cuprite's only use is to be turned in to one of the agents of Rowena's House of Splendors to be given scrips in exchange.

Peacock Ore



A colorful ore with a high copper content. A dungeon-found ore that drops

from monsters and coffers in level 50 dungeons. Peacock ore can also be bought from the grand companies.

It is used to make [rose gold](#) ingots.

Yellow Copper



Copper's underutilized cousin, found in the Riversmeet area of the Coerthas Western Highlands. Its only use is to be turned in to Rowena's network for scrips.

D

Danburite



“Never heard of danburite, I take it? Tcha, how we judge the value of a gem or man...the family worth, elected by hardness and rarity; the measure of the specimen, its hue and clarity; the added allure for ones who would possess it; and the merit seen by those versed in nature lapidary or otherwise.”

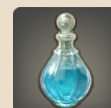


(Source: “I Am a Rock”, Lvl 15 GSM leve)

A transparent jewel found in the Skull Valley area of Western La Noscea. There is a variant found around Juturna Platform G in Garlemald that lends itself to crafting varieties of crafters' tools.

Once polished by a goldsmith, danburite can be used in two ways.

First — oddly, unlike other elemental ward potions, the raw form of danburite isn't utilized within the recipe for an ice ward potion: its refined form is (a similarity it shares with [lapis lazuli](#), [malachite](#), [sphene](#), and [sunstone](#)). Ice ward potions are noted for both their ability to shield against ice-aspected aether and, after long periods of disuse, having the same coloring properties as common dyes. ([Disclaimer](#))



Second, danburite can be used to create accessories that boost a fighter's vitality first-and-foremost, but also their intelligence, determination, and direct hit rate.

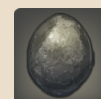


Darksteel



A dark metal mined from around Dragonhead in the Coerthas Central Highlands. In its raw ore form, blacksmiths can use it to make [adamantite](#) nuggets, darksteel nuggets, or darksteel ingots.

Even in its solely darksteel form, the nuggets of this metal go into a great many recipes (140 in total) of all disciplines. This pattern holds true when these nuggets are made into proper ingots, with the ingots going into 74 total recipes. With a total of 214 crafting recipes using this metal, darksteel has use in everything from armor to weapons to tools to submarine parts.



Darksteel ore, despite its many uses, is recorded as one of the more difficult types of ore to find. The Amajina & Sons Mineral Concern has used this quality of the ore at least once to test the relationship between one of their foremen with the Mining Guild. (Source:

“Canyon of Regret”, Lvl 50 MIN quest)

Ra'Kaznar



A variety of darksteel known as Ra'Kaznar whose raw ore is found in mineral deposits around the Electrope Strike station in the Archeo Alexandria region of Heritage Found.

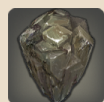
We [the Wing of Reflection of Tuliyoall] wish to equip our arcane practitioners with quality instruments that meet their various needs. There is a particular dark steel not typically used in Tural which I believe would be well suited for our traditional divinatory practices. We would be much indebted to the artisan able to create us such a rod.

(Source: “The Right Rod”, Lvl 98 GSM Leve)

This variant of darksteel might be in a similar class as [lunar adamantite](#) in that it is flexible between both martial and magical disciplines, hardy and aetherially conductive. This conductivity is what sets it apart from the darksteel we know from the Source in a similar manner that we differentiate lunar adamantite from [adamantite](#). What caused this differentiation is also similarly unknown, as we’ve no direct text to cite and rely on for either. One may speculate that this is just the influence of the Ninth Shard and what its circumstances does to not only its people, but to its materials, but I believe this would be short-sighted speculation at-best without further text to pull upon.

From a purely FFXIV perspective, there is little to nothing to go off of for what “Ra’Kaznar” means, as it is never brought up as either an explicitly Alexandrian or Turali word. From a meta-perspective, the name is a reference to FFXI: Ra’Kaznar was a region on the Ulbuka continent. Its similarity with Heritage Found and even the Everkeep is undeniable, as both areas are defined by their purple lighting and geometric visual shape keys.

Dark Matter



Disclaimer: I have a feeling that this is going to be a somewhat controversial item for RP and other narrative storytelling, given its use. I include it here both because of its existence in the mining log and because I think, if used well and carefully, dark matter could have interesting narrative potential. But I think dark matter definitely has risks of being utilized for god-modding if used both incorrectly and without consent. Check in with who you’re RP-ing with and see if they’re alright with this being utilized in your RP. There is also the argument that dark matter has never been fully utilized in the narrative elements of FFXIV (i.e. “*If this stuff truly exists in canon, why did we have to gather all those materials in the Diadem to help in the Ishgard restoration?*”), so I advise caution when utilizing this QoL gameplay item in a narrative function.

Previously, crafters had utilized dark matter in [carbonized matter](#) in order to create catalysts for melding materia onto pieces of armor, clothes, tools, and weaponry. However, with recent discoveries in catalyst-less melding, that use for this substance has fallen to the wayside.

However, recent studies into this material has given way to a new use for this item: it has the unique ability to be able to fully assimilate into other forms of matter. This allows for this material to be used as an all-in-one repair and restoration material.

There are eight officially recognized grades of dark matter, with grade 1 being utilized for common materials and grade 8 being utilized with precisely crafted items made from high-quality materials. It is usually found in smaller chunks and sold by merchants all throughout Eorzea, however, clusters can be found rarely all throughout Eorzea. These clusters of dark matter, along with grade 6 dark matter chunks, are utilized in the creation of magitek repair materials. These are important to the upkeep and general maintenance of large-hulled airships and submersibles.



Diamond

A transparent jewel mined from Black Brush in Central Thanalan.



When utilized by a goldsmith in accessories purely showcasing their diamond gemstone, diamonds bolster determination, intelligence, and vitality attributes. The vitality attribute bolstering holds true, even when utilized in the Platinum Scarf of Fending recipe and in the carpenter's recipe for the Ebony Cane. However, in recent times, diamonds have been utilized by both goldsmiths and carpenters in making accessories suitable for all types of fighters (the Scintillant Earring line and the Teak lines of bracelets and chokers, respectively).



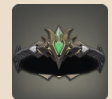
In Thavnair, diamonds have a traditional meaning centralized on protection against evil, both because of its hardness and its gleam. (*Source: "Wish Upon a Crystal"*)

Diaspore



A light-green jewel found in the Sextuplet Shallow of Il Mheg. It is utilized by goldsmiths to make accessories for all types of fighters, as well as leatherworkers making gloves suitable for crafters and gatherers.

There may be those amongst the Crystarium guard who wear bracelets made with this gemstone, as an anonymous gentleman donor donated the money for such a request to be made. (*Source: "Gentleman Donor", Lvl 72 GSM Leve*) Some of the guards may wear chokers with diaspore in them as well, as they were given to them as new recruits to make sure that none of their heads were lopped off during practice. (*Source: "Neck on the Line", Lvl 72 GSM Leve*)



Diatomite



Geological scholars claim that this sedimentary stone is actually composed of the shells of thousands upon thousands of tiny sea creatures. It is found within Rasen Kaikyo of the Ruby Sea and used by alchemists for Grade 1 Reisui of Attribute-Boosting.

Dolomite



Dolomite is a type of limestone, but one that is particularly useful as a local aquifer.

Take this personal speculation with a grain of salt, but I think you could make a good argument that dolomite deposits help water crystals in producing water-aspected aether in geographic locations, mayhaps as an amplifier. The main nodes for regular dolomite and rime dolomite are both connected with large lakes (with regular dolomite

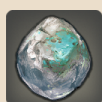
currently located to players in the Rak'tika Greatwood in the First, while I discuss rime dolomite more below), so it's not too out of pocket to say that dolomite and water aether go hand in hand.

Dolomite's main usage, within the text of FFXIV, lies within its use in refining [aluminum ore](#) into duraluminum.

Rime Dolomite

A specific type of dolomite that has qualities that mark it, to the eye of an expert, as unique to the frozen wilds of Ilsabard. I believe you can mark this up to ceruleum, as the main mining node you can find this in is in the same area where it's noted that the late Garlean Empire mined for its ceruleum.

Durium



A metal found in the Unseen Spirits Laughing area of Yanxia. Goldsmiths refine the raw ore into ingots by mixing it with durium sand as well as with silver ore.

It has noted use in the azurite accessory line as the metal the jewels are set in, along with being mixed in with Doman iron ore to make Doman steel and Doman iron. It is also used to bolster palladium and molybdenum to create all kinds of equipment. I do not think it would be inaccurate to say that durium is the [copper](#) of Othard, in how utilized it is in so many recipes in so many disciplines.

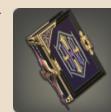
Hingan craftsmen are notoriously fastidious when it comes to metals, I think perhaps especially durium given that merchants in Kugane are willing to sell durium ingots for a loss to keep these Hingan craftsmen as customers. (Source: *"Put the Metal to the Peddle"*, Lvl 66 GSM leve)



Another notable use of durium is in enchanted durium ink, both as a crafting material for many magical weapons which utilize paper but also in the writing of contracts in Higane. (Source: *"The Dotted Line"*, Lvl 64 ALC leve) See [spectrolium](#) down below for a bit about alchemists, their aether, and how their aether colour attaches to the inks that they make.

I'm going to note a levequest's text detailing a grimoire written with durium ink. The big question is about whether these portals are *real* or if it is a metaphor for the experience of reading, the answer of which I leave to you to decide.

"Not long after the arcane index graced our shelves did a temple monk happen by and snatch it up, but it would be he who was ensnared, drawn helplessly into the metaphysical portals of possibility it irrevocably opened. You wouldn't happen to have an accompanying volume, would you?"



(Source: "Spell-rebound", Lvl 66 ALC Leve)

High Durium

"Donning equipment crafted from this elegant emerald alloy is sure to turn onlookers green with envy...right?"

(Source: Rarefied High Durium Ore's Description)

A variant of durium that is found in two different forms in two different places: the ore itself has a thick vein in the Akyaali region of Thavnair, while the sand can be mined in the Labyrinthos under Old Sharlayan. It has no remarkable qualities to mark itself as different from other metals: think of it in the same terms as steel and iron. A hardy, general purpose metal.

Its sand variant is used to make enchanted high durium ink. See [spectrolium](#) down below for a bit about alchemists, their aether, and how their aether colour attaches to the inks that they make. Notably, high durium ink has been involved with:

- Stocking the Noumenon's shelves with Near Eastern grimoires (*"Nearly Bare"*, Lvl 80 ALC Leve)
- The testing of spell tome quality using a limited range of materials, using specifically materials found in the Labyrinthos (*"Luncheon Bound"*, Lvl 82 ALC Leve)
- Preserving Ilsabardian Roegadyn arcane traditions via Sharlayan-commissioned replicas of arcane codices, previously destroyed by Garlean subjugators (*"Rebuilding to Code"*, Lvl 84 ALC Leve)

E

Electrum



The blue-gold metal we call electrum is found in the Bronze Lake area of Upper La Noscea. Not only does this metal see use within Eorzean society, but the kobolds of O'Ghomoro use it in their currency, Titan Electrumpieces.



When refined, electrum takes on an opulent whitish hue not seen in other metals. (Source: “Gulley of Woes”, Lvl 45 MIN quest) It is prized by crafters because, without it, they would not be able to make a great many things: there are 439 crafting recipes for every kind of crafting that utilize electrum, in any of its forms (ingot, ore, palladium nugget, sand).

Electrum sand can be alchemically mixed into enchanted electrum ink and also an alchemical powder known as Perfect Pounce.

Perfect Pounce is utilized to prevent ink from spreading when applied to vellum (the main material of maps) and it also maintains a high level of aetherial conductivity.



“A naturally occurring alloy of gold and silver, though many would argue that it is worth less than the sum of its parts. Those expecting it to possess some sort of lightning-aspected aetherial properties due to the name are sure to be disappointed, although that has not prevented several unscrupulous merchants from advertising it as such.”

(Source: *Grade 4 Skybuilders' Electrum Ore*)

Enchanted electrum ink is not only used in the crafting of magical weapons that have paper as a component and orchestrion rolls: many pledges and death records of the knights of Ishgard have been written in this ink. (Source: “No Accounting for Waste”, Lvl 40 ALC Leve) See [spectrolium](#) down below for a bit about alchemists, their aether, and how their aether colour attaches to the inks that they make.

Electrocoal



An ore containing trace amounts of electrope that is mined from the East Yyasulani region in Heritage Found. Aetherially reducing this ore awards the player with earth-aspected crystals and clusters, along with sungilt aethersand, which has a myriad of medicinal usages that alchemists and culinarians utilize in their craft.

Elemental Cluster/Crystal/Shard



These elemental crystals are found everywhere there is aether. The amount of aetheric elemental energy they hold corresponds to their size: shards are the smallest with the least, crystals are medium and contain more than shards, but clusters are large and carry the most. Specific elements are prized by specific crafters (i.e. goldsmiths value fire and wind crystals).



Gardeners can grow elemental shards with the right seeds. These seeds are known as Light Seeds, with their corresponding elements coming before the “light” in the seeds’ names (i.e. “Firelight Seeds”, “Windlight Seeds”, “Waterlight Seeds”)



Crystals can come in as many different grades, beyond the sizing grade- each vendor and merchant tends to choose their own adjective that suits their needs for what they’re looking for in any given elemental crystal.

[HIGHLIGHTED SECTION IN NEED OF EDITS. TREAT AS WIP]

Through a discovery by [a lucky Pelupelu in Urgopacha](#), the elementally corrupted crystals of Eorzea have found an unexpected use. Through aetheric converters, corrupted crystals can be utilized in a similar fashion to electropes, changing one type of elemental aether to another. Whether this ability is connected to [Phoenix’s influence](#) or [Atomos’s](#) is yet-untested, but both are influences worth noting for the potential aetherologist or engineer.

(Disclaimer: Your potential RP/storytelling groups may lean one way or another, depending on various factors, but both present interesting narrative hooks. Thus, I am noting both in an effort to spark inspiration where it may catch any potential reader.)

Blood of the Land

A unique name for the unique variety of earth crystals found in Shaaloani, the figurative name for such coming by how the seams run in vein-like structures throughout the land. They are utilized in luring out earth-based tural vidral like the Serpentlord, Ttokrrone.

They are harvested by defeating earth sprites in localized, seemingly FATED events, but the item description makes it seem more akin to earth crystals than a true earth sprite core:

“A decidedly figurative name for a concentrated form of earth-aspected ether occurring in crystalline seams running through Shaaloani.”

Speculative thought, but I *think* it’s possible that the earth sprites defeated in the FATE this item is related to are simply carrying these crystals in a manner akin to bees and pollen. For what purpose, I’m unsure; it could be that the environmental

damage to the aether balance by Ttokrrone's presence necessitates the sprites moving the concentrated earth aether around? It could also be a symptom of his territorial preferences and why he goes where he does. Without much more, it's difficult for me to say with any certainty. What I can say is that it is at least *known* to some of the populace that this variety of earth crystal can do this to him, as Br'uk Vaw of the Setting Sun is the one who sets the players to collect these from earth sprites. It may be that elemental crystals are part of viper techniques to hunt tural vidral, utilizing them as bait to certain locations.

Elemental Rock



"Why is this one separated from the Elemental Cluster/Crystal/Shard entry?" you may be asking this document. The reason why lays in origin: crystals, in all their various sizes, are aether made solid. Elemental rocks are rocks that have been imbued by specific elemental aether. It is also important to note that while we can use the locations where elemental crystals manifest and are gathered to make a map of various elemental concentrations of aether, we cannot do so with elemental rocks.

For example, you would think that we could find a great many fire rocks in Thanalan around sites where the primal Ifrit has been summoned. But there are no recordings of such occurring: Ifrit leaves his marks upon his followers and absorbs the (I assume) fire aether from the locations he's summoned. Fire rocks are instead found in the Oakwood in Upper La Noscea.

Elemental rocks, on their own, typically have no use. However, when the rough outer layers of the elemental rock are polished away by a goldsmith, the ending result is what we call the elemental eyes.



(Pictured: eyes of earth, fire, ice, lightning, water, and wind)

These elemental eyes are used in elemental boarskin ringbands by leatherworkers, thaumaturgists' brands by goldsmiths, elemental wands by alchemists, and a variety of other staves and scepters. The elemental eye that sees the most use is the Eye of Fire, most likely due to a popular trend of thaumaturgists favoring it as their preferred element. I think that the Order of Nald'thal even utilizes these eyes of fire in order to power the lights that accompany their lecterns.

I'd make an argument that the elemental boarskin ringbands could, if one wanted to, be used as gloves that carry their respective element's influence. For example, a person channeling their aether through a set of boarskin ringbands of fire could slowly warm leftover food by holding the plate it sits on or a set of ice ringbands to apply cooling pressure to a bruise. I'd personally limit these to minor effects, given that these are low level items, but ultimately it is your RP and is up to you and your RP partners'

judgement. If you want to see my theory on elemental rocks and moraines being two sides of the same coin, head on over to the [moraine](#) section.

A notable exception to all of what was said before is that two raw fire rocks can be utilized by a blacksmith in order to make a coffee machine. I theorize that the reasoning behind this is due to the existence of [bluespirit](#) metal within this coffee machine's design, as bluespirit has been implied to amplify magical effects.



Elemental Sprite Cores

The cores of elemental sprites are crystalline in structure and play a very important use to any adventurer or specialized hunter: many of them can force a voidsent out of a shapeshifted or illusory form.

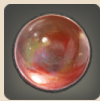
For each specific element, here are their entries:

Earth Sprite Core



These can be used to stabilize seismic activity around dangerous locations. Amajina & Sons will pay hunters that bring these to them (they use them to stabilize mining locations as well as ceruleum extraction). They're not used in the formerly mentioned voidsent hunting use, but their "cousin", [luminous crystals](#), can be.

Fire Sprite Core



On top of burning voidsent out of their shapeshifted/illusory forms, these red-hot cores are often used to light churchwardens, censers, and candles, amongst other things. They are also used to burn things otherwise resistant to flame, a trait used by the Amalj'aa in their divination practices: they burn the shells of iron tortoises to discern favored battle tactics from the ashes of the shells.

Ice Sprite Core



So cold, these cores are said to freeze the very air around them, making them perfect for choking the truth out of devilish imps who seek to torment others with their deceiving glammers.

Lightning Sprite Core



These white-hot cores are sometimes used by blacksmiths and armorers as a source of heat when driving rivets into metal plate. Some fisherman use them to stun fish so that they float to the water's surface, making them easier to catch.

These are also used to tell a Big Claw crab apart from its other megalocrab cousins; when shocked, a Big Claw's shell will turn from its camouflage green to a bright red.



Emerald



A green jewel found in the Black Brush area of Central Thanalan. Emerald stones have been utilized in many accessories of healers, as it bolsters the mind, piety, and vitality attributes of those who wear it.

Arcanists can pull the aether from this gem to mix it with their own to make a green carbuncle.

In Thavnair, emeralds have a traditional meaning associated with healing, both the heart and physical ailments. (*Source: "Wish Upon a Crystal"*)

F

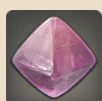
Ferberite 🏠 🏠



Ferberite is a jet black mineral with an alluring luster to it and is found in Raubahn's Push in Northern Thanalan.

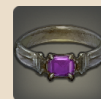
It is known to be used in the creation of collar bells for Ul'dahn lap-dogs so that their owners may not lose them, along with the daggers mummies use so they don't hurt each other as they perform. However, ferberite's more well known use is when it is combined with [cobalt](#) to make wolfram ingots, which are used in 125 recipes for everything from armor to aquariums to clothing to furniture to submarine parts to tools to weapons.

Fluorite 🏠 🏠



A purple jewel mined out near Drybone in Eastern Thanalan (though is acquirable from merchants all the way in Gyr Abania and Othard, two places that couldn't have done trade with Eorzea at the times where we see these fluorite specimens being sold. I think it's reasonable to assume that they have their own veins of fluorite inaccessible to the player).

When polished and used in jewelry by goldsmiths, fluorite has the ability to increase critical hit, dexterity, and vitality attributes.

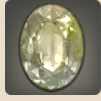


Polished fluorite also can be used by alchemists to create lightning ward potions, noted for both their ability to shield against lightning-aspected aether and, after long periods of disuse, having the same coloring properties as common dyes.



([Disclaimer](#))

Clear Fluorite



A rare form of fluorite completely devoid of any interior flaws. It can be traded for and then crafted into Fluorite Lens, which one can then turn in to Talan in Mor Dhona to upgrade your goldsmithing tool (Urcaguary Supra) to Urcaguary Lucis.

Furite

There's not much I *can* say on this subject, mostly because I personally cannot find anything on this ore/metal outside that it's illegal in Ishgard (and potentially beyond?) from the Samurai quest line segment in Ishgard. That or it's being illegally traded out of Ishgard, with Ishgard holding a monopoly on Furite.

G

Gale Rock

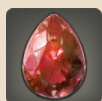


As the name suggests, this variety of stone is more strongly aspected than typical elemental rock. It can be found in the Wild Fete of the Rak'tika Greatwood.

Now with that in mind, one would think it would follow the pattern set out by the [bright fire rock](#) or the [bright lightning rock](#), being wind-based in nature. It does not.

You can get use of this stone by aetherially reducing it, but it reduces to chiaroglow aethersand, water clusters, or a single water crystal. Not wind, as the name “gale” or the colouration would suggest. I can't explain this one, it's just like *this*.

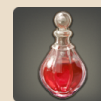
Garnet



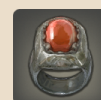
A red jewel found out on the Bloodshore of Eastern La Noscea.

In its raw form, it has been utilized in making grinding wheels for goldsmiths as well as by alchemists in fire ward hi-potions, which are noted both for their ability to shield the drinker from fire-aspected aether and, after long periods of disuse, having the same coloring properties as common dyes.

([Disclaimer](#)) Unlike other elemental ward potions, fire ward hi-potions also are used in the recipe for the paissa floor lamp. I think a potential use for fire ward potions would be as an inner coating of the glasses in lamps, to keep the glass from warping and to keep their shape.



Once polished, goldsmiths can set garnets into accessories to bolster skill speed, strength, and vitality. Heroes who have done great services for Limsa Lominsa are sometimes rewarded with rings set with garnets.



Emery



Powderized garnet used in the polishing of gemstones. A dungeon-found mineral that drops from both monsters and coffer in a variety of level 50 dungeons. It can also be bought from grand companies.

It is specifically used to polish [diamonds](#), [emeralds](#), [fluorite](#) lenses, [iolites](#), [rubies](#), [sapphires](#), and [topazes](#).

Giantsgall

Known only to be mined from Thavnair, this unique and peculiar stone is named after an old legend of a Far Eastern hero defeating a giant on the island of Thavnair, where the giant's blood seeped into the stone to allegedly give it its properties of extreme hardness and high aether conductivity. Said denseness makes it fit not only as a building material, but for armor and weapons. Its aether conductivity suits mages and alchemists well, for foci and alchemical brewing.¹

The Bruguire Consortium were one of the main suppliers of the giantsgall weapons as part of training exercises (read: PVP).

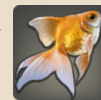
Gil



I originally was going to have this as part of the [gold](#) entry, however due to the fact that it's actually unconfirmed which of the metals in this game gil is minted out of, I'm giving gil its own section because the lore is actually interesting and people looking at metal lore might be curious about it.

There are two candidates for the identity of the metal gil is minted out of: gold and [copper](#). Gold because it's the fantasy standard and a yellow metal, matching the icon given to us. Copper because of this tidbit from the copperfish's description:

“The copperfish's dull orange scales — a hue rare in freshwater wavekin — make this species popular amongst Ul'dahn nobles, who apparently prefer even their fish the color of their coin. Not native to Eorzea, it is believed the first copperfish were brought to the realm by Far East traders.”



GP is a common, in-universe abbreviation for gil, primarily because the symbol for it looks like an inverted “G” and “P”. I think, usage-wise, you could use GP in the same way that Americans might use “buck” for dollars (i.e. *“If you were looking for a place to save GP, you’ve found it.”*).

The coin's appearance can actually look different from what we see in the UI, depending on denomination and by their mint: we simply see one that has the face of Nymeia, the Spinner in the UI, but there are gil that have any of the Twelve printed onto them. This was as part of a compromise after the Autumn War. Previously to the Autumn War, all city-states minted and circulated their own form of currency. There were unpredictable exchange rates that caused many merchants to forsake coinage and modern currency entirely, instead preferring to use ancient Allagan pieces. Wanting greater control over the money supply of Eorzea, its leaders announced the creation of the new gil piece: a coin with a standardized value throughout all nations.

¹ [Sightseeing Log: Giantsgall Grounds](#)

While this entry mentioned previously that gil are minted with depictions of the Twelve, that was only initially. As time has passed and the gil rose to common use, that policy has been relaxed: there are an ever increasing variety of motifs that adorn the gil pieces we all know and love. For example, the reformation of the Eorzean Alliance caused a round of gil to be minted in commemoration.

Glamour Prism

This crystalline prism captures the likeness of a piece of equipment and projects it onto another object of comparable form and function. With the existence of Island Prisms and the report of how the Ala Mhigan freedom fighters used them, we know that they can also be utilized to camouflage terrain and items (i.e. flags, buildings).

Glass Eye



A small bead of naturally formed glass that could pass off as an eye, if viewed from thirty paces...in the fog. They are found within the Sea of Clouds, both in trees and in the stone. Zhloe Aliapoh in Idyllshire rewards adventurers who bring them to her.

Glioather

An oil made by the refining process aetherial reduction is part and parcel to. Currently, we know of three variants:

Aqueous Glioather



Notably a soothing variant of glioather. Usually in the byproduct of aetherially reducing Mayashell turtle shells (for a regular level of concentration), Phyllinos fish scales (for a higher concentration; but be warned, the Phyllinos can only be caught in Elpis. It seems to be an ancestor of the Bonsai Fish, however, which *may* [in narrative settings] prove as a suitable substitute for anyone's purposes) or the shell of the Fury's Aegis (a type of crustacean found in the Sharlayan Labyrinthos facility), coming as part of a bundle with ice crystals and clusters. Its notable use is in a type of resin.

Igneuous Glioather



A uniquely vibrant variant of glioather. This can be found in the byproduct of aetherially reducing [siderite](#) (which usually with earth crystals and clusters), [achondrite](#) (which rewards lightning crystals and clusters), or [chloroschist](#) (which can award water crystals and clusters). Its notable use is in preparing [hardware](#) for use.

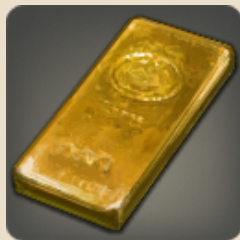
Verdurous Glioather



Often described as a very rich variant of glioather, verdurous glioather is the byproduct from aetherially reducing crystalblooms, sphongos mushrooms, or haritaki. The process also yields wind crystals and clusters. This glioather is notable in its use for lumber production.

It's worth noting that glioather itself can come in various concentrations, with the in-game versions having a regular version, a pure version, and a concentrated version to note which is the higher concentration. The higher the concentration, the more distinct the color is.

Gold



Gold is a rare and precious metal found up in the Burning Wall of Eastern Thanalan.

“The ambassador's receptions are noted in society for their host's exquisite taste that captivates his guests. The tray of gold nuggets his butlers pass around, however, often leads to confusion and broken teeth when said guests mistake them for chocolate treats.”

—*The Highs and Lows of Ishgardian High Society* (Source: *Grade 4 Skybuilders' Gold Ore*)

On its own, gold is incredibly useful. It serves as the primary conducting metal in many accessories ([diamond](#), [emerald](#), [iolite](#), [sapphire](#), and [topaz](#)) along with many weapons, tools, and armor pieces. Notable is gold's use in making replica Allagan armors and weapons modeled off of Ramuh's legends. Outside the battlefield, gold has its uses in the creation of orchestrion models, both the upright standing model and the table model.

However to get gold into a state both portable and usable, one must make it an alloy: mix razisand, native gold, and normal gold together and you get your gold in a proper ingot.

Gold sand can be found within the Wellwick Wood of Eastern Thanalan and mixed into Enchanted Gold Ink, which is then utilized in orchestrion rolls, magic weapons that involve paper and ink (astrologian cards and scholar and summoner books), as well as in the creation of Enchanted Rose Gold Ink (which is utilized in higher level variants of things that Enchanted Gold Ink is used for). See [spectrolum](#) down below for a bit about alchemists, their aether, and how their aether colour attaches to the inks that they make.

Deepgold



Deepgold is an alloy of truegold and [copper](#) that is utilized in the First. It is used in weapons and armor primarily, though the Crystarium sometimes utilizes it for chandeliers and city defense mechanisms.

Native Gold



A high-purity, naturally occurring nugget of gold found in the Black Brush area of Central Thanalan. Its only use is making gold ingots.

Phrygian Gold



“*Not everything that glitters is gold—sometimes it is much more valuable.*”

(Source: Rarefied Phrygian Gold's description)

Most mages know Phrygian gold by its rightfully earned reputation for increasing

aether circulation (“*Sage with the Golden Earrings*” Lvl 84 GSM Leve). The larger vein of it is located closer to Garlemald’s capital, over by what’s called Monitoring Station G.

Rose Gold



An alloy of gold, [peacock ore](#), and [copper](#), rose gold sees as much (and potentially more) use than gold itself in crafting of all disciplines in the creation of items of every walk of life.

Stonegold



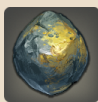
An alloy of gold and truegold that is used in the First. It is commonly used in conjunction with deepgold.

It should be noted that Shai-Tistt, the proprietor of Hack and Slash, ordered a Stonegold Rapier. The levequest text is as follows:

“A bounty hunter has placed an order for a very particular kind of sword—says he saw a lady fencer wielding a rapier in Amh Araeng, and now the scene won’t leave his mind. Slender, elegant, magical... Oh, and the weapon must be much the same. Nothing bulky, if you please!”

(Source: “*Slimming Down*”, Lvl 72 GSM leve)

Truegold



Truegold is a variant of gold found within the First (specifically by the Bookman’s Shelves in Il Mheg). It is said to be both harder and more colourful than standard gold. Its primary uses are to be refined into deepgold, stonegold, or utilized in housing walls.

Truegold sand (found near the Slowroad in Kholusia) can be utilized to make Deepgold Nuggets, Stonegold Nuggets, and Enchanted Truegold Ink. This ink is utilized in the creation of magic weapons that utilize paper and inks (astrologian cards and scholar/summoner tomes). The master of the Musica Universalis Markets, Bragi, uses this ink for his paperwork, noting that its quality helps him keep on top of the market’s needs. (Source: “*Another Man’s Ink*”, Lvl 70 ALC leve) See [spectrolium](#) down below for a bit about alchemists, their aether, and how their aether colour attaches to the inks that they make.

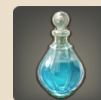
A note about Deepgold and Stonegold: Both are utilized in the making of Dwarven Mythril items, however Deepgold tends to be used for more martial items and Stonegold for more magical items. I think it’s reasonable to say that Deepgold bolsters martial attributes while Stonegold does the same for magic-related attributes, but is ultimately up to you.

Goshenite



A transparent jewel found in the Bloodshore of Eastern La Noscea.

In its raw form, goshenite can be mixed into ice ward hi-potions, noted for both their ability to shield against ice-aspected aether and, after long periods of disuse, having the same coloring properties as common dyes. ([Disclaimer](#))



Goldsmiths can refine this gemstone and set it into jewelry that bolsters determination, intelligence, and vitality.

Granite



An extremely hard rock said to be formed of cooled magma, found primarily within the Sorrel Haven area of the Central Shroud. Its primary use is within housing items and walls.

White Granite

A pure white variation of granite pulled up from the ocean floor.

Grenade Ash



The ash of the grenade mob can be mined from rocks in Bluefog, up in Northern Thanalan, as well as dropped from said mob and its mob family.

It has smaller uses within a few niche crafting recipes: furniture items mainly. Grenade ash is used in the process to harden clinker bricks for housing uses and in the process of creating insulation with felt lining (also for housing uses). Its non-housing uses lie in two ways: alchemists using it as a primary ingredient in vitality-boosting potions and grenade ash's use in making [titanium](#) nuggets.

H

Harmonite

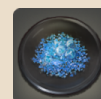
Please see [Maraging Steel](#).

Hawk's Eye

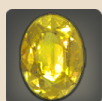


A blue-grey jewel consisting of many colored layers. When polished, it resembles the piercing eye of a raptor.

It is mined along the East Othard Coastline in the Ruby Sea. Alchemists can turn this jewel into a sand, which is then used in a great many recipes.

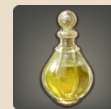


Heliodor



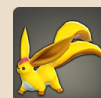
A yellow jewel found in the Sagolii Desert of Southern Thanalan.

In its raw form, heliodor is the key ingredient to alchemists brewing earth ward hi-potions, noted for both their ability to shield against earth-aspected aether and, after long periods of disuse, having the same coloring properties as common dyes. ([Disclaimer](#))

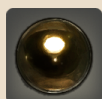


Goldsmiths can refine this jewel into accessories that bolster strength, tenacity, and vitality attributes.

Arcanists of skill can use the heliodor gemstone in the creation of the Heliodor Carbuncle, a non-combat variant of the Topaz Carbuncle. First created for Tataru Taru of the Seven Scions by a collaboration between Alphinaud Leveilleur and the Goldsmiths' guild, the furry outer shell is a noted request that she made for this model of carbuncle.



Hematite



A silver-black jewel mined from the Governor's Row in Kholusia. It is used by goldsmiths to bolster the attributes of fighters of all types.

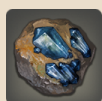
I

Ihuykanite



A deep green jewel polished in the currents of the Ihuykatumu river, with its raw samples depositing usually around Bopo'uihah's western reaches. It is a popular gemstone that sells well (*Source: "Guaranteed Gem", GSM Lvl 92 Leve*), utilized in 60 crafting recipes across numerous different disciplines and arts.

Ihuykatumu's Tears

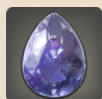


An Earthenshire secret, these gemstones may be related to [Ihuykanite](#) and undergo a similar formation process.

We call these sparklestones "Ihuykatumu's Tears." They downwash all the way from the source of the river, high up in the bighills, getting smaller and smaller, and shinier and shinier, till they finally upwash here. Flaraflik says "finally," but this is only the first stage of their journey to greatness. Our potsworn cut them down to their twinklecres, polish them till they shine like starlight, and fit them into their finest eardangles and wristblings! So now you know, strange-face—our tinkerwork uses only the finest craftstuff. Pray peruse our wares, and be loosepursed with your coin. But whatever you do, please don't lipslip the location of the sparklestones. It's an Earthenshire secret!

(*Source: Flaraflik, Twinkle Twinkle Little Stones*)

Iolite



A purple jewel mined in the Raubahn's Push area of Northern Thanalan. When made into jewelry, iolite bolsters critical hit, dexterity, and vitality attributes. It is also used in platinum accessories that bolster aiming-related attributes. Outside of that, iolite is used in a small handful of recipes that are very niche.

Iron

Regular/Eorzean



"'Tis when they make the step up from bronze to iron that the weaker craftsmen start to show their limitations. The metal bein' a damn sight harder to shape, all manner o' flaws creep into their work."

(*Source: "An Armorer's Pride", Lvl 20 ARM quest*)

A grey, sturdy metal. It is frequently mined in the Horizon's Edge area of Western Thanalan. While common, it is one of the most used metals in Eorzea, being

utilized in recipes for damn near everything one could think of. Like [copper](#), I don't think it's too far of a stretch to say that crippling a nation's iron supply could cause their downfall.

This metal can be found as a sand, which can then be used to make enchanted ink. It can be found in the Horizon's Edge area of Western Thanalan. See [spectrolium](#) down below for a bit about alchemists, their aether, and how their aether colour attaches to the inks that they make. The sand is also used in a children's toy where you can apply an iron sandy beard and hair to a man's picture via using a magnetic wand (it is, for safety reasons, recommended for those ages three and up — Source: *Grade 4 Skybuilders' Iron Sand*).

Doman Iron Ore



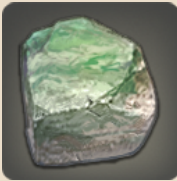
Doman iron (or mochi iron, because of its resemblance to the Far Eastern rice cakes) is mined in the Gensui Chain of Yanxia. Doman iron and Eorzean iron are melted together to make the alloy for Oroshigane (or “grating metal”) ingots. These ingots are then utilized in making the gear and weapons that are advertised as “Doman iron”.

Interestingly, Oroshigane ingots are used in the creation of deepgold weapons. I think you can take this in a couple different Watsonian ways: that there is a First equivalent of the recipe, hence making our Source-borne knowledge applicable in its entirety, for example.

J

Jade

Regular



“I wasn't exaggerating about the quality of this jade. Its purity and strength allow you to see why it's thought of as the embodiment of immortality. Since ancient times, man has chosen to adorn his tools and garb with it. Imbuing yourself with the everlasting is certainly an attractive notion.”

(Source: “To Die For”, Lvl 40 MIN quest)

A green stone mined out of the Dragonhead area in the Coerthas Central Highlands. Most jade is refined into jadeite by goldsmiths, but raw jade can be utilized to make a jade scepter. I'm unsure if there's an established Watsonian reason for why that is (Doylistically, I'm sure it's just an artifact of 1.0 and scepters). I think there might be a subtle and more finessed, but weaker use with utilizing raw jade in designs over jadeite.

When refined into jadeite, jade is adorned onto many items of many different makes and purposes. For example, conjurers “newly hatched” from the Stillglade Fane typically wield a staff that has a piece of jade that is “as green as the woods of the Shroud.” (Source: “Greenstone for Greenhorns”, Lvl 40 CRP Leve)



Skybuilders' Jade

In the Brume, to be “jaded” means to have a large piece of jade thrown at the back of one's head. Thankfully, the prohibitive pricing of this precious substance means that such incidents are rare.

Eventide



A rare form of jade as red as a sunset. It is mined from the Red Rim area of the Coerthas Western Highlands, the Avalonia Fallen area of the Dravanian Forelands, the Makers' Quarter of the Dravanian Hinterlands, and the Voor Sian Siran area of the Sea of Clouds. It has no player-use outside of being turned into Rowena's network for scrips.

Imperial



“True jade”, a milky green stone commonly coveted by the Far Eastern elite that is mined from the Valley of the Fallen Rainbow in Yanxia.

Goldsmiths refine the raw imperial jade, then the refined stone is used in two lines of accessories for every battle style: the Imperial Jade line and the Rakshasa line. A few healer-weapons utilize imperial jade in their construction: the Black Willow Cane, the Silvergrace Codex & Planisphere, and the Stonegold Astrometer. I think you could make the connection between the general association jade has with immortality to be why it's used in healer-weapon designs.



K

Kidney Ore

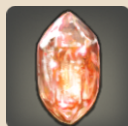
A reddish ore containing large quantities of iron. Its wide availability makes it optimal for smelting in locations where purer forms of iron ore are difficult to procure, such as militia forges.

Light



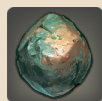
This particular type of kidney ore is far more porous than the common variety, making it much easier to transport.

Kindling Crystal



Translucent stones of this sort are lightly warm to the touch and often employed by the Night's Blessed to aid in starting bonfires. (In-game only used by Qitari Beast Tribe quests)

Koppranickel



Koppranickel is a metal mined around the Hells' Lid in the Ruby Sea. Like other metals, it can be smelted into ingots, melded together into nuggets, or found as sand (the sand itself is found around the Rustrock in the Peaks of Ala Mhigo).

With the sand, you can make Enchanted Koppranickel Ink. See [spectrolium](#) down below for a bit about alchemists, their aether, and how their aether colour attaches to the inks that they make.

Outside of it being another one of the metals utilized by goldsmiths that bolster every fighting style, I don't think there's much that's unique about koppranickel. It's one of the metals Doylistically put into the game to serve as a higher level crafting metal to keep the game's gear level going up. Putting together its total recipe uses (combining ingots, nuggets, and sand), you get 188 recipes. Adding on the additional 60 recipes from raw koppranickel's use in making high steel ingots, that's 248 uses total. I think there's an economic-use judgement from that, but from an aether-channeling uniqueness standpoint, koppranickel's only uniqueness lies in it being a higher level (which you don't even need to acknowledge in RP to begin with if you don't want to). I suppose you could say [silvergrace](#) ingots are koppranickel's saving grace of sorts.

That said, there's a few crafting leves that give us small nuggets of cultural information about this metal. I don't think they're groundbreaking or anywhere near conclusive, but I put them on the next page in here so you can make your own judgement.

Potential evidence for Thavnairian scribes preferring Koppranickel ink to work with:

“While I have always held the Hingan culture in nothing less than the utmost regard, I daresay the lack of good ink to be found speaks to an illiterate barbarism I must hold in contempt and disdain. Moreover, it proves of great inconvenience to a scribe such as myself when one must factor into one's writing the amount of ink to be consumed by one's chosen phrasing. In my native Radz-at-Han, such a predicament would be absolutely, totally, and utterly unthinkable—”



(Source: “Whinier than the Sword”, Lvl 60 ALC leve)

Potential evidence for books of Eorzean origin that are found in the Far East being written in Koppranickel ink:

“A well-traveled sailor recently brought a particular brand of Eorzean literature to my attention: tactical manuals. What the West deems practical knowledge I believe I should find ever so esoteric, and the prospect of both reading and possessing such a text intrigues me, as does the prospect of finding the bibliophile who might produce it.”



(Source: “Official Strategy Guide”, Lvl 62 ALC leve)

“Ah, the Great Conversation. East and West, old and new, volumes of literary voices speak to us all from the world of ideas, yet still our books are bound to physical form. Being situated so far to the east, I regret to say I have seen few spellbooks of occidental origin. Perhaps a well-read traveler might conjure up an Eorzean tome?”



(Source: “Spellbound”, Lvl 60 ALC leve)

Potential evidence for koppranickel having a spellbinding effect (with potential use in materia matters). Given the leve-quest's diction and its client's title (“*Struggling Materia Melder, Clerebold the Cracked*”), I don't know what validity it has, but here it is nonetheless:

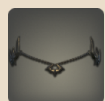
“I bring light to the East, that these heathens might look upon it and know the might of Materia. Unfortunately, few recognize the truth at first glance, so I must place it in their very hands. Deliver unto me a spellbinding bracelet, and let there be light.”



(Source: “Bracelet for Impact”, Lvl 62 GSM leve)

Potential evidence for koppranickel being, for some reason, the foreign metal of choice for Hingan markets:

“The local appetite for the foreign was even greater than I had surmised. Now that we've got their ears, it's time to turn some heads with an elegant neck chain.”



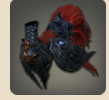
(Source: “Chain of Command”, Lvl 62 GSM leve)

Kyanite



A light-blue jewel mined from the Striped Hills in the Fringes of Ala Mhigo.

Its raw form is used for nothing, but its refined jewel is used in [koppranickel](#) accessories for fighters of all disciplines. Those with an eagle-eye may notice its use in the Reveler's Barding for chocobos and in the Wind-up Susano minion.



L

Lar

A naturally occurring alloy, the main vein of player-available lar is found in the Sunken Stars region of Sorrow in Urqopacha. The item description does not tell us what metals it is an alloy of, so it's an open playing field. What does seem possible, given the discoveries of the MIN/BTN Wachumeqimeqi quest-line, is that these base metals were alloyed together from the “stars” (meteors) that sunk in the region. Beyond this possible implication, there is nothing that sets lar out to be any different from, say, silver or a similar soft metal: it is aetherically conductive and complements harder metals, and thus is used in 98 different recipes across disciplines.

We do know that lar has been exported quite a bit to Xak Tural because of the GSM Levequest, “On Board for Lar”, and that it may have usage in many of the technological advances we see in Shaaloani. What exact usage, in what technology precisely, is hard to say.

Quality metal is in high demand these days due to all the development they're doing in Xak Tural with foreign technologies. I'm bound to make good coin if I specialize, so I need as many Lar ingots as you can manage.

(Source: “On Board for Lar”, Lv 90 GSM leve)

Larimar



A sky blue jewel mined out in the Gorgane Holding in the Coerthas Western Highlands.

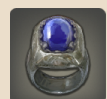
Not a standout jewel on its own, larimar has its subtle use supplementing other crafting ingredients in the 34 recipes it is included in.

Lapis Lazuli



A blue jewel mined out in Treespeak, up in the North Shroud.

Oddly, unlike other elemental ward potions, the raw form of lapis lazuli isn't utilized within the recipe for a water ward potion: its refined form is (a similarity it shares with [danburite](#), [malachite](#), [sphene](#), and [sunstone](#)). Water ward potions are noted for both their ability to shield against water-aspected aether and, after long periods of disuse, having the same coloring properties as common dyes. ([Disclaimer](#))



Goldsmiths set lapis lazuli in silver to create accessories that bolster mind, spell speed, and vitality attributes.

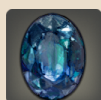
The Wood Wailers commonly commission masks made of ash wood with lapis lazuli set in them for two reasons: one is for a ceremony where they burn masks to remember their members that they lost in Carteneau and the other is to replace the masks of new recruits that have been damaged in rigorous training. (Sources: “Behind the Mask”, Lvl 20 CRP leve, “Nothing to Hide”, Lvl 15 CRP leve)



Another notable use of lapis lazuli is in the design of Llymlaen's Embrace, an ornamental fountain designed by a goldsmith to celebrate Llymlaen's sphere of influence.



Lazurite



A clear blue jewel mined out of the Cleric area of the Rak'tika Greatwood.

Its primary use is by goldsmiths and leatherworkers to create rings and necklaces to bolster fighters of all disciplines. Outside of that, its sole use is by blacksmiths to make a gunblade for gunbreakers (Titanbronze Bayonet) and a monk weapon (Titanbronze Fists).

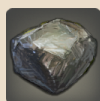
Limestone

Regular



A soft stone comprised of shells and bones compressed down over thousands of generations. Mined in the Skull Valley of Western La Noscea. Used solely for housing items.

Black



A rare form of limestone mined in the Quarterstone area of Western La Noscea. When polished, it closely resembles marble. Used in a small handful of housing recipes.

Limonite



A decent-sized piece of rock containing a small amount of oxidized iron. It is said to have deodorizing properties.

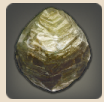
Linkpearl

“Tis called a linkpearl—a gemstone harvested from a special shell. When linked together, they allow people to communicate across great distances.”

(Source: Alphinaud, “The Rite of Succession”)

Placeholder

Luminium



Luminium — or as it is better known, scintillant — is a precious metal found in the Alpha Quadrant of Azys Lla. Once smelted into scintillant ingots by a goldsmith, this metal is used in a large variety of items, from weapons to armor to rings to chocobo barding.

Luminous Crystal



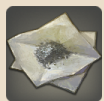
A concentrated elemental charge has left this crystal in a temporarily brightened state.

These can be harvested, specifically, from:

- Earth Sprites in Drybone, Thanalan
- Lightning Sprites in Gods’ Grip, La Noscea
- Wandering Wisps in Whitebrim, Ishgard
- Wind Sprites in Nine Ivies, The Shroud

There is no current research, as of writing, for why these locations produce sprites and wisps capable of growing these crystals.

Lutinite

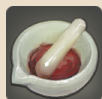


Skybuilders' Lutinite       

Said to be blessed by cloud spirits, which may or may not be a good thing. Still, “blessed” is infinitely preferable to “cursed.” Used in recipes that shine light.

M

Maghemite



An iron oxide that originates in Thavnair, by Pavana's Remorse. It is often used as a pigment in clothe for its unique rusty red hue.

Magnesia Powder



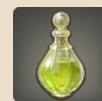
A fine-grain mineral found in the Eshceyaani Wilds of Shaaloani, near the cliffs to the southwest of Luwateninyawawsa and east of Pyaayehe'pya. When refined into a fine-grain whetstone, its efficiency in sharpening is good enough that the chefs of Sunperch look to this whetstone for their knives. (Source: "Cutting Edge of Culinary Quality", Lvl 94 ALC Leve)

Malachite



A green jewel mined out in the Drybone area of Eastern Thanalan.

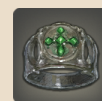
Oddly, unlike other elemental ward potions, the raw form of malachite isn't utilized within the recipe for a wind ward potion: its refined form is (a similarity it shares with [danburite](#), [lapis lazuli](#), [sphene](#), and [sunstone](#)). Wind ward potions are noted for both their ability to shield against wind-aspected aether and, after long periods of disuse, having the same coloring properties as common dyes. ([Disclaimer](#))



There are superstitions that malachite is capable of warding off evil. Those that believe in this superstition seek pieces of malachite jewelry that resemble an eye. Outside of those superstitions, malachite does have mild thaumaturgical properties to it. (Source: "Serendipity Now", Lvl 30 GSM quest)



In reality, malachite accessories crafted by goldsmiths bolster mind, piety, and vitality stats. The bracelets and earrings, in particular, are also pieces of jewelry that have historically caught Master Gegeruju's eye when worn by "pretty birds". (Source: "A Little Bird Told Me", Lvl 30 GSM leve) He has been historically stated by one of his clerks that malachite jewelry is going to be "the coming obsession for Ul'dahn aesthetes". (Source: "Get the Green Stuff", Lvl 30 GSM Leve)



Nashachite

An extremely rare variety of malachite that gets its name from its deep green color—the same color as former Ul'dahn sultana Nanasha Ul Nasha's eyes.

"How did you fare, friend? Did you find the raw Nashachite? Beautiful, isn't it?"

Rarer than many stones, and more expensive than most. They say the green is the same as the eyes of Nanasha Ul Nasha, who once ruled as the sultana.”

(Source: *Drunken Stag*, “Give It to Me Raw”, Lvl 10 Ul’Dahn MSQ)

“The other day, I spied bandits from the Quiveron Manse selling gemstones to smugglers. And not just any stones—raw Nashachite! With that kind of wealth, they could purchase finer arms than the Sultansworn!”

(Source: *Amalberga*, “Fringe Benefits”, Lvl 10 sidequest)

Red Malachite

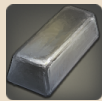


A red gemstone that, once ground, is useful in dyes. Preferred by the Namazu.

Manderium

A strange metal from the outer reaches from space, specially utilized by Mandervillian smiths for their refinement process. Currently, the market for said ore is cornered by Rowena.

Manganese



Like [bismuth](#), this is a material that could be controversial, depending on your RP partner. Its vein available to us by gameplay, below the Hungering Gardens in Elpis, is in one of those locations that some players don’t feel comfortable stating their character has access to. Unlike bismuth, I don’t have a more firm supplier like Y’sohnjin to give you an out for non-Elpis sources for this metal. The levequests asking for manganese-specific products don’t require anything that asks for manganese-specific properties: you could very easily replace any of the manganese in those products with non-Elpis hard metals and it would still be the same outcome. The same can be said for enchanted manganese ink: its noted characteristic is boosting aetherial conductivity, which is the stated quality of all inks used in arcanima.

There is *one* levequest that requests for a specifically manganese product: “The Needle that Binds”, a Lvl 86 GSM Leve. The text states:

“It pains me to see a good tome unravel, but rebinding it requires the right equipment—not just any old needle, but one of the proper width and sturdiness. If you could find me a suitable tool, preferably one made of manganese, I would be most appreciative.”

The client in question is a Sharlayan librarian. In the quest “Fish Time Forgot”, Nele says the following about time travel,

“...Truth be told, the senior faculty of the Studium have been aware of this form of travel for some time now. Sadly, as much as I argued your [T’laqa’s] case, I was strictly forbidden from granting you access to it.”

So, I think, given the sparse other details about manganese, it was less about the metal

itself and more that there's potentially something *else* about manganese that isn't stated anywhere in the text. Maybe it's from old occult practices with the Rules of Sympathy and Contagion: something from Elpis would carry its aetheric signature, even through time.

But, frankly, with what text we have on manganese, the only characteristic of manganese that's unique to it is that it comes from Elpis: there are other metals that do the aetherial conduction just the same.

Marble



A stone known for its mesmerizing mottlings and streaks, which is mined primarily from the Bronze Lake area of Upper La Noscea. Its use lies solely in housing items.

Deep-sea Marble

A variant of marble pulled up from the bottom of the Sirensong Sea. Utilized in creating fountains and bridges alike.

Meteorite



A glossy rock of sable black said to have fallen from the heavens, mined in the Gauntlet area of the Sea of Clouds. Meteorites are usually refined into luminous fibers by alchemists. These luminous fibers are utilized in weaponry, tools, and clothes for crafters and gatherers.

Mica

Cloud Mica



A decent-sized chunk of rock made up of what appears to be thousands of thin sheets of silver crystal compacted together into a single mass. Cloud mica can be acquired through trade with the moogles of the Churning Mists or mined from the Landlord Colony area of the Churning Mists. It is used in the creation of cloud mica whetstones and [titanium](#) ingots.

These whetstones are used by goldsmiths to refine [carnelian](#), [chrysolite](#), [citrine](#), and [opal](#) gemstones. They're also popular in sharpening a couple of special katana models used by samurai (i.e. Dead Hive Katana, Katana of the Goddess, or the Seeing Horde Katana).

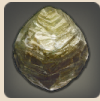
Steppe Mica



A glimmering mineral found on the Azim Steppe. The Namazu favor it. I think it might be sun mica or a similar composite, but gods know I'm

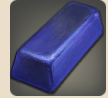
never telling the Namazu or the Xaela that.

Sun Mica



A decent-sized chunk of rock made up of what appears to be thousands of thin sheets of golden crystal compacted together into a single mass.

Sun mica can be mined from Voor Sian Siran with the knowledge contained inside the Tome of Geological Folklore: Abalathia's Spine edition. Unlike cloud mica, sun mica is not turned into a whetstone for its uses. Instead, it is primarily used in the creation of adamantite ingots, a particularly balanced adamantite scythe, the boltmaster's needle, a sun mica grinding wheel, and a wrapped adamantite culinary knife.



Minium



A bright-red mineral that, when applied to metal, is thought to prevent it from rusting. A dungeon-found mineral that drops from both monsters and coffers in a variety of level 50 dungeons. It can also be bought from grand companies.

It is used to make crystal glass, enchanted [platinum](#) ink, enchanted [rose gold](#) ink, and a variety of the free company grade 1 wheel items.

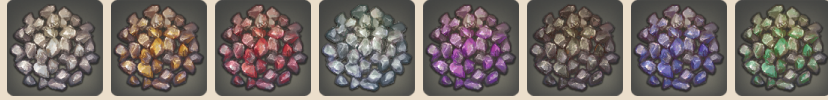
Moraine

Disclaimer: A lot of this entry is my own theorizing, supplemented by the reasoning of my significant other, Arkas Majora. This is partially because there is no *stated* lore within the game for the moraine items. A lot of their item text describes them as “Gravel elementally aspected towards x-element” (except in astral and umbral moraine’s cases, where they have a similar description with the exception of the adjective “unbalanced” being added in their descriptions).

So, in real life, moraine is a bunch of rocks and sediment that is carried down and deposited by a glacier, usually as ridges at the edges of the glacier or its extremity.

However, FFXIV has taken a potentially weirder route with what it considers to be moraine. Because, if we apply the real life definition of moraine to FFXIV, you’d only think there would be ice or earth moraine, with the gravel-like pieces being aspected towards ice or earth aether like an [elemental rock](#). But that’s not the case here, with there being moraine types for all elemental aether.

The theory I have with elemental moraine is that it is the *active* counterpart to elemental rocks. Where elemental rocks absorb their elemental aether passively, elemental moraine does so actively via being pushed, carried, and deposited by the element that gives them their aetheric element. The “glacier” part of moraine’s definition, in FFXIV, is metaphorical over literal, with the glacier being a stand-in for a mass of an element.



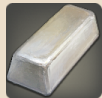
(Pictured above: astral, earth, fire, ice, lightning, umbral, water, and wind moraines)

Now, an important detail I want to mention: astral, fire, and lightning are the only three elemental moraines that the player can work with as of the writing of this entry. I have a theory for why that is.

Astral, as a term in the Source, is associated with activity. While all elements can be astral or umbral, fire and lightning are more often than not *active* elements. I believe this makes the astral, fire, and lightning moraines easier to aetherially reduce because they're too active for their own good: the bond between gravel and aether is too weak due those three aethers' type of activity. This continues on even with the radiant variants of moraine: radiant astral, fire, and lightning moraine are the only types you can aetherially reduce, while radiant earth, ice, water, and wind moraines cannot be aetherially reduced. This is supported by umbral moraine's properties: it cannot be found as radiant and it cannot be aetherially reduced either.

Astral moraine is the only moraine that is used directly in crafting, primarily in making astral oil.

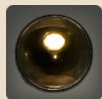
Molybdenum



While the Lochs are better known as a source of salt, the rich veins of ore are drawing in miners from far and wide. Molybdenum is mined in the High Bank area of the Lochs.

While it is highly used in many recipes, there's nothing unique about this metal in particular. Molybdenum falls under the "lower level metal, but now at a higher level", I think possibly standing in for steel. It is used in concert with raw manganese to create [manganese](#) ingots.

Mormorion



A smoky black jewel found in the Gorgagne Holding of the Coerthas Western Highlands.

Outside of its use in rings fit for any battler, mormorion is used in a circlet, two planispheres, a goldsmith hammer, the construction of *Noble Gold*, and the Quaintrelle's Ruffled Dress.



Mudstone

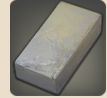


A flaky stone comprised of layers of mud condensed and compressed down over

thousands of generations.

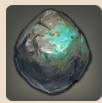
Outside of being able to mine this stone from the Skull Valley of Western La Noscea, one can acquire this stone from a variety of stone-based constructs when they are defeated.

In its raw form, mudstone is mainly used in housing projects. However, when a goldsmith turns this stone into the mudstone whetstone, it can then be used to sharpen various products during the production phase: weapons and tools, primarily.



The ananta have a traditional remedy made with mudstone, a balm that works to alleviate any irritation almost immediately. They use it for daily use and save curative alchemical salves for severe cases.

Mythril



A precious metal mined out in the Sagolii Desert of Southern Thanalan. Though we do have record of it being found in Coerthas, that vein is laced alongside a sulphur vein to make the dangerous area known as Aurum Vale.

The goldbile substance found within the Aurum Vale network of caves is a mixture of the mythril and sulphur mixing together. The fumes have been known to change the wildlife of these caves dramatically (to the point where it's so dangerous that Ishgard has promised the Eorzean city-states battle-trained chocobos if these caverns are purged).

Its use is widespread, making it one of the more sought after metals in Eorzea. It is known for both its sturdiness and its ability to channel aether, making it a “hybrid” metal in comparison to some of the other metals of Eorzea. Some refer to actual mythril as “fool’s [mythrite](#)”.

That hybrid aspect could be an Ishgardian tradition, using mythril for purposes not suited to other precious metals. Some non-Ishgardians find the use of mythril in projects you would typically use a heavier metal for strange. (Source: “A Mixed Message”, Lvl 40 BSM leve) This could be from its sturdiness still holding up, despite the metal’s relative light weight. (Source: “A Weighty Question”, Lvl 40 BSM leve)

“Did you know that the tradition of mythril earrings dates back to Haldrath, the first Azure Dragoon? I confess I did not. Of all the bits he must have worn during the Founding Wars, I cannot see why the earrings are of import. Icons, symbols, and idols—they are not for me to understand.”

Source: “Faith and Fashion”, Lvl 35 GSM leve

According to the claims of the Brugaire Consortium Vice-chairman, Bango Zango, mythril samples purchased from others outside the Brugaire Consortium tend to be forgeries over the actual factual article. (Source: “Hollow Hallmarks”, Lvl 35 ARM leve)

“I confess, I do enjoy it when some feral prospector upsets the apple cart. One of these worthies has come upon a massive mythril deposit, and the bubble so carefully blown by the mythril cartel has gone “pop!” like a stoat. A lovely opportunity to buy cheap, craft well, and sell later.”

Source: “Lode It Up”, Lvl 35 GSM leve

Mythril is another metal that can be used in making enchanted ink for paper-based magical weapons and orchestrion rolls. See [spectrolium](#) down below for a bit about alchemists, their aether, and how their aether colour attaches to the inks that they make.

House Durendaire commissioned a Book of Mythril in the level 40 alchemist levequest “*Arcane Arts for Dummies*”:

“House Durendaire believes that it has relied overmuch on thaumaturgy at the expense of the arcane arts, and would remedy that error as soon as it can. Patience is in short supply there at the moment, and they seek a grimoire that distills the essence of the arcanists' arsenal against dragons.”



Oddly the normal mythril sand is pale and blue in color, whereas the variant the Skybuilders ask for is bright and green. Whether this is because of in-game implications of the Diadem or a soft mistake by someone is unclear.

Cloud Mythril



Extended exposure to the extreme aetherial currents found on and near the Diadem have somehow altered the mythril contained in this piece of rock.

Dwarven Mythril



An alloy over a naturally occurring metal, Dwarven Mythril is made of mythril and dimythrith. It is utilized in everything from ale taps to weapons and armor.

A sequel to the Official Strategy Guide leves ([first](#), [second](#)) is found within a Dwarven Mythril Codex (which also, funnily enough, implies that Dwarven Mythril is also called “high mythril”):

“It is the Cabinet of Curiosity's duty to gather and preserve texts from all over the realm. Naturally, we welcome those keen to peruse our tomes, though we have grown concerned about wear and tear of late. May I ask you to create tactical manuals wrapped in covers strengthened with high mythril?”



(Source: “Supreme Official Strategy Guide”, Lvl 78 ALC leve)

Mythrite



A rare metal mined from the Gorgagne Holding area of the Coerthas Western Highlands.

While most adventurers will see it used in weapons, free company submarines, housing, clothing, and similar, a common Ishgardian use of the metal is in their airships. (Sources: “*Sky Is the Limit*”, Lvl 52 GSM leve, “*Hulls of Broken Dreams (L)*”, Lvl 52 GSM leve)

Like [mythril](#), mythrite is used commonly in weaponry of all sorts because of its light weight.

As the intricate inner workings of dragon-killing ballistas (Sources: “*Bearing the Brunt (L)*”, Lvl 50 BSM leve, “*With Bearings Straight*”, Lvl 50 BSM leve), mythrite played a key role in the Dragonsong war. On a smaller scale, mythrite formed the blades of stilettos and knives.



The stilettos were carried by three merchant sisters who were often commissioned by the Temple Knights to deliver goods to the Sea of Clouds. They had an increased concern about heretics stowing away on supply vessels. Mythrite stilettos were bought so they could hide weapons on their persons to dispatch heretics quickly and quietly, utilizing the element of surprise. (Source: “*Stepping on My Heart with Stilettos (L)*”, Lvl 52 BSM leve)



Mythrite knives were commissioned by the Temple Knives, the culinarians that accompanied the Temple Knights on their missions. They wanted their knives to be made of the same material as the weapons wielded by their comrades. This was to, perhaps, help with their dwindling numbers, as the knives might have seen combat as emergency weapons by the Temple Knives. (Source: “*Saw, Shank, and Redemption (L)*”, Lvl 52 BSM Leve) These knives also served to cut through normal meat faster, thus seeing their use in the mess kits of Ishgardian knights. (Source: “*Cautionary Cutlery*”, Lvl 52 BSM Leve)



Dimythrithite



A First variant of mythrite, dimythrithite is found in the Church of the First Light area of Lakeland. It's utilized in making [Dwarven Mythril](#). Together with raw chondrite, dimythrithite makes [chondrite](#) ingots possible.

Dimythrithite sand is said to “darkly glow” and is found in the Mount Biran Mines of Amh Araeng. This sand is used in the creation of enchanted ink, used in paper-based magic weaponry and orchestrion rolls. See [spectrolum](#) down below for a bit about alchemists, their aether, and how their aether colour attaches to

the inks that they make.

The Crystarium has been utilizing this ink to attempt to make their crystal canons stronger:

“Research into applying arcane geometries to strengthen the power of the crystal cannons has come to a standstill of late. The theory has been proved, but arcane geometries of a much more precise nature are required to practically apply all the work that has been done. I ask you, kind soul, to create a superior grimoire to help realize our goal.”



Source: “A Greater Grimoire”, Lvl 76 ALC leve

Lumythrithite



Lumythrithite, otherwise known as "High Mythrite", can be mined in the Greensward area of the Churning Mists if you have the knowledge found in the Dravanian edition of the Tome of Geological Folklore.

Lumythrithite ingots are utilized in all kinds of weapons, furniture, armor, and clothing. If you are familiar with the Ironworks gear line for crafting and gathering, you've been working with gear supplemented by lumythrithite.

This metal can also be found in sand form, mined out from the Landlord Colony of the Churning Mists. It isn't used for inks, but as part of the creation of Cloud Mythril ingots and High Mythrite Nuggets.

Skybuilders' Mythrite Ore



A variant of mythrite that is so close in appearance to [mythril](#) that many call it “fool’s mythril”. Conversely, some refer to actual mythril as “fool’s mythrite”.

N

Nymian Orb



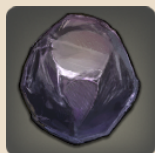
A magic light-giving orb used by the long-lost Nymian civilization. Excavated from the Wanderer's Palace, though I think it would be reasonable to find them in other locations with Nymian ruins. Used by blacksmiths to make Nymian-styled lanterns.



O

Obsidian

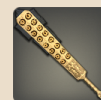
A sharp, glossy volcanic stone often used in the manufacture of weapons and jewelry. Obsidian can be mined from the Hammerlea area of Western Thanalan.



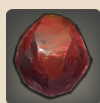
“Before man learned to work metal, he used various kinds of stone to craft blades for his weapons. Obsidian was among the most coveted, thanks to the razor-sharp edge it could achieve. These days, of course, blades are commonly forged of steel, and obsidian has fallen out of favor. But there're still folk out there willing to pay good coin for it, nevertheless.”

Source: “The Cutting Edge”, Lvl 10 MIN quest

Despite its item description, the only player-uses for obsidian are in making macuahuitls (or as the game likes to insist the plural is, “macuahimeh”).

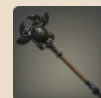


Dragon



A hard yet light variety of obsidian. Said to have been formed in the flames of a dragon's breath. One can mine this obsidian variant in the Riversmeet area of the Coerthas Western Highlands.

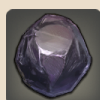
Its primary use is in the creation of machinist guns. Otherwise, knowledgeable adventurers will know its use in the Obsidian Longpole where dragon obsidian's red sheen has been coated in darksteel.



Naryor

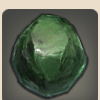
A type of obsidian of historical value to the Yok Huy in Tural. They valued it for its ease when being knapped into sharpness, making it indispensable as a material for knives, arrowheads, and similar. Its use fell out of practice in favor of metalworking, but still is prevalent in modern Tural in the Yok Huy village in Urqopacha.

Steppe



A sharp, glossy stone found on the Azim Steppe. Used primarily by the Namazu.

Wyrms



Obsidian of legendary quality. Said to have been formed in the flames of a wyrm's breath and possess magical qualities. Wyrms obsidian can be

mined in the Makers' Quarter of the Dravanian Hinterlands.

Like dragon obsidian, wym obsidian's main use is in the creation of machinist guns. Its only other notable uses outside of that are within housing wall replicas of Shirogane Castle and in the Aurum Regis Longpole.



Wyvern



A hard variety of obsidian. Said to have been formed in the flames of a wyvern's breath. Wyvern obsidian can be mined in the Wellwick Wood of Eastern Thanalan, around Thal's Respite.

Wyvern obsidian is used in the creation of machinist guns, but also in a conjurer arm and higher levels of macuahuitls/macuahimeh.

"Aye...not a speck of metal, but if you wield it right, the shards of wyvern obsidian embedded in the blade will cut armor like a hot knife through butter. Ah, but I'm rambling. You wanted to know where to find the stuff, not what I plan to do with it."



Source: "Obsidian Race", Lvl 30 MIN quest

Onyx



A starkly black jewel mined from the Caliban Gorge of the Tempest in the First.

Onyx is used in many high-end weapons, along with jewelry for every discipline.

Opal



A milky white jewel that, depending on the angle at which it is held, will exhibit a rainbow of color within the stone. Opals are mined from the Avalonia Fallen area of the Dravanian Forelands. It is used in jewelry that bolsters every fighting discipline, some crafting tools, and a few ramie roublets.

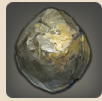
Seashine Opal



A natural blue opal. In spite of its name, this is actually an opal refined by mammet hands from petrified wood.

P

Palladium



A metal mined from in Doma, in the Yangxian region, with the help of the knowledge bound within the Othard edition of the Tome of Geological Folklore. As a metal, either in ingots or nuggets, palladium has a great many uses (192 in total) in everything from armor to clothing to chocobo barding to furniture to weapons.

One can find palladium in sand form, which is thereafter used in enchanted ink. Enchanted palladium ink is permanent once used to write, making it invaluable in writing contract agreements. (Source: “*Making Your Mark*”, Lvl 68 ALC leve) It is also used in the creation of paper-based magical weapons and orchestrion rolls. See [spectrolium](#) down below for a bit about alchemists, their aether, and how their aether colour attaches to the inks that they make.

A sequel to the tactics guide quoted in the [koppranickel](#) entry is written in palladium ink:

“Not long after the tactical manual graced our shelves did a proud general happen by and commandeer it, but it would be he who was enlisted, subordinated by the myriad permutations of military strategy that order the fates and fortunes of men.



You wouldn't happen to have an accompanying volume, would you?”

(Source: “*Ultimate Official Strategy Guide*”, Lvl 68 ALC leve)

Pearl



A milky white pearl harvested from Whitelip Oysters, fished up from the Rhotano Sea. Used by goldsmiths in making jewelry that bolsters the critical hit, intelligence, and vitality attributes of the wearer.

Black Pearl



A jet black pearl harvested from Blacklip Oysters, fished up from the warm waters of the Sea of Ash. Used by goldsmiths in making jewelry that bolsters the same attributes as normal pearls do. Used by alchemists in making stuffed takitaro to put on the wall.

Dawn and Dusk Rings

Introduced in “[It's a Terrible Ring to Lose](#)”, these rings are notable for their ability to find each other through a glow-based enchantment, glowing blue once they get physically closer to one another. With the presence of carp in the lake where the quest takes place in, I am tentatively (hesitantly) saying that these rings are pearl-based in their stones, as carp are known to eat the freshwater bivalves that would make pearls possible in the area.

Pearl of [Element]



The might of an archfiend is trapped within this precious jewel. If taken in hand, one can still feel the heat of eternal flames pulsing within...
(Source: *Pearl of Flames's* description)



A gemified artifact of a voidsent's elemental-aspected power. While this particular example is relating to a particular archfiend, this could prove as an inspiration point for trophies for rogue voidsent hunt arcs.



Peridot



A green jewel mined from the Sorrel Haven area in the Central Shroud.

In its raw form, alchemists can use peridot as a key ingredient of wind ward hi-potions, noted for both their ability to shield against wind-aspected aether and, after long periods of disuse, having the same coloring properties as common dyes. ([Disclaimer](#))



Goldsmiths can refine this jewel into jewelry that bolsters the mind, piety, and vitality stats. The use of peridot to symbolize a lady's purity is showcased within peridot chokers and earrings, sometimes being used as the “female” equivalent to [aquamarine](#). (Source: “*If You've Got It, Flaunt It*”, Lvl 40 GSM leve) Peridot chokers were used by the women of Ishgard to show their devotion to Ishgard, if they did not carry a sword or the issue of a knight. The phrase “pure as peridot” featured prominently in Ishgardian streets and drawing rooms. To go out without this stone being on her person was a cause for mistrust. (Source: “*Wear Your Patriotic Pin*”, Lvl 35 GSM leve) It's unknown if this social rule is still held after the deposing of Thordan VII.



Arcanists and goldsmiths of skill can use the peridot gemstone in the creation of the Peridot Carbuncle, a non-combat variant of the Emerald Carbuncle. First created for Tataru Taru of the Seven Scions by a collaboration between Alphinaud Leveilleur and the Goldsmiths' guild, the furry outer shell is a noted request that she made for this model of carbuncle.

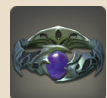


Petalite



A whitish jewel mined from the Weed area of Lakeland.

Not only does petalite see use as accessories that bolster every fighting style, this gemstone has a curious use of being used in an amulet that nullifies magic.



Outside of this use, we have two cultural notes for petalite's use within the Crystarium.

Petalite bracelets of fending are used as a living reminder to the guard of the Imperative to be more mindful of their grip. (Source: “*Wrap Those Wrists*”, Lvl 78)



GSM leve)

The anonymous gentleman who donated the money for the guards to have [diaspore](#) bracelets of slaying passed away, with his will detailing that as his final wish he would like a special ring (choker as the actual turn-in item) to be made for the nurse that cared for him in his final days. (Source: “A Beneficent Elegy”, Lvl 78 GSM leve)



Perlite



A strange, pearlescent volcanic rock that expands tenfold upon heating in a kiln or forge.

Alchemists use this rock in brewing Growth Formula Theta.



Perlite can be aetherially reduced to everbright aethersand, water clusters, or water crystals.

Pewter



“Pewter? I barely know her!”

(Source: Rarefied Pewter’s description)

Pewter, as one of the soft metals, has very little defining it as different from other soft metals. I assume it has similar properties of aether channeling, that metals such as [copper](#), [silver](#), and [gold](#) all have.

The main vein of it that we interact with is in Thavnair.

Phonograph Plate

Normally, I wouldn’t put crafting materials quite like this one in the Minerica, but this one is a special case, as it opens up the setting’s technology in a way similar to [spectrolum](#).

A specially treated metal sheet used in the construction of phonographs. Even the slightest imperfection can lead to all sorts of ghastly noises being produced.

(Source: Phonograph Plate’s description)

This opens up the idea that you could have your character (a goldsmith, presumably) be someone who specializes in the creation of these plates, either to capture music to share with others or pass along audio messages.

Pigments

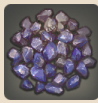


Pigments are generally what's used to make dyes. They're found by botanists and miners in a variety of natural sources.

Pigments can also be used in facial cosmetics (i.e. the Cosmetics Box furniture item).

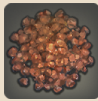
There are a few location specific pigments, such as:

Peaks Pigment



Extracted from natural sources in the Gyr Abanian highlands, this clay-based substance can be dried and ground, then prepared with water and oil to create a colorful dye. Traded out of Ala Mhigo.

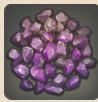
Rainbow Pigment



Extracted from natural sources, this colorful powder can be prepared to create an equally colorful dye. Botanists and miners can acquire this pigment in the Avalonia Fallen area of the Dravanian Forelands.

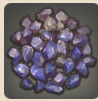
Merchants can purchase this pigment from Zhloe Aliapoh.

Skybuilders' Pigment



Originally to be named "purple stuff", why the Skybuilders needed purple and solely purple pigment is a mystery for the ages. The fact that they spent so long debating the name suggests a divided workspace within the Skybuilders' ranks.

Splendid Purple Pigment



Certain Qitari scholars maintain that this pigment is in fact a shade of mauve, while others argue it is more of a dark lilac hue. The debate rages on.

Platinum



A precious metal, platinum is mined from the Broken Water area of Southern Thanalan.

Unlike other precious metals, the raw ore itself is what is utilized in making enchanted ink. This enchanted ink is used in paper-based magic weaponry and orchestrion rolls. See [spectrolium](#) down below for a bit about alchemists, their aether, and how their aether colour attaches to the inks that they make.

On its own, platinum is utilized in all sorts of weaponry, armor, jewelry, etc. 235 recipes use this metal in total. Together with [luminium](#), platinum helps make the scintillant

ingots.

Prismstone

This peculiar type of stone shines with all the colors of the rainbow.



Prismstone is mined out of the Saint Fathric's Temple area of Il Mheg. There is a variant of it on the Source, thus far found only in the Diadem and used by the Skybuilders.

It can be cut and polished into prismatic ingots by goldsmiths. This ingot is then used in weaponry, armor, and jewelry.

Pumice



Volcanic rock riddled with countless tiny holes which make the stone remarkably lighter than it appears. Parchment makers rub the pieces on vellum to prepare the pages for receiving ink.

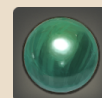
One can mine pumice out in the Raincatcher Gully area of Eastern La Noscea. Pumice is used to craft Perfect Cloth and Perfect Vellum, two items that are used in the Zodiac weapon questline.

Purple Shell Chip



A shiny piece of Purple carapace that can be mined out in the Purple area of the Tempest with the knowledge contained in the Norvrandt edition of the Tome of Geological Folklore.

Goldsmiths can refine it into mysterious deep-green orbs known as Purple Beads. These beads are used in 28 items of the Neo-Ishgardian armor/jewelry/weapon line.



Pyrite

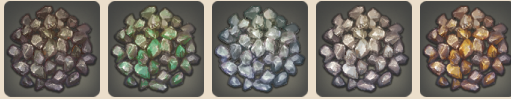


A decent-sized piece of rock containing iron and sulphur, creating the mineral pyrite. It has no player-crafting use, only a Rowena-turnin item.

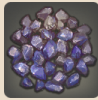
Q

Quartz

Coloured (“Red”, “Green”, etc)



Have no in-game use: black quartz, green quartz, indigo quartz, white quartz, and yellow quartz.



Blue quartz is mined out in the Answering Quarter of the Dravanian Hinterlands. Its sole in-game use is in the creation of [adamantite](#) ingots.



Red quartz is mined out in the Gauntlet area of the Sea of Clouds. Its sole use is in the brewing of Growth Formula Zeta.



Violet quartz is mined out in the Riversmeet of the Coerthas Western Highlands. Its sole use is in the creation of [aurum regis](#) ingots.

Lunar Quartz



A grey rock tinged with a ghostly green hue. It is mined out in the Numbing Brand on the Moon. It can be aetherially reduced to moonlight aethersand.

Rutilated Quartz



A type of quartz that has a natural embedded set of rutile (a variant of titanium) in it. Miners with the proper tome of geological folklore can find this hidden quartz variant within the Tertium area of Garlemald.

Shade



Shade quartz is dark and unpolished. It can be mined from the Amity area in Kholusia. Shade quartz's sole use is to be aetherially broken down into agedep aethersand, fire clusters, or fire crystals.

Star Quartz



This variant almost appears to contain a star within when held up to the light. Similar to [chondrite](#), this is one of those materials that could be controversial. The big potential in your favor is that it could have made its way to Eitherys via meteorite, similar to chondrite.

Like chondrite, there is a levequest potentially giving you another argument in its favor: “Star Athletes”, a Lvl 88 GSM Leve.

“No matter the situation, it is our duty as Studium staff members to keep this institution running smoothly. The 138th Inter-Faculty Survival Slog will proceed as planned, and we must have prizes for the top place winners. Wristbands fashioned with star quartz should set them apart from the slower crowd.”

The interpretations of this one can go all over: Sharlayan having access to star quartz enough to be able to casually make this suggestion and/or other veins of star quartz being on Eitherys beyond the gameplay vein out in Ultima Thule are the two big takeaways I got from it, personally.

R

Ragstone



“Due to being formed from compressed layers of sediment, ragstone may contain rare and precious fossils. The skybuilders, however, care not a jot about any of that and will happily use it to whet their blades and so forth, much to the woe of naturalists throughout Eorzea.”

(Source: *Grade 4 Skybuilders' Ragstone*)

A coarse, brittle stone composed of layers of sand compressed down over thousands of generations. Miners can find it in Central Thanalan, in the Black Brush area. There is a variant within the Diadem, which the picky skybuilders prefer.

Raven Coal



Once the dense coal has been ground into powder and mixed with water, it can be used as a substitute for ink. Be sure to keep it away from white clothing, as the stains are a bugger to get out.

Botanists and miners can find it in Kholusia, from the trees of the Stonegazer area or from the rocks in the Shadow Fault area.

Ruthenium

Shishu Reiseki



A mystical stone quarried from the isle of Shishu. Eastern goldsmiths utilize it in recreating sacred statues of Seiryu and Suzaku.

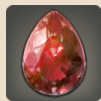
Rhodium



A metal found in the Ktsis Hyperborea facility in a distant past of our star.

Beyond that, the game itself doesn't give that much text about the material (Doylistically, it's just a higher tier of metal for level 90 crafted gear). In real life, rhodium is part of the [platinum](#) group of metals: a chemically inert material that has many uses in automobiles as well as keeping nuclear reactors in-check (which I bring up in the context of where it is found in-game: make of that correlation as you will).

Rhodonite



A blood red jewel found in the Rustrock area of the Peaks of Ala Mhigo.

It is used as an accent jewel in many clothing and armor pieces, along with a couple of weapons. It also has use in the construction of free company submarines.

Rock Salt



“But Mother, can we not break the salt rock into smaller chunks to save us all from having to lick the same pieces? It seems awfully unhygienic.”

“No, my sweet prince, that would not be proper. Now lick the rock and put it back on the table.”

(Source: *Grade 4 Skybuilders' Rock Salt*)

A large chunk of naturally occurring salt crystals. It is often ground into fine grains before being used to flavor and preserve food.

Some Ishgardians are strange about this one, from what the Skybuilder item descriptions about the varieties of Rock Salt can tell us.

- “This particular variety of rock salt has proved so popular with Ishgardian diners, that many choose to forego their meal altogether and spend the evening licking the communal salt rock instead.” (Source: *Grade 4 Skybuilders' Finest Rock Salt*)
- “Many people prefer to keep such chunks whole so that they may be used as “salt rocks.” These are placed in the center of the dining table so that anyone who feels their meal is lacking in saltiness can simply lick it and carry on with their meal.” (Source: *Grade 3 Skybuilders' Finest Rock Salt*)
- “When an Ishgardian culinarian stated that her latest dish needed a pinch of salt, the skybuilders sought out the very best, though perhaps more than a single pinch would be required to make the lengthy journey to the Lochs worthwhile.” (Good source on the Ala Mhigan salt trade being prosperous. Source: *Skybuilders' Ala Mhigan Rock Salt*)

Along with being able to purchase it in shops all over the world, adventurers can pick this mineral up by mining it in the Black Brush area of Central Thanalan.

Outside of its culinary use, alchemists often use rock salt as an ingredient in many of their potions and solutions.



Alchemists use rock salt to create Growth Formula Gamma, which they then combine with clear prisms to make glamour prisms.



Abalathian

Mined from veins found in Abalathia's Spine, this pinkish salt has a high mineral content which adds depth to its flavor.

Not only can you buy this from the merchant Pasdevillet in the Jeweled Crozier of Ishgard (not sponsored), you can also mine this type of rock salt from the Gauntlet area of the Sea of Clouds.

It is a crafting ingredient for both alchemists and culinarians. In foods, Abalathian rock salt tends to boost the vitality, skill speed, critical hit, and determination attributes.

Mountain

Naturally occurring crystals of mineral-rich meltwater that flows down from the peaks of Urqopacha. Mined from the Solace region of Urqopacha. In foods, mountain rock salt tends to boost vitality and determination.

Sharlayan

A bluish gray salt extracted from the islands of the northern seas. There is a particularly thick vein of this variant within the Aesthete's Tholos in the Labyrinthos below Old Sharlayan proper.

“Greatness eludes those who neglect the basics,” or so said Archon Meryall. And if it's good enough for one of Sharlayan's revered founders, then it's good enough for me. Salt is the foundation of many an advanced dish, and I only cook with the best. Let's see what you've got.”

The Last Stand Proprietor, Dickon (Source: *Lvl. 80 CUL leve, Salt of the North*)

It is valued both for the taste it brings to its dishes, but also for how it looks.

Most merchants refer to it as Northern Sea Salt when refined and bagged; it has a noted pattern of increasing one's Vitality, Tenacity, and Determination when consumed.

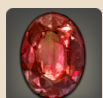
Volcanic

The red hue of this rock salt is said to come from the volcanic soil of O'Ghomoro. It is mined from the Raincatcher Gully area of Eastern La Noscea.

It is a crafting ingredient for both alchemists and culinarians. In foods, volcanic rock salt tends to boost the vitality, critical hit, direct hit, and tenacity attributes. It's also used to make a bacon broth that helps crafters take apart items (aka Desynthesis Skill Gain). Most notably, volcanic rock salt is found in the famous Bismark sandwich.

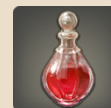


Rubellite



A red jewel mined out in the Drybone area of Eastern Thanalan.

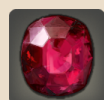
In its raw form, rubellite is the key ingredient to alchemists brewing fire ward mega-potions, noted for both their ability to shield against fire-aspected aether and, after long periods of disuse, having the same coloring properties as common dyes. ([Disclaimer](#))



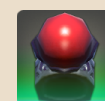
When refined by goldsmiths, rubellite is utilized in jewelry that bolsters one's skill speed, strength, and vitality attributes. There is an upgraded version of these jewelry pieces known as the Wolf Rubellite line that uses rose gold in place of electrum. Rubellite's strength-boosting aspect is utilized by leatherworkers in making raptorskin pot helms.



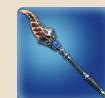
Ruby



A red jewel mined out by Moraby Bay in Lower La Noscea. When refined by a goldsmith, rubies are used in a jewelry set that boosts the skill speed, strength, and vitality attributes of the wearer. They are also used in the platinum jewelry set of slaying.



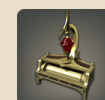
Rubies are used as the accent jewel of many armor pieces and weapons. The Inferno cudgel and rod are made with rubies in them. Arcanists can pull the aether from this gem to mix it with their own to make a red carbuncle.



Star Ruby



A red jewel that has been shaped and polished instead of faceted, creating the illusion of a six-pointed star within the stone. It is mined out of the Chocobo Forest in the Dravanian Forelands. It has a great use in many things, but most notably a music box design.



Ruthenium

A precious metal that is known for its robust usage in weaponsmithing (*Source: Ruthenium Supremium, Lv 92 BSM leve*), exported primarily from the Pyrariyoanaan Plain in Shaaloani.

S

Sand

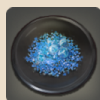
There are two types of sand.

There are metal sands such as [aurum regis](#), [copper](#), [durium](#), [electrum](#), [gold](#), [hardsilver](#), [iron](#), [koppranickel](#), [lumythrithite](#), [manasilver](#), [mythril](#), [mythrithite](#), [palladium](#), [silver](#), [titancopper](#), and [truegold](#). Those specific sands are covered in their overall entry for the metal itself.



The other type of sand is all non-metal sands, such as:

Crystal Sand



Sand made from crystals of varying elemental aspects, ground into fine granules. Used to recondition anima weapons.

Levinsand



Exactly like any other type of sand, apart from the fact it is bright purple and may or may not electrocute those who get too close.

River Sand



Dense, rocky sand collected from riverbeds.

No in-game use.

Sands of Time



Warning: Potential god-modding item. Use at own risk.

Born of Allagan ingenuity, this peculiar sand is said to possess the power to turn back time.

Sea Sand



Light, smooth sand collected from the sea.

No in-game use.

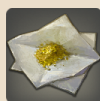
Skybuilders' Fine Sand



This sand gathered in the Black Brush area of Central Thanalan is not only fine, but extremely well behaved, choosing to stay in one closely knit lump

while jostling alongside the rest of your possessions.

Starcrack Sand



A metallic sand which simpleminded smallfolk believe contains pieces of the very comet Rhalgr tore from the heavens. Botanists and miners can harvest this sand from the East End of the Fringes.

Saltpeter

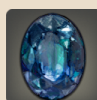


A translucent crystalline substance often used in making glass, firesand, and dyes. Saltpeter is mined out of the Wellwick Wood of Eastern Thanalan. It is used, specifically, to make [Black Firesand](#).

Coarse Saltpeter

A grainy version of saltpeter from the First. It is mined around the Inn at Journey's End in Amh Araeng. It is used, specifically, to make [Crimson Firesand](#).

Sapphire



A blue jewel mined by Moraby Bay in Lower La Noscea.

When refined by goldsmiths, sapphires are used to make jewelry that supplements mind, spell speed, and vitality attributes. Sapphire is also used in the platinum jewelry of casting.

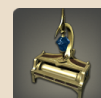


It is also used in furniture items, clothing, armor, and a small handful of weapons.

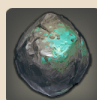
In Thavnair, yellow sapphires have an association with wealth and good fortune. (Source: "Wish Upon a Crystal")

Star Sapphire

A blue jewel that has been shaped and polished instead of faceted, creating the illusion of a six-pointed star within the stone. It is mined out of the Chocobo Forest in the Dravanian Forelands. It has a great use in many things, but most notably a music box design.



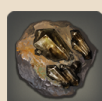
Scheelite



A mysterious ore that glows intermittently.

It cannot be mined anywhere, but is a dungeon drop.

Schorl

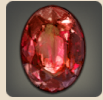


A blackish mineral possibly containing trace amounts of the precious stone

tourmaline.

It can be mined in the Onsal Hakair area of the Azim Steppe and aetherially reduced into dawnlight aethersand, lightning clusters, or lightning crystals.

Shisui Jewel



A rare gem from beneath the waves of the Ruby Sea.

It can be gathered by both botanists and miners in the Rasen Kaikyo area of the Ruby Sea.

Siderite



A ferrous meteorite.

To be considered a “prime” specimen, the siderite has to be in aetherial flux. To be considered a “sublime” specimen, craftsmen and gatherers alike keep their secrets with regards to the qualifications.

This lucky siderite specimen has gone from prime to sublime through a process you don't understand and aren't going to worry about. What's important is that it promises an impressive yield from aetherial reduction.

(Source: Sublime Siderite's description)

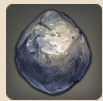
This meteorite, while in the flux state as prime or sublime, can be reduced into [igneous gliaaether](#).

Silex



A pure white sand made up of finely ground silica. It can be mined out of the Sagolii Desert of Southern Thanalan. Its primary use is in making glass.

Silver



A semi-precious metal mined from the Upper Paths area of the South Shroud.

Silver was historically valued for its beauty as well as its ability to channel aether. Guildmaster Serendipity of Ul'dah's Goldsmithing Guild describes silver as even being “really, really good at channeling aether.” *(Source: “Or Ever the Silver Cord Be Loosed”, Lvl 25 GSM quest)*

It can be used in every non-culinarian crafting discipline you can imagine. Notably, the material is used in mammet creation with precision parts being molded out of silver.

Its sand is used in making Enchanted Silver Ink. See [spectrolium](#) down below for a bit

about alchemists, their aether, and how their aether colour attaches to the inks that they make.

Enchanted Silver Ink *might* be used in the creation of vanishing inks. I'll leave the levequest lore that gives that potential implication (as, despite the text, this levequest asks for enchanted silver ink):

“Soot and wine make a fine dark ink—as easily read by foes as by friends. Those in the trade speak of many kinds of vanishing ink—discerning ink, timorous ink, mistrustful ink, ink most misanthropic. Alchemists well versed in all these and more are sought.”



Source: “The Writing Is Not on the Wall”, Lvl 20 ALC leve)

Goldsmiths use silver, along with clear prisms, to create glamour prisms. Silver is also utilized with raw high durium to make [high durium](#) ingots.



Fine Silver/Sterling Silver

Fine Silver is a decent-sized piece of rock containing large quantities of silver, mined from the Yawtanane Grasslands in Shaaloani. Under the care of a goldsmith, this ore is refined into Sterling Silver.

In real life, [sterling silver](#) is an alloy between silver and copper, primarily. The copper is introduced to the mix to give the resulting alloy more hardness and strength. There are other trace elements as well, to help reduce tarnishing, casting porosity, and firescale. This *might* be what the Potsworn's Abrasive is serving as: a fantasy equivalent to those trace metals.

Hardsilver



"These all contain a hardsilver—pure hardsilver! It's a metal worth twice its weight in gold!"

(Source: "Digging Deeper", Lvl 58 MIN quest)

A rare alchemic metal, hardsilver ore can be mined in the Makers' Quarter of the Dravanian Hinterlands. It's easy to spot, making it hard to find.

Hardsilver is used in sacred items in Ishgard's clergy, such as a large handbell to tell friars of the sacred hour. (Source: "Needs More Prayerbell", Lvl 56 GSM leve) These bells need replacing constantly, as there seems to be people stealing them. One Brother of the Order of Friars Templar, Brother Padilloux, considered that a clock bell made of hardsilver, in the likeness of Halone's shield, would be much more difficult to steal and potentially heighten the avidity of prayer. (Source: "With a Noise That Reaches Heaven (L)", Lvl 56 GSM leve)



Magnifiers cast in hardsilver that are designed for casters might be able to check for holes in ward-walls. I think these magnifiers might be capable of seeing magic that might be invisible to the naked eye, along with their value in inscribing geometric wards of smaller sizes. (Sources: "Deal with It (L)", Lvl 54 GSM leve, "The Monuments Mages", Lvl 54 GSM leve)



When elder knights of Ishgard are allowed to retire, they are given hardsilver bangles of fending. This is to either note their prior service to all around them or, if the knight be retired through death, to let Halone know his bravery. (Sources: "Life Ends at Retirement (L)", Lvl 54 GSM leve, "The Unfortunate Retirony", Lvl 54 GSM leve)



We can also look to Jannequinard de Durendaire as another source of scarcity of hardsilver, as his symposium on Sharlayan astrology required many planisphere displays made of hardsilver. (Source: "Silver Bar of Upcycling")



(L)", Lvl 56 GSM leve)

This metal can be found in sand form, which can then be crafted into a type of enchanted ink. This ink is used to create paper-based magic weapons and orchestrion rolls. See [spectrolium](#) down below for a bit about alchemists, their aether, and how their aether colour attaches to the inks that they make.

“The cardinals’ bedchamber doors are inscribed with an intricate series of wards to protect them while they sleep from heretic throat-slittings, and the Holy See is known to pay large quantities of coin to keep these wards properly maintained. After hearing some rather salacious gossip regarding a cardinal locked out of his bedchambers (and a young lady locked within), the arcane “locksmith” has beseeched me for a bottle of hardsilver ink, the aetherial conductivity of which quickens the pace of enchanting and disenchanting the wards.”



Source: “Warding Off Temptation”, Lvl 54 ALC leve

The ink made with hardsilver is the foundation of Ishgard’s wards. (*Source: “The Garden of Arcane Delights (L)”, Lvl 54 ALC leve*) I think from this knowledge, you can make the argument that any ink can work as ward work with the right IC knowledge.

Manasilver



This metal is found primarily in sand form, which can then be crafted into a type of enchanted ink. This ink is used to create paper-based [bluespirit](#) magic weapons and orchestrion rolls. The combination of bluespirit metal and manasilver in these weapons means that the mage’s aether is channeled and amplified inordinately freely. See [spectrolium](#) down below for a bit about alchemists, their aether, and how their aether colour attaches to the inks that they make.

“I’ve received a request from the city guard to help them fashion new cannons. To do so, however, I require a certain metal that has exceedingly high aetherial conductivity—manasilver, to be precise.”

(Source: “Copious Crystal Cannons”, Lvl 74 GSM leve)

Manasilver is used in jewelry, clothes, armor, tools, weapons, and furniture. It is a metal used by every single crafting discipline.

The same anonymous donor at the Crystarium who wanted the guards to have [diaspore](#) bracelets of slaying and the nurse of his final days to have a [petalite](#) ring also donated so that the craftsmen and ladies of the Crystarium could have manasilver chokers. (*Source: “Unsung Generosity”, Lvl 74 GSM leve*)



Softsilver



A naturally occurring alloy of silver and quicksilver found in a place of impossibilities made manifest (Ultima Thule).

Silvergrace

A precious metal, silvergrace is mined in Nhaama's Retreat in the Azim Steppe.



Lore-wise outside of that, there's nothing written about this metal. It's used in a lot of endgame gear from Stormblood, but other than that, there's nothing.

Siltstone



A dense stone comprised of layers of river silt compressed down over thousands of generations. It can be mined in the Oakwood in Upper La Noscea.

In its raw form, siltstone can be used in rock-related housing items, clinker bricks (which can then be made into *more* housing items), a grinding stone, and whetstones.

These whetstones are used in fluorite glassmaking, the making of weapons and tools, and jewelry-making.

Slate



Unlike other sedimentary stone, slate has been compressed under the weight of mountains for so long that it is surprisingly hard, making it ideal for whetstones and grinding stones.

It also sees use in housing items.

Smithsonite

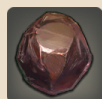


This slightly lustrous ore is characterized by its extremely high zinc content. Smithsonite ore is mined from the Gauntlet area of the Sea of Clouds. Its sole use is in crafting Eikon Iron Ingots, which are said to be blessed by a primal.

Soil

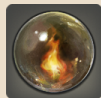
See [Topsoil](#)

Solarite



A deceptively plain stone that, when cracked, momentarily erupts with bright light. It can be mined in the Church of the First Light area of Lakeland. Solarite can be aetherially reduced down into scuroglow aethersand, lightning clusters, or lightning crystals.

Sparkstone



The burning aether contained within this volcanic stone allows for its use not only in striking fires, but also maintaining them at a consistent heat.

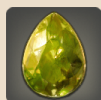
Spectrolium

In the trial of Waoud, an alchemist who had been using the Allagan art of cloning to attempt immortality, Wiltwaek (a representative of the Adventurer's Guild charged with keeping peace and justice in Mor Dhona) proved Waoud's guilt in his crimes via the use of spectrolium — an original creation of Ul'dahn Guildmaster of Alchemy, Severian.

“Now, each alchemist's aether has a unique color. When drawing geometries with enchanted ink, this hue is passed to the pages of a grimoire. There has never been a way to detect the shade of this aetherial signature. Until now, that is. I have a powder that renders this color visible to the naked eye. If my aether is purple, then sprinkling the dust over a grimoire I made will reveal the same shade of purple. I call it spectrolium, and I daresay this invention of mine will be sufficient to prove who crafted that copy of *Noble Gold*.”

(Source: Severian, “What Death Can Join Together”, Lvl 60 ALC quest)

Sphene

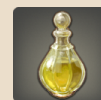


A yellow jewel that can be purchased from many merchants or mined out in the Peacegarden in the North Shroud.

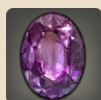
Oddly, unlike other elemental ward potions, the raw form of sphene isn't utilized within the recipe for a earth ward potion: its refined form is (a similarity it shares with [danburite](#), [lapis lazuli](#), [malachite](#), and [sunstone](#)). Earth ward potions are noted for both their ability to shield against earth-aspected aether and, after long periods of disuse, having the same coloring properties as common dyes.

([Disclaimer](#))

When refined, goldsmiths can use sphene in crafting jewelry that boosts the strength, tenacity, and vitality attributes.



Spinel



A purple jewel mined out around Urth's Gift in the South Shroud.

In its raw form, spinel is the key ingredient to alchemists brewing lightning ward mega-potions, noted for both their ability to shield against lightning-aspected aether and, after long periods of disuse, having the same coloring properties as common dyes. ([Disclaimer](#))



“As for this circlet set with spinel...I would say it strikes me as a symbol of confidence and power. Though perhaps I'm only saying that because I know that spinel is elementally aspected to lightning...”



(Source: Serendipity, “The Fox in the Hen House”, Lvl 45 GSM quest)

When refined by goldsmiths, spinel can be used for jewelry that boosts the critical hit, dexterity, and vitality attributes. Spinel jewelry also has an upgraded form, known as the Wolf Spinel line of accessories.



Star Spinel



So, you'd assume like the Star Ruby and the Star Sapphire that the Star Spinel would have a detail about it saying something about a six-pointed star illusion being within its facet, right? You and I would *both* be wrong. However, you can mine this jewel out from the East Othard Coastline in the Ruby Sea. It's used in two sets of accessory lines and a variety of other designs. Nothing uniquely special about this stone.

Spodumene



This light pink gemstone belongs in the family of FFXIV gemstones and metals that seemingly only exist to increase iLevel for hardcore players and that's okay.

In real life, spodumene has a [vital economic influence](#), as it is a source of lithium and has its own usage as a fluxing agent.

Sunstone



A red jewel that you can buy from many merchants throughout Eorzea or mine in the Cedarwood of Lower La Noscea.

Oddly, unlike other elemental ward potions, the raw form of sphene isn't utilized within the recipe for a fire ward potion: its refined form is (a similarity it shares with [danburite](#), [lapis lazuli](#), [malachite](#), and [sphene](#)). Fire ward potions are noted for both their ability to shield against fire-aspected aether and, after long periods of disuse, having the same coloring properties as common dyes. ([Disclaimer](#))



When used in jewelry by goldsmiths, sunstone boosts the skill speed, strength, and vitality attributes.

Stardust

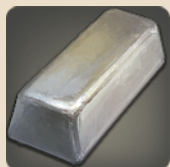


The stuff dreams are made of. Bait for starfishing.

Used as bait to catch Wormhole Worms, Unidentified Flying Biomass II's, Sophos Deka-oktos, Class Twenty-fours, Terrifyingways, Monster Carrots, Forbiddingways, Alyketosoi, Trianas, Horizon Events (and therefore

Unbegottens and Phallainas from mooching), and E.B.E.-9318's.

Steel



“Hmmm...harder than mere iron, yet not so rigid as to be unworkable...it cannot have been easy determining the exact quantity of bomb ash required to achieve such a balance.”

(Source: “True As Steel”, Lvl 25 BSM quest)

An alloy of iron and bomb ash, steel is the basic heavy metal of Eorzea. Its use is widespread, with 155 recipes using it. It is a common metal, used by both armorers and blacksmiths.

“But it's the quality o' these “common” materials as makes the difference between craftin' a workaday piece an' a masterpiece. No matter how shiny ye polish it, yer work'll never be more'n mediocre if the stuff ye make it from is second-rate.”

(Source: “Showing Your Steel”, Lvl 25 ARM quest)

While Ishgard favors [mythril](#), [mythrite](#), and [hardsilver](#), we can't deny their need for cheaper, heavier metals such as steel, especially when they fought a war that never seemed to end.

“The archbishop of Ishgard may call faith “the staunchest metal,” but steel has ever been a welcome commodity in the secretive theocracy. Reports from the north indicate that the Holy See's long dance with the dragons grows fevered again, and steel ingots may soon surpass faith in price, if not in strength.”

(Source: “Ingot We Trust”, Lvl 25 ARM leve)

Steel ingots are used by blacksmiths in conjunction with clear prisms to create glamour prisms. Armourers use steel rivets instead.



Maraging Steel

Not a pure metal; harmonite is a rock containing largely iron, with small traces of nickel and cobalt. It is found within the Knowable region of Living Memory. By the implication of the name, it seems that harmonite is specially treated by armorers and blacksmiths in order to become maraging steel. It could be that the lack of iron-only purity within the harmonite is what makes it suited to being reformed into steel, possibly making the refinement process more straightforward than the typical process of average iron and steel. It could also just be the developers just needing new items for iLevel increases.

Stiperstone

A variety of hardened sandstone that is often used for sharpening tools and weapons. Stiperstone is mined from the Rustrock area of the Peaks of Ala Mhigo.



Rather than turn it into whetstones, goldsmiths use this stone in its raw ore form to polish [azurite](#), [imperial jade](#), [kyanite](#), [rhodonite](#), [star spinel](#), and [tripthane](#) into shiny perfection.



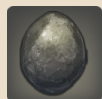
It also sees use in the cutting and refining of [bluespirit](#) ore into bluespirit tiles, helping it be utilized in all the ways that bluespirit can be.

Stiperstone is also used to sharpen tools so they're ready for use.



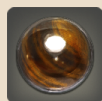
T

Tektite



A type of naturally occurring glass first discovered after the Calamity which ushered in the Seventh Umbral Era.

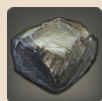
Tiger's Eye



A golden-brown jewel consisting of many colored layers. When polished, it resembles the eye of a tiger—a legendary beast believed to be the ancestor of the coeurl. It can be mined in the Smoldering Wastes in the Dravanian Forelands.

Tiger's Eye finds its primary use in the Mythrite Bangle line. Otherwise, it's used to accentuate three items: Adamantite Main Gauches, Hardsilver Pole, and Wyvernskin Manes of Fending.

Tin



Tin is usually seen in ore form, as there are no tin ingots in game. Tin can be mined either from the Black Brush area of Central Thanalan or from the Hammerlea area of Western Thanalan. Sometimes, tin ore drops off of low level coblyns in those areas.

Tin is used to create [bronze](#), [bismuth](#), and [pewter](#) ingots.

Titancopper



A decent-sized piece of rock containing a naturally occurring mixture of titanium and copper. Titancopper can be mined from the Church of the First Light area of Lakeland. Outside of use in some housing walls, titancopper's only use is to be smelted into [titanbronze](#).

This metal can be found in sand form in the Mount Biran Mines of Amh Araeng, which can then be crafted into titanbronze nuggets.

Titanbronze



An alloy of [titancopper](#) and [titanium](#).

I think that the scopes of the Crystarium ballistae are made with titanbronze.
(Source: “No Scope”, Lvl 76 ARM leve)

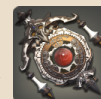
Titanbronze is used in recipes for all disciplines, numbering about 122 in total. Much of the Crystarium’s utilities are made with this metal: ale taps, benches, kitchen hangers, mechanical tills, stoves, and teapots.



Notable titanbronze weapons in Crystarium culture:

Titanbronze star globes:

“When an elf claiming to be from the Exarch's homeland wondered why I had no “globes” for sale, I almost laughed in his face. But as soon as I started stocking them, I saw a surge in profits. Maybe there's a future in astrologian equipment after all...”



(Source: “Prophet of Profit”, Lvl 76 GSM leve)

Titanbronze chakrams:

“Captain Lyna is famed for her skill with the chakram, and many of the new recruits wish to follow her example by mastering the weapon themselves. A weapon is all the easier to learn when one has a passion for it, so I would see these recruits equipped with chakrams of their own.”



(Source: “Idol Hands”, Lvl 76 BSM leve)

Titanium



A rare metal, titanium is mined from the rocks in the Chocobo Forest of the Dravanian Forelands.



“You are obviously familiar with titanium—the metal is light and strong, and I, for one, would be overjoyed to own a hoplon crafted of such material. I hope that answers your question.”



(Source: “The Reforging of Blanstyr”, Lvl BSM quest)

It is used in making titanium nuggets and titanbronze. The titanium nuggets are made with titanium ore mixed together with iron ore and grenade ash. These nuggets are not only used to make titanium ingots, but also every type of item under the sun (including housing)

Ishgard uses titanium nuggets in their dragonkillers. (Source: “As the Bolt Flies”, Lvl 54 ARM leve, “Heavy Metal Banned (L)”, Lvl 54 ARM leve)

Titanium ingots have been used to upgrade the dragonkillers, both their pikes and ground-locking chains (a mobile design so that knights can lock the dragonkillers into the

ground, but can be unchained and picked to be moved if necessary). (Sources: “Attack on Titanium (L)”, Lvl 56 BSM leve, “Unbreaker”, Lvl 56 BSM leve)

Members of Ishgard's volunteer militia and knights alike both wear titanium vambraces of fending. (Sources: “Belle of the Brawl”, Lvl 56 ARM leve, “Shouldering the Shut-ins (L)”, Lvl 56 ARM leve)



Ilmenite



A rare moon ore that is rich in titanium. It is mined from the Sinus Tormenti timed node and utilized for all sorts of weapons and armor, across all martial disciplines.

Topsoil

Ash Diatomite



Soil rich in diatoms (microalgae) and cultivated in the Central Circuit of the Labyrinthos to superior quality. Alchemists use it in a variety of Grade 7 alkahests.

Black Soil



This rich, dark soil receives its color from a high concentration of organic matter. It is mined from the Avalonia Fallen area of the Dravanian Forelands.

Black soil is a crafting material in the Mooglee Miniature tabletop item.



It can also be aetherially reduced into leafborne aethersand, earth clusters, or earth crystals.

La Noscean Topsoil



Grade 1 topsoil obtained in the La Noscean region. Increases the likelihood that plants will yield higher quality crops. Mined from the Cedarwood of Lower La Noscea.



Grade 2 topsoil obtained in the La Noscean region. Increases the likelihood that plants will yield higher quality crops. Mined from the Gods' Grip of Lower La Noscea.



Grade 3 topsoil obtained in the La Noscean region. Increases the likelihood that plants will yield higher quality crops. Mined from the Zephyr Drift area of Middle La Noscea.

Potting Soil



Standard-grade earth for growing plants and vegetables. Exhibits absolutely no standout properties.

Notably the soil used for bamboo and a variety of vegetables.

Shroud Topsoil



Grade 1 topsoil obtained in the Black Shroud region. Increases the likelihood that plants will yield more crops. Mined from the Nine Ivies area of the East Shroud.



Grade 2 topsoil obtained in the Black Shroud region. Increases the likelihood that plants will yield more crops. Mined from the Bramble Patch area of the East Shroud.



Grade 3 topsoil obtained in the Black Shroud region. Increases the likelihood that plants will yield more crops. Mined from the Lower Paths of the South Shroud.

Thanalan Topsoil



Grade 1 topsoil obtained in the Thanalan region. Increases the likelihood that plants will intercross with one another. Mined from the Wellwick Wood of Eastern Thanalan.



Grade 2 topsoil obtained in the Thanalan region. Increases the likelihood that plants will intercross with one another. Mined from the Silver Bazaar area of Western Thanalan.



Grade 3 topsoil obtained in the Thanalan region. Increases the likelihood that plants will intercross with one another. Mined from the Hammerlea area of Western Thanalan.

Yanxian Soil



Fine, rich earth from Yanxia. Miners can gather Yanxian soil from the Unseen Spirits Laughing area of Yanxia, the High Bank of the Lochs in Ala Mhigo, and the Onsal Hakir area of the Azim Steppe. It can be aetherially reduced into duskglow aethersand, wind clusters, or wind crystals.

Topaz



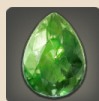
A yellow jewel mined out from the Raubahn's Push area of Northern Thanalan.

When refined by goldsmiths, topaz can be turned into jewelry that bolsters the strength, tenacity, and vitality attributes. It also serves as the gemstone in the Platinum Accessories of Fending line.



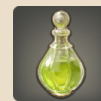
Arcanists can pull the aether from this gem to mix it with their own to make a yellow carbuncle.

Tourmaline



A green jewel found around Urth's Gift in the South Shroud.

In its raw form, tourmaline is the key ingredient to alchemists brewing wind ward mega-potions, noted for both their ability to shield against wind-expected aether and, after long periods of disuse, having the same coloring properties as common dyes. ([Disclaimer](#))

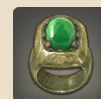


“The cleansing energy of tourmaline has long cast its benevolent influence on members of Saint Coinach's Find. As the Allagan dig near Silvertear Falls wears on, we fear for the naturalists' humours. While somewhat drastic, specialists assure us of the need for an entire choker of the healing gem.”

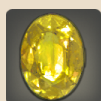


(Source: “Green and Bear It”, Lvl 45 GSM leve)

When refined by goldsmiths, tourmaline can be turned into jewelry that bolsters the mind, piety, and vitality attributes. There is a direct upgrade of this set known as the Wolf Tourmaline set of accessories.



Triphane



A yellow jewel mined from the Striped Hills out in the Fringes of Ala Mhigo.

Goldsmiths use this jewel in gear of all kinds, bolstering all attributes depending on what work and design you're using.

“It is a matter best not spoken of, but it seems that the accoutrements of the West have captured the fancy of many lords. Or perhaps it would be more apt to say that the trinkets have captured the fancy of a Sanjo Hanamachi geiko who has captured the fancy of the lords. At any rate, I require a ring that can conquer the heart.”



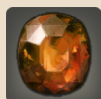
(Source: “One Ring Circus”, Lvl 60 GSM leve [requires the Triphane Ring of Slaying])

“To a dealer in oddities, Eorzean lewes present a most promising prospect: to procure worldly wonders without ever needing leave home. All that remains is for word to reach the ears of my patrons. Speaking of which...”



(Source: “Play It By Ear”, Lvl 60 GSM leve)

Triplite



An amber jewel mined out in the Ladle area of Amh Araeng.

Goldsmiths use this jewel in gear of all kinds, bolstering all attributes depending on what work and design you're using.

Another anonymous request (perhaps the same anonymous donor as the [diaspore](#), [petalite](#), and [manasilver](#) incidents) has seen to it that the Crystarium's scholars be outfitted with triplite earrings of casting. (Source: “A Magnanimous



Refrain”, Lvl 76 GSM leve)

The Crystarium Caravan Leader, Cassard, was requested by a huntress in Rak'tika to make a special triplite ring: for a baby that yet resides in its mother's womb. (Source: “Birth Ring”, Lvl 76 GSM leve)



Tungstite



A bright-yellow mineral formed by the weathering of [scheelite](#). Can be mined from the Twinpools area of Coerthas Western Highlands. It is used in Heavy Metal Ingots.

Tungsten



A decent-sized piece of rock containing the metal tungsten, mined from Where the Dry Return area in the Tempest. It is used in all kinds of weaponry, tools, and armor.

Turquoise



A blue jewel mined from the Bronze Lake area in Upper La Noscea.

In its raw form, turquoise is the key ingredient to alchemists brewing water ward mega-potions, noted for both their ability to shield against water-aspected aether and, after long periods of disuse, having the same coloring properties as common dyes. ([Disclaimer](#))

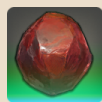


When refined by goldsmiths, turquoise can be turned into jewelry that bolsters the mind, spell speed, and vitality attributes. There is a direct upgrade of this set known as the Wolf Turquoise set of accessories.



U

Umbral Flarerock

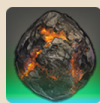


Each chunk of flarerock is capable of releasing enormous amounts of fire-aspected aether. Unfortunately, for that to occur, it must first be warmed for three days under a medium-sized duck, which limits its usefulness somewhat.

Unknown if duck is used as the sole-standard for warming; my friends and I speculate that it could be an egg and the duck makes for a good way to get the egg to closer to hatch, or that if it heats up too fast (i.e. with a method like a blowtorch or using a larger creature with more body heat) the whole thing might explode. Your mileage may vary on this one, but, frankly, I'd just use a fire crystal for the same purpose of fire aether.

Umbral Flarestone

Skybuilders' Umbral Flarestone



Red-hot to the touch, which makes it a bastard to carry. Can only be gathered during an umbral flare in the Diadem.

This is fire in its most passive state (while still being fire). Utilized in making bathtubs and fireplaces.

Umbral Levinshard

Skybuilders' Umbral Levinshard



If you thought catching lightning in a bottle was difficult, catching it in a crystal fragment is even trickier. At least a bottle comes with a handy cap to keep in said lightning when caught, whereas crystal relies on nothing more than the bolt's willing cooperation. Can only be gathered during umbral levin in the Diadem.

This is lightning in its most passive state (while still being lightning). Utilized in making chandeliers and wallpapers.

Umbral Rock



A rock with an elemental aspect leaning heavily towards umbral. Mined in the Lower Paths of the South Shroud.

Ghostly Umbral Rock



A rock with an elemental aspect leaning unnaturally towards umbral. It can be mined in Garlemald and aetherially reduced to endstone aethersand.

Umbrite

A naturally occurring mineral formed from crystallized aether whose energies lean heavily toward the umbral. Rowena's merchants in Idyllshire hold the majority share of supply for umbrite, exchanging it for toimestones of poetics.

A property of umbrite is that it can strip the elemental properties from objects. For further context, please see *A Dream Fulfilled* from the Anima Weapon Questline.

Deep-sea Umbrite

A variant of umbrite that specifically forms in the deepest depths of the ocean.

Unaspected Crystal

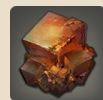


For reasons unknown to us, this crystal has completely lost its elemental charge.

Botanists and miners can find these unaspected crystals all over Eorzea: anywhere with Lvl 50 mining nodes. They're used to make the free company wheel items, which can activate certain free company buff actions.

V

Vanadinite



A dark red mineral rich in vanadium (an elemental metal that is rarely found in nature, but once isolated artificially, can slow the oxidation process) and exclusively produced in Thavnair. Currently, Rowena's House of Splendors has monopoly of the mineral, trading it for toimestones.

Volcanic Tuff



Volcanic ash compacted by pressure and time into firm stone. Mined from the Amity area of Kholusia.

Used exclusively to make tuff whetstones, which sharpen all kinds of weapons and tools. These whetstones are used in the Sandteak Grinding Wheel and Lignum Vitae Grinding Wheel recipes.



Goldsmiths use tuff whetstones to polish [onyx](#), [petalite](#), and [triplite](#) gemstones.

W

No W's, only L's.

X

X does not mark this spot.

Y

Y are you here?

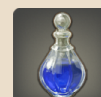
Z

Zeolite



A porous silicate that absorbs poisons, making it invaluable in myriad alchemical and medical concoctions. Mined from the Ruling Quarter in the Dravanian Hinterlands.

Used to make Grade 3 Attribute Dissolvents, which basically dissolve the parts of your corporeal aether that are detrimental to the attribute on the bottle. These dissolvents are then used in the creation of armor.



Zinc

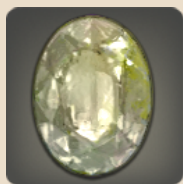


A metal mined out in either the Black Brush area of Western Thanalan or the Hammerlea area of Western Thanalan. Used in the creation of [brass](#) and [phrygian gold](#) ingots.

Skybuilders' Zinc Ore

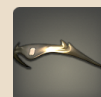
Zinc is said to prevent a number of common ailments. However, it must be noted that attempting to ingest it in its current state may actually cause problems such as broken teeth and stomachache, usually in that order.

Zircon



“...the zircon in this circlet imparts a sense of wisdom and worldliness.

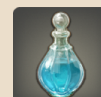
Of course, it also improves one's affinity with ice-aspected aether. Now that I think about it, zircon is not unlike ice, in that the presence of impurities can radically alter its appearance...”



(Source: *Serendipity*, “The Fox in the Hen House”, Lvl 45 GSM quest)

A transparent jewel mined out of the Dragonhead area of the Coerthas Central Highland.

In its raw form, turquoise is the key ingredient to alchemists brewing water ward mega-potions, noted for both their ability to shield against water-aspected aether and, after long periods of disuse, having the same coloring properties as common dyes. ([Disclaimer](#))



Once polished, goldsmiths can use this jewel to make jewelry that bolsters the determination, intelligence, and vitality attributes. There is a direct upgrade of



these accessories known as the Wolf Zircon accessory line.

Blue Zircon



“The brilliance of this sample’s blue hue remains nigh unparalleled in the natural world—particularly now that it has been removed from it.”

(Source: Rarefied Blue Zircon’s description)

In text, there’s not a lot that differentiates blue zircon from its uncolored variant. The only potential that I can see is similar to [manganese](#): its exact source in Elpis is right alongside where Elpis’s taxonimists/poets (both? They describe themselves as both) reside. Could blue zircon have properties due to that proximity? Maybe. But it’s nothing confirmed.

Zoisite



In the context of what FFXIV presents, zoisite is an indigo jewel. Outside the game text presents zoisite as a jewel that can come in numerous different colors, but it’s a spectrum that *does* include an indigo as a potentiality. In FFXIV terms, this gem lends itself to tools, as it is one of those materials that exists to bump up iLevel, specifically for crafters and gatherers.

I believe it’s possible that you could say that the zoisite mined in Garlemald (as that’s where we get our in-game variant) usually holds a unique indigo hue, while you could have goldsmith and miner characters talk about different geographic hues for zoisite from other veins.

Credits

Fun Fact [@FFXIVXD](#) for the information about Aurum Vale and Goldbile.

Gamer Escape Wiki: icons, dialogue, item information

[Garland Tools Database](#): icons, dialogue, item information

Sounsyy: I referenced Sounsyy's work on [Aether and Aetherology](#) multiple times throughout this compendium (literally any time aether came up). Thank the gods for Sounsyy. While not in a linkable tumblr post, Sounsyy is also where I got my information on aether being drawn out of gemstones and mixed with your own to make carbuncles from (from the Discord conversation that actually led to this compendium being started).

“there are also various gemstones that hold some aetherial properties, and these are often thrown onto garments or weapons to imbue the wearer with those properties. you can also pull the latent aether of these same gemstones and mix it with your own to form a carbuncle.”

Sounsyy, 07/03/2020

Sounsyy also provided the bit about amber's dispelling property and the bit about copperfish in the gil section. Sounsyy also alerted me to the existence of nashacite.

If you feel like saying thank you more than just textually, you can buy me a kofi here: ([x](#))