

I'm not a robot



























[illegible]

you with access to materials. The easiest place to find them are with the suppliers in each guild. These particular vendors sell useful materials that are frequently required in early crafting log entries. However, you will soon find NPC vendors are lacking more advanced materials. If you check the items in your log , selecting them will reveal if they have a shop price. If there is no price listed, you will have no choice but to acquire them elsewhere. This is where the Market Board becomes a necessity. Unfortunately for players using the free trial, they do not have access to this feature. If you search for the materials you seek on the board, players will likely be selling it. It's a quick and easy means of finding elusive materials. The downside is the prices can vary wildly depending on supply and demand. A common item will be sold cheap, but the rarer it is, the higher the price. Additionally, players will exploit the systems to drain you of as much Gil as possible. When buying an item from the board, you cannot adjust the quantity you buy. You must buy the maximum amount the other player put up. This means even cheap items can cost a fortune as sometimes you can only buy them in bulk. The Market Board is the gateway to wealth and easy materials via Final Fantasy XIV crafting. Level Every Disciple of the Hand This advice somewhat echoes the sentiment in the Disciple of the Land section. Each Final Fantasy XIV crafting class will allow you to create certain materials unavailable anywhere else. For example, the Goldsmith uniquely has access to electrum ingots. As you begin levelling up one of the eight roles, you will start to hit certain roadblocks. Essentially, each of the jobs is intrinsically linked. The easiest way to avoid these constant frustrations is to equally dedicate yourself to all of them. Keeping each job roughly the same level will prevent this from being a regular issue. Furthermore, fully opening up your gathering and crafting logs will reveal which materials are more elusive. For example, some materials can only be acquired from drops after defeating specific monsters. If an item can not be found in your logs, its advisable to search for the acquisition method online. Levelling Your Crafting Completing The Crafting Log As stated above, your crafting log will display most of the items you can currently craft. Each time you create an item you've never completed before, you obtain bonus exp. As such, especially in the early stages, synthesising as many new items as possible is beneficial. Furthermore, if you try and make them HQ each time, it will further boost the exp gained. When starting out, this is the main means of levelling up. Job Quests As with Disciple of War and Magic, every five levels unlock a new job quest at the guild. This means you will be able to access the next quest at level 5, then 10, 15, etc. These provide substantial exp gifts for a quick level up, as well as other rewards. They often provide you with higher level gear that will make synthesis and quality raising easier. These quests are by no means essential, but they are usually quick and worthwhile. Check in at the Guilds every five levels. Levequests These are special quests you can initiate in various locations via specific NPCs. Players are limited in how many of these quests they can do based on their allowance. You will obtain 3 more allowances every 12 hours in real time. These stack up quickly, so before you know it you will have more than enough for plenty of quests. Levequests come in three categories, but the most relevant to Final Fantasy XIV crafting are Tradecraft and Fieldcraft. They require the delivery of requested items for a reward of gil and high exp. If players deliver HQ versions of the demanded item, the rewards are doubled. This is the fastest way to level up crafting early on. Grand Company Delivery Missions These are just the same as the previously mentioned quests but specifically for your chosen Grand Company. You will join one of the three Grand Companies as part of the story, so don't worry about finding them. Daily, you will receive a list of delivery items that you can bring to your company headquarters. Every day includes an item(s) from each of the jobs you've levelled at least once. It's highly recommended you do this for the immense exp rewards and the company seals. Similarly, turning in HQ gear doubles the rewards. This is the fastest means of levelling up and also ascending through the company ranks. It doesn't matter which you pick. Each Grand Company has work for you. This Is Just The Beginning This guide will only be your initial steps into advancing as a crafter. Once you reach level 50 and beyond, things can get more complex. From creating collectibles to control requirements, these are things you will confront in time. Until then, the best thing you can do is dedicate a little of your time to Final Fantasy XIV crafting each day. Keeping your jobs relatively levelled and completing Levequests or Grand Company missions will make the experience as smooth as possible. Eventually you will find it's harder to obtain certain materials until reaching the expansions. However, with time, you will have consistent access to the best items and begin making a fortune.