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Alchemist guide ffxiv

Hi all so recently I have seen many questions on forums and received many questions from sprouts in the game about leveling and doing Gil while leveling Tradecraft and Fieldcraft jobs. Of course Gil you can do with level 1-15 Alchemy is less compared to the max, but being able to turn these profits early I feel give players confidence and drive to become omnifrafters down the road. (And I mean who doesn't like making money??) So I wanted to put together an easy to follow set of guides that go over each job for Tradecraft and Fieldcraft, different ways you can level each job and optimized routes to leveling. And finally go over ways that people can make a significant amount of Gil with these lower level job made items (100k in a couple of weeks). A common theme that I get from people when I have directed them to Holy Grail all inclusive guides to crafting is that they are overwhelming in the beginning 450 plus page google doc. And I wanted to bring something that you can pick up easily get the basics of each job and start building on your crafting knowledge. In the guide, I go over the elements of each teaming area, tips to make sure your optimization experience is achieved, different ways you can equalize your job, including the most skilled ways, living quests, grand company turn ins and ultimately Best-selling goods and why they sell the best. This is the first guide in this series, and I cover the alchemist. Big thanks to the community for all the support and please comment under your ideas, thoughts on the guide and ways that I can improve!! D Beginner's Alchemist Guide: 2 29 comments Shadowbringers UPDATED! Alchemy Smoothing to 80 in no time! ALC Levequest Items comparisons and value moves per level! 403 Problem: I tried something, hopefully alleviate this problem for the affected users. Please let me know if it helped! - Mahiko Hopeful SanExchanging equivalence in Shadowbringers? Level ALC to 80! ShB 5.3 UPDATED! Dwarf Beast Tribe and Ehl! TouRecent Update Log5.3 UpdatesDwarf Beast Tribe mission added to ShB level as a remarkable EXP source. Ehl! Tou added as custom delivery client option. Previous updatesKai Shirr added as custom delivery client option in ShB level. L70 to L80 section essentially renewed: New skills and rotations! 5.zish was a clusterF. The skills changed twice in a short period of time. Everything's fine now! L70 + Gear recommendation: Yellow Scrip equipment is recommended now, for a variety of reasons (Mainly barely need statistics for 70 to 80 leveling!If you have been here before and need fast navigation: ALC Leveling Guide - Navigation: [0-15] | [15-35] | [35-50] | [50-60] | [60-64] | [64-70] | [70-80] So you've gone full metal and decided to Alchemy it up, ey? This alchemist smoothing guide will hopefully make the journey to 60 quick and easy! First page is very long - use our quick scroll to Basic | Equalization begins! Before you Where's the alchemist guide? How to become an alchemist? Alchemist? can become an alchemist by visiting the Alchemists Guild in Ul'dah. If you have at least L10 in a match class - you are good to start mixing! Okay, so we're in the middle of updating ALL crafting guides - We recommend the use of some guides during the equalization process, in varied current state of utility: Alchemist Levequests List: A table with all levequests for ALC 01 to 50. (100% updated) Crafting General Leveling Tips: This guide was made back right after beta. It is not updated, but it lacks two important features: l'xal and Challenge Log. (Old, but still useful). Crafting Gear Guide: is still useful, but written a long time ago. It's messy, but contains a great table about when you can and should update core pieces. (Old guide, pretty messy) Alchemist Class Quest Item Reference:ALC 01: Distilled Water ALC 05: 3x Antidote ALC 10: 12x Beeswax ALC 15: Potion of Intelligence, Potion of Dexterity ALC 20: Engraved Hard Leather Grimoire (Materia Enhanced ALC) 25: (HQ) Natron ALC 30: (HQ) 3x Faintly Dazzling Potion Potion ALC 35: (HQ) Hi-Ether ALC 40 : (HQ) 3x Hi-Potion of Strength ALC 45: (All HQ) Mega-Potion of Intelligence / Mind / Vitality ALC 50: (HQ) Budding Rosewood Wand (Enrolled with: Quicktongue III Materia)Just use the above as a quick reference if you complete several alkyimistic class missions at the same time. 50 to 60 can be found in that segment of the guide. How to use this guide? Each listed level has some self-explanatory sections, such as:Next class assignment item required. Relevant alchemist living quest places. ALC Levequests elements discussion (level specific). We will use a few amounts of codes here to make your life easier, as long as you understand them. [H] : HOME TOWN as in THE ALC's case, is Ul'dah. [L] : LOCAL levetemete. This changes each level. BUDER LIVE. From [H] to [L]. [RC] : REVERSE COURIER. From [L] to [H]. [R] : REPEATABLE or a Triple. Basic [H] and [L] leves are BASELINE for value. [C] and [RC] provide more than the basics, but require travel time. [R] provides most of all, but is a massive time and material wash. In this guide I will try to recommend the best living quest for each type. Useful links to have open: ALC Leves List | DoH Gear Guidetkai Beast Tribe Daily Missions: Bonus Creation / DoH EXP! To put it here to remind or notify you that such a thing exists, however: I SUGGEST TO USE THESE ON CRAFTSMEN L15+ (use at low level if forced) Since the early levels are quite simple. (But you can unlock it as soon as possible) Starting Quest: A Bad Bladder NPC & amp; Location: Scarlet at New Gridania (9, 11) Prerequisite MSQ: The hunt for pasDists is best used to push past bad levels, or simply at your highest level not 50 crafts. I guess you can also use them on creating classes that lag behind for some reason. If you are super healthy and have all low level craftsmen, and happen to unlock it early - you can do them now. Although I do not recommend it, I that it's better than that they just disappear! Alchemist: the beginning! [H] 1x Leather Grimoire: NPC NPC MATERIALS (See Notes) [H] 3x Quicksilver: NPC BUYABLE MATERIALS [C] 3x Growth Formula Alpha: Recommended due to large EXP. [RC] 1x Maple Wand: Recommended due to large EXP. [L] 3x Animal Glue: NPC BUYABLE MATERIALS [L] 3x Antidote: NPC BUYABLE MATERIALSWhat is Courier, Reverse Courier Cycle? A courier living quest starts from your hometown (in the ACC's case: Ul'dah) and ends in the local levetemete (in this tier's case: Scorpion Crossing). The idea is to get, complete, get, complete in a circle to maximize the EXP of your travel time. So ALC 01 tier - it gets the mission from Ul'dah to send 3x Growth Formula Alpha in Scorpion Crossing, then take the reverse courier quest from Scorpion Crossing and then submit 1x Maple Wand in Ul'dah. This, by the way, is the fastest + least problem way to get out of the early levels. The second way to use leves in these low levels is to spam the best single live. In this tiers case, buying materials from ALC supplier and crafts& submit Leather Grimoires in Ul'dah. Why? Speed... If you prefer any of the three crafts (Quicksilver, Animal Glue, Antidote), for more manual crafting EXP, choose some - they are all quite similar. You can of course just randomly grind to level up a little, too. How do I get to Scorpion Crossing? It is a non-aetheryte town located right out of Ul'dah. From Ul'dah aetheryte, go towards the Sultana gate and exit to Western Thanalan. Alchemist 05 to 10All livequest items below have 100% NPC Buyable Materials. [H] 3x eye drops: Notable. [H] 3x Distilled water: Recommended, easiest to make and cheapest. [C] 1x Whispering Maple Wand: Recommended due to large EXP. [RC] 1x Maple Picatrix: Recommended due to large EXP. [L] 3x Beeswax: Unnotable. [L] 3x Rubber: Unnotable.Like in some 5 tier, there are only 2 choices: The Courier & Reverse Courier cycle: Maple Picatrix is not a big problem (materials from ALC guild supplier), but it requires 2 synthesis (Ink). Whispers Maple Wand, while apparently a problem - you can buy the basic Maple Wand and Growth Formula alpha if you don't want to do these (from Gridania and Ul'dah Merchant Strip, respectively). A small problem, but the EXP rewards are big. Or the best single: Cheapest and easiest to HQ is Distilled Water. I mean seriously, the mats are so cheap that they might as well give it for free. Alchemist 10 to 15All livequest items below have 100% NPC Buyable Materials. [H] 3x Eter: Unnotable [H] 1x Budding Maple Wand: Avoid [C] 1x Ash Picatrix: Recommended due to large EXP. [RC] 1x Roof tiles: Recommended due to large EXP. [L] 3x Growth Formula Beta: Unnotable [L] 3x Potion: Recommended.Like in any 10 tier, there's only 2 choices: The Courier & Reverse Courier cycle: The materials of Ash Picatrix and Roof Tile are all buyable from the ALC provider. Picatrix is just a small problem due to making the ink. Otherwise good ol C-RC Leves. Or the best single: Avoid is the only quick rule I have for you here. The others are all the same way but if I should recommend one - Potion. Yep, basics like bone potion. You can buy ready-distilled water from merchant strip. Or you can soon see them. Summary of this chunkCourier / Reverse Courier is best in the early levels: Level 1: Growth Formula Alpha / Maple Wand [Scorpion Crossing] Level 5: Whispering Maple Wand / Maple Picatrix [Scorpion Crossing] Level 10: Ash Picatrix / 3x Roof tiles [Horizon]Of course, we can also recommend the best singles:ALC 1 Live Recommendation: [H][1] - Leather Grimoire ALC 5 Living Recommendation: [H][1] - Distilled Water ALC 10 Living Recommendation: [H][1] - PotionALC Leveling Guide - Navigation: [0-15] | [15-35] | [35-50] | [50-60] | [60-64] | [64-70] | [70-80] Join our IRL Cross-World Linkshells (socials lol). Contact us about everything and everything. Don't be shy! Love our guides and want to let us know? Do you have questions or corrections? Suggestions for improvement? TALK TO US! How, you say? Comment below if it's about this guide. Message us about some of our social over about something. We organize our email situation if you are in it. 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