



Order of Honor

EverQuest 2 - Mistmoore Server

Resource Guide

Harvesting in EverQuest 2

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Resources - Introduction

You have decided to start crafting, you have spoken with the crafting NPCs, you have recipes, and you want to make something. Before you jump in front of a crafting station, you will need a few more things. Each recipe requires resources and fuel. The fuel can be purchased from the merchant in the crafting area, but resources have to be harvested or purchased from other players through the broker.

Resources come from harvesting nodes that spawn throughout the world Norrath. Normally you can harvest each node up to three times. Harvesting a node until it is gone allows for another full node to spawn in the area. Nodes that are partially harvested do NOT replenish themselves, so always harvest a node until it is gone.

Where to harvest?

The answer to that question will depend on what you need. Examine your recipes and see what they call for.

- Now that you know what you need, let's look at where to get it. Some things you need to know:
- There are seven (7) different nodes to harvest from (den, fish, ore, root, shrub, stone and wood).
- There are also seven (7) tiers (levels) to each node.
- Each tier requires a minimum skill level (look in your persona window to see your current skill level)

Locations

You will want to look at the Locations page to determine where you want to harvest. This chart will show you the zone name as well as the tier.

What Node?

Each node type will give you a specific resource type and will require a specific skill. This is a basic list of what to expect from each node:

Node	(Skill)	Resource Type
Den	(Trapping)	Meat, Hides (or pelts)
Fish	(Fishing)	Fish Meat
Ore	(Mining)	Metal Ore, Loam
Root	(Gathering)	Roots
Shrub	(Gathering)	Foods (fruits, vegetables, beans)
Stone	(Mining)	Gems, Metal Clusters
Wood	(Forestry)	Wood

(NOTE: For more on which node, look at the resources by node list.)

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Tools

There are tools that will make harvesting go faster or increase your skill. Most of the tools will require you equip them in a charm slot. The Tools of the Trade page gives you a list of some of the player crafted tools, what they do and who makes them.

What is in a Name?

Each of the seven different nodes will have various names and appearances, depending on what zone you are in. Don't let this confuse you; see the Name of the Nodes pages for more information.

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Location Chart

Tier	Skill Lvl	Location
1	0	Timorous Deep
1	0	Darklight Woods
1	0	Forest Ruins
1	0	Graveyard (no fish)
1	0	Greater Faydark
1	0	Oakmyst Forest
1	0	Outpost of the Overlord
1	0	Peat Bog
1	0	Queen's Colony
1	0	Ruins
1	0	Sprawl (no fish)
1	0	Sunken City
1	0	The Caves
Tier	Skill Lvl	Location
2	20	Antonica
2	20	Timorous Deep
2	20	Commonlands
2	20	Greater Faydark (Crushbone & Spires)
Tier	Skill Lvl	Location
3	90	Butcherblock Mountains
3	90	Nektulos Forest
3	90	Thundering Steppes
3	90	Zarvonn's Tower (Enternal Gorge) (no fish)
Tier	Skill Lvl	Location
4	140	Enchanted Lands
4	140	Steamfont
4	140	Zek
Tier	Skill Lvl	Location
5	190	Everfrost
5	190	Feerrott
5	190	Lavastorm
5	190	Rivervale
5	190	Steamfont (wetlands)
Tier	Skill Lvl	Location
6	240	Lesser Faydark
6	240	Pillars of Flame
6	240	Sinking Sands
Tier	Skill Lvl	Location
7	240	Barren Sky
7	240	Bonemire
7	240	Loping Plains
7	240	Tenebrous Tangle
Tier	Skill Lvl	Location
8	340	Kylong Plains
8	340	Fens of Nathsar
8	340	Kunzar Jungle
8	340	Jarsath Wastes

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Skills Chart

Node	Resource(s)	Skill	Skill (T1)	Skill (T2)	Skill (T3)	Skill (T4)	Skill (T5)	Skill (T6)	Skill (T7)	Skill (T8)
Den	Meat, Pelts	Trapping	0	20	90	140	190	240	240	340
Fish	Fish	Fishing	0	20	90	140	190	240	240	340
Ore	Loam, Hard Metal	Mining	0	20	90	140	190	240	240	340
Roots	Roots	Gathering	0	20	90	140	190	240	240	340
Shrub	Food Gems, Soft	Gathering	0	20	90	140	190	240	240	340
Stone	Metal	Mining	0	20	90	140	190	240	240	340
Wood	Wood	Forestry	0	20	90	140	190	240	240	340

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Tools of the Trade

Item	Used For	Stats	Made By
Gnomish Divining Rod	All	Tracks a selected harvestable resource, causing a trail to appear that leads to its location. (5 charges)	Tinker
Ash Fishing Pole	Fishing	Reduces the harvest time for fishing by .5 seconds.	Woodworker
Briarwood Fishing Pole	Fishing	Reduces the harvest time for fishing by 1.0 seconds.	Woodworker
Sandalwood Fishing Pole	Fishing	Reduces the harvest time for fishing by 2.0 seconds.	Woodworker
Teak Fishing Pole	Fishing	Reduces the harvest time for fishing by 1.5 seconds.	Woodworker
Collapsible Fishing Pole	Fishing	Reduces the harvest time for fishing by 2.5 seconds	Tinker
Calibrated Watersafe Net	Fishing & Trapping	Reduces the harvest time for fishing and trapping by 1.5 seconds.	Tinker
Miscalibrated Automated Watersafe Net	Fishing & Trapping	Reduces the harvest time for fishing and trapping by 1.0 seconds.	Tinker
Overclocked Automated Watersafe Net	Fishing & Trapping	Reduces the harvest time for fishing and trapping by 2.5 seconds.	Tinker
Ash Saw	Forestry	Reduces the harvest time for forestry by .5 seconds.	Woodworker
Briarwood Saw	Forestry	Reduces the harvest time for forestry by 1.0 seconds.	Woodworker
Sandalwood Saw	Forestry	Reduces the harvest time for forestry by 2.0 seconds.	Woodworker
Teak Saw	Forestry	Reduces the harvest time for forestry by 1.5 seconds.	Woodworker
Ash Shovel	Gathering	Reduces the harvest time for gathering by .5 seconds.	Woodworker
Briarwood Shovel	Gathering	Reduces the harvest time for gathering by 1.0 seconds.	Woodworker
Sandalwood Shovel	Gathering	Reduces the harvest time for gathering by 2.0 seconds.	Woodworker
Teak Shovel	Gathering	Reduces the harvest time for gathering by 1.5 seconds.	Woodworker

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Tools of the Trade *(cont)*

Item	Used For	Stats	Made By
Calibrated Automated Shears	Gathering & Forestry	Reduces the harvest time for gathering and forestry by 1.5 seconds.	Tinker
Miscalibrated Automated Shears	Gathering & Forestry	Reduces the harvest time for gathering and forestry by 1.0 seconds.	Tinker
Overclocked Automated Shears	Gathering & Forestry	Reduces the harvest time for gathering and forestry by 2.5 seconds.	Tinker
Ash Pick	Mining	Reduces the harvest time for mining by .5 seconds.	Woodworker
Briarwood Pick	Mining	Reduces the harvest time for mining by 1.0 seconds.	Woodworker
Calibrated Automated Pickaxe	Mining	Increases Mining of caster by 15.0, Reduces the harvest time for mining by 1.5 seconds.	Tinker
Miscalibrated Automated Pickaxe	Mining	Increases Mining of caster by 10.0, Reduces the harvest time for mining by 1.0 seconds.	Tinker
Overclocked Automated Pickaxe	Mining	Increases Mining of caster by 20.0, Reduces the harvest time for mining by 2.5 seconds.	Tinker
Sandalwood Pick	Mining	Reduces the harvest time for mining by 2.0 seconds.	Woodworker
Teak Pick	Mining	Reduces the harvest time for mining by 1.5 seconds.	Woodworker
Ash Trap	Trapping	Reduces the harvest time for trapping by .5 seconds.	Woodworker
Briarwood Trap	Trapping	Reduces the harvest time for trapping by 1.0 seconds.	Woodworker
Sandalwood Trap	Trapping	Reduces the harvest time for trapping by 2.0 seconds.	Woodworker
Teak Trap	Trapping	Reduces the harvest time for trapping by 1.5 seconds.	Woodworker

Resources by Tier

Tier 1

Resource	Tier	Node	Rare	Skill	Skill Lvl
Deer Meat	1	Den	no	Trapping	0
Turtle Meat	1	Den	no	Trapping	0
Waxed Leather Pelt	1	Den	yes	Trapping	0
Frog Leg	1	Fish	no	Fishing	0
Sunfish	1	Fish	no	Fishing	0
Leaded Loam	1	Ore	no	Mining	0
Tin Cluster	1	Ore	no	Mining	0
Bronze Cluster	1	Ore	yes	Mining	0
Solidified Loam	1	Ore	yes	Mining	0
Roots	1	Roots	no	Gathering	0
Yarrow	1	Roots	yes	Gathering	0
Baubleshire Cabbage	1	Shrub	no	Gathering	0
Black Coffee Bean	1	Shrub	no	Gathering	0
JumJum	1	Shrub	no	Gathering	0
Raw White Tea Leaf	1	Shrub	no	Gathering	0
Lead Cluster	1	Stone	no	Mining	0
Rough Malachite	1	Stone	no	Mining	0
Copper Cluster	1	Stone	yes	Mining	0
Rough Lapis	1	Stone	yes	Mining	0
Severed Elm	1	Wood	no	Forestry	0
Severed Alder	1	Wood	yes	Forestry	0

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Tier 2

Resource	Tier	Node	Rare	Skill	Skill Lvl
Elephant Meat	2	Den	no	Trapping	20
Tanned Leather Pelt	2	Den	no	Trapping	20
Vulrich Meat	2	Den	no	Trapping	20
Cured Leather Pelt	2	Den	yes	Trapping	20
Glowing Material	2	Den	yes	Trapping	20
Crab Meat	2	Fish	no	Fishing	20
Freewater Grouper	2	Fish	no	Fishing	20
Glowing Material	2	Fish	yes	Fishing	20
Iron Cluster	2	Ore	no	Mining	20
Salty Loam	2	Ore	no	Mining	20
Alkaline Loam	2	Ore	yes	Mining	20
Blackened Iron Cluster	2	Ore	yes	Mining	20
Glowing Material	2	Ore	yes	Mining	20
Raw Tubers	2	Roots	no	Gathering	20
Glowing Material	2	Roots	yes	Gathering	20
Sisal Root	2	Roots	yes	Gathering	20
Antonican Coffee Bean	2	Shrub	no	Gathering	20
Murdunk Orange	2	Shrub	no	Gathering	20
Raw Black Tea Leaf	2	Shrub	no	Gathering	20
Raw Carrot	2	Shrub	no	Gathering	20
Glowing Material	2	Shrub	yes	Gathering	20
Electrum Cluster	2	Stone	no	Mining	20
Rough Turquoiae	2	Stone	no	Mining	20
Glowing Material	2	Stone	yes	Mining	20
Rough Coral	2	Stone	yes	Mining	20
Silver Cluster	2	Stone	yes	Mining	20
Severed Maple	2	Wood	no	Forestry	20
Glowing Material	2	Wood	yes	Forestry	20
Severed Bone	2	Wood	yes	Forestry	20

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Tier 3

Resource	Tier	Node	Rare	Skill	Skill Lvl
Boiled Leather Pelt	3	Den	no	Trapping	90
Lion Meat	3	Den	no	Trapping	90
Pig Meat	3	Den	no	Trapping	90
Cuirboilli Leather Pelt	3	Den	yes	Trapping	90
Sparkling Material	3	Den	yes	Trapping	90
Seafury Mackerel	3	Fish	no	Fishing	90
Thicket Crayfish	3	Fish	no	Fishing	90
Sparkling Fish Scale	3	Fish	yes	Fishing	90
Carbonite Cluster	3	Ore	no	Mining	90
Pliant Loam	3	Ore	no	Mining	90
Malleable Loam	3	Ore	yes	Mining	90
Sparkling Material	3	Ore	yes	Mining	90
Steel Cluster	3	Ore	yes	Mining	90
Belladonna Root	3	Root	no	Gathering	90
Dandelion Fiber	3	Root	yes	Gathering	90
Sparkling Material	3	Root	yes	Gathering	90
Fayberry	3	Shrub	no	Gathering	90
Oolong Tea Leaf	3	Shrub	no	Gathering	90
Steppes Mountain Bean	3	Shrub	no	Gathering	90
Sweet Onion	3	Shrub	no	Gathering	90
Sparkling Material	3	Shrub	yes	Gathering	90
Gold Cluster	3	Stone	no	Mining	90
Rough Agate	3	Stone	no	Mining	90
Oalladium Cluster	3	Stone	yes	Mining	90
Rough Jasper	3	Stone	yes	Mining	90
Sparkling Material	3	Stone	yes	Mining	90
Severed Ash	3	Wood	no	Forestry	90
Severed Fir	3	Wood	yes	Forestry	90
Sparkling Material	3	Wood	yes	Forestry	90

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Tier 4

Resource	Tier	Node	Rare	Skill	Skill Lvl
Bear Meat	4	Den	no	Trapping	140
Etched Leather Pelt	4	Den	no	Trapping	140
Griffon Meat	4	Den	no	Trapping	140
Engraved Leather Pelt	4	Den	yes	Trapping	140
Glimmering Material	4	Den	yes	Trapping	140
Murkwater Carp	4	Fish	no	Fishing	140
Shark Fin	4	Fish	no	Fishing	140
Glimmering Material	4	Fish	yes	Fishing	140
Feyiron Cluster	4	Ore	no	Mining	140
Supple Loam	4	Ore	no	Mining	140
Ductile Loam	4	Ore	yes	Mining	140
Feysteel Cluster	4	Ore	yes	Mining	140
Glimmering Material	4	Ore	yes	Mining	140
Tussah Roots	4	Roots	no	Gathering	140
Glimmering Material	4	Roots	yes	Gathering	140
Oak Root	4	Roots	yes	Gathering	140
Cucumber	4	Shrub	no	Gathering	140
Everfrost Ice Bean	4	Shrub	no	Gathering	140
Green Tea Leaf	4	Shrub	no	Gathering	140
Wild Apple	4	Shrub	no	Gathering	140
Glimmering Material	4	Shrub	yes	Gathering	140
Rough Opaline	4	Stone	no	Mining	140
Velium Cluster	4	Stone	no	Mining	140
Glimmering Material	4	Stone	yes	Mining	140
Rough Opaline	4	Stone	yes	Mining	140
Ruthenium Cluster	4	Stone	yes	Mining	140
Severed Briarwood	4	Wood	no	Forestry	140
Glimmering Material	4	Wood	yes	Forestry	140
Severed Oak	4	Wood	yes	Forestry	140

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Tier 5

Resource	Tier	Node	Rare	Skill	Skill Lvl
Owlbear Meat	5	Den	no	Trapping	190
Strengthened Leather Pelt	5	Den	no	Trapping	190
Wyrms Meat	5	Den	no	Trapping	190
Augmented Leather Pelt	5	Den	yes	Trapping	190
Luminous Material	5	Den	yes	Trapping	190
Cauldron Blowfish	5	Fish	no	Fishing	190
Nerius Trout	5	Fish	no	Fishing	190
Luminous Material	5	Fish	yes	Fishing	190
Bonded Loam	5	Ore	no	Mining	190
Fulginate Cluster	5	Ore	no	Mining	190
Ebon Cluster	5	Ore	yes	Mining	190
Fused Loam	5	Ore	yes	Mining	190
Luminous Material	5	Ore	yes	Mining	190
Strange Black Ore	5	Ore	yes	Mining	190
Ashen Roots	5	Roots	no	Gathering	190
Figwarts Roots	5	Roots	yes	Gathering	190
Luminous Material	5	Roots	yes	Gathering	190
Browncap Mushroom	5	Shrub	no	Gathering	190
Lavastorm Robusta Bean	5	Shrub	no	Gathering	190
Pu-erh Tea Leaf	5	Shrub	no	Gathering	190
White Peach	5	Shrub	no	Gathering	190
Luminous Material	5	Shrub	yes	Gathering	190
Diamondine Cluster	5	Stone	no	Mining	190
Rough Bloodstone	5	Stone	no	Mining	190
Luminous Material	5	Stone	yes	Mining	190
Rhodium Clusters	5	Stone	yes	Mining	190
Rough Ruby	5	Stone	yes	Mining	190
Severed Teak	5	Wood	no	Forestry	190
Luminous Material	5	Wood	yes	Forestry	190
Severed Cedar	5	Wood	yes	Forestry	190

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Tier 6

Resource	Tier	Node	Rare	Skill	Skill Lvl
Caiman Meat	6	Den	no	Trapping	240
Sabertooth Meat	6	Den	no	Trapping	240
Stonehide Leather Pelt	6	Den	no	Trapping	240
Lambent Material	6	Den	yes	Trapping	240
Scaled Leather Pelt	6	Den	yes	Trapping	240
Conger Eel	6	Fish	no	Fishing	240
Tiger Shrimp	6	Fish	no	Fishing	240
Lambent Material	6	Fish	yes	Fishing	240
Indium Cluster	6	Ore	no	Mining	240
Soluble Loam	6	Ore	no	Mining	240
Alkalai Loam	6	Ore	yes	Mining	240
Cobalt Cluster	6	Ore	yes	Mining	240
Lambent Material	6	Ore	yes	Mining	240
Succulent Roots	6	Root	no	Gathering	240
Lambent Material	6	Root	yes	Gathering	240
Saguaro Roots	6	Root	yes	Gathering	240
Artichoke	6	Shrub	no	Gathering	240
Darjeeling Tea Leaf	6	Shrub	no	Gathering	240
Maj'Dul Coffee Bean	6	Shrub	no	Gathering	240
Prickly Pear	6	Shrub	no	Gathering	240
Lambent Material	6	Shrub	yes	Gathering	240
Beryllium Cluster	6	Stone	no	Mining	240
Rough Nacre	6	Stone	no	Mining	240
Lambent Material	6	Stone	yes	Mining	240
Rough Pearl	6	Stone	yes	Mining	240
Vanadium Cluster	6	Stone	yes	Mining	240
Severed Sandalwood	6	Wood	no	Forestry	240
Lambent Material	6	Wood	yes	Forestry	240
Severed Ironwood	6	Wood	yes	Forestry	240

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Tier 7

Resource	Tier	Node	Rare	Skill	Skill Lvl
Aviak Meat	7	Den	no	Trapping	250
Horned Leather Pelt	7	Den	no	Trapping	250
Ravasect Meat	7	Den	no	Trapping	250
Dragonhide Leather Pelt	7	Den	yes	Trapping	250
Scintillating Material	7	Den	yes	Trapping	250
Strip of Supple Leather	7	Den	yes	Trapping	250
Flying Fish	7	Fish	no	Fishing	250
Scintillating Material	7	Fish	yes	Fishing	250
Adamantine Cluster	7	Ore	no	Mining	250
Porous Loam	7	Ore	no	Mining	250
Blue-Silver Sheet	7	Ore	yes	Mining	250
Scintillating Material	7	Ore	yes	Mining	250
Xegonite Spongy Loam	7	Ore	yes	Mining	250
Hanging Root	7	Root	no	Gathering	250
Nimbus Root	7	Root	yes	Gathering	250
Scintillating Material	7	Root	yes	Gathering	250
Soaring Coffee Bean	7	Shrub	no	Gathering	250
Sweet Chai Tea Leaf	7	Shrub	no	Gathering	250
Squash	7	Shrub	no	Gathering	250
Xegonberry	7	Shrub	no	Gathering	250
Scintillating Material	7	Shrub	yes	Gathering	250
Azurite Cluster	7	Stone	no	Mining	250
Rough Topaz	7	Stone	no	Mining	250
Acrylia Cluster	7	Stone	yes	Mining	250
Perfectly Cut Purple Geode	7	Stone	yes	Mining	250
Rough Moonstone	7	Stone	yes	Mining	250
Scintillating Material	7	Stone	yes	Mining	250
Rough Lumbered Rosewood	7	Wood	no	Forestry	250
Perfect Osseous Lumber	7	Wood	yes	Forestry	250
Rough Lumbered Ebony	7	Wood	yes	Forestry	250
Scintillating Material	7	Wood	yes	Forestry	250

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Tier 8

Resource	Tier	Node	Rare	Skill	Skill Lvl
Bristled Pelt	8	Den	no	Trapping	340
Smoldering Material	8	Den	no	Trapping	340
Hidebound Pelt	8	Den	yes	Trapping	340
Baracuda	8	Fish	no	Fishing	340
King Prawn	8	Fish	no	Fishing	340
Magma Rock Fish	8	Fish	no	Fishing	?
Smoldering Material	8	Fish	no	Trapping	340
Ferrite Cluster	8	Ore	no	Mining	340
Mineral Salt Loam	8	Ore	no	Mining	340
Smoldering Material	8	Ore	no	Trapping	340
Incarnadine Cluster	8	Ore	yes	Mining	340
Silicate Loam	8	Ore	yes	Mining	340
Lichencllover Root	8	Root	no	Gathering	340
Smoldering Material	8	Root	no	Trapping	340
Mantrap Root	8	Root	yes	Gathering	340
Cabilis Cocoa Bean	8	Shrub	no	Gathering	340
Cranberry	8	Shrub	no	Gathering	340
Smoldering Material	8	Shrub	no	Trapping	340
Succulent Petal	8	Shrub	no	Gathering	340
Torsis Tea Leaf	8	Shrub	no	Gathering	340
Mantrap Root	8	Shrub	yes	Gathering	340
Deklium Cluster	8	Stone	no	Mining	340
Rough Kunzite	8	Stone	no	Mining	340
Smoldering Material	8	Stone	no	Trapping	340
Rough Fire Emerald	8	Stone	yes	Mining	340
Tynnonium Cluster	8	Stone	yes	Mining	340
Redwood Lumber	8	Wood	no	Foresting	340
Smoldering Material	8	Wood	no	Trapping	340
Mahogany Lumber	8	Wood	yes	Foresting	340

Resources by Node

Den

Resource	Tier	Node	Rare	Skill	Skill Lvl
Deer Meat	1	Den	no	Trapping	0
Turtle Meat	1	Den	no	Trapping	0
Waxed Leather Pelt	1	Den	yes	Trapping	0
Elephant Meat	2	Den	no	Trapping	20
Glowing Material	2	Den	no	Trapping	20
Tanned Leather Pelt	2	Den	no	Trapping	20
Vulrich Meat	2	Den	no	Trapping	20
Cured Leather Pelt	2	Den	yes	Trapping	20
Boiled Leather Pelt	3	Den	no	Trapping	90
Lion Meat	3	Den	no	Trapping	90
Pig Meat	3	Den	no	Trapping	90
Sparkling Material	3	Den	no	Trapping	90
Cuirboilli Leather Pelt	3	Den	yes	Trapping	90
Bear Meat	4	Den	no	Trapping	140
Etched Leather Pelt	4	Den	no	Trapping	140
Glimmering Material	4	Den	no	Trapping	140
Griffon Meat	4	Den	no	Trapping	140
Engraved Leather Pelt	4	Den	yes	Trapping	140
Luminous Material	5	Den	no	Trapping	190
Owlbear Meat	5	Den	no	Trapping	190
Strengthened Leather Pelt	5	Den	no	Trapping	190
Wyrn Meat	5	Den	no	Trapping	190
Augmented Leather Pelt	5	Den	yes	Trapping	190
Caiman Meat	6	Den	no	Trapping	240
Lambent Material	6	Den	no	Trapping	240
Sabertooth Meat	6	Den	no	Trapping	240
Stonehide Leather Pelt	6	Den	no	Trapping	240
Scaled Leather Pelt	6	Den	yes	Trapping	240
Aviak Meat	7	Den	no	Trapping	240
Horned Leather Pelt	7	Den	no	Trapping	240
Ravasect Meat	7	Den	no	Trapping	240
Scintillating Material	7	Den	no	Trapping	240
Dragonhide Leather Pelt	7	Den	yes	Trapping	240
Strip of Supple Leather	7	Den	yes	Trapping	240
Bristled Pelt	8	Den	no	Trapping	340
Smoldering Material	8	Den	no	Trapping	340
Hidebound Pelt	8	Den	yes	Trapping	340

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Fish

Resource	Tier	Node	Rare	Skill	Skill Lvl
Frog Leg	1	Fish	no	Fishing	0
Sunfish	1	Fish	no	Fishing	0
Crab Meat	2	Fish	no	Fishing	20
Freewater Grouper	2	Fish	no	Fishing	20
Glowing Fish Material	2	Fish	no	Fishing	20
Seafury Mackerel	3	Fish	no	Fishing	90
Sparkling Material	3	Fish	no	Fishing	90
Thicket Crayfish	3	Fish	no	Fishing	90
Glimmering Material	4	Fish	no	Fishing	140
Murkwater Carp	4	Fish	no	Fishing	140
Shark Fin	4	Fish	no	Fishing	140
Cauldron Blowfish	5	Fish	no	Fishing	190
Luminous Material	5	Fish	no	Fishing	190
Nerius Trout	5	Fish	no	Fishing	190
Conger Eel	6	Fish	no	Fishing	240
Lambent Material	6	Fish	no	Fishing	240
Tiger Shrimp	6	Fish	no	Fishing	240
Flying Fish	7	Fish	no	Fishing	240
Scintillating Material	7	Fish	no	Fishing	240
Baracuda	8	Fish	no	Fishing	340
King Prawn	8	Fish	no	Fishing	340
Magma Rock Fish	8	Fish	no	Fishing	?
Smoldering Material	8	Fish	no	Fishing	340

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Ore

Resource	Tier	Node	Rare	Skill	Skill Lvl
Leaded Loam	1	Ore	no	Mining	0
Tin Cluster	1	Ore	no	Mining	0
Bronze Cluster	1	Ore	yes	Mining	0
Solidified Loam	1	Ore	yes	Mining	0
Glowing Material	2	Ore	no	Mining	20
Iron Cluster	2	Ore	no	Mining	20
Salty Loam	2	Ore	no	Mining	20
Alkaline Loam	2	Ore	yes	Mining	20
Blackened Iron Cluster	2	Ore	yes	Mining	20
Carbonite Cluster	3	Ore	no	Mining	90
Pliant Loam	3	Ore	no	Mining	90
Sparkling Material	3	Ore	no	Mining	90
Malleable Loam	3	Ore	yes	Mining	90
Steel Cluster	3	Ore	yes	Mining	90
Feyiron Cluster	4	Ore	no	Mining	140
Glimmering Material	4	Ore	no	Mining	140
Supple Loam	4	Ore	no	Mining	140
Ductile Loam	4	Ore	yes	Mining	140
Feysteel Cluster	4	Ore	yes	Mining	140
Bonded Loam	5	Ore	no	Mining	190
Fulminate Cluster	5	Ore	no	Mining	190
Luminous Material	5	Ore	no	Mining	190
Ebon Cluster	5	Ore	yes	Mining	190
Fused Loam	5	Ore	yes	Mining	190
Strange Black Ore	5	Ore	yes	Mining	190
Indium Cluster	6	Ore	no	Mining	240
Lambent Material	6	Ore	no	Mining	240
Soluble Loam	6	Ore	no	Mining	240
Alkalai Loam	6	Ore	yes	Mining	240
Cobalt Cluster	6	Ore	yes	Mining	240
Adamantine Cluster	7	Ore	no	Mining	240
Porous Loam	7	Ore	no	Mining	240
Scintillating Material	7	Ore	no	Mining	240
Blue-Silver Sheet	7	Ore	yes	Mining	240
Xegonite Spongy Loam	7	Ore	yes	Mining	240
Ferrite Cluster	8	Ore	no	Mining	340
Mineral Salt Loam	8	Ore	no	Mining	340
Smoldering Material	8	Ore	no	Mining	340
Incarnadine Cluster	8	Ore	yes	Mining	340
Silicate Loam	8	Ore	yes	Mining	340

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Root

Resource	Tier	Node	Rare	Skill	Skill Lvl
Roots	1	Root	no	Gathering	0
Yarrow	1	Root	yes	Gathering	0
Glowing Material	2	Root	no	Gathering	20
Raw Tubers	2	Root	no	Gathering	20
Sisal Root	2	Root	yes	Gathering	20
Belladonna Root	3	Root	no	Gathering	90
Sparkling Material	3	Root	no	Gathering	90
Dandelion Fiber	3	Root	yes	Gathering	90
Glimmering Material	4	Root	no	Gathering	140
Tussah Roots	4	Root	no	Gathering	140
Oak Root	4	Root	yes	Gathering	140
Ashen Roots	5	Root	no	Gathering	190
Luminous Material	5	Root	no	Gathering	190
Figwarts Roots	5	Root	yes	Gathering	190
Lambent Material	6	Root	no	Gathering	240
Succulent Roots	6	Root	no	Gathering	240
Saguaro Roots	6	Root	yes	Gathering	240
Hanging Root	7	Root	no	Gathering	240
Scintillating Material	7	Root	no	Gathering	240
Nimbus Root	7	Root	yes	Gathering	240
Lichencllover Root	8	Root	no	Gathering	340
Smoldering Material	8	Root	no	Gathering	340
Mantrap Root	8	Root	yes	Gathering	340

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Shrub

Resource	Tier	Node	Rare	Skill	Skill Lvl
Baubleshire Cabbage	1	Shrub	no	Gathering	0
Black Coffee Bean	1	Shrub	no	Gathering	0
JumJum	1	Shrub	no	Gathering	0
Raw White Tea Leaf	1	Shrub	no	Gathering	0
Antonican Coffee Bean	2	Shrub	no	Gathering	20
Glowing Material	2	Shrub	no	Gathering	20
Murdunk Orange	2	Shrub	no	Gathering	20
Raw Black Tea Leaf	2	Shrub	no	Gathering	20
Raw Carrot	2	Shrub	no	Gathering	20
Fayberry	3	Shrub	no	Gathering	90
Oolong Tea Leaf	3	Shrub	no	Gathering	90
Sparkling Material	3	Shrub	no	Gathering	90
Steppes Mountain Bean	3	Shrub	no	Gathering	90
Sweet Onion	3	Shrub	no	Gathering	90
Cucumber	4	Shrub	no	Gathering	140
Everfrost Ice Bean	4	Shrub	no	Gathering	140
Glimmering Material	4	Shrub	no	Gathering	140
Green Tea Leaf	4	Shrub	no	Gathering	140
Wild Apple	4	Shrub	no	Gathering	140
Browncap Mushroom	5	Shrub	no	Gathering	190
Lavastorm Robusta Bean	5	Shrub	no	Gathering	190
Luminous Material	5	Shrub	no	Gathering	190
Pu-erh Tea Leaf	5	Shrub	no	Gathering	190
White Peach	5	Shrub	no	Gathering	190
Artichoke	6	Shrub	no	Gathering	240
Darjeeling Tea Leaf	6	Shrub	no	Gathering	240
Lambent Material	6	Shrub	no	Gathering	240
Maj'Dul Coffee Bean	6	Shrub	no	Gathering	240
Prickly Pear	6	Shrub	no	Gathering	240
Scintillating Material	7	Shrub	no	Gathering	240
Soaring Coffee Bean	7	Shrub	no	Gathering	240
Squash	7	Shrub	no	Gathering	240
Sweet Chai Tea Leaf	7	Shrub	no	Gathering	240
Xegonberry	7	Shrub	no	Gathering	240
Cabilis Cocoa Bean	8	Shrub	no	Gathering	340
Cranberry	8	Shrub	no	Gathering	340
Smoldering Material	8	Shrub	no	Gathering	340
Succulent Petal	8	Shrub	no	Gathering	340
Torsis Tea Leaf	8	Shrub	no	Gathering	340
Mantrap Root	8	Shrub	yes	Gathering	340

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Stone

Resource	Tier	Node	Rare	Skill	Skill Lvl
Lead Cluster	1	Stone	no	Mining	0
Rough Malachite	1	Stone	no	Mining	0
Copper Cluster	1	Stone	yes	Mining	0
Rough Lapis	1	Stone	yes	Mining	0
Electrum Cluster	2	Stone	no	Mining	20
Glowing Material	2	Stone	no	Mining	20
Rough Turquoiae	2	Stone	no	Mining	20
Rough Coral	2	Stone	yes	Mining	20
Silver Cluster	2	Stone	yes	Mining	20
Gold Cluster	3	Stone	no	Mining	90
Rough Agate	3	Stone	no	Mining	90
Sparkling Material	3	Stone	no	Mining	90
Oalladium Cluster	3	Stone	yes	Mining	90
Rough Jasper	3	Stone	yes	Mining	90
Glimmering Material	4	Stone	no	Mining	140
Rough Opaline	4	Stone	no	Mining	140
Velium Cluster	4	Stone	no	Mining	140
Rough Opaline	4	Stone	yes	Mining	140
Ruthenium Cluster	4	Stone	yes	Mining	140
Diamondine Cluster	5	Stone	no	Mining	190
Luminous Material	5	Stone	no	Mining	190
Rough Bloodstone	5	Stone	no	Mining	190
Rhodium Clusters	5	Stone	yes	Mining	190
Rough Ruby	5	Stone	yes	Mining	190
Beryllium Cluster	6	Stone	no	Mining	240
Lambent Material	6	Stone	no	Mining	240
Rough Nacre	6	Stone	no	Mining	240
Rough Pearl	6	Stone	yes	Mining	240
Vanadium Cluster	6	Stone	yes	Mining	240
Azurite Cluster	7	Stone	no	Mining	240
Rough Topaz	7	Stone	no	Mining	240
Scintillating Material	7	Stone	no	Mining	240
Acrylia Cluster	7	Stone	yes	Mining	240
Perfectly Cut Purple Geode	7	Stone	yes	Mining	240
Rough Moonstone	7	Stone	yes	Mining	240
Deklium Cluster	8	Stone	no	Mining	340
Rough Kunzite	8	Stone	no	Mining	340
Smoldering Material	8	Stone	no	Mining	340
Rough Fire Emerald	8	Stone	yes	Mining	340
Tynnonium Cluster	8	Stone	yes	Mining	340

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Wood

Resource	Tier	Node	Rare	Skill	Skill Lvl
Severed Elm	1	Wood	no	Forestry	0
Severed Alder	1	Wood	yes	Forestry	0
Glowing Material	2	Wood	no	Forestry	20
Severed Maple	2	Wood	no	Forestry	20
Severed Bone	2	Wood	yes	Forestry	20
Severed Ash	3	Wood	no	Forestry	90
Severed Fir	3	Wood	yes	Forestry	90
Sparkling Material	3	Wood	yes	Forestry	90
Glimmering Material	4	Wood	no	Forestry	140
Severed Briarwood	4	Wood	no	Forestry	140
Severed Oak	4	Wood	yes	Forestry	140
Luminous Material	5	Wood	no	Forestry	190
Severed Teak	5	Wood	no	Forestry	190
Severed Cedar	5	Wood	yes	Forestry	190
Lambent Material	6	Wood	no	Forestry	240
Severed Sandalwood	6	Wood	no	Forestry	240
Severed Ironwood	6	Wood	yes	Forestry	240
Rough Lumbered Rosewood	7	Wood	no	Forestry	240
Scintillating Material	7	Wood	no	Forestry	240
Perfect Osseous Lumber	7	Wood	yes	Forestry	240
Rough Lumbered Ebony	7	Wood	yes	Forestry	240
Redwood Lumber	8	Wood	no	Forestry	340
Smoldering Material	8	Wood	no	Forestry	340
Mahogany Lumber	8	Wood	yes	Forestry	340

Name of the Nodes

Den

Tier	Location	Node Names (Den)
1	Darklight Woods	Creature Den
1	Forest Ruins	Creature Den
1	Graveyard (no fish)	Creature Den
1	Greater Faydark	Rodent Den
1	Oakmyst Forest	Creature Den
1	Outpost of the Overlord	Creature Den
1	Peat Bog	Creature Den
1	Queen's Colony	Creature Den
1	Ruins	Creature Den
1	Sprawl (no fish)	Creature Den
1	Sunken City	Creature Den
1	The Caves	Creature Den
1	Timorous Deep	Small Nest
2	Antonica	Critter Den
2	Commonlands	Critter Den
2	Darklight Woods	Unkempt Nest
2	Greater Faydark	Feral Animal Den
2	Timorous Deep	Unkempt Nest
3	Butcherblock Mountains	Varmint Den
3	Nektulos Forest	Beast Den
3	Thundering Steppes	Beast Den
3	Zarvonn's Tower (Eternal Gorge) (no fish)	Beast Den
4	Cove of Decay	Animal Den
4	Enchanted Lands	Animal Den
4	Steamfont	Animal Den
4	Zek	Animal Den
5	Everfrost	Animal Den
5	Feerrott	Animal Den
5	Lavastorm	Blackened Animal Den
5	Rivervale	Animal Den
5	Steamfont	Beast Den
6	Lesser Faydark	Varmint Burrow
6	Pillars of Flame	Beast Den
6	Sinking Sands	Beast Den

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Den (cont)

Tier	Location	Node Names (Den)
7	Barren Sky	Sand Crawler Den
7	Bonemire	Burrow
7	Loping Plains	Beast Den
7	Tenebrous Tangle	Tangled Nest
8	Fens of Nathsar	Field Burrow
8	Jarsath Wastes	Badlands Den
8	Jarsath Wastes (Skyfire Mountains)	Blackened Den
8	Kunzar Jungle	Jungle Beast Den
8	Kylong Plains	Varmint Burrow

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Fish

Tier	Location	Node Names (Fish)
1	Darklight Woods	Seared Char/Searing Trout
1	Forest Ruins	Array of Fish
1	Graveyard (no fish)	n/a
1	Greater Faydark	School of Fish
1	Oakmyst Forest	Cluster of Fish
1	Outpost of the Overlord	School of Fish
1	Peat Bog	Assortment of Fish
1	Queen's Colony	School of Fish
1	Ruins	Group of Fish
1	Sprawl (no fish)	n/a
1	Sunken City	Collection of Fish
1	The Caves	Variety of Fish
1	Timorous Deep	School of Saltfin
2	Antonica	Shoal of Fish
2	Commonlands	Band of Fish
2	Darklight Woods	n/a
2	Greater Faydark	n/a
2	Timorous Deep	School of Tiger Barbs
3	Butcherblock Mountains	Plethora of Fish
3	Nektulos Forest	Swarm of Fish
3	Thundering Steppes	Mob of Fish
3	Zarvonn's Tower (Eternal Gorge) (no fish)	n/a
4	Cove of Decay	Fury of Fish
4	Enchanted Lands	Throng of Fish
4	Steamfont	Steamvent Coral
4	Zek	Fury of Fish
5	Everfrost	Clamor of Fish
5	Feerrott	Hatch of Fish
5	Lavastorm	Brood of Fish
5	Rivervale	Bedlam of Fish
5	Steamfont	Spawning Shoal
6	Lesser Faydark	Freshwater Carp
6	Pillars of Flame	Cluster of Fish
6	Sinking Sands	Clutch of Fish

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Fish (cont)

Tier	Location	Node Names (Fish)
7	Barren Sky	Crowd of Fish
7	Bonemire	n/a
7	Loping Plains	Churning School
7	Tenebrous Tangle	School of Flying Fish
8	Fens of Nathsar	Omenfish School
8	Jarsath Wastes	a Briney Catch
8	Jarsath Wastes (Skyfire Mountains)	Molten School
8	Kunzar Jungle	Venom Flow Catch
8	Kylong Plains	Southshore School

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Ore

Tier	Location	Node Names (Ore)
1	Darklight Woods	Unearther Ore
1	Forest Ruins	Blemished Ore
1	Graveyard (no fish)	Dismal Ore
1	Greater Faydark	Exposed Ore
1	Oakmyst Forest	Compound Ore
1	Outpost of the Overlord	Enearthed Ore
1	Peat Bog	Murky Ore
1	Queen's Colony	Enearthed Ore
1	Ruins	Rugged Ore
1	Sprawl (no fish)	Dusty Ore
1	Sunken City	Cruddy Ore
1	The Caves	Dusky Ore
1	Timorous Deep	Excavated Ore
2	Antonica	Callous Ore
2	Commonlands	Cloven Ore
2	Darklight Woods	Uncovered Stone
2	Greater Faydark	Moss Covered Ore
2	Timorous Deep	Uncovered Stone
3	Butcherblock Mountains	Brellian Ore
3	Nektulos Forest	Penumbra Ore
3	Thundering Steppes	Stonecrest Ore
3	Zarvonn's Tower (Eternal Gorge) (no fish)	Stonecrest Ore
4	Cove of Decay	Ferric Ore
4	Enchanted Lands	Residual Ore
4	Steamfont	Burnished Stone
4	Zek	Ferric Ore
5	Everfrost	Frigid Ore
5	Feerrott	Alluvium Ore
5	Lavastorm	Flame Licked Ore
5	Rivervale	Sedimentary Ore
5	Steamfont	Russet Rock
6	Lesser Faydark	Exposed Lode
6	Pillars of Flame	Red Rock
6	Sinking Sands	Eroded Ore

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Ore (cont)

Tier	Location	Node Names (Ore)
7	Barren Sky	Sand Burrowed Ore
7	Bonemire	Dustworm Ore
7	Loping Plains	Protruding Vein
7	Tenebrous Tangle	Firmament Stone
8	Fens of Nathsar	Cabilisian Lode
8	Jarsath Wastes	Bedded Ore
8	Jarsath Wastes (Skyfire Mountains)	Pyroclastic Cluster
8	Kunzar Jungle	Ferrite Deposit
8	Kylong Plains	Ryjesium Node

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Root

Tier	Location	Node Names (Root)
1	Darklight Woods	Knotted Roots
1	Forest Ruins	Damp Roots
1	Graveyard (no fish)	Moldy Roots
1	Greater Faydark	Growing Roots
1	Oakmyst Forest	Muddy Roots
1	Outpost of the Overlord	Roots
1	Peat Bog	Wilted Roots
1	Queen's Colony	Roots
1	Ruins	Pale Roots
1	Sprawl (no fish)	Feeble Roots
1	Sunken City	Stale Roots
1	The Caves	Stodgy Roots
1	Timorous Deep	Salty Roots
2	Antonica	Plains Roots
2	Commonlands	Desert Roots
2	Darklight Woods	Twisted Roots
2	Greater Faydark	Large Roots
2	Timorous Deep	Tangled Roots
3	Butcherblock Mountains	Exposed Roots
3	Nektulos Forest	Rancid Roots
3	Thundering Steppes	Mesquite Catch Weed
3	Zarvonn's Tower (Eternal Gorge) (no fish)	Mesquite Catch Weed
4	Cove of Decay	Vestigial Roots
4	Enchanted Lands	Velvety Roots
4	Steamfont	Nutritive Root
4	Zek	Vestigial Roots
5	Everfrost	Wintry Roots
5	Feerrott	Musty Roots
5	Lavastorm	Paltry Roots
5	Rivervale	Insidious Roots
5	Steamfont	Wholesome Roots
6	Lesser Faydark	Unbating Sprouts
6	Pillars of Flame	Shriveled Roots
6	Sinking Sands	Sun Bleached Roots

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Root (cont)

Tier	Location	Node Names (Root)
7	Barren Sky	Arid Roots
7	Bonemire	Dusk Roots
7	Loping Plains	Lanky Root
7	Tenebrous Tangle	Trip Roots
8	Fens of Nathsar	Nathsarian Roots
8	Jarsath Wastes	Prairie Roots
8	Jarsath Wastes (Skyfire Mountains)	Acrid Roots
8	Kunzar Jungle	Aerating Root Cord
8	Kylong Plains	Germinating Roots

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Shrub

Tier	Location	Node Names (Shrub)
1	Darklight Woods	Unnatural Garden
1	Forest Ruins	Natural Garden
1	Graveyard (no fish)	Ravaged Natural Garden
1	Greater Faydark	Natural Garden
1	Oakmyst Forest	Natural Garden
1	Outpost of the Overlord	Budding Natural Garden
1	Peat Bog	Natural Garden
1	Queen's Colony	Budding Natural Garden
1	Ruins	Ravaged Natural Garden
1	Sprawl (no fish)	Ravaged Natural Garden
1	Sunken City	Ravaged Natural Garden
1	The Caves	Natural Garden
1	Timorous Deep	Salty Garden
2	Antonica	Plains Shrubbery
2	Commonlands	Oasis Shrubbery
2	Darklight Woods	Tainted Garden
2	Greater Faydark	Bush
2	Timorous Deep	Flowering Shrubbery
3	Butcherblock Mountains	Highland Shrub
3	Nektulos Forest	Polluted Natural Garden
3	Thundering Steppes	High Plains Shrubbery
3	Zarvonn's Tower (Eternal Gorge) (no fish)	Desert Shrubbery
4	Cove of Decay	Flattened Bed of Thistle
4	Enchanted Lands	Mystical Natural Garden
4	Steamfont	Natural Nettle
4	Zek	Flattened Bed of Thistle
5	Everfrost	Glacial Shrubbery
5	Feerrott	Overgrown Bed of Greenslade
5	Lavastorm	Blackened Shrubbery
5	Rivervale	Tainted Natural Garden
5	Steamfont	Natural Shrubbery
6	Lesser Faydark	Abundant Patch
6	Pillars of Flame	Withered Shrubbery
6	Sinking Sands	Parched Shrubbery

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Shrub (cont)

Tier	Location	Node Names (Shrub)
7	Barren Sky	Dryland Brush
7	Bonemire	Scrub Thistle
7	Loping Plains	Scraggy Bush
7	Tenebrous Tangle	Breeze Leaf Foliage
8	Fens of Nathsar	Nathsarian Shrubbery
8	Jarsath Wastes	Wastelands Shrub
8	Jarsath Wastes (Skyfire Mountains)	Smoldering Underbrush
8	Kunzar Jungle	Kunzar Berrybush
8	Kylong Plains	Kylong Briar

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Stone

Tier	Location	Node Names (Stone)
1	Darklight Woods	Heavy Stone
1	Forest Ruins	Unearthed Stones
1	Graveyard (no fish)	Exhumed Stones
1	Greater Faydark	Crumbled Stones
1	Oakmyst Forest	Moss Encased Stone
1	Outpost of the Overlord	Rugged Stones
1	Peat Bog	Misty Stone
1	Queen's Colony	Rugged Stones
1	Ruins	Rustic Stone
1	Sprawl (no fish)	Excavated Stone
1	Sunken City	Eroded Stone
1	The Caves	Rigid Stone
1	Timorous Deep	Dark Stone
2	Antonica	Sandwashed Rock
2	Commonlands	Wind Swept Rock
2	Darklight Woods	Dense Rock
2	Greater Faydark	Eroded Rock
2	Timorous Deep	Dense Rock
3	Butcherblock Mountains	Crystalline Formation
3	Nektulos Forest	Eventide Stone
3	Thundering Steppes	Wind Swept Stones
3	Zarvonn's Tower (Eternal Gorge) (no fish)	Wind Swept Stones
4	Cove of Decay	Mud Stone
4	Enchanted Lands	Rhythmic Stone
4	Steamfont	Calcified Rock
4	Zek	Mud Stone
5	Everfrost	Blizzard Stone
5	Feerrott	Hermetic Stone
5	Lavastorm	Metamorphic Stone
5	Rivervale	Lithic Stone
5	Steamfont	Pellucid Stone
6	Lesser Faydark	Luminous Geode
6	Pillars of Flame	Luminous Stone
6	Sinking Sands	Sand Scoured Stone

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Stone *(cont)*

Tier	Location	Node Names (Stone)
7	Barren Sky	Barren Stone
7	Bonemire	Weathered Geode
7	Loping Plains	Murky Geode
7	Tenebrous Tangle	Twilight Gem
8	Fens of Nathsar	Frontier Geode
8	Jarsath Wastes	Exposed Limestone
8	Jarsath Wastes (Skyfire Mountains)	Rhylotic Mineral
8	Kunzar Jungle	Kunzite Node
8	Kylong Plains	Ornamental Geode

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Wood

Tier	Location	Node Names (Wood)
1	Darklight Woods	Felled Wood
1	Forest Ruins	Aged Arbor
1	Graveyard (no fish)	Withered Arbor
1	Greater Faydark	Fallen Branch
1	Oakmyst Forest	Grizzled Arbor
1	Outpost of the Overlord	Felled Elm Tree
1	Peat Bog	Dense Felled Arbor
1	Queen's Colony	Felled Elm Tree
1	Ruins	Gangly Arbor
1	Sprawl (no fish)	Felled Arbor
1	Sunken City	Decomposed Arbor
1	The Caves	Fetid Arbor
1	Timorous Deep	Felled Lumber
2	Antonica	Wind Felled Tree
2	Commonlands	Wind Felled Tree
2	Darklight Woods	Dark Fir
2	Greater Faydark	Moss Covered Branch
2	Timorous Deep	Felled Palm
3	Butcherblock Mountains	Axe-Felled Lumber
3	Nektulos Forest	Putrescent Duskwood Arbor
3	Thundering Steppes	Felled High Plains Arbor
3	Zarvonn's Tower (Eternal Gorge) (no fish)	Felled Desert Arbor
4	Cove of Decay	Marred Arbor
4	Enchanted Lands	Wretched Arbor
4	Steamfont	Verdant Timber
4	Zek	Marred Arbor
5	Everfrost	Corroded Arbor
5	Feerrott	Putrid Arbor
5	Lavastorm	Decrepit Arbor
5	Rivervale	Corrupted Arbor
5	Steamfont	Earthy Timber
6	Lesser Faydark	Felled Pine
6	Pillars of Flame	Fallen Branch
6	Sinking Sands	Arid Timber

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Wood *(cont)*

Tier	Location	Node Names (Wood)
7	Barren Sky	Dustwood Arbor
7	Bonemire	Osseous Lumber
7	Loping Plains	Slate Lumber
7	Tenebrous Tangle	Twisted Wood
8	Fens of Nathsar	Warslik Timber
8	Jarsath Wastes	Sundrenched Cordwood
8	Jarsath Wastes (Skyfire Mountains)	Charred Timber
8	Kunzar Jungle	Emerald Jungle Timber
8	Kylong Plains	Calcified Timber