**Crafting Ingredients Locations**

**Mining**

Iron Ore – Nodes 88 & 15

Silver Ore – Nodes 24 and 34

Gold Ore – Node 29

Agate Ore – Node 2

Crystal Ore – Ice Caves: Crystal Vein

Diamond Ore – Frozen Wastes: Diamond Vein

All common ores (above) can be ‘purchased’ with lux (between 10 and 40 depending on rarity) at Fort Istra once Lapidary is built.

**Harvesting**

Pine – Nodes 17, 86, 98

Rosewood – Node 86

Ash – Node 45

Autumn Blaze – Node 71

Dogwood – Node 25

Cedar – Node 41

Cherry - Node 71

Ancient Oak - Node 17

All timber can be ‘purchased’ with lux (between 8 and 30 depending on rarity) at Fort Istra once Lumbermill is built and upgraded.

**Other – Enemy Drops** **(Green = purchasable from town markets)**

**Bone Fragments** – Mir Market (8 sil), Vouno Town Square (8 sil), Flesh Eating Fish (levels 1-4), Timber Wolf (level 2).

**Claw** – Razdor Market (16 sil), Strofa Sdelka Square (16 sil), Dusk Stalker (lvl. 2), Tenebris Guard (level 3), Tenebris Hunter (level 2), Tenebris Zhuk (level 1), Timber Wolf (level 3).

**Rough Leather** – Mir Market (16 sil), Strofa Sdelka Square (16 sil), Clayhorn (level 1), Plains Strider (level 1,2), Stonehunter (level 2,3), Volkrok (levels 1-4).

**Animal Hide** – Strofa Sdelka Square (16 sil), Vouno Town Square (16 sil), Tumani Hunter (level 2), Tumani Raider (levels 2,3).

**Bear Pelt** – Silny Rynok Square (16 sil), Vouno Town Square (16 sil), Mountain Bear (levels 1-3), Tenebris Colossus (level 2)

**Horn** – Armored Zhuk (level 1), Cave Stalker (levels 2, 3), Clayhorn (level 2,3), Tenebris Clayhorn (level 3), Tenebris Colossus (level 3), Waste prowler (level 3).

**Metal Fragments** – Corrupted Soldier (levels 2-4), Falmund Scout (level 1), Kingsguard (level 1), Seer Acolyte (levels 1,2), Seer Zealot (levels 1,2).

**Spines** – Dusk Stalker (level 3), Plains Strider (level 3), Tenebris Clayhorn (level 2), Tenebris Strider (levels 2,3).

**Carapace** – Corrupted Lobster (level 4), Glacial Worm (levels 3,4), Tenebris Zhuk (levels 2,3).

**Scales** – Armored Zhuk (levels 2,3), Corrupted Lobster (level 3), Tenebris Clayhorn (level 4), Tenebris Strider (level 4).

**Tenebris Shards** – Cave Stalker (level 4), Corrupted Priest (level 4), Dusk Stalker (level 4), Stone Guardian (Levels 3,4), Tenebris Colossus (level 4), Tenebris Guard (level 4), Tenebris Hunter (level 3).

**Feathers** – Drakondor (levels 1-3), Tenebris Drakondor (levels 2,3).

**Tenebris Skull** – Tenebris Drakondor (level 4), Tenebris Hunter (level 4), Waste Prowler (level 4).

**Other – Items (Green = purchasable from town markets)**

**Clayhorn Steak** – Razdor Market (5 sil).

**Tent** – Silny Rynok Square (20 sil), Strofa Sdelka Square (30 sil).

**Health Potion** – All markets (Mir/Razdor/Ryba/Silny – 5 sil, Strofa/Vouno - 10 sil), Tunami Hunter (level 3).

**Mir Bread** – Mir Market (5 sil), Broken Plough Soldier (level 3)

**Golden Potato** – Mir Market (5 sil), Golden Scythe Soldier (level 3).

**Midnight Hydrangea** – Seer Acolyte (levels 3,4), Tumani Mender (level 2)

**Coastal Bluecaps** – Tumani Mender (level 3), Tunami Raider (level 4)

**Ruinous Seed** – Seer Zealot (levels 3,4)

**Falmundian Rosehips** – Falmund Scout (level 3).

**Ancient Roots** – Stone Guardian (level 2)

**Other – Fish (Green = purchasable from town markets)**

**Ryba Blue Fins** – Ryba Fish Market (10 sil)

**Dusk Tuna** - Ryba Fish Market (15 sil), obtainable from fishing

**Emerald Koi** - Ryba Fish Market (20 sil), obtainable from fishing

**Foxtail Carp** - Ryba Fish Market (20 sil), obtainable from fishing

**Amethyst Trout** - Ryba Fish Market (25 sil), obtainable from fishing