Dear New Nodiatans:

 Welcome to the joys of Resourcing, where you can make a whole lot of gold with just a bit of effort, make your own weapons (well you still have to find a crafter and usually tip them), and discover new plants, animals, vegetables, dusts, fish, ores and wood. Sound good to you? While when you first start resourcing, you may think it’s a lot of gold or you might think its not. But when you hit cap (lvl 85) or have more than one resource capped, you could make over 150 million gold a month. I do. This is net profit after taking in TCs spent on Pilgrimage. Don’t worry about Pilgrimage yet, you need to be lvl 85 with 25 billion experience; all you need to know is that I make even more gold if not on Pilgrimage. Of course, I resource after every fight, and I have foraging, collection, gardening, hunting, and fishing at lvl 100 (dust atm is 93)

And if you have an alt, (separate character or toon) that resources you could make even more in a month that I do. (I’m not special; anyone can eventually cap their resourcing skills.) Now does that sound impressive? Start raising your resourcing if you like the sound of that.

Resourcing is also great if you can pull all the resources yourself and give to a crafter to make weapons, pets, bows, arrows, quivers, and stones. Then while you are spending time resourcing, you may only have to pay a lot less gold for all this stuff.

You also get the surprise and joy later on of seeing high tiers pop up. Its not only the gold you make. As you do each new resource, you get to see all the different tiers and some of the names are funny. Are the Twitter Fish on Twitter all day? Who knows? Do you know what a Blunderberry is? Google it but SPOILER ALERT: it’s uncivil. See all the jokes as you go for yourself. I always have fun learning a new resource, getting better at the minigame, and seeing all the different kinds of resources.

Although I am kind of obsessive about resourcing, another thing I find fun about it is your title and seeing them change as you pull more different tiers. If you go to the infinity symbol on your screen you can click on Accomplishments. It will say you have X number of accomplishments you are a Y title.

Well, if any of this sounds good to you. Let’s begin 😊

First there are a number of minigames within Nodiatis you can do to make money. (Well, not irl money.) The resources and the tools and locations of the tools are listed below:

 Fishing: the rod comes off the drunk fisherman.

Scaling Knife: Castille (T1) I recommend also getting a scaling knife because scales are way more in demand for people crafting pets than actual fish. Actual fish are only used to make oils.

Hunting: you need a bow-- any bow-- to hunt

Skinning Knife: Stronhad (Town 2, also known as T2) Skinning the prey yields quite obviously skins, which are used to craft many items in Nodiatis. Be careful not to confuse the scaling knife with the skinning knife; they look similar but are different colors. (The skinning knife is a dark brown color more like chocolate brown and the scaling knife is more like a tan color).

You can also keep prey which decay into bones at the next reset. These bones are used in crafting potions among other things. But watch out, prey take up a lot of your storage.

Pro Tip: If prey is taking up too much room in your storage and you want bones, you can uptier prey by putting one animal in each side of the enchant rod at the top. Animals have to be the same tier to do this.

Foraging: Fenelia (T3) You just need the Botanist’s Handbook located in Fenelia Also useful is the Dye Press located here used to craft dyes. Dyes are used in all crafting projects, and it is useful to raise dyeing as you go. Tier 1 dyes are much in demand and will sell on the auction house (AH)

Garden: Fenelia (T3) You need the Gardening Shovel located in Fenelia (T3)

Woodcutting: Stronhad (T2) You need the Woodaxe located in Stronhad. (T2)

It is also useful to own the Planing Tool located in T2 to make planks. A plank is three wood of the same tier.

Mining: Stronhad (T2) You need the Mining Hammer located in Stronhad(T2)

You can also get the Stone Saw which is located in T4 (Atlimus) to make geodes. A geode is three ores all of the same tier.

Trapping: Castille (T1) You need the Rodent Trap located in in Castille (T1) Rodent parts (yucky) are used for stones and they decay into sinews after reset, which are used to craft bows.

Dust: You can dust in any zone in Nodiatis. You are born with the tool and don’t need to acquire it anywhere.

Silks: Silks are spider webs that you get frequently upon killing a mob. At the beginning of the game is most useful to sell these silks to stores. You will not get silks high enough to be used in crafting for a while (usually Tier 20 and above) until you have reached a higher level. You can also buy the spindle in Castille (T1) to make thread. Thread is two silks of the same tier.

Enchant Rod: The enchant rod located in Stronhad (T2) is used to uptier and downtier resources. It is a very useful tool, and you will want to increase the tier and sometimes decrease the tier of your resources. To uptier (increase the tier) you put an EVEN number of the same tier resources in the upper right of your enchant rod and use rod. To downtier (decrease the tier) you put an ODD number of the same tier of your resources in the upper right of your enchant rod and use rod.

WHAT IS A TIER

Now you may be wondering what exactly are these mysterious things called tiers? Well each tier has twice the value of the one before it. i.e t2 is worth TWO t1s, t3 is worth TWO t2s. We write tiers as tier 1 for example as t1 all the way through tier 30 as t30. When you uptier for example TWO t1 bones you get ONE t2 bone.

It might be easier to explain with an example, this is what prices SHOULD but do NOT always look like on AH.

Tier 30 scale: 400k

Tier 29 scale: 200k

Tier 28 scale: 100k

Tier 27 scale: 50k

ETC.

If you start with tier 30 and halve the price you will be getting a fair price. However, it gets complicated because people may have t30 scales up at 550k for lowest price; then you could list scales at 425k or 450k and they would still sell. I’m not going to go into real depth about the market but if you have more than one resource viable (over 80 usually), you can look on AH to see what is needed. Actually, at any lvl you can do that, and meet demand.

IMPORTANT: To sell any of these resources on the Auction House (AH), you need to be a paid account (not a N which means unpaid and if you talk in civil your face doesn’t show up). I recommend starting with standard which gives you a month of face for 1 TC (time card).

For 25 dollars US you can buy 5 TCs; that is five months of standard. Or, you could sell some of your TCs for a lot of gold. At the moment time cards are selling at lowest on the AH for 1.7 million gold each, and usually 1.8 m or higher.

Pro Tip: A faster way to increase your resourcing skills is to PASSIVE them (P). I have a system where for each resource I passive it to lvl 80 while actively resourcing (A) at whatever lvl I want. However, there is a skill called collection you have to raise before you can move past one resource. It’s kind of annoying that you have to do it before you move on to the next resource but you do. Once I maxed foraging, I put collection on passive and also active while I foraged, thus raising it to 100. But you don’t have to do that. It’s just any other resource, after the first one, you do can only go up to whatever your lvl in collection is. I have collection maxed now. Now, at lvl 80 I just actively resource that resource (i.e hunting) and then start passiving the next one (i.e. fishing). This helps me max all the resources faster. The more resources you max the more fun you can have and the more gold you can make. Also, if you go to different zones you will notice some of them may have double of a certain resource. The more resources you can do the more you can find a double zone and make more gold. (Get the point: hehe the more resourcing you can do the more gold you can make). In the zones which are specific to each player or each email address if you have alts, you may also get DUD resourcing of a specific kind. You want to avoid these zones. Imagine pulling 12 t30s in a dud zone: you pulled them, you see them, but they are not there. This only happened to me once and I got ANGRY and SAD.

Pro Tip: Another useful thing to know about processing resources (i.e. skinning prey, scaling fish) is the invent rune. Once you pull a resource that is too high for you to process, if you are in a clan, you can put on the clan’s invent rune and it will let you process resources above your skill level. For example, in cap level (lvl) clans the invent rune is usually 6+++ which allows you to process resources 12 lvls above your skill level. I have pulled resources higher than I can process with the invent rune but this happens rarely. If it does happen, it is easy to get someone to process them for you. In fact, if I am not busy I (Genievre) will process your resource for you but at the moment I can only process skins, scales, and dyes. Sometimes I am busy though but it isn’t hard to find a nice person to help you. Starting at level 50, you can farm heroic which adds one tier to your resources each time you resource. If you farm heroic in a zone with fast kills this maximizes the number of times you can resource in a given period of time. You can also buy epic tools for every resource besides dust. These epic tools are all around 1 to 1.2 million though. However, if you bliss (spend IRL money on the game) you could afford to buy them. I recommend getting them but not at first. These tools raise the tier of resource pulled by 1 tier.

In order to resource you have to click on the tool and try to play the minigame. Most of these games are pretty straightforward. To do any resource you have to first kill a mob (i.e. an enemy hopefully needed for your quests at the beginning of the game).

For instance, to forage you need to kill an enemy in a fight, and then click on your foraging book located at the bottom of your screen. Don’t worry, if you forget to kill a mob it will tell you that you can only resource after “successful creature combat”. Then you scroll over your screen until you see a hidden plant show up. It says find the invisible plant; it is more that it is hidden until you scroll over the entire area and find it. Then you catch the hidden plant and get your resourcing treasure 😊 You will start with tier one (t1) resources in every minigame. Now t1 resources of all sorts are used in crafting: making potions, weapons, pets, bows, quivers and arrows. You can make a fair amount of gold selling tier one (t1) resources to capped toons: me and many other caps are too lazy or busy to resource them themselves.

Most of the minigames are straightforward but I will give you some tips for most of them:

Fishing: Wait for the hook to bend all the way down or you will fail to set the hook in time. This may take a little practice but you should quickly learn to do this.

Gardening: Gardening is a minigame much like the children’s game Memory. You match the objects in pairs. The thing about garden is that it is slow. Unless you are AFK (away from keyboard) you will rarely fail to dig in time.

Hunting: Hunting is simple. Shoot the big animal in the middle of your screen. If you hunt eventually you may see the elusive pink elephant. No, I’m not on drugs; surprise he’s funny 😊

Mining: Split the rocks with your hammer until they split into smaller and smaller rocks and you get the ores. This is easy.

Woodcutting: Throw your axe at the logs rising and falling on your screen. It is easier if you use the space bar for this, but I am not very experienced at it and hope to improve. But I rarely fail; you get a lot of tries.

Dusting: This one you have to figure out as you go along. The objective of the dust game is to match the different color dusts to their same color dust and eliminate the dusts until you have none. The fewer moves it takes you to do this the higher the tier dust. You can get +2 +1 +0 -1 -2, giving you dusts 2 tiers higher to 2 tiers lower depending on your skill. Don’t expect to be good at it right away, it takes practice but you will get better and faster with time. Also, try and learn it while sober; like many things it is harder to learn drunk or on drugs.

Trapping: Trapping is very easy. You buy the traps and then set them. The next day after reset you check them. Try to put them all in a row; its easier. You just kill a mob the next day and check them.

This concludes my introduction to resourcing. Have fun and enjoy becoming richer than Croesus (i.e. filthy rich). Okay it does take time to make a lot of gold resourcing but you get to enjoy the fun of discovering new plants, prey, wood, vegetables, rodent parts (ewwwwwwwwwwwwwww), fishies, plants, and ore. The other advantage to having multiple resources maxed or even at a fairly decent lvl is if you have bad RNG (bad luck basically but its random) doing one resource you can switch to another one. Of course, if you have a lot of them maxed you may automatically do the one you were doing before. Sometimes I do anyways LOL. Also remember, even if you have a resourcing skill maxed you could have a crap day at resourcing; I have had them and I resource with max possible benefit. On a day like that maybe try a new one for fun. And don’t give up, rewards will definitely come your way.

So have fun, discover new treasures, and make golds to buy more and more stuff until you are op or both op and happy.