

# Resource Gathering Guide

Within the Eventyr game world the collection of various resources can be beneficial to an adventuring group. From the herbs needed to make a healing potion, to the raw materials needed to make and repair armour this document highlights the skills and mechanics by which your character can acquire raw resources.

There are four key resource gathering processes to be considered, whilst each one can be attempted unskilled the chances of success are vastly improved through the purchase of the relevant general skill. The four key areas are as follows:

<b>Fishing</b>	The gathering of resources from large bodies of water
<b>Foraging</b>	The location and collection of plants
<b>Harvesting</b>	The removal of body parts from recently deceased monsters and animals
<b>Mining</b>	The gathering of resources from rock outcrops and ore seams

## Fishing

Fishing is the collecting of resources from suitable bodies of water all over the island of Eventyr. It can only be done successfully by those who are trained in the necessary skill and who have the necessary tools. At each event there will be a limited amount of resources available via the fishing skill, attempting to fish a depleted area may result in no resource being found.

After locating the area that can be fished you will need to check in with GOD that you are about to start fishing, at which point you will make a roll with percentile dice. The process of fishing takes up to 30 minutes, during this time a Ref will arrive with any relevant resource cards for you to take away. Please take care to check your encumbrance prior to leaving the fishing site.

Your fishing skill and the tools you use will have a direct impact on your likelihood to come away with a useful resource. Whilst it is impossible to fish at all without the relevant skill, this is to represent an awareness of what you are looking for whilst fishing, the tools you use are key to the quality / rarity of the items you might find.

### Fishing

This skill allows for the collection of resources from suitable bodies of water.

*A fishing rod is required; the quality of the rod will have a bearing on the quality of resource you are able to catch.*

<i>Apprentice</i>	Can identify a suitable location in which to catch fish
<i>Expert</i>	Increased chance of a good catch; highly likely to find common resources if available
<i>Master</i>	Further increased chance of a good catch; highly likely to find an average resource if available
<i>Grand Master</i>	Further increased chance of a good catch; highly likely to find a rare resource if available

**Fishing Rod Quality and Effects**

<i>Improvised</i>	Can only make common catches
<i>Crude</i>	Can make up to average catches
<i>Quality</i>	Can make up to rare catches
<i>Master-crafted</i>	Required for special catches (if available from that body of water)
<i>Magical</i>	As per the master-crafted rod, with additional effects as per the item card

## Foraging

Foraging is the collection of plant based resources from the world of Eventyr, specifically herbs and flowers. Typically, these plants and herbs are represented by wooden sticks which are colour coded, should a stick be collected it should be handed in to GOD for trade cards by the person collecting it. Sticks not handed in before time out at the end of an event are wasted.

Whilst anyone can pick the wooden sticks for plant based resources the likelihood for success is massively dependent on the colour of the seed stick and the skill level of the person collecting the sticks. When trading in herb sticks, a player must report to GOD, handing over their sticks and letting the ref know of any tools or special effects that may affect the outcome of the gathering process. Then, depending on the characters skill and the tools used to forage, the player may be able to select cards from an appropriate deck of resources.

A knife is not required for foraging but having a knife will allow for extra resources to be gathered depending on the quality of the knife. There are three tiers of foraging stick, each representing hardy, delicate, or rare herbs and plants.

Wood is a natural resource which can be collected by anyone, trees which can be foraged for wood will be marked with item cards, and after 10 minutes of appropriate roleplay the card can be taken. Please check your encumbrance before leaving as wood resource tends to be heavy.

**Foraging**

This skill allows you to forage for herbs and ingredients needed for making potions or for other ritual purposes. *Anyone can collect herbs, but a trained forager will have more success in identifying and preserving more delicate plants. A foraging knife is not required, but the use of one will result in additional random herbs being rewarded.*

*Collectable herbs are represented by coloured lollipop sticks that can be found in the wilderness; if you find and collect such sticks, take them to GOD to have them traded for carded ritual components.*

<i>Apprentice</i>	May draw twice from the hardy herb deck for each hardy herb stick returned
<i>Expert</i>	May draw once from the delicate herb deck for each delicate herb stick returned
<i>Master</i>	May select a single herb from the hardy deck, draw twice from the delicate herb deck or may draw once from the rare herb deck, depending on the colour of the stick returned
<i>Grand Master</i>	May select a single herb from the delicate deck, or draw twice from the rare herb deck, depending on the colour of the stick returned

## Harvesting

Harvesting is the collection of body parts from a recently defeated monster. Each creature will have a single card that represents the useful parts of that animal, their usefulness for trade / within rituals will be determined by the skill of the harvester and the quality of their gatherers knife. Useful body parts from a monster cannot be collected by an unskilled character, attempts to do so will result in wasting the body parts from that monster.

When a monster has been defeated there is a limited time after which it can be harvested for parts. A monster can only be harvested for one set of parts; after one minute of relevant roleplaying (during which the monster should be shown your character card and foraging knife) the monster will give a card to the harvester. The parts are not usable until they have been taken to GOD who will write on the skill level of the harvester depending on the knife used.

When you are at GOD instead of asking for your skill level to be written on the Monster Parts card you can exchange the Monster Parts card you have for 1 leather or 1 bone resource card that can be used with crafting. Only one resource can be gained from harvesting a monster. This exchange can be made at any skill level and with any level of Gatherer's Knife.

### Harvesting

This skill allows you to harvest body parts (organs, skins etc.) from fallen beasts and monsters.

*These parts may be of use for crafting items or for ritual purposes. A foraging knife is required in order to collect such items. Harvesting can only be successfully carried out by a trained individual. Beasts and monsters can only be harvested once and will have a single "body parts" trade card on them. If this card is taken to GOD, it can be traded for the relevant carded ritual components.*

<i>Apprentice</i>	Can gather apprentice level components from creatures
<i>Expert</i>	Can gather expert level components from creatures
<i>Master</i>	Can gather master level components from creatures
<i>Grand Master</i>	Can gather an additional component from a creature when collecting a body part

### Gatherer's Knife Quality and Effects

<i>Crude</i>	Needed for collection of apprentice level body parts
<i>Quality</i>	Needed for collection of expert and master level body parts
<i>Master-crafted</i>	Needed for collection of grand master level body parts
<i>Magical</i>	As per the master-crafted knife, with additional effects as per the item card

## Mining

Mining is the collecting of resources from seams that can be found all over the island of Eventyr, it can only be done successfully by those who are trained in the necessary skill and who have the necessary tools. At each event there will be a limited amount of resources available via the mining skill, attempting to mine a depleted may result in no resources being found despite the investiture.

After locating the rock face that can be mined you will need to check in with GOD that you are about to start mining, at which point you will make a roll with percentile dice. The process of mining takes up to 30minutes, during this time a Ref will arrive with the relevant resource cards for you to take away from the dig. Please take care to check your encumbrance prior to leaving the mining site, as mined resources can be heavy.

Your skill with mining and the tools you use will have a direct impact on your likelihood to come away with a useful resource. Whilst it is impossible to mine at all without the relevant skill, this is to represent an awareness of what you are looking for whilst digging, the tools you use are key to the quality / rarity of the items you might find.

### Mining

This skill allows you to collect resources from ore-rich seams across the world.

*A mining pick is required; the quality of the pick will have a bearing on the quality of resource you are able to extract.*

<i>Apprentice</i>	Can identify a suitable seam and attempt to mine
<i>Expert</i>	Increased chance of a good find; highly likely to find common resources if available
<i>Master</i>	Further increased chance of a good find; highly likely to find an average resource if available
<i>Grand Master</i>	Further increased chance of good find; highly likely to find a rare resource if available

### Mining Pick Quality and Effects

<i>Improvised</i>	Can mine common cards
<i>Crude</i>	Can mine up to average cards
<i>Quality</i>	Can mine up to rare cards
<i>Master-crafted</i>	Required for special cards (if available from that mining location)
<i>Magical</i>	As per the master-crafted pick, with additional effects as per the item card