

Gathering Resources

The recovery of magical resources and their use to make special equipment is the primary reason that the King of Elland and the Great Khan have sent expeditions to the Vale.

The raw resources must be recovered from the large area of woodland, rough ground and lakes that lies in the no man's land between the two camps. These raw resources take the form of hessian sand bags with attached tags indicating what you will get once they are processed. They weigh between 4 and 5 kg.

The raw resources must be brought back to the camps (to the Alchemists Guild in the Duke's camp or the Tinkers in the Khan's Camp) to be processed where they will be converted into processed materials: metal ingots, resin plugs, crystals and essential oils; as well as mana crystals and non-magical but valuable minerals which are converted immediately to cash.

Foraging and Prospecting

Any character is able to pick up and carry the raw resource bags once they are tagged. Please do not move untagged bags as they are either part of the site infrastructure or a dump for use by the Resource Referee – in any event they are useless until tagged.

The skills "Foraging" and "Prospecting" may only be taken by a character when the character is created and may not be added later.

Prospecting

Characters with this skill are assumed to have extensive experience and expertise in locating mineral ores, recovering them and refining them. Prospectors are also likely to be skilled outdoorsmen who know a lot about mapping and so forth.

The skill *Prospecting* grants the following advantages:

- You are a member of the Alchemists Guild if you are a member of the Duke's Camp and an honorary Tinker (even if an Elf or an Orc) if you are a member of the Khan's Camp.
- The areas that generate resources have a board containing codes that you will be able to decipher (using a supplied lore sheet).
- If you are at a mineral node when the game team come to generate the raw materials and appear to be interacting with the area (role playing some sort of mining) then you will be able to request certain things from the referee such as an opportunity to receive a rarer mineral.
- You are able to refine the raw mined products into metals and crystals at the facilities located in your camp. This process costs a small amount of additional, non-special materials which are simply purchased for cash at the time (in other words you pay to do this) and may produce mana crystals and valuable materials as a bi-product of production.

Depending upon player action it may be possible to develop your prospecting skills further.

Mineral resources are represented in the game by five types of metals and six types of crystals:

| <i>Metal Ingot Appearance</i> | <i>Northern Alliance Name</i> | <i>Orcish Name</i> |
|--------------------------------------|--------------------------------------|---------------------------|
| Silver | Mithril | Moon Steel |
| Gold | Oracalcam | Orcalcam |
| Blue | Star Metal | Blue Iron |
| Red | Rubidium | Blood Metal |
| Black | Adamant | Night Steel |

| <i>Crystal Appearance</i> | <i>Northern Alliance Name</i> | <i>Orcish Name</i> |
|----------------------------------|--------------------------------------|---------------------------|
| Red Cluster | Earth Embers | Earth Embers |
| Yellow cluster | Thunder Stone | Thunder Stone |
| Blue cluster | Vale Ice | Vale Ice |
| Black crystal | Wraith Stone | Soul Stone |
| Clear shot with black | Ash Quartz | Burned Quartz |
| Green crystal | Witch Glass | Goblin's Heart |

Foraging

Characters with this skill is assumed to have extensive experience and expertise in locating valuable and rare plant products, recovering them and refining them. Foragers are also likely to be skilled outdoorsmen who know a lot about mapping and so forth.

The skill *Foraging* grants the following advantages:

- You are a member of the Alchemists Guild if you are a member of the Duke's Camp and an honorary Tinker (even if an Elf or an Orc) if you are a member of the Khan's Camp.
- The areas that generate resources have a board containing codes that you will be able to decipher (using a supplied lore sheet).
- If you are at a plant node when the game team come to generate the raw materials and appear to be interacting with the area (role playing some sort of mining) then you will be able to request certain things from the referee such as an opportunity to receive a rarer plant product.
- You are able to refine the raw recovered products into resins and essential oils at the facilities located in your camp. This process costs a small amount of additional, non-special materials which are simply purchased for cash at the time (in other words you pay to do this) and may produce mana crystals and valuable materials as a bi-product of production.

Depending upon player action it may be possible to develop your foraging skills further.

Plant resources are represented in the game by five types of resins and five types of essential oils (which appear as powders):

| <i>Resin Appearance</i> | <i>Northern Alliance Name</i> | <i>Orcish Name</i> |
|--------------------------------|--------------------------------------|---------------------------|
| Clear shell | Storm Sap | Mother's Milk |
| Black crossed bones | Yew Marrow | Death Cap |
| Green wolf's head | Wolf Root | Lich Eye |
| Red horned skull | Blood Oil | Khan's Heart |
| Red tainted trident | Mandrake Essence | Demon's Kiss |

| <i>Powders</i> (and the cap) | <i>Northern Alliance Name</i> | <i>Orcish Name</i> |
|--|--------------------------------------|---------------------------|
| Black / Flower | Dusk Weed | Midnight Dust |
| Yellow / Fleur de Lys | Sun Bloom | Sunlight Sand |
| Purple / Crossed Bones | King's Peace | Vengeful Angel |
| Orange / Red Square | Fire Blossom | Scarlet Dust |
| White / Lady Head | Elsbeth's Rose | White Rose |