

Foraging & Prospecting Appendix

Contents

Foraging	2
Skill Information.....	2
Aid an Apothecary I	2
Aid a Crafter	2
Special Materials	2
Book Keeping.....	3
Expert Forager (modus)	3
Aid an Apothecary II.....	3
Aid a Crafter II	4
Skilled Forager (modus).....	4
Apothecary Forager (modus).....	4
Aid an Apothecary III	4
Skin Worker (modus).....	4
Prospecting	5
Skill Information.....	5
Aid an Apothecary I	5
Aid a Crafter	5
Special Materials	5
Book Keeping.....	6
Expert Prospector (modus).....	6
Aid an Apothecary II.....	6
Aid a Crafter II	7
Skilled Prospector (modus)	7
Apothecary Prospector (modus)	7
Aid an Apothecary III	7
Metallurgist (modus)	7

Foraging

This is the art of finding usable food, herbs, wood and skins in the wilderness. It involves the identification of plants, many of which may be of use by an apothecary or alchemist.

The skill will allow you to forage for ingredients for apothecaries, or to help provide crafters with materials at an event.

Skill Information

There are three specific abilities the Foraging skill provides; Aid an Apothecary, or Aid a Crafter, and to find Special Materials.

Aid an Apothecary I

At an event you may aid help an apothecary find the herbs that they require to produce concoctions.

If an apothecary wishes to make concoctions they must spend at least one hour in game, hunting for herbs. To aid an apothecary you must spend this time with the searching apothecary helping them find herbs. If you aid an apothecary in this way, they will find an additional six (6) bundles of components.

The use of this ability can be supplied once per event, to a single apothecary, but cannot be used on a day that the *Aid a Crafter* ability has been used. If you are an apothecary you can do your own Foraging.

Aid a Crafter

At an event you may aid a crafter by doing small jobs that will lower the total cost of the crafting they are doing.

If a crafter wishes to manufacturer an item, there is always a cost involved in this. The use of this ability will help mitigate this cost by 50%.

The use of this ability can be supplied once per day of an event, but cannot be used on a day that the *Aid an Apothecary* ability has been used.

Special Materials

At an event any foraging item will be marked with a circle with a capital F within it, like this:



Both the Foraging and Prospecting skill mainly use black rocks that signify these skill items. This is not always the case though, and tags with this skill marking can be found on trees denoting wood, and monsters denoting skin. Only a forager will know that items marked in this way are potentially valuable, please refrain from picking items marked in this way up, if you are not a forager.

Any items that are found marked like this should be considered special. They are better and rarer than those around them and can be used by crafters, apothecaries and alchemists and mages.

It is up to a forager to learn what those special materials are, but just by finding them is a good step in the right direction.

Below is an example of the special materials that can be found within the Bladelands:

Bugle Lily is known for its ability to make a person immune to disease and poison. It is a powerful component for apothecaries.

Larkspur is prized by apothecaries for its qualities of bolstering ones will and approving ones spirit.

Juniper's Beard has been used by the locals for years in the restoration of spirit. It is also highly sought after by apothecaries.

Black Sampson has an interesting preservation property, that makes crafters require it. Woodworkers, leatherworkers and alchemists are always after this component.

Black Oak to the untrained eye looks like a normal oak tree. To the trained eye, it is only when the wood is worked slightly that it goes black. Woodworkers might be the first to use this, but that product might become an enchanted weapon or shield in the hands of an alchemist or an artificer.

Book Keeping

If you want your character to keep a special material passed one event, please bring the phys rep/s to the crafting ref of the event, so that they can be marked down that you own them.

You may keep the phys reps.

Beyond the simple skill of Foraging there are several modus (or advancements) that can be found out about by talking to specialists in the field of Foraging.

Expert Forager (modus)

Allows a forager a greater knowledge of the flora and fauna and a better understanding of how best it is to collect them. They also have a greater understanding of how a specific foraged material may be best used. The skill improves the abilities of Aid a Crafter and Aid an Apothecary.

Aid an Apothecary II

If you aid an apothecary in this way, **they** will find an additional twelve (12) bundles of components.

The use of this ability can be supplied once per event, to a single apothecary, but cannot be used on a day that the **Aid a Crafter** ability has been used.

Aid a Crafter II

At an event you may aid a crafter by doing small jobs that will lower the total cost by 100% of the crafting they are doing.

The use of this ability can be supplied once per day of an event, but cannot be used on a day that the *Aid an Apothecary* ability has been used.

Skilled Forager (modus)

You are skilled in the art of foraging and have a passion for it. You can work for one additional apothecary or crafter. Thus you could use the ability of Aid a Crafter and the ability of Aid an Apothecary on the same day. Using this modus you cannot ever work for the same apothecary twice in an event.

Apothecary Forager (modus)

Requires Expert Forager, cannot be bought by apothecaries. If a player later becomes an apothecary refund this skill.

You have foraged with apothecaries long enough that you know what they are looking for. When you use the ability Aid an Apothecary you also find some for yourself that you may trade or give to whomever you please.

Aid an Apothecary III

If you aid an apothecary in this way, they will find an additional twelve (12) bundles of components. You will find six (6) bundles of components for yourself.

The use of this ability can be supplied once per event, to a single apothecary, but cannot be used on a day that the *Aid a Crafter* ability has been used.

Skin Worker (modus)

Most skins taken from creatures must be cured and tanned quickly, whilst foragers can find these skins and take them from the creatures, it is normally left to the leatherworkers to cure and tan them.

Skin workers have a good knowledge of how to cure and tan skins, and can preserve skins through the winter period.

Prospecting

This is the art of finding usable minerals and ores in the wilderness. It involves the identification of minerals and ores, many of which may be of use by an apothecary or alchemist.

The skill will allow you to forage for ingredients for apothecaries, or to help provide crafters with materials at an event.

Skill Information

There are three specific abilities the Prospecting skill provides; Aid an Apothecary, or Aid a Crafter, and to find Special Materials.

Aid an Apothecary I

At an event you may aid help an apothecary find the minerals that they require to produce concoctions.

If an apothecary wishes to make concoctions they must spend at least one hour in game, hunting for minerals. To aid an apothecary you must spend this time with the searching apothecary helping them find minerals. If you aid an apothecary in this way, they will find an additional six (6) bundles of components.

The use of this ability can be supplied once per event, to a single apothecary, but cannot be used on a day that the *Aid a Crafter* ability has been used. If you are an apothecary you can do your own Prospecting.

Aid a Crafter

At an event you may aid a crafter by doing small jobs that will lower the total cost of the crafting they are doing.

If a crafter wishes to manufacturer an item, there is always a cost involved in this. The use of this ability will help mitigate this cost by 50%.

The use of this ability can be supplied once per day of an event, but cannot be used on a day that the *Aid an Apothecary* ability has been used.

Special Materials

At an event any Prospecting item will be marked with a circle with a capital P within it, like this:



Both the Foraging and Prospecting skill mainly use black rocks that signify these skill items. This is not always the case though, and tags with this skill marking can be found on metal bars, and rock formations. Only a prospector will know that items marked in this way are potentially valuable, please refrain from picking items marked in this way up, if you are not a prospector.

Any items that are found marked like this should be considered special. They are better and rarer than those around them and can be used by crafters, apothecaries and alchemists and mages.

It is up to a prospector to learn what those special materials are, but just by finding them is a good step in the right direction.

Below is an example of the special materials that can be found within the Bladelands:

Deep Earth Iron is sought after by apothecaries, and is known for bolstering strength to supernatural levels.

Adamantine is prized by apothecaries due to its nature of being incredibly tough.

Quicksilver is a shiny metal found in small quantities at the heart of other rocks. Apothecaries use it to make people supernaturally quick.

True Silver is the most pure of silvers, used by mages in rituals, and easy to enchant. It is prized by Alchemists, Artificers and Jewellers.

Mana Crystals to the untrained eye look like river quartz, prolific in the Bladelands area. But these crystals hold an innate source of power from the nexus that mages can draw upon. Once the power has been removed from them, they crumble to dust. These are highly sought after by Mages, Alchemists, Artificers and anyone wanting to make a profit.

Book Keeping

If you want your character to keep a special material passed one event, please bring the phys rep/s to the crafting ref of the event, so that they can be marked down that you own them.

You may keep the phys reps.

Beyond the simple skill of Prospecting there are several modus (or advancements) that can be found out about by talking to specialists in the field of Prospecting.

Expert Prospector (modus)

Allows a Prospector a greater knowledge of the flora and fauna and a better understanding of how best it is to collect them. They also have a greater understanding of how a specific prospected material may be best used. The skill improves the abilities of Aid a Crafter and Aid an Apothecary.

Aid an Apothecary II

If you aid an apothecary in this way, *they* will find an additional twelve (12) bundles of components.

The use of this ability can be supplied once per event, to a single apothecary, but cannot be used on a day that the *Aid a Crafter* ability has been used.

Aid a Crafter II

At an event you may aid a crafter by doing small jobs that will lower the total cost by 100% of the crafting they are doing.

The use of this ability can be supplied once per day of an event, but cannot be used on a day that the *Aid an Apothecary* ability has been used.

Skilled Prospector (modus)

You are skilled in the art of Prospecting and have a passion for it. You can work for one additional apothecary or crafter. Thus you could use the ability of Aid a Crafter and the ability of Aid an Apothecary on the same day. Using this modus you cannot ever work for the same apothecary twice in an event.

Apothecary Prospector (modus)

Requires Expert Prospector, cannot be bought by apothecaries. If a player later becomes an apothecary refund this skill.

You have prospected with apothecaries long enough that you know what they are looking for. When you use the ability Aid an Apothecary you also find some for yourself that you may trade or give to whomever you please.

Aid an Apothecary III

If you aid an apothecary in this way, they will find an additional twelve (12) bundles of components. You will find six (6) bundles of components for yourself.

The use of this ability can be supplied once per event, to a single apothecary, but cannot be used on a day that the *Aid a Crafter* ability has been used.

Metallurgist (modus)

You can take found metals and work them into large block of raw material so that a blacksmith can use them. You can also break down finished products to produce raw materials. Ex. If you found an elaborate gold candlestick holder, you could break down the metal, and separate any non gold from it, to produce a bar of gold that could be used by a jeweller or blacksmith. The use of this ability requires the use of a forge, and some of the innately magical metals require special tools. Ex. Mithral is an incredible magical metal and requires specialist tools to work it.