Harvesting

In the world of Maelstrom, players can use various skills to Harvest resources from designated Resource Nodes. These nodes are marked with Out of Play signs or markers and are hidden throughout the game site. These nodes vary in type, difficulty to locate, and the skills required to use them. Some nodes may be relatively simple to Harvest, requiring only base Harvesting skills, while others may require supplemental skills or Lores.

Finding and utilizing these nodes is a key part of the crafting and survival, providing essential materials for food, basic items, and crafting components without having to endanger yourself fighting powerful creatures.

Resource Types

There are four types of resources that players can harvest: **Mineral**, **Animal**, **Plant**, and **Scavenging**.

Mineral Harvesting Nodes represent prospecting exposed mineral veins or pockets with valuable raw metal or gemstone ores. **Animal** Harvesting Nodes represent trapping or hunting natural creatures and yield components like meat, fur, and bones. **Plant** Harvesting Nodes represent gathering herbs, mushrooms, and other beneficial or useful vegetation. Finally, **Scavenging** Harvesting Nodes represent finding reusable materials from buried, discarded, or found items throughout the ruined world of Maelstrom.

Finding a Node

Harvesting Nodes are represented by a laminated sheet, hidden somewhere on the game site. This Node sheet will have one or more note cards attached, to a maximum of 5. Over the course of a game event, Harvesting Nodes will have additional resource cards added to them, making them more valuable as time goes on. The Node sheet will also prominently display the Harvesting skill and level required to use it. Harvesting also requires Mana, with the cost clearly listed on the node and specific resource cards.

Harvesting a Node

If the Player who finds the node satisfies the conditions to Harvest it, they may then take one, and only one, of the Resource cards to the Plot tent to exchange it for the components. If the Player has a Mastery skill in the specific Harvesting type, they can take a second card for twice the mana cost. A Player may Harvest from a specific Node

as many times as they choose, but each act of Harvesting will require them to return to the game and the location of the Node to Harvest from it again.

Finally, Harvesting a resource node, of any type or Rank, will require the Player to expend 1 Exhaustion. Although there is no strict limit on how many nodes a player can harvest during an event, you will be limited by the amount of Exhaustion that you have or can expend.

At the Plot tent, you will meet with a Plot or Staff Marshal, who will confirm that you have the necessary skills and Exhaustion to harvest the node. There, you will roll as many 6-sided dice as you have Ranks in the specific Harvesting skill against a chart of possible loot. The higher outcomes will provide more loot, and more types of loot.