

# L'ARSENE'S CRAFTING CATALOGUE

PLAYER FACING  
MAKER'S MANUAL

FOR  
 HELIANA'S  
GUIDE TO MONSTER HUNTING

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# INTRODUCTION

Alright, Houdinky. Are you ready for my glorious dictation? Yes? What do you mean you're already writing this down? Don't lie-. Ahem. Welcome, reader, to L'Arsène's Crafting Catalogue!

I saw what Heliana did. Yep... very good, very good... Bit big though, isn't it? Hard for a proud rakin like myself to carry round. So, I've redacted it to the bits that help me to help you to help me become an electrumillionaire: crafting!

Of course, I can't craft without you doing the ghastly work of chopping up the monster bits first. So I included harvesting too. Just make sure the bits are nice and clean when you bring them to me.

— L'Arsène, Clean

This catalogue abstracts the Crafting and Harvesting chapters from *Heliana's Guide to Monster Hunting* into a single, smaller volume. It contains:

- The base rules for the two systems.
- The new weapon types introduced in the book.
- Crafting recipes for every item in the basic 5e rules and every new item introduced in *Heliana's*.
- The rules and effects for all the magical meals.

It also features a cameo by Humperdink with some new familiars complete with unique tech trees. Except for these new critters, this content is exactly the same as in the main book.

**Player & Character Knowledge.** How you use this catalogue is up to you. It's a useful book to hand out to players to help them with their foray into the world of harvesting and crafting. However, be sure to agree on how these systems will work at your table. Does the GM decide what's on offer for harvesting or do you want to work with your players to decide this? Do recipes have to be discovered on a case-by-case basis or do the player characters already have this knowledge? Do you deviate from the recipes or metatags set out in the crafting chapter?

Establishing the differences between what a player knows and what their character knows is a great first step to avoiding conflict down the line.



# HARVESTING CHAPTER 4

FANTASTIC  
PHALANGES AND  
WHERE TO FIND THEM

# HARVESTING

First, let me introduce you to a little terminology so we're all on the same page. The act of extracting and storing resources from a kill is known as harvesting. The materials one gains from a harvest are known as components. A special type of component—essence—is required to craft all but the most common magic items. A creature attempting either of the tasks to harvest a corpse is known as a harvester. There are two checks and two kinds of harvesters: assessing harvesters and carving harvesters.

There is no greater honour for the hunted than for their bones to be picked clean so that they can live on in a myriad of magical mementos. Although... beating Granny Weathertax in a wrestling match is a close second.

— Heliana, Hunt Master

This chapter details the process of harvesting, how optional rules can change the harvesting experience, rules governing buying and selling components, and finishes with a series of tables detailing the components available from each creature type. Components gathered from harvesting can be used for crafting magic items and magical meals (see Chapter 5).

## HARVESTING RULES

After a creature is slain, its components must be harvested quickly before their magic fades. There are five steps involved in this process. Here's an example of how this would progress.

The party has just slain Likslv the aboleth. Gurf the barbarian and Mizzard the wizard declare they wish to harvest the aberration!

### STEP 1 - DESCRIPTION

Once a creature dies, the GM uses that creature's type to consult the Harvest Tables section (page 13), and determine which of the listed components are available to be harvested.

**Heliana's Guide.** The magic items, *Heliana's Guide to Monster Hunting* and *L'Arsène's Quadnoculars* (see page 493), are useful methods of giving your players this information without breaking the fourth wall. The former allows a user to see what components are available for harvest from the nearest corpse, and the latter tells the character what possible magic items could be crafted from them.

**Example.** In our example, Likslv is an aberration. Consulting the Aberration Harvest table (page 14) we decide that the aberration has the following components on offer: 3 eyes, 5 tentacles, 50 phials of mucus, 50 phials of blood, a pouch of teeth, its brain, and its hide. Because an aboleth is CR 10, one can also harvest *robust essence* from it (see page 13 for more on *essence*).

### ABERRATION HARVEST

#### Component DC Components

5	Antenna, eye <sup>E+</sup> , flesh <sup>E</sup> , phial of blood <sup>E+</sup>
10	Bone <sup>E+</sup> , egg <sup>E</sup> , fat <sup>E+</sup> , pouch of claws, pouch of teeth
15	Heart <sup>E</sup> , phial of mucus, liver <sup>E</sup> , stinger, tentacle
20	Brain <sup>E+</sup> , chitin, hide, main eye

This table is printed here for convenience. See the Harvest Table section on page 14 for the full details.

**GM:** In addition to the many phials' worth of blood and mucus, you could harvest three eyes, five tentacles, a pouch-worth of teeth, and, of course, its rubbery hide. Because this creature is particularly potent, you can also try to extract its essence—a difficult process.

### BOSS MONSTERS

Some special monsters—such as the boss monsters from Heliana's Hunts—have their own, bespoke harvest tables and components. You'll find these at the end of each hunt's sub-chapter.

### STEP 2 - HARVEST LIST

The harvesters then quickly decide what they want to harvest and in which order. This order is known as the harvest list.

**Example.** The party chooses to harvest the following components in the listed order: 3 eyes, a pouch of teeth, the hide, and then the essence.

**Gurf:** I want the eyezes. And all the teef!

**Mizzard:** Very well, Gurf, but let's not forget the hide we came here for! And we'll need essence to be able to make the more powerful 'rare' versions of items. We'll take a pouch of teeth, the three eyes, the hide, and then the essence, in that order.

### STEP 3 - HARVEST DCs

After the party has created its harvest list, calculate the Harvest DCs. List out the chosen components in the order the party wishes to harvest them and sequentially add each Component DC to the total of all the previous Component DCs. The Component DC represents how hard a component is to harvest.

#### EXAMPLE HARVEST LIST

Component	Component DC	Harvest DC
Pouch of Teeth	10	10 (10)
Eye (1)	5	15 (10+5)
Eye (2)	5	20 (10+5+5)
Eye (3)	5	25 (10+5+5+5)
Hide	20	45 (10+5+5+5+20)
Robust Essence	30	75 (10+5+5+5+20+30)



### STEP 4 - HARVESTING CHECK

The players make a Harvesting check. A Harvesting check is the combined total of two ability checks: an Assessment check and a Carving check; these are described in more detail on page 6.

**GM:** Okay. Mizzard, as the assessing harvester, you need to make an Intelligence (Arcana) check and Gurf, as the carving harvester, you need to make a Dexterity (Arcana) check.

**Mizzard:** Okay... that's a 12 plus 5. 17!

**Gurf:** What's Dexterity (Arcana)? It's not on my sheet.

**GM:** Make a Dexterity check—roll a d20 and add your Dexterity modifier—then add your proficiency bonus if you're proficient in Arcana.

**Gurf:** Okay that's a... 16. My Dex gives me plus 4, but I'm not proficient. 20!

**GM:** Great; 17 plus 20 — that's a total of 37.

### STEP 5 - LOOT

Compare the result of the Harvesting check to the harvest list you made in step 3. If the Harvesting check's result met or exceeded the Harvest DC for a component, that component is successfully harvested.

**Example.** A result of 37 means that everything except the hide and essence are acquired.

**GM:** The three eyes come out, plop plop plop, as do the teeth. Unfortunately, the hide is too tough and you can't harvest it before its magic seeps away and it becomes a mundane bit of fat. You never even get started on the essence.

**Gurf:** Yay! Teef and eyez!

**Mizzard:** Blast—I wanted that hide...

HUMPERDINK'S  
COCKTAIL DOLLY

## COMPONENTS & DIFFICULTY

Time is of the utmost importance when harvesting magical components; the more difficult a component is to harvest, the longer it takes, and the greater the probability that the components will lose their magical potency before they can be harvested. Hence, the order in which you choose to harvest components is an important factor. If you want to make a Tome of Living Memories, then you better make damn sure you get three aboleth eyes at the top of your list.

— Heliana, Clockwatcher

Harvesting terms and concepts are explained below.

**Component DC.** Some components, like teeth, are very simple to extricate, whilst others, like hide, take a great deal of skill to extract without ruining them. Each component has a Component DC, indicating how hard it is to safely extract before it loses its magical potency. The tables on pages 14 - 17 describe the different components that varying creature types might yield.

**Quantity.** You decide how many of each component are available for harvest based on the creature. For example, you might decide that a severely damaged aboleth can only yield 1 eye and 1 tentacle, rather than its usual bounty. Conversely, a mutant (such as Slkvol the Broodmother, page 362) might have mutated an extra, fourth eye!

**Harvest List.** Components can be harvested in any order, regardless of Component DC. The harvest list details which components the harvesters wish to attempt to extract and in which order. The harvesters must agree on the harvest list together or defer to the carving harvester.

**Harvest DC.** After the harvesters establish their harvest list, calculate the Harvest DCs. This is achieved by adding the Component DC of each component in the list to the DC of the components higher up in the list. These cumulative DCs are known as the Harvest DCs; harvesters successfully extract the components for which they meet or exceed a Harvest DC.

**Starting & Finishing.** For the sake of the ‘Failing With Consequences’ and the ‘Storage and Supplies’ optional rules (page 10), it is important to know if the harvesters have started harvesting a component. A creature finishes harvesting a component if it meets the Harvest DC for that component in the harvest list. If the harvester exceeds the DC of a component in the harvest table, it is deemed to have started harvesting the next component in the list.

For example, in the aboleth example on page 4, the result of 37 means that the harvester has finished harvesting the three eyes and teeth (DC 25) and has started on the hide. The fact that the result didn’t meet the DC for the hide (45) means the party didn’t finish harvesting it before it degraded. The harvesters never began harvesting the essence; that would require a result of 46 or higher.



## DURATION & DEGRADATION

Harvesting a creature is a race against time; the components must be assessed, carved up, treated, and correctly stored before the latent magic leaves the body. The third law of arcanodynamics states that "the larger the creature, the slower the rate of arcanical leakage". Translation: get to work quickly or you'll have a hard time of it.

— Heliana, Academic & Inspirational Speaker

**Duration.** Harvesting a creature takes a set duration based on the size of the creature (see harvest time in the table below).

### CREATURE SIZE AND HARVEST TIME

Creature Size	Harvest Time
Tiny	5 minutes
Small	10 minutes
Medium	15 minutes
Large	30 minutes
Huge	2 hours
Gargantuan	12 hours

### DEGRADATION

To keep the game flowing, *Heliana's Guide* offers the concept of degradation; the adventurers have only a short time, post-mortem, to harvest components. Spells like *gentle repose* do not prevent this. This rule prevents the aftermath of each fight from becoming a harvest-fest by limiting the number of creatures that can be harvested.

**The Rules.** For harvesting to yield magical components, a harvester must begin harvesting a corpse within **1 minute** of the creature's death and, once it has begun harvesting, not cease harvesting the corpse for the duration of the check. As the shortest harvest time of any creature is 5 minutes, a character only has time to harvest one creature after a battle before the other creatures have degraded.

## ASSESSMENT AND CARVING

Not everyone has both the knowledge and the steady hand to correctly butcher and store magical components. If you ain't too bright, or if a flopping fish can hold a knife better than you, then perhaps you should team up with someone who has the skills you don't. Or just give up and leave it to us pros.

— Heliana, Brains and Brawn

The Harvesting check is the summed total of two ability checks: Assessment and Carving. A single creature can choose to make both checks; if it does so, it makes these checks with disadvantage. With all Harvesting checks, the skill used for the check depends on the type of creature the characters are attempting to harvest. For example, beasts require a Survival check while aberrations require an Arcana check.

### CREATURE TYPES AND ASSOCIATED SKILLS

Creature Type	Harvest Skill
Aberration	Arcana
Beast	Survival
Celestial	Religion
Construct	Investigation
Dragon	Survival
Elemental	Arcana
Fey	Arcana
Fiend	Religion
Giant	Medicine
Humanoid	Medicine
Monstrosity	Survival
Ooze	Nature
Plant	Nature
Undead	Medicine

**Assessment.** To correctly assess how best to extract and store creature components, a character must make an Intelligence check. The skill applicable to the check depends on the type of creature, as shown in the Creature Types and Associated Skills table. A creature attempting this Assessment check is known as the **assessing harvester**.

## NARRATING THE HARVESTING PROCESS

With so many different skills and abilities in use, narrating the process to your players in an evocative fashion can help it all make sense. Below are ideas to help you describe how harvesting might look when performed on different creature types.

**Arcana: Aberration, Elemental, and Fey.** These creatures are so wild and magical that only knowledge fostered by the study of the arcane can help preserve and store them. Figuring out which bits do what is part and parcel of dealing with these evolutionarily unique creatures.

**Investigation: Constructs.** Whether fleshy or made of stone and metal, these things were made ‘by hand’ and can thus be unmade in the same way. Loosening screws, picking apart stitching, and deciphering how to correctly disassemble these creatures results in neat piles of undamaged goods.

**Medicine: Giants, Humanoids, and Undead.** Dissecting a humanoid is just like surgery; sharp tools and deft movements sever muscle from bone. While most humanoids yield little in the way of magical components, the flesh of giants is infused with the primordial elements themselves. Most undead yield

materials similar to humanoids, albeit that these components have been magically enhanced by necromantic magic and are way smellier.

**Nature: Oozes and Plants.** Harvesting plants is second nature to any green-fingered folk—pruning, combing roots, and skinning bark. Once an ooze has been defeated, gathering the few components it yields has much in common with collecting naturally occurring moulds, fungi, and primordial slimes.

**Religion: Celestials and Fiends.** The souls of celestials and fiends alike return to their home planes to find new forms upon death. For this reason, knowing the correct religious practices can recall shreds of their soul into the ashes they leave behind. However, to fully harvest such creatures, they must be slain on their home plane, or killed within a *magic circle*.

**Survival: Beasts, Dragons, and Monstrosities.** Don’t ever say this to a dragon, but when it comes to internal anatomy, they’re not that different from beasts and monstrosities. Although beasts tend to yield the least innately magical components, a dragon is descaled in an almost identical manner to a crocodile or medusa.

**Carving.** Skill with a knife is the proven method of harvesting components. A creature attempting to harvest a corpse makes a Dexterity check. The skill applicable to the check depends on the type of creature, as shown in the Creature Types and Associated Skills table. A creature attempting this Carving check is known as the **carving harvester**.

**Ritual Carving.** For some creature types, magical rituals can be performed instead of getting elbow-deep in grisly viscera. When making a Carving check to harvest an aberration, celestial, elemental, fey, or fiend, a carving harvester with a spellcasting ability can make the Carving check using that ability instead of Dexterity.

**Spells and Buffs.** For a spell or magical effect to have any influence on the outcome of harvesting, it must affect a harvester for the entire duration of the Harvesting check (see Creature Size and Harvest Time table on page 6). For this reason, spells

with a duration of 1 minute, like *bless* and *guidance*, never confer their bonus to the result of the check. A spell like *enhance ability*, which lasts 1 hour, could confer its advantage to a Harvesting check so long as the spell begins before the check starts and does not end until after the check is completed.

Assessment check =  $1d20 + \text{Intelligence modifier} + \text{proficiency bonus (if applicable)}$

Carving check =  $1d20 + \text{Dexterity modifier}^* + \text{proficiency bonus (if applicable)}$

\*or Spellcasting ability modifier if it can be ritually carved.

Harvesting check = Assessment check result +  
Carving check result

**Helpers.** Creatures not involved in assessment or carving can help! The number of creatures that can help depends on the size of the creature being harvested (see table below). If a helper has proficiency in the skill associated with the monster's type, the helper adds its proficiency bonus to the Harvesting check's result. If the helper doesn't have this proficiency, it adds half its proficiency bonus rounded down, instead. Helpers must help for the entire duration of the harvesting procedure to add this bonus, and are considered assessing harvesters for the purposes of the Failing With Consequences section (page 10). This takes the place of the Help action.

## HARVESTING AND HELPERS

Creature Size	Maximum number of helpers
Tiny	0
Small	1
Medium	2
Large	4
Huge	6
Gargantuan	10

## NARRATING THE OUTCOME

A low result on the Harvesting check might indicate either a lack of knowledge about the creature, poor carving skills, or that the corpse is in too poor a condition to yield many salvageable parts. A high result, on the other hand, might mean the assessing harvester has an in-depth knowledge of the creature, that the carving harvester has a steady hand, or that the corpse is in surprisingly good condition.

## RESULTS & REWARDS

A character receives each component for which it meets or exceeds the DC in the harvest list. This is cumulative; for example, a Harvesting check of 37 on the aboleth example on page 4 yields three *eyes* and a *pouch of teeth*. The *hide* and *robust essence* are not harvested, as the result of 37 is lower than the DCs (45 and 75, respectively).

**Component Types.** Component names are comprised of the creature type (e.g. beast) and the creature part (e.g. horn). A rhino, demon, and minotaur all have horns, but these are known as *beast horn*, *fiend horn*, and *monstrosity horn*, respectively, and are each used to craft different things.

### OPTIONAL RULE: METATAGS

Metatags are a tool that expands the number of possible components in the game, increasing the specificity of the crafting system.

**Components.** When using metatags, you record the name of each component you harvest. For example, without metatags, a horn from a rhinoceros and a horn from a goat are both known as *beast horns*. With metatags, these are two different horns: a *beast (rhinoceros) horn* and a *beast (goat) horn*.

**Recipes.** In crafting recipes, metatags specify a detail about the creature that bore the component written in parentheses. This detail could be its name (e.g. Animated), size (e.g. Large), subcategory (e.g. shapechanger), or something else. You may have to look at the creature's statistics to see if it satisfies a metatag requirement.

**Quests & Consequences.** Metatags can be used in either or both of the following ways. Firstly, a GM may require that a specific metatag is needed to craft an item. For example, a GM may decide that *flame tongue*—a fiery weapon—might be craftable only using the *breath sac* from a fire-breathing (brass, gold, or red) dragon. A player wouldn't be able to use a *dragon (ancient white dragon) breath sac* to craft the item and would need to embark on a quest to find the appropriate component.

Secondly, if the correct metatag is used in a crafting recipe, a GM can reward the player by granting them **advantage** on the check to craft the item. For example, without metatags, any dragon's *eye* can be used to craft a *ring of poison resistance*. With metatags, an adventurer can craft the ring with the *eye* of any dragon, but has **advantage** on the check(s) if they use the *eye* of a green dragon.

# OPTIONAL RULES

This section contains options for a seasoned GM to help enhance the gaming experience. The following rules can help with scenarios such as ruining components with corrosive acid, exploding dragon *breath sacs* on a failed Harvesting check, and limiting the number of components that can be harvested with the introduction of harvesting supplies.

## RUINING COMPONENTS

After deluging a creature in a torrent of acid, it wouldn't be a stretch for a harvester to ask: "*Is... is the pelt okay though?*" These optional rules give you tools to impose penalties on harvesting after killing a creature in a particularly gruesome manner. Two factors influence how components may be ruined: damage type and damage quantity.

### DAMAGE TYPES

Damage types that can ruin components are referred to as 'destructive damage types'. When a component is ruined by a destructive damage type, you can impose penalties on checks or the availability of components (see Consequences, below).

**Simplified.** Acid, fire, and necrotic damage are all well-documented means of disposing of corpses and thus can ruin components. These are all destructive damage types.

**Detailed.** In addition to acid, fire, and necrotic, any damage type to which a creature is vulnerable is added to the list of destructive damage types for it. This includes temporary vulnerability imposed by spells or other magical effects. Damage types to which a creature is resistant aren't considered destructive damage types for that creature. Resistance trumps vulnerability; if a creature has both vulnerability and resistance to a damage type, then it isn't considered a destructive damage type for that creature. Damage types to which a creature is immune are moot as the creature can't take this damage.

### DAMAGE QUANTITY

There are two options for deciding how much damage of a destructive type is enough to ruin components: the killing blow (simplified method) and the percentage of hit points (detailed method). Additionally, massive damage also ruins components.

**Simplified: Killing Blow.** If a creature dies to a destructive damage type, then its components are ruined.

**Detailed: CR.** If a creature takes an amount of destructive damage equal to or more than ten times its CR, the components are ruined. This method requires a little more legwork to keep track; consider using the detailed method for boss monsters, and the simplified method for all other creatures:

- Note what damage types are destructive for the creature in question.
- Whenever the creature takes damage of a destructive damage type, keep track of this cumulative value. Don't count damage dealt to temporary hit points towards this value.
- When the creature dies, check if the destructive damage value exceeds ten times the creature's CR. If so, the creature's components are ruined. Long rests reset this damage counter; sometimes, it can be wise to let a kill escape and hunt it another day!

You can narrate the physical appearance of the target creature degrading each time it takes destructive damage, upping the ante in a fight and providing a new tactical angle for the players. Player characters proficient in the skill associated with harvesting a creature type (see page 6) might even get special insights into the components' condition before the creature is killed.

**Massive Damage.** If a creature takes damage that reduces it to 0 hit points and there is damage remaining, the creature's components are ruined if the remaining damage equals or exceeds its hit point maximum.

### OUTCOMES

When components are ruined, you can impose penalties in two ways: by making harvesting harder or by removing components.

**Salvaging Difficulty.** In all cases, if components are ruined, they are much harder to harvest. All Harvesting checks for that creature are made at disadvantage.

**Unsalvageable.** At the GM's discretion, they can choose (randomly or otherwise) any number of components that a creature would normally have available to harvest. These are destroyed and are unharvestable. The more destructive damage a creature takes, the more components are destroyed.

## FAILING WITH CONSEQUENCES

Harvesting isn't safe! A misdirected cut can have permanent consequences, especially when harvesting more volatile corpses. Life is a learning curve; whether you reveal that a component is volatile or not before harvest is entirely up to the GM!

### VOLATILE COMPONENTS

Creatures with area of effect abilities, such as a dragon's breath weapon, can have volatile components (marked with a superscript 'v':<sup>v</sup>). If the harvesters start harvesting a volatile component, like a dragon's *breath sac*, but don't finish harvesting it, the volatile component can explode (GM's discretion), affecting all the harvesters. Use the creature's unique ability to decide the save DC and volatile effect.

For example, a Harvesting check result of 12 when attempting to harvest an adult red dragon's *breath sac* (**DC 25**) means the sac isn't harvested and that both harvesters must make a **DC 21 Dexterity saving throw** against the dragon's Fire Breath as if it were alive.

**GM:** Okay Gurf and Mizzard, you tried to harvest the adult red dragon's *breath sac*, and got a 12. In your rush to extract the fiery organ before its magic expires, you accidentally nick it with a scalpel. I need you each to make Dexterity saving throws against its Fire Breath.

**Gurf:** Uh oh.

### SPECIAL DAMAGE

If a creature deals an additional damage type when it hits with an attack, such as a giant scorpion's sting which deals poison damage, a carving harvester can accidentally hurt itself while working on the corpse.

**Natural 1.** If either harvester rolls a 1 on its check (before adding modifiers), that harvester takes damage equal to the creature's additional damage. If the additional damage requires a saving throw, then the harvester makes the saving throw as if it had been hit by the dead creature's weapon attack.

**Example.** For example, a Harvesting check result of 11 when trying to skin an ice devil (**DC 20**) results in no components and the carving harvester taking **3d6** cold damage. If it were a poisonous snake instead of an ice devil, then the carving harvester would make a **Constitution saving throw** against

the snake's poison, just as if it had been hit by the snake's bite attack.

**Mizzard:** Heellllp I'm dyiiiiing.

**Gurf:** I want a snakeskin belt; I try to harvest the snake?

**GM:** On your own?

**Gurf:** Yarp.

**GM:** Okay, give me one Intelligence (Survival) check, and one Dexterity (Survival) check.

**Gurf:** ... Intelligence check is a natural 1, plus 3, 4. Dexterity is a 9, plus 7, 16. That's 20 total.

**GM:** You accidentally pick up the snake by the wrong end and catch yourself on its fangs. Make a Constitution saving throw.

**Gurf:** I'm good at these... 21 total!

**GM:** You take half of **2d4** poison damage, and manage to successfully harvest the snake's skin.

## STORAGE AND SUPPLIES

The result of the Harvesting check encapsulates the entire process, including the storage and preservation of the extracted components. To achieve this, a harvester needs to have the correct supplies (containers, solvents, disposable gloves, etc.) with which to store these components. Many a novice harvester has returned home empty-handed, claiming to have successfully skinned a dragon but not having anything to show for it, as they lacked the necessary supplies to preserve it for the journey home.

### PLACING LIMITS

This optional rule helps limit how many components your party can acquire on a single foray into the wild. This rule is useful if you don't use encumbrance or weight in your campaign.

### HARVESTING SUPPLIES

Scalpels, ether, incense, and glass vials are amongst the myriad materials a harvester needs to effectively do their job. For the sake of simplicity, all these mundane materials are termed 'harvesting supplies'

and can be purchased from an appropriate crafts-person, arcane store, or temple. Every 50 gp worth of harvesting supplies weighs 1 pound.

Harvesting supplies are expended when the Harvesting check is rolled, regardless of the components gained. Each time a character attempts to harvest a creature, they consume a value of harvesting supplies, measured in gold pieces, equal to the component DC of each component they begin harvesting:

Harvesting supplies cost (gp) = Combined component DC of each component for which harvesting was started

**Example.** In the aboleth example (page 4), the harvesters try to harvest six components. As the result of the check (37) doesn't meet the DC of the 5th component (the hide; DC 45), this component isn't harvested. The harvesters never start harvesting the 6th component (DC 75). Regardless of which components are acquired, the supplies would cost 45 gp; the combined DC of the first 5 components.

## RULES REMINDER: STARTING & FINISHING

A creature is deemed to have begun harvesting a component if it surpasses the Harvest DC of the previous component. See Starting & Finishing on page 5.

## TRADING

Though only the appropriate craftspeople know how to properly use creature components, their rarity makes them valuable commodities. If your players can find a buyer, well-preserved components are sure to fetch some coin!

## FINDING TRADERS

When the party doesn't have access to its regular clients, such as when entering an unexplored city, locating a purveyor of magical components can be quite the task. Finding a trader who's prepared to offer a good price is a matter of inquiry, haggling, and location. Cities are more likely to have wizards and magic craftspeople than hamlets out in the wilds.

Characters looking for a buyer or seller must spend one day questioning the locals and paying for

information. At the day's conclusion, a character must pay 25 gp and make two checks: one **Intelligence (Investigation)** check and one **Charisma (Persuasion)** check. Add the results of the two checks together and consult the table below to determine what a trader is prepared to offer, if anything.

### FINDING A TRADER

Check Total	Buyer's Offer	Seller's Offer
1-10	No buyer is found	No seller is found
11-25	50%	150%
26-50	100%	100%
51+	120%	80%

**Optional Rule: More People, More Chances.** The larger the city, the more often the party can search for a trader, and the greater the chance a trader can be found. The following table gives modifiers you can apply to the result of the search for a trader based on the size of the settlement. The reset time indicates the duration that must pass before searching for a new trader yields a different result.

### TRADER REFRACTORY PERIOD

Settlement Population	Modifier	Reset Time
1-10	-12	1 year
11-100	-8	6 months
101-1,000	-4	3 months
1,001-10,000	0	1 month
10,001-100,000	+4	1 week
100,001-1,000,000	+8	3 days
1,000,001+	+12	1 day





**Gold Costs.** Economies vary from game to game, and can even vary wildly in different locales of your own world. As a rule of thumb, a magical component can be sold to a trader for **two times** its component DC in gold pieces or purchased from a trader for **four times** its component DC in gold pieces. Vendors generally sell components for twice the price they buy them.

**Harvesting Supplies.** To account for the cost of harvesting supplies (if you use that optional rule; page 10), it is recommended to increase the sell value of components to **three times** the component DC and the buy value to **six times**, instead of two and four times.

**Trading Components: Quick Reference.** The tables below summarise the value of different components using the different optional rules. When you've decided on a ruleset, simply use the columns that apply to you. The values in the Trading Components table indicate selling to or buying from a trader.

## TRADING COMPONENTS

Component	Component Value			
	No Harvesting Supplies		With Harvesting Supplies	
DC*	Sell	Buy	Sell	Buy
5	10 gp	20 gp	15 gp	30 gp
10	20 gp	40 gp	30 gp	60 gp
15	30 gp	60 gp	45 gp	90 gp
20	40 gp	80 gp	60 gp	120 gp
25	50 gp	100 gp	75 gp	150 gp

\*Excluding essence (see below)

**Essence.** Essence has a different price structure to other components. This is due to the common occurrence of its less potent versions and the extreme rarity of its most powerful versions. The values in the Trading Essence table indicate selling to or buying from a trader.

## TRADING ESSENCE

Essence	Component Value			
	No Harvesting Supplies		With Harvesting Supplies	
	Sell	Buy	Sell	Buy
<i>Frail essence</i>	50 gp	100 gp	75 gp	150 gp
<i>Robust essence</i>	250 gp	500 gp	280 gp	560 gp
<i>Potent essence</i>	1,500 gp	3,000 gp	1,535 gp	3,070 gp
<i>Mythic essence</i>	8,000 gp	16,000 gp	8,040 gp	16,080 gp
<i>Deific essence</i>	80,000 gp	160,000 gp	80,050 gp	160,100 gp

# HARVEST TABLES

This section presents the components that may be available for each creature type. When a player declares their intention to harvest a creature, consult the relevant table in this section and choose the components that make sense for the creature. For example, an aboleth has tentacles, eyes, mucus, blood, and a hide, but doesn't have claws, chitin, or antennae. Boss monsters in this book can have unique components that aren't found in the harvest tables.

**Multiples.** An aboleth usually has three eyes. The Harvest DC is for *each* eye. A crafting recipe rarely calls for more than one component. However, because the players want the legendary *tome of living memories*, crafted from three of the aboleth broodmother's eyes (page 362), the harvesters should add three *eyes* at the start of their harvest list.

**Superscripts.** Some harvestable components have small superscript letters after their name. A 'v' indicates the component is volatile (see page 10), an 'E' indicates they are edible (but aren't used to craft items), while an 'E+' indicates they are both edible and used in crafting. Components whose edible category is not obvious (such as *primordial dust* being a spice) are indicated with an asterisk and explained below the table. See page 138 for more on edible components.

## UNUSUAL ANATOMY

If a creature has some interesting anatomy not on the appropriate harvest table, you can grab the component and DC from a different creature type's harvest table.

## ESSENCE

Essence is required to craft more powerful magic items. It comes in five forms: frail, robust, potent, mythic, and deific. These essences are required to craft items of uncommon, rare, very rare, legendary, and artifact rarity, respectively. Whilst essence can be extracted from all creature types, the essence available depends on the creature's Challenge Rating. The following harvest table can be appended to all the monster harvest tables in this section.

Creature CR	Component DC	Components	Item Rarity
3-6	25	<i>Frail essence</i>	Uncommon
7-11	30	<i>Robust essence</i>	Rare
12-17	35	<i>Potent essence</i>	Very rare
18-24	40	<i>Mythic essence</i>	Legendary
25+	50	<i>Deific essence</i>	Artifact

You can't harvest a lower-level essence from a higher CR creature—they have only one essence, the one dictated by its CR!

**Mythic Creatures.** Some of the boss creatures in this book have mythic traits. Sometimes, these traits are only active in the higher-level version of the hunt. For example, in the *Tale of Two Tails* hunt, the CR 10 **pygmy rakshasa** has a mythic trait that is rated CR 14.

If a creature has a mythic trait that, when activated, causes the creature to be a higher CR, treat the creature as being the higher CR to determine its level of essence. In the pygmy rakshasa example, the 13th-level CR 10 version would yield a *robust essence* while the mythic CR 14 version would yield a *potent essence*.

**Appearance.** Essence can look like whatever you want it to: a nebulous ball of energy, a random creature component, or something you extract into a crystal to make it glow. This is intentionally undefined to let you build your own world!

## ESSENCE & BALANCE

Because essence can only be gained by harvesting high CR creatures, it acts as a gating mechanism to limit the power of items the party can craft. If you want an especially high magic campaign, consider decreasing the CR at which essence can be harvested. This will allow more powerful items to be crafted at lower levels. If you want a low-magic campaign, do the opposite.

**GM Tip: Boss Essence.** When it comes to crafting, only an essence's rarity matters, not the creature it comes from. The most valuable parts of boss monsters are their unique components, not their essence!

## ABERRATION

Hailing from the Anomalies, distant planes of existence far from the established cosmological wheel, the physiology of these creatures tends to be wholly dissimilar to those of the Material Plane's denizens. However, sporadic similarities between the anatomy of an aberration and that of beasts or humanoids have given rise to the hypothesis that perhaps aberrations have been more... 'involved' in evolutionary history than scholars might currently understand.

### Component DC Components

5	Antenna, eye <sup>E+</sup> , flesh <sup>E</sup> , phial of blood <sup>E+</sup>
10	Bone <sup>E+</sup> , egg <sup>E</sup> , fat <sup>E+</sup> , pouch of claws <sup>**</sup> , pouch of teeth, tentacle
15	Heart <sup>E</sup> , phial of mucus, liver <sup>E</sup> , stinger
20	Brain <sup>E+</sup> , chitin, hide, main eye <sup>v</sup>

\*\*These items are used only for monster-forged items in this book.

## BEAST

Natural fauna of the Material Plane, beasts have one of the most diverse arrays of harvestable products, second only to the magically-augmented monstrosities. Unfortunately, being natural products, they have a low magical potency; the items crafted from them tend not to be particularly powerful.

**Optional Rule: Supply & Demand.** Due to the prevalence of beast components, you can halve their trade values.

### Component DC Components

5	Antenna <sup>*E+</sup> , eye <sup>E+</sup> , flesh <sup>E</sup> , phial of blood <sup>E+</sup>
10	Antler <sup>**</sup> , beak, bone <sup>E+</sup> , egg <sup>E</sup> , fat <sup>E+</sup> , fin, horn, pincer <sup>**</sup> , pouch of claws, pouch of teeth, talon <sup>**</sup> , tusk
15	Heart <sup>E+</sup> , liver <sup>E+</sup> , poison gland, pouch of feathers, pouch of scales, stinger, tentacle
20	Chitin, pelt

\*Regarding edible components: antennae can be used as eyes.

\*\*These items are used only for monster-forged items in this book.

## CELESTIAL

Innately good beings, celestials call the heavens home. Because of their inherent magic, good nature, and tendency to disintegrate upon death, celestial components are both extremely rare and astoundingly val-

uable. Despite only a few mortals being able to claim they've seen them, unicorns are the most common celestial. Their horns and blood are prized for their rejuvenating and revivifying effects.

**Extraplanar Recall.** As the bodies of celestials disintegrate upon death, shunting their souls back to their home plane, only pouches of dust can be harvested if the creature is killed anywhere other than its home plane or in a *magic circle*.

**Optional Rule: Supply & Demand.** Due to the rarity of celestial components, you can double their trade values.

### Component DC Components

5	Eye <sup>E+</sup> , flesh <sup>E</sup> , phial of blood <sup>E+</sup> , pouch of dust <sup>E+*</sup>
10	Bone <sup>E</sup> , fat <sup>E+</sup> , horn, pouch of teeth
15	Heart <sup>E+</sup> , liver <sup>E</sup> , pouch of feathers, pouch of scales
20	Brain <sup>E</sup> , skin
25	Soul <sup>v</sup>

\*Regarding edible components: a pouch of dust is spice.

## CONSTRUCT

Whether made of flesh, stone, or metal, these machines all carry a spark of life within them. How they behave depends on the instructions with which they were programmed. In clay golems, for example, these instructions are inscribed upon a piece of magical parchment implanted within their craniums.

### Component DC Components

5	Phial of blood <sup>E+</sup> , phial of oil <sup>E+*</sup>
10	Flesh <sup>E+</sup> , plating, stone
15	Bone <sup>E+</sup> , heart <sup>E</sup> , liver <sup>E</sup> , gears
20	Brain <sup>E+</sup> , instructions
25	Lifespark <sup>v</sup>

\*Regarding edible components: phials of oil are fat.

## DRAGON

Underneath the gold, scales, and arrogance is an anatomy comparable to any beast or humanoid. Of particular note are *dragon hearts* and *breath sacs*. Fibres from the former can provide the core of magical wands or enchanted bowstrings, whilst the latter are extremely volatile and should be approached with great caution, if at all...

**Optional Rule: Supply & Demand.** Due to the rarity and power of draconic components, you can double their trade values.

Component DC	Components
5	<i>Eye<sup>E+</sup>, flesh<sup>E</sup>, phial of blood<sup>E+</sup></i>
10	<i>Bone<sup>E+</sup>, egg<sup>E</sup>, fat<sup>E+</sup>, pouch of claws, pouch of teeth</i>
15	<i>Horn, liver<sup>E</sup>, pouch of scales</i>
20	<i>Heart<sup>E+</sup></i>
25	<i>Breath sac<sup>v</sup></i>

## ELEMENTAL

Elementals are conglomerations of elemental energy given thought. For this reason, little is left behind when they die. An astute and fast-acting harvester can capture the core of an elemental, though to do so is fraught with danger.

**Volatile Components: Elementals.** If a character fails to harvest a volatile component, you can trigger one of the following events, the effects of which duplicate a spell but aren't themselves spells. Use a save DC of 13 and 16 for the *volatile mote* and *core*, respectively. In all cases, only the harvesters are counted as being in the effect's area, and all effects are instantaneous, ending immediately after triggering.

The harvesters must save against:

- Air elemental: the *lightning bolt* spell.
- Earth elemental: the *depth charge* spell (page 501).
- Fire elemental: the *fireball* spell.
- Water elemental: a wave of water with the effects of the *wind wall* spell.

Component DC	Components
5	<i>Eye<sup>E+</sup>, Primordial dust<sup>E+*</sup></i>
10	<i>Bone<sup>E+</sup></i>
15	<i>Volatile mote of air/earth/fire/water<sup>v</sup></i>
25	<i>Core of air/earth/fire/water<sup>v</sup></i>

\*Regarding edible components: primordial dust is spice.

## FEY

The fey are an emotive class of creature whose morphology encompasses the breadth of beasts, humanoids, and beyond. A magical component unique to fey is their psyche. This volatile, impulsive mass of emotion becomes detached from the minds of these especially charismatic creatures shortly after death. Any nearby creature can find itself the unwitting host of this cranial stowaway if it isn't properly handled.

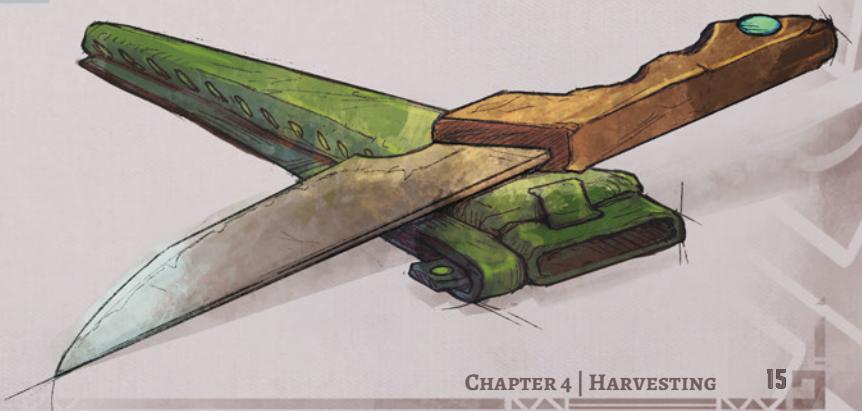
**Volatile Component: Possession.** If harvesters start but do not finish harvesting a *psyche*, the carving harvester must succeed on a **DC 15 Charisma saving throw** or become possessed by the fey's psyche. The possessed creature is **incapacitated** and loses control of its body. The psyche now controls the body but doesn't deprive the target of awareness. The psyche can't be targeted by any attack, spell, or other effects, except ones that turn fey, and it retains its alignment and immunity to being charmed. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, the psyche ends it as a bonus action, or the psyche is turned or forced out by an effect like the *dispel evil and good* spell. When the possession ends, the psyche disappears into the ether.

Component DC	Components
5	<i>Antenna<sup>E+*</sup>, eye<sup>E+</sup>, flesh<sup>E</sup>, phial of blood<sup>E+</sup></i>
10	<i>Antler<sup>**</sup>, beak, bone<sup>E+</sup>, egg<sup>E</sup>, horn<sup>**</sup>, pouch of claws<sup>**</sup>, pouch of teeth, talon<sup>**</sup>, tusk<sup>**</sup></i>
15	<i>Heart<sup>E+</sup>, fat<sup>E+</sup>, liver<sup>E+</sup>, poison gland, pouch of feathers, pouch of scales, tentacle, tongue</i>
20	<i>Brain<sup>E</sup>, skin, pelt</i>
25	<i>Psyche<sup>v</sup></i>

<sup>\*</sup>Regarding edible components: antennae can be used as eyes.

<sup>\*\*</sup>These items are used only for monster-forged items in this book.



## FIEND

The antithesis of celestials, fiends creep out of the Lower Planes to cause chaos and suffering, tricking humanoids into forfeiting their souls. The components of fiends are separated into three subtypes: demon, devil, and yugoloth, corresponding with their creature subtype tags. The chaos that pervades the body of a demon provides remarkably different properties to the deceit that runs through a devil's veins.

**Extraplanar Recall.** As fiends' bodies disintegrate upon death, shunting their souls back to their home plane, only pouches of dust can be harvested if the creature is killed anywhere other than on its home plane or in a *magic circle*.

### Component DC Components

5	Eye <sup>E+</sup> , flesh <sup>E</sup> , phial of blood <sup>E+</sup> , pouch of dust <sup>E+*</sup>
10	Bone <sup>E+</sup> , horn, pouch of claws, pouch of teeth
15	Heart <sup>E+</sup> , fat <sup>E+</sup> , liver <sup>E</sup> , poison gland, pouch of feathers, pouch of scales
20	Brain <sup>E</sup> , skin
25	Soul <sup>V</sup>

\*Regarding edible components: a pouch of dust is spice.

## Giant

Giants carry within them the remnants of the primordial chaos that once mixed with the Material Plane. Their blood, heart, and marrow all carry the elemental power imbued in their ancestors and can be decocted into a variety of protective potions and materials. But beware; being found in possession of a giant's component by any member of the ordning carries a death sentence.

### Component DC Components

5	Flesh <sup>E</sup> , nail, phial of blood <sup>E+</sup>
10	Bone <sup>E+</sup> , fat <sup>E+</sup> , tooth
15	Heart <sup>V,E+</sup> , liver <sup>E+</sup>
20	Skin

## HUMANOID

Second only to beasts, humanoids are the most numerous of all creatures found on the Material Plane. Though some species—such as elves, gnomes, and dragonborn—are innately more magical than others, their components are almost impotent in comparison to the truly magical monsters out there. Because of this, and due to the grisly, cannibalistic nature of harvesting another humanoid, their components are little sought after.

**Optional Rule: Supply & Demand.** Due to the low demand for humanoid components, you can halve their trade values. In fact, it's unlikely any respectable establishment will carry them.

### Component DC Components

5	Eye, phial of blood <sup>E+</sup>
10	Bone <sup>E+</sup> , egg <sup>E</sup> , pouch of teeth
15	Heart <sup>E+</sup> , liver <sup>E+</sup> , pouch of feathers, pouch of scales
20	Brain <sup>E+</sup> , skin

## MONSTROSITY

Though monstrosities may appear to resemble beasts or humanoids, they share one key difference: the origin of all monstrosities is magical. While humans may have evolved from dumb apes to slightly-less-dumb apes (with a little prodding from the gods), monstrosities were magicked into life.

An apt example is the owlbear; though seemingly a simple bestial chimera, the magic that brought it about renders it immune to the lesser spells that might affect true beasts. For this reason, monstrosities yield some of the most useful magical components found without leaving the Material Plane.

### Component DC Components

5	Antenna <sup>E+,*</sup> , eye <sup>E+</sup> , flesh <sup>E</sup> , phial of blood <sup>E+</sup>
10	Antler, beak, bone <sup>E+</sup> , egg <sup>E</sup> , fat <sup>E+</sup> , fin, horn, pincer, pouch of claws, pouch of teeth, talon, tusk**
15	Heart <sup>E+</sup> , liver <sup>E+</sup> , poison gland, pouch of feathers, pouch of scales, stinger, tentacle
20	Chitin, pelt

\*\*These items are used only for monster-forged items in this book.

## OOZE

There is little to oozes other than their internal fluid and the membranous sacs that encapsulate them. Many oozes rely on astringent acids to dissolve their prey, which can preserve the more resilient material of their kills. For this reason, professional harvesters often refer to oozes as ‘treasure sacs’; you never know when you might find a dragon’s bone!

### Component DC Components

5	<i>Phial of acid</i> <sup>E+*</sup>
10	<i>Phial of mucus</i> <sup>E+*</sup>
15	<i>Vesicle</i> <sup>E+*</sup>
20	<i>Membrane</i>

\*Regarding edible components: acid is blood, mucus is fat, and vesicles are livers.

**Optional Rule: Hard Bits.** When an ooze dies, roll a **d100** and consult the Ooze’s Random Components table below to determine what’s on offer. Use other creature types’ harvest tables to allocate a DC.

### Ooze’s Random Components

#### d100 Components

1-20	Nothing
21	<i>Pouch of claws</i> (aberration)
22	<i>Pouch of teeth</i> (aberration)
23	<i>Bone</i> (aberration)
24-27	<i>Horn</i> (beast)
28-30	<i>Pouch of teeth</i> (beast)
31-35	<i>Bone</i> (beast)
36	<i>Horn</i> <sup>*</sup> (celestial/fey/fiend)
37	<i>Bone</i> <sup>*</sup> (celestial/fey/fiend)
38-39	<i>Bone</i> (construct)
40-41	<i>Pouch of claws</i> (dragon)
42-43	<i>Pouch of teeth</i> (dragon)
44-45	<i>Bone</i> (dragon)
46-47	<i>Tooth</i> (giant)
48-49	<i>Bone</i> (giant)
50-56	<i>Pouch of teeth</i> (humanoid)
57-68	<i>Bone</i> (humanoid)
69-73	<i>Pouch of claws</i> (monstrosity)
74-78	<i>Pouch of teeth</i> (monstrosity)

79-88	<i>Bone</i> (monstrosity)
89-92	<i>Pouch of teeth</i> (undead)
93-96	<i>Bone</i> (undead)
97-99	Roll twice more on this table
100	Roll thrice more on this table

\*Choose whichever is appropriate for wherever the party finds itself.

## PLANT

Wizards are well-known for their blinkered approach to classification, relying almost solely on magical properties rather than evolutionary history. Containing both photosynthetic and fungal organisms, the category of ‘plant’ is a taxonomical misnomer. However, the magical properties of components derived from fungal species have a surprising similarity to those of treants and awakened shrubs, which is the likely cause of this etymological error.

### Component DC Components

5	<i>Phial of sap</i> <sup>E+*</sup> , <i>tuber</i> <sup>E*</sup>
10	<i>Bundle of roots</i> <sup>E+*</sup> , <i>phial of wax</i> <sup>E*</sup> , <i>pouch of hyphae</i> <sup>E+*</sup> , <i>pouch of leaves</i>
15	<i>Poison gland</i> <sup>E+*</sup> , <i>pouch of pollen</i> <sup>vE+*</sup> , <i>pouch of spores</i> <sup>vE+*</sup>
20	<i>Bark</i> <sup>E+*</sup> , <i>membrane</i> <sup>E+*</sup>

\*Regarding edible components: sap is blood, tuber is flesh, roots and hyphae are bones, wax is fat, poison glands are livers, pollen and spores are spice, bark and membranes are hearts.

## UNDEAD

Though the undead might appear like less robust beasts or humanoids, they are thrumming with necromantic energy. The bone of an animated skeleton has more magic in it than the brain of a gnome, and the marrow, if properly extracted and preserved, has astounding healing properties.

### Component DC Components

5	<i>Eye</i> <sup>E+</sup> , <i>bone</i> <sup>E+</sup> , <i>phial of congealed blood</i> <sup>E+</sup>
10	<i>Marrow</i> , <i>pouch of teeth</i> , <i>rancid fat</i> <sup>E</sup>
15	<i>Ethereal ichor</i> <sup>E+*</sup> , <i>undying flesh</i> <sup>E+</sup>
20	<i>Undying heart</i> <sup>vE+</sup>

\*Regarding edible components: ethereal ichor is spice.

# MUNDANE INGREDIENTS

Mining ore, gathering cotton, and felling trees to gain these raw ingredients, and then smelting, weaving, or milling them into usable materials is a complex process. The following brief ruleset is a simplification of that process to allow your players to gather ingredients in the wilderness. For a more streamlined game, you can encourage your players to buy these ingredients by having them readily available in any village, town, or city.

**Types of Ingredients.** There are three classes of mundane ingredients: minerals, fibres, and wood, each of which requires particular tools and machinery to gather and refine them.

**Finding & Refining Ingredients.** Gathering usable ingredients requires a creature to both find them and refine them. For the sake of simplicity, this process is reduced to a single check, typically a **Nature** or **Survival** check using Strength, Dexterity, Intelligence, or Wisdom, which takes place over the course of **8 hours**. Much like with tracking (see Chapter 3), a GM can encourage players to be creative in how they describe their process; smashing lots of rocks in hope of finding ore might require a **Strength (Survival)** check, while identifying rock formations that typically contain the desired ore might call for an **Intelligence (Nature)** check.

Depending on the type of ingredient, a creature typically needs access to tools or machinery to refine them into usable and saleable products. If a tool is missing, the ingredient can't be harvested. If the machinery is unavailable, then the ingredient can't be converted into its product, and thus can't be used for crafting. A creature can carry an unrefined ingredient with them until such machinery is accessible.

## MIXED ENVIRONMENTS

You can have forests in the arctic, coasts in the desert, and be underwater in The Low. When deciding on the DC for a particular check, choose a value that makes sense for you. An arctic forest might be just as likely to contain usable wood as one in temperate climes, so it could make more sense to use the DCs for a forest when a player expresses an interest in harvesting wood.

**Calculations.** A creature must state what type of ingredient it is searching for, make the appropriate check, and then consult the DCs in the “Finding Mundane Ingredients” table below. On a success, a creature finds a number of units of that ingredient equal to five plus five times the value by which the DC is beaten:

$$\text{Units found} = 5 \times (1 + \text{check result} - \text{DC})$$

**Mizzard:** I desire to acquire some spidersilk for a new robe. I will use my knowledge of likely giant spider locations within this forest.

**Gurf:** And I want wood. I'm gonna chop it wiv my axe.

**GM:** Okay, Mizzard, make an Intelligence (Nature) check, Gurf, a Strength (Survival) check.

**Mizzard:** Should be easy, I have a +17 with my expertise. That's a 3. 20 total.

**Gurf:** 15, plus 8, 23.

**GM:** Gurf, you beat your DC by (23 - 5) 18 and find  $(5 + 115 - 25)$  95 units of basic wood. Taking it back to the sawmill, you produce planks with a value of 95 cp. Mizzard, your check of 20 didn't meet the DC of 30. You search high and low for giant spider nests in which to harvest spider silk. Unfortunately, the forest fire you caused burnt all the webs and the spiders are pissed. Roll initiative.

**Optional Rule: Critical Success.** Usually, you can't critically succeed or fail on ability checks. However, sometimes harvesters get lucky. If a creature rolls a ‘natural 20’ on one of its checks to gather a mundane ingredient, consider awarding it something more valuable: a gemstone, a nugget of amber, or a rare truffle with a value in gold pieces equal to ten times the player’s level.

**Material Value & Rarity.** Silver, gold, platinum, adamantine, mithral, silk, spidersilk, exotic woods, and xylowood are rarer, more valuable ingredients that can be found in the wilds. These ingredients have a higher cost per unit acquired.

## MUNDANE INGREDIENTS METADATA

Ingredient Type	Tool	Machinery	Product	Ingredient	Weight per Unrefined Unit	Weight per Refined Unit	Value per Refined Unit*
Fibres	Blade	Loom	Cloth	Cotton, Flax	0.05 lbs	0.04 lbs	1 cp
				Silk	0.05 lbs	0.04 lbs	1 sp
				Spidersilk	0.05 lbs	0.04 lbs	1 pp
Ore	Pickaxe	Smeltery	Ingots	Copper, Iron	0.08 lbs	0.02 lbs	1 cp
				Silver	0.08 lbs	0.02 lbs	1 sp
				Gold	0.08 lbs	0.02 lbs	1 gp
Wood	Axe	Sawmill	Planks or Poles	Platinum	0.08 lbs	0.02 lbs	1 pp
				Mithral	0.04 lbs	0.01 lbs	1 pp
				Adamantine	0.20 lbs	0.05 lbs	1 pp
Wood	Axe	Sawmill	Planks or Poles	Basic Wood	0.5 lbs	0.25 lbs	1 cp
				Exotic Wood	0.5 lbs	0.25 lbs	1 sp
				Xylwood	0.5 lbs	0.25 lbs	1 pp

\*Value of unrefined unit is half that of refined unit.

## FINDING MUNDANE INGREDIENTS

		DC by Terrain										
Type	Ingredient	Arctic	Coast	Desert	Forest	Grassland	Hill	Jungle	Mountain	Swamp	The Low	Urban
Fibres	Cotton, Flax	50	20	40	15	5	15	15	25	20	25	40
	Silk	55	35	50	20	20	30	15	40	35	40	50
	Spidersilk	60	45	55	30	30	40	25	50	45	45	55
Ore	Copper, Iron	35	35	15	25	20	5	25	5	35	10	40
	Silver	40	40	25	35	30	15	35	15	45	20	45
	Gold	50	45	30	40	35	20	45	20	50	25	50
Wood	Platinum	55	50	35	45	40	25	50	25	55	30	55
	Adamantine, Mithral	60	55	40	50	45	30	55	30	60	35	60
	Basic Wood	50	20	40	5	25	25	5	30	25	40	30
Wood	Exotic Wood	55	30	50	15	30	35	15	40	35	50	40
	Xylwood	60	40	60	30	50	55	30	50	45	60	50

**Innately Magical Materials.** Some rare, magical materials don't need to be enchanted or forged to make magic items; the result of manufacturing is a magic item. Three examples of this are adamantine (which can be used to create adamantine weapons and armour), mithral (which can be used to craft

mithral armour), and xylwood (which can be used to craft wood-based items). These magic items have their own specific properties, are more durable, and deal magical damage (if made into weapons). See page 125 in Crafting for more details.



# CRAFTING CHAPTER 5

MONSTER BITS  
AND WHERE TO  
PUT THEM

# CRAFTING

From manufacturers to enchanters, and even one-stop-shop forge masters, crafters of all varieties enhance our puny, frail, corporeal forms with devastating magic! Now I'm not puny or frail—I almost beat Granny Weathertax in an arm-wrestle once. She cheated of course; she knows I can't stand being tickled. But even I, the mighty Heliana, am partial to a magical battleaxe or two. In fact, I made this book of plus three bludgeoning partly so I could get an upper hand on the bookworm infestation in my library. It's getting a little out of hand...

— Heliana, Pest Controller

This chapter is all about taking the magical components you've acquired and turning them into magic items and food. We'll first cover the three ways items can be crafted—manufacturing, enchanting, and forging—before looking at the effects of success and failure, crafting recipes, and building your own magic items. This is followed by a heap of tables containing recipes for crafting every item in this book and the SRD (the free 5e rules). The chapter concludes with magical meals, the boss monster recipes, and the unique effects of each ingredient.

## HOW STUFF'S MADE

You can't enchant a *flame tongue* longsword without first creating a sword. Within this guide, there are three types of crafting:

- **Manufacturing** is the creation of mundane (nonmagical) items from raw materials by a creature proficient with a tool.
- **Enchanting** is the magification of a mundane item by a spellcaster to give it magical powers.
- **Forging** is where both these processes are combined, allowing a non-spellcasting craftsperson to work magic into raw materials as the item takes shape.

There are two types of crafting checks: Manufacturing checks and Enchanting checks. Forging requires the crafter to make both checks (with modified rules). Although only spellcasters can make enchanting checks, the forging process allows non-spellcasters to make a modified enchanting check.



# MANUFACTURING

Despite an adventurer's best efforts, they're probably going to end up with one or two pieces of nonmagical gear. Someone needs to make those items, and the following manufacturing rules put that power in the players' hands. To manufacture a mundane item, a creature needs three things: materials, a tool, and time. In some cases, at the GM's discretion, a creature might also need auxiliary equipment. Let's take a longsword as an example.

**Materials & Cost.** As a rule of thumb, the material cost of an item is one-third of its purchase value. Thus a 15-gp longsword requires 5 gp of raw materials. The GM has great latitude in deciding what these mundane materials might be. The tables on pages 24 - 26 summarise the material cost of different mundane items.

Potion and spell scroll bases are unique in that there is no base item to compare the material cost to. In both cases, the cost of these magic items' nonmagical raw materials is 5 gp.

**Optional Rule: Difficult Materials.** Some materials are harder to work with than others. For example, dragon scales are especially tough, requiring leatherworkers to employ advanced techniques. When using a difficult or unusual material in the manufacture of an item, the GM can add +5 to the DC. Examples of this might include armour made of bark, monster hide, or dragon scales; weapons made of bone or silver; and anything made of mithral or adamantine.

**Abilities & Tools.** Manufacturing an item requires a tool. The tool required depends on the item's type. The GM has great latitude in deciding if a tool is applicable or not, and has the final say on the tool required for any item. In addition, different tools require different abilities to use them. Some

tools, like carpenter's tools, grant a choice of abilities, much like how finesse weapons let you choose Strength or Dexterity when making an attack roll. See the table on page 23 for a breakdown of tools, abilities, and item types.

**Tool Proficiency.** Proficiency with a tool isn't necessary to attempt a Crafting check that requires that tool. If a character does not have the required proficiency, it can still make the check, albeit with **disadvantage**. At the GM's discretion, this disadvantage can be avoided if the character receives guidance from a book or a creature with the requisite proficiency.

**Difficulty & Flavour.** Mundane items have a manufacturing DC associated with their item type; the more complex the item, the higher the DC. See the Manufacturing DC & Time table on page 24 for the full breakdown.

**Check.** To manufacture an item, a creature must gather the required equipment, materials, and tools, and spend the requisite time crafting the item. This time need not be continuous. At the end of the crafting time, a creature makes a Manufacturing check using proficiency with the appropriate tool. A success on this check results in a completed item.

## STEEL LONGSWORD MANUFACTURING

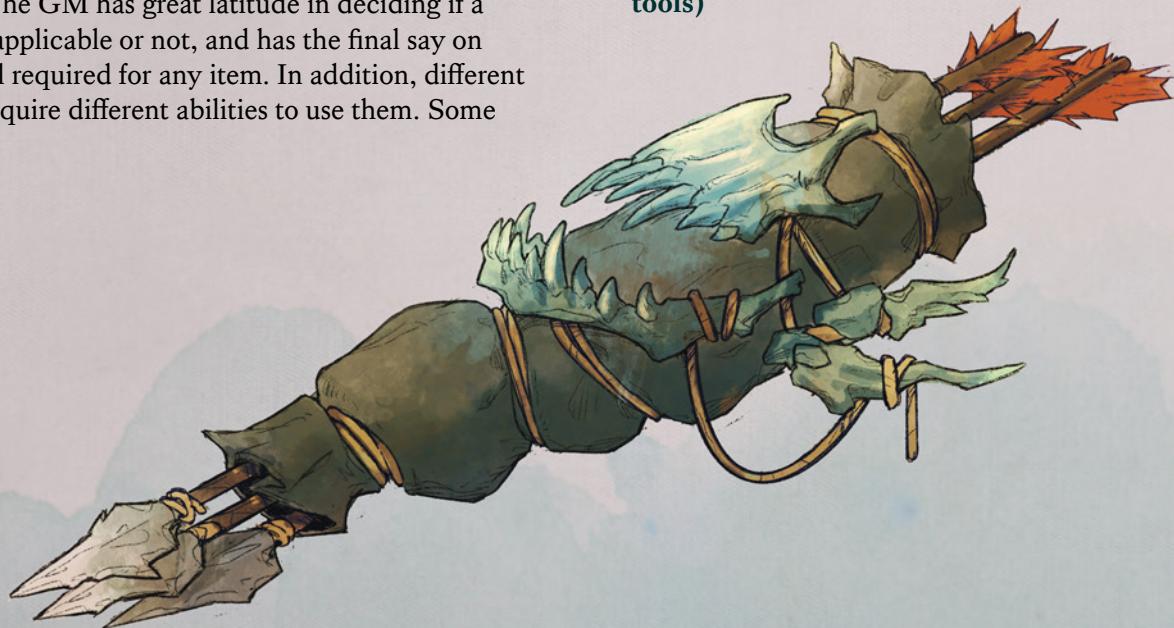
**Materials:** 5 gp steel ingots

**Time:** 8 hours (1 workday)

**Tools:** Smith's tools

**Auxiliary Equipment:** Forge & anvil

**Manufacturing Check: DC 17 Strength (smith's tools)**



## TOOLS AND THEIR PRODUCTS

Tool	Ability	Item Types
Alchemist's supplies	Intelligence	Potions; miscellaneous (any salves or lotions)
Brewer's supplies	Constitution*	Potions
Calligrapher's supplies	Dexterity	Scrolls
Carpenter's tools	Dexterity or Strength	Ammunition (arrows, bolts, and blowgun needles), rods, staves, wands, weapons (polearms, blowguns, clubs, darts, greatclubs, javelins, longbows, nunchucks, quarterstaves, shortbows, tridents); miscellaneous (anything made of wood)
Cartographer's tools	Dexterity or Intelligence	Maps; miscellaneous (anything involving paper)
Cobbler's tools	Dexterity or Intelligence	Miscellaneous (footwear)
Cook's utensils	Constitution	Food**
Glassblower's tools	Constitution or Dexterity	Rods, staves, wands; miscellaneous (anything made of glass)
Herbalism kit	Intelligence	Potions; miscellaneous (any salves or lotions)
Jeweller's tools	Dexterity	Miscellaneous (anything involving jewels or precious metals)
Leatherworker's tools	Dexterity	Armour (light or hide), weapons (whips)
Mason's tools	Strength	Ammunition (sling bullets), miscellaneous (anything made of stone)
Painter's supplies	Dexterity	Scrolls
Poisoner's kit	Dexterity or Intelligence	Poisons
Potter's tools	Dexterity	Miscellaneous (anything made of clay)
Smith's tools	Constitution or Strength	Ammunition (firearm shot and sling bullets), armour (heavy or medium except hide), rods, staves, wands, weapons (axes, polearms, swords, daggers, flails, javelins, light hammers, maces, mauls, morningstars, tridents, war picks)
Tinker's tools	Dexterity	Rods, staves, wands, weapons (crossbows, firearms, tommybows), wondrous items (anything with a mechanism)
Weaver's tools	Constitution or Dexterity	Armour (padded), weapons (nets, slings); miscellaneous (cloaks, hats, robes, anything made of cloth)
Woodcarver's tools	Dexterity or Strength	Ammunition (arrows, bolts, and blowgun needles), rods, staves, wands, weapons (polearms, blowguns, clubs, darts, greatclubs, javelins, longbows, nunchucks, quarterstaves, shortbows, tridents); miscellaneous (anything made of wood)

Miscellaneous indicates the item could belong to any category. Usually such items specify a material from which they are made. The category this most often applies to is wondrous items.

\*This involves more sampling than its counterpart, alchemy.

\*\*This is a new item category.

## MANUFACTURING DC & TIME

Item Type		DC	Time
Adventuring gear		11	2 hours
Ammunition (x20)	Padded, hide, shield	13	1 hour
	Leather, chain shirt, ring mail	15	8 hours
	Chain mail	16	16 hours
Armour	Studded leather, scale mail	17	32 hours
	Breastplate, splint	18	24 hours
	Half plate	19	40 hours
	Plate	20	80 hours
Instrument		15	200 hours
Potion base		15	16 hours
Ring		15	2 hours
Rod, staff, wand		17	8 hours
Spell scroll base		15	8 hours
Weapon	Simple weapon	14	Varies
	Martial weapon	17	Varies
	Magitech firearm	19	Varies
Wondrous item*		15	8 hours

\*This can include nonmagical instruments like a compass, telescope, or the mundane component of a magical wondrous item (as required in the Forging process). The component cost is entirely up to the GM's discretion; an instrument might cost the same as a longsword, while a bejewelled crown can cost far more!

## ARMOUR CRAFTING COSTS & PROPERTIES

Item	Material Cost	Tool	DC	Time (hrs)	Item Value	Armour Class (AC)	Str	Stealth	Weight
<b>Light Armour</b>									
Padded	2 gp	Leatherworker or weaver	13	8	5 gp	11 + Dex mod	—	Disadvantage	8 lb.
Leather	3 gp	Leatherworker	15	16	10 gp	11 + Dex mod	—	—	10 lb.
Studded leather	15 gp	Leatherworker	17	24	45 gp	12 + Dex mod	—	—	13 lb.
<b>Medium Armour</b>									
Hide	3 gp	Leatherworker	13	8	10 gp	12 + Dex mod (max 2)	—	—	12 lb.
Chain shirt	17 gp	Smith	15	16	50 gp	13 + Dex mod (max 2)	—	—	20 lb.
Scale mail	17 gp	Smith	17	24	50 gp	14 + Dex mod (max 2)	—	Disadvantage	45 lb.
Breastplate	130 gp	Smith	18	40	400 gp	14 + Dex mod (max 2)	—	—	20 lb.
Half plate	250 gp	Smith	19	80	750 gp	15 + Dex mod (max 2)	—	Disadvantage	40 lb.
<b>Heavy Armour</b>									
Ring mail	10 gp	Smith	15	16	30 gp	14	—	Disadvantage	40 lb.
Chain mail	25 gp	Smith	16	32	75 gp	16	Str 13	Disadvantage	55 lb.
Splint	70 gp	Smith	18	40	200 gp	17	Str 15	Disadvantage	60 lb.
Plate	500 gp	Smith	20	200	1,500 gp	18	Str 15	Disadvantage	65 lb.
<b>Shield</b>									
Shield	3 gp	Carpenter, smith, or woodcarver	13	8	10 gp	+2	—	—	6 lb.

## WEAPON CRAFTING COSTS & PROPERTIES

Name	Material Cost	Tool	Time (hrs)	Item Value <sup>#</sup>	Damage	Weight	Properties
<b>Simple Melee Weapons - DC 14</b>							
Claw*	2 gp	Smith	3	5 gp	1d6 slashing	2 lb.	Light, special
Club	3 cp	Carpenter or woodcarver	0.25	1 sp	1d4 bludgeoning	2 lb.	Light
Dagger	7 sp	Smith	1	2 gp	1d4 piercing	1 lb.	Finesse, light, thrown (range 20/60)
Greatclub	7 cp	Carpenter	0.5	2 sp	1d8 bludgeoning	10 lb.	Two-handed
Handaxe	2 gp	Smith	3	5 gp	1d6 slashing	2 lb.	Light, thrown (range 20/60)
Javelin	3 sp	Carpenter, smith, or woodcarver	1	<b>1 gp</b>	1d6 piercing	2 lb.	Thrown (range 30/120)
Light hammer	7 sp	Mason or smith	1	2 gp	1d4 bludgeoning	2 lb.	Light, thrown (range 20/60)
Mace	2 gp	Mason or smith	3	5 gp	1d6 bludgeoning	4 lb.	—
Quarterstaff	7 cp	Carpenter, smith, or woodcarver	0.5	<b>5 sp</b>	1d6 bludgeoning	4 lb.	Versatile (1d8)
Sickle	3 sp	Smith	1	1 gp	1d4 slashing	2 lb.	Light
Spear	3 sp	Carpenter, smith, or woodcarver	1	1 gp	1d6 piercing	3 lb.	Thrown (range 20/60), versatile (1d8)
<b>Simple Ranged Weapons - DC 14</b>							
Crossbow, light	8 gp	Tinkerer	12	25 gp	1d8 piercing	5 lb.	Ammunition (range 80/320), loading, two-handed
Dart	3 cp	Carpenter or woodcarver	1***	<b>1 sp</b>	1d4 piercing	1/4 lb.	Finesse, thrown (range 20/60)
Shortbow	8 gp	Carpenter or woodcarver	12	25 gp	1d6 piercing	2 lb.	Ammunition (range 80/320), two-handed
Sling	3 cp	Weaver or leatherworker	0.25	1 sp	1d4 bludgeoning	—	Ammunition (range 30/120)
Slingshot*	7 cp	Carpenter or woodcarver	0.5	2 sp	1d6 bludgeoning	1/4 lb.	Ammunition (range 20/60), two handed
Tommybow, light*	**	Tinkerer	16	**	1d8 piercing	7 lb.	Ammunition (range 80/160), reload (x**), two-handed
<b>Martial Melee Weapons - DC 17</b>							
Battleaxe	3 gp	Smith	6	10 gp	1d8 slashing	4 lb.	Versatile (1d10)
Flail	3 gp	Smith	6	10 gp	1d8 bludgeoning	2 lb.	—
Glaive	7 gp	Carpenter, smith, or woodcarver	12	20 gp	1d10 slashing	6 lb.	Heavy, reach, two-handed
Greataxe	10 gp	Smith	18	30 gp	1d12 slashing	7 lb.	Heavy, two-handed
Greatsword	17 gp	Smith	24	50 gp	2d6 slashing	6 lb.	Heavy, two-handed
Halberd	7 gp	Carpenter, smith, or woodcarver	12	20 gp	1d10 slashing	6 lb.	Heavy, reach, two-handed
Lance	3 gp	Carpenter, smith, or woodcarver	6	10 gp	1d12 piercing	6 lb.	Reach, special
Longsword	5 gp	Smith	8	15 gp	1d8 slashing	3 lb.	Versatile (1d10)
Maul	3 gp	Mason or smith	6	10 gp	2d6 bludgeoning	10 lb.	Heavy, two-handed
Morningstar	3 gp	Smith	6	<b>10 gp</b>	1d8 piercing	4 lb.	—
Nunchuck*	3 gp	Carpenter, smith, or woodcarver	6	10 gp	1d6 bludgeoning	2 lb.	Finesse, versatile (1d8), special
Pike	3 gp	Carpenter, smith, or woodcarver	6	<b>10 gp</b>	1d10 piercing	18 lb.	Heavy, reach, two-handed

\*These items are new to Heliana's Guide. Check them out on pages 38-40.  
#Item values in bold are different to the SRD.

\*\*See tommybow entry page 39. \*\*\*Makes 10 darts.

Name	Material Cost	Tool	Time (hrs)	Item Value <sup>#</sup>	Damage	Weight	Properties
Rapier	8 gp	Smith	12	25 gp	1d8 piercing	2 lb.	Finesse
Scimitar	3 gp	Smith	6	<b>10 gp</b>	1d6 slashing	3 lb.	Finesse, light
Shortsword	3 gp	Smith	6	10 gp	1d6 piercing	2 lb.	Finesse, light
Tetherhook*	5 gp	Smith	8	15 gp	1d8 slashing	3 lb.	Reach, two-handed, special
Trident	2 gp	Carpenter or smith	3	5 gp	1d6 piercing	4 lb.	Thrown (range 20/60), versatile (1d8)
Twinblade*	17 gp	Smith	24	50 gp	2d4 slashing	5 lb.	Finesse, two-handed, special
War pick	2 gp	Smith	3	5 gp	1d8 piercing	2 lb.	—
Warhammer	5 gp	Mason or smith	8	15 gp	1d8 bludgeoning	2 lb.	Versatile (1d10)
Whip	7 sp	Leatherworker	1	2 gp	1d4 slashing	3 lb.	Finesse, reach
<b>Martial Ranged Weapons - DC 17</b>							
Blowgun	3 gp	Carpenter or woodcarver	6	10 gp	1 piercing	1 lb.	Ammunition (range 25/100), loading
Crossbow, hand	25 gp	Tinkerer	40	75 gp	1d6 piercing	3 lb.	Ammunition (range 30/120), light, loading
Crossbow, heavy	17 gp	Tinkerer	24	50 gp	1d10 piercing	18 lb.	Ammunition (range 100/400), heavy, loading, two-handed
Longbow	17 gp	Carpenter or woodcarver	18	50 gp	1d8 piercing	2 lb.	Ammunition (range 150/600), heavy, two-handed
Net	3 sp	Weaver	1	1 gp	—	3 lb.	Special, thrown (range 5/15)
Tommybow, hand*	**	Tinkerer	48	**	1d6 piercing	4 lb.	Ammunition (range 30/60), light, reload (x**)
Tommybow, heavy*	**	Tinkerer	32	**	1d10 piercing	23 lb.	Ammunition (range 100/200), heavy, reload (x**), two-handed
<b>Magitech Firearms - DC 19</b>							
Blunderbuss*	50 gp	Tinkerer	36	150 gp	3d4 piercing	5 lb.	Ammunition (range 20/60), loud (1000), reload (1), two handed
Musket*	30 gp	Tinkerer	36	100 gp	1d10 piercing	10 lb.	Ammunition (range 80/240), loud (1000), reload (1), two handed
Pistol*	70 gp	Tinkerer	48	200 gp	1d8 piercing	2 lb.	Ammunition (range 40/120), loud (500), reload (2)
Revolver*	250 gp	Tinkerer	96	750 gp	1d10 piercing	2 lb.	Ammunition (range 60/240), loud (500), reload (6)
Rifle*	330 gp	Tinkerer	120	1,000 gp	1d12 piercing	8 lb.	Ammunition (range 120/480), loud (500), reload (6), two handed

\*These items are new to Heliana's Guide. Check them out on pages 38-40.

#Item values in bold are different to the SRD.

\*\*See tommybow entry on page 39.

## ENCHANTING

Enchanting involves extracting the magical power from monster components and applying them to mundane items. In practice, this can take the form of physically grafting the components to the item or, for the magically inclined, direct transfer of magical power.

**Materials.** The required materials for enchanting are: a mundane item, a magical component, and an essence. The first two are determined by the item's

recipe (see pages 42 - 52), while the latter is determined by the item's rarity (see Enchanting Rarity, DC, and Time table on next page).

**Essence.** While magic items gain their nuances from the monster components used in their creation, the amplitude of the item's power is derived from a substance known as *essence*. The more rare the item, the more powerful it is, and the more potent the *essence* required.

## ENCHANTING RARITY, DC, AND TIME

Item Rarity	Essence	Enchanting Check DC	Enchanting Time (Hours)		
			Consumable	Non-Attunement	Attunement
Common	—	12	0.5	1	2
Uncommon	<i>Frail</i>	15	4	10	20
Rare	<i>Robust</i>	18	20	40	80
Very Rare	<i>Potent</i>	21	80	160	320
Legendary	<i>Mythic</i>	25	320	640	1,280
Artifact	<i>Deific</i>	30	50,000	100,000	200,000

If you use a rarer essence than required for a particular item, the item gains the rarity of the essence used, affecting the time and DC required to make it (see below). For example, if you make a *helm of telepathy* using a *robust essence*, it would be rare instead of uncommon, requiring 80 hours instead of 20 hours to craft. At the GM's discretion, the power of the item can be increased accordingly, perhaps by increasing the DC of the saving throws to match the new rarity (from DC 13 to 15), or even adding other effects.

**Difficulty & Time.** The DC and time required for the enchanting check depend on the rarity of the magic item being crafted and whether or not it has attunement; the rarer the item, the more difficult and time consuming it is to craft. This is broken down in the Enchanting Rarity, DC, and Time table above. Enchanting doesn't have to be done all in one go—a typical enchanter might only work for 8 hours each day.

**Spell Scrolls.** Spell scrolls are unique in that the creature crafting the spell scroll also needs to know the spell they are crafting. For wizards, this means having the spell in their spellbook; for bards, rangers, sorcerers, tamers, and warlocks, this means having the spell in their list of known spells; and for clerics, druids, and paladins, this means any spell in their list.

**Skills.** As with harvesting, the skill associated with the enchanting check depends on the creature's type. So, if you're making a *flame tongue* longsword, which requires a dragon's *breath sac* as its component, you would make an ability check using Survival. See the Creature Type and Associated Skills table for the full breakdown.

Unlike harvesting, only creatures with a spellcasting ability can enchant, as the ability used in the crafting check must be the creature's spellcasting ability (typically Intelligence, Wisdom, or Charisma).

A wizard (whose spellcasting ability is Intelligence) enchanting a longsword into a *flame tongue* weapon would thus make an **Intelligence (Survival)** check.

## CREATURE TYPES AND ASSOCIATED SKILLS

Creature Type	Skill
Aberration	Arcana
Beast	Survival
Celestial	Religion
Construct	Investigation
Dragon	Survival
Elemental	Arcana
Fey	Arcana
Fiend	Religion
Giant	Medicine
Humanoid	Medicine
Monstrosity	Survival
Ooze	Nature
Plant	Nature
Undead	Medicine

**Check.** To enchant an item, a creature must gather the required materials and spend the requisite time crafting the item. This time need not be continuous. At the end of the crafting time, a creature makes an Enchanting check with its spellcasting ability using proficiency with the appropriate skill. A success on this check results in a completed enchantment.

## FLAME TONGUE LONGSWORD ENCHANTING

**Materials:** longsword, dragon's *breath sac* (brass, gold, or red), *potent essence*\*

**Time:** 320 hours (40 workdays)

**Enchanting Check:** DC 21 spellcasting ability (Survival)

\*Note: *Heliana's Guide* recalibrates flame tongue to be a very rare item.

## FORGING

The physical monster components, or the extracted magical energy preserved in some sort of *arcanosolvent*, can be combined with the raw materials for manufacture to produce a magic item. This could take the form of a witch rendering down troll fat into a potion, a smith quenching a sword using dragon's blood, or a leatherworker using unicorn hair for stitching.

When forging, a creature makes the physical item at the same time as it works in the enchantment. This permits a non-spellcaster to use the ability associated with a tool (such as Strength or Dexterity) instead of a spellcasting ability. For example, a creature forging a *flame tongue* longsword would make two checks and have the following requirements:

### FLAME TONGUE LONGSWORD FORGING

**Materials:** 5 gp steel ingots, *dragon's breath sac*, *potent essence*

**Time:** 320 hours (40 workdays)

**Tools:** Smith's tools

**Auxiliary Equipment:** Forge & anvil

**Manufacturing Check:** DC 17 Strength (smith's tools)

**Enchanting Check:** DC 21 Strength (Survival)

The manufacturing check is the same as before, but the enchanting check is different. Unlike the enchanter who made an **Intelligence (Survival)** check, the forger makes a **Strength (Survival)** check, as the ability associated with smith's tools is Strength.

**Difficulty, Time & Quirks.** The DCs of the two crafting checks are the same as in manufacturing and enchanting. The time taken is the longer of either the manufacturing or enchanting. Quirks are calculated separately for manufacturing and enchanting; it's possible to totally mess up your manufacturing check and get three flaws, but excel on your enchanting check and get three boons!



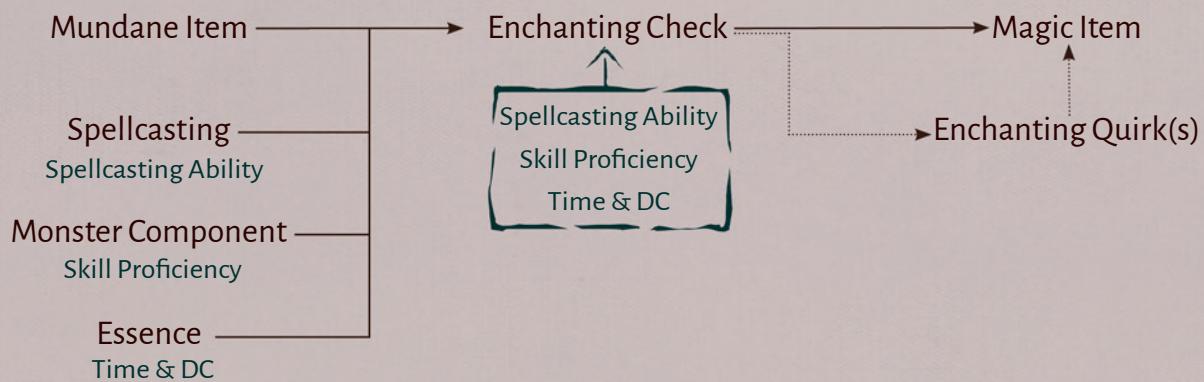
# CRAFTING SUMMARY

## MANUFACTURING

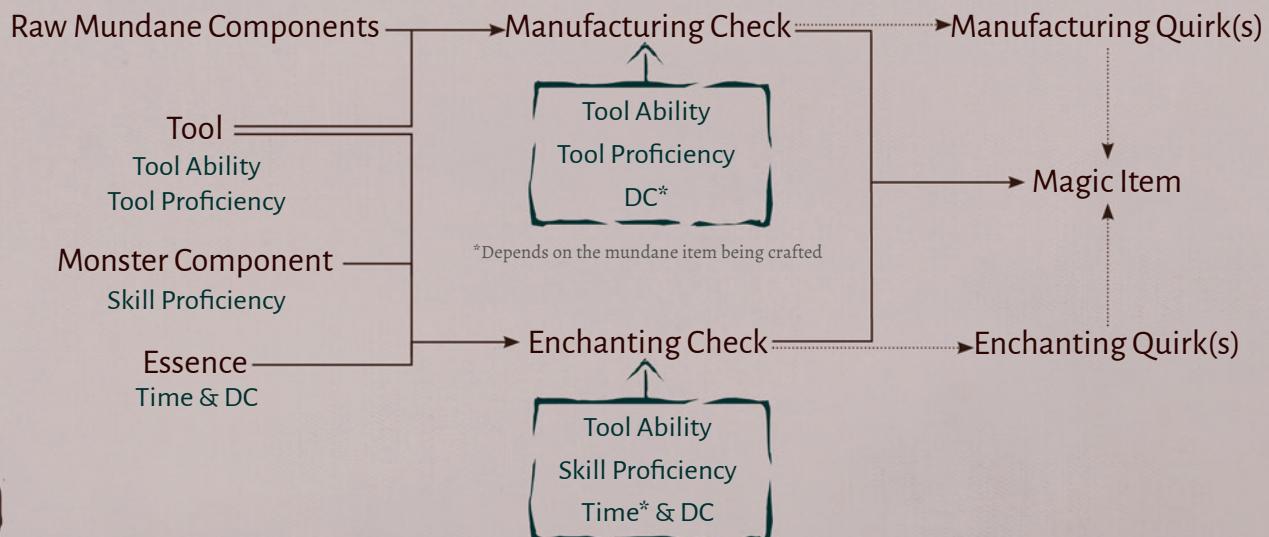


\*Depends on the mundane item being crafted

## ENCHANTING



## FORGING



\*If manufacturing would take longer than enchanting, use that instead

## TIME & MONEY

A player character can work as a crafter for a number of hours a day equal to 8 plus its Constitution modifier, a value known as its working threshold. They can push on beyond that limit, at the risk of exhaustion. For each additional hour a creature works beyond its working threshold, the creature must succeed on a **Constitution saving throw** at the end of the hour, or gain one level of **exhaustion**. The **DC** for this save equals **10 + 1** for each hour worked beyond its working threshold.

### HIRING CRAFTSPEOPLE

Craftspeople tend to work **8 hours** a day, but can be induced to work more than normal, charging twice the normal hourly cost as an overtime rate. While working overtime, a crafter can work **12 hours** per day.

**Cost.** A manufacturing craftsperson typically charges 1 gp per hour, while an enchanter charges 20 gp per hour. One enchanter working alone could craft a *+2 longsword* over five days, spending eight hours a day to fulfill the 40-hour requirement at a cost of 800 gp. A craftsperson still needs to be supplied with the relevant materials or could sell them to the player if they have them in stock.

**Expert & Master Crafters.** Some craftspeople are so skilled that each hour they spend crafting counts as more than one hour towards the item's comple-

tion. In addition, they are often more skilled (have higher modifiers) and make better quality items. Accordingly, this expertise comes with a premium; not only are the items made more quickly, but they often come with unexpected boons! See the Typical Hourly Rates and Modifiers table for a summary.

**Help & Crafting Teams.** The Help action does not grant advantage on Crafting checks, but that does not mean that crafters always work alone. Instead, several crafters can form a team that takes turns at crafting an item. While a single enchanter might work for 8 hours a day, a team of three can alternate shifts to work a continuous 24-hour cycle, reducing the number of days it takes for an item to be finished. For example, three enchanters working sequentially could fulfill the 40-hour requirement for a *+2 longsword* in exactly 40 hours, a little under two days. This is much quicker than the five days it might take a solo enchanter working eight hours a day.

Each member of a crafting team makes a crafting check at the end of the process. The final result for the enchanting check of an item is the average of all the checks, weighted by the duration each crafter spent on the item, rounded down. Note, this must be the same check; to enchant a *flame tongue* sword, either all the crafters need to make enchanting checks (in this case, **spellcasting ability (Survival)**), or all must use the forging rules (a **Strength (smith's tools)** check followed by a **Strength (Survival)** check).

### TYPICAL HOURLY RATES AND MODIFIERS

Type	Rank	Speed Increase	Check Modifier	Hourly Rate	Overtime Hourly Rate
Manufacturer	J journeyman	x1	+6	1 gp	2 gp
	E expert	x2	+8	4 gp	8 gp
	M master	x3	+11	9 gp	18 gp
Enchanter	J journeyman	x1	+6	20 gp	40 gp
	E expert	x2	+8	80 gp	160 gp
	M master	x3	+11	180 gp	360 gp
Forger	J journeyman	x1	+6	25 gp	50 gp
	E expert	x2	+8	100 gp	200 gp
	M master	x3	+11	200 gp	400 gp



## QUIRKS

Unlike standard ability checks, succeeding or failing a crafting check doesn't mean that you do or don't make the item. Instead, the item can end up having quirks; properties that affect the item in favourable or detrimental ways. Unhelpful quirks are known as flaws, while advantageous ones are referred to as boons.

When you make a crafting check, subtract the crafting DC from the check's result, and consult the *Quirks Gained* table to determine the number of quirks the item gains. Then, roll on the relevant table (pages 32 to 35) to determine flaws or boons. It is up to the GM to determine when or even if the player learns of these additional properties.

### QUIRKS GAINED

Crafting Check Result Minus Crafting DC	Number of Quirks Gained
-13 or less	Total failure, item destroyed
-12 to -9	Three flaws
-8 to -5	Two flaws
-4 to -1	One flaw
0 to 4	Nothing
5 to 8	One boon
9 to 12	Two boons
13+	Three boons

**Example.** Let's take a longsword as an example. A longsword is a martial weapon giving it a manufacturing check DC of 17. If you rolled a 9 on your manufacturing check, the difference between your result and the DC is -8. Consulting the table above, you can see that this means the item gains two flaws. Roll on the relevant table to determine the quirks.

**Enchanted Quirks.** Boons or flaws gained from enchanting are more complicated. If the item is attuneable, then the boon or flaw is only applied to a creature while it is attuned to the item. If the item is consumable (e.g., a potion, food, or scroll), then the quirk is present for the duration of the item's effect or, if the item has no duration (like a *potion of healing*), 1 hour. If the item is neither attuneable nor consumable, then the quirk is active while the

item is in the creature's possession, whether it is being held, carried, or worn. The list of possible enchanting quirks can be found in the tables on pages 34 - 35. The number of enchantment boons a magic item can sustain depends on the power of the essence used to craft the item.

### ESSENCE AND ENCHANTING BOONS

Essence Used	Item Rarity	Maximum Number of Enchanting Boons
None	Common	0
<i>Frail</i>	Uncommon	1
<i>Robust</i>	Rare	2
<i>Potent</i>	Very rare	3
<i>Mythic</i>	Legendary	3
<i>Deific</i>	Artifact	3

**Manufactured Quirks.** Flaws and boons generated by manufacturing checks are mundane. They are always active whenever the item is being used. The list of possible manufacturing quirks can be found in the tables on pages 32 - 33.

**Removing Quirks.** Quirks are properties that the item possesses. They can only be removed by redoing the crafting check used in their creation. Redoing a manufacturing check takes the same tools required to craft the item. Redoing an enchanting check requires a fresh *essence* of the same level for the item's rarity. When the crafting check is made, the old flaws and boons are removed, and new ones are applied based on the result of the check.

**Optional Rule: Quirks & Costs.** Things that are well or poorly crafted cost more or less, respectively. For each boon or flaw an item has, additively increase or decrease its value by 10%, respectively. A flame tongue longsword with 3 manufacturing boons (+30%) and 2 enchanting flaws (-20%) would cost 10% more, overall. Note: commissioning an item is a gamble; the cost a character pays doesn't change if the item ends up with quirks. However, a blacksmith that makes an exquisite suit of armour outside of a commission can price it as they wish.

## QUIRK TABLES

This section contains all the tables needed to determine which quirks to apply to a crafted item and any random factors those quirks might require. If an enchanting quirk calls for a saving throw, the DC depends on the item's rarity. Consult the Item Save DCs table on page 36.

**Repeated Results.** In general, quirks don't stack; if the crafter rolls the same quirk for an item more than once, they roll again until they get a unique

result. The exceptions for this are manufacturing flaws with results of 1-10: Handiwork, Fragile, and Unwieldy. If the Handiwork flaw is rolled more than once, the effects are cumulative (-1/-2/-3 penalty). If the Fragile or Unwieldy flaws are rolled more than once, the number on the d20 required to trigger the associated effect increases by 1 for each subsequent iteration of the flaw. For example, a longsword with 3 Fragile flaws would break on an attack roll of 1, 2, or 3.

## MANUFACTURING FLAWS

d20	Flaw	Item types
1-6	<b>Poor/Shoddy/Abysmal Handiwork.</b> This item is not well made. If this item is a weapon, it has a <b>-1 penalty</b> to its attack and damage rolls. If it is armour, it has a <b>-1 penalty</b> to its base AC. If it is neither armour nor weapon, it gains the <b>Fragile</b> quirk, instead.	Armour, weapon
7-8	<b>Fragile.</b> This item is prone to breaking. If the item is a weapon, when you roll a <b>1</b> on the <b>d20</b> for an attack roll using the item, the weapon breaks. If the item isn't a weapon, whenever you suffer a critical hit, roll a <b>d20</b> for each fragile item you wear, hold, or carry. On a <b>1</b> , the item breaks and is no longer usable.	All
9-10	<b>Unwieldy.</b> This item is poorly balanced or interferes with your movement. Whenever you make an attack with this weapon, or make a Dexterity saving throw or Dexterity (Acrobatics) check while wearing or carrying it, and roll a <b>1</b> on the <b>d20</b> , there are consequences. If the item is a weapon, it flies <b>10 feet</b> in a random direction. If the item isn't a weapon, you fall <b>prone</b> .	All
11-12	<b>Degradable.</b> Spending time in water or other reactive environments causes this item to degrade. Roll a <b>d20</b> each time it emerges after being submerged in water, or each hour it spends in a corrosive environment. On a <b>1</b> , the item breaks and is no longer usable.	All
13-14	<b>Noisy.</b> Something about this item squeaks or rustles. You have <b>disadvantage</b> on Dexterity (Stealth) checks while wearing or carrying the item, even if the item is stowed away.	All
15	<b>Pungent.</b> This item has a distinctly off-putting odour. While wearing or carrying the item, you have <b>disadvantage</b> on Charisma checks against creatures that don't like bad smells, and creatures have <b>advantage</b> on Wisdom (Perception) checks made to detect you by smell.	All
16	<b>Heavy.</b> This item weighs twice as much as normal.	All
17	<b>Garish.</b> The designs and colours in this item are all wrong. While you wear or hold the item, you have <b>disadvantage</b> on Charisma (Intimidation) checks against creatures that can see the item.	All
18	<b>Mediocre Finish.</b> This item looks like crap and is worth half its normal value.	All
19	<b>Under Insulated.</b> Something about this item conducts heat or is under-insulated. While wearing or carrying the item, whenever you take cold or fire damage, you take an additional <b>1d8</b> damage of the same type.	All
20	<b>Dangerous.</b> When you make an attack with this item, while wearing this clothing or armour, or while holding this held item, the range of values that result in a critical fail increases by 1 (e.g. from a result of 1, to a result of 1-2 on the d20).	All

## MANUFACTURING BOONS

d20*	Boon	Item types
1-2	<b>Durable.</b> The hit points of this item are tripled.	All
3-4	<b>Unreactive.</b> This item resists corrosion and rot. If an environmental effect or creature would cause an item to become damaged (such as a gray ooze's Corrode Metal), roll a d20. On an 11 or higher, the item is unaffected.	All
5-6	<b>Lightweight.</b> This item weighs half as much as normal at no detriment to its strength or potential to do damage. If it is a weapon with the heavy property, it loses this property. If it doesn't have the heavy property, it gains the light property.	All
7-8	<b>Magnificent Finish.</b> This item's finish is on point and it is worth twice its normal value.	All
9-10	<b>Flashy.</b> This item looks really cool. While you wear or hold the item, you have <b>advantage</b> on Charisma (Persuasion) checks against creatures that can see the item.	All
11-12	<b>Insulated.</b> If this item is clothing or armour, you have <b>advantage</b> on Constitution saving throws against environmental effects caused by cold weather. If it is a weapon or held item, you have <b>advantage</b> on saving throws against the <i>heat metal</i> spell while holding it. If it is neither armour, clothing, a held item, or a weapon, roll again.	Armour, clothing, held item, weapon
13-14	<b>Grippy.</b> You have <b>advantage</b> on ability checks and saving throws made to resist being disarmed of this item, or having it taken from you against your will. If the item is neither a held item nor a weapon, roll again.	Held item, weapon
15-16	<b>Quick Release.</b> If this item is armour or a shield, it is quick to equip or stow. The time to don or doff the item is ten times quicker (a shield takes either a bonus action or an action). If the item is neither armour nor a shield, roll again.	Armour, shield
17-18	<b>Aerodynamic.</b> If the item has the thrown property or is ammunition, its normal and long ranges increase by 50% (rounded down; if the item is ammunition it increases the range of the weapon that fires it by 50% instead). If the item doesn't have the thrown property or isn't ammunition, roll again.	Ammunition, thrown weapon
19	<b>Perfect Balance.</b> If this item is a weapon, whenever you roll a 1 on the d20 when you make an attack roll with it, you can reroll the d20 and must use the new result. If this item is armour or clothing, whenever you roll a 1 on the d20 when you make a Dexterity (Acrobatics) check or Dexterity saving throw, you can reroll the d20 and must use the new result. If it is neither a weapon, clothing, or armour, roll again.	Armour, clothing, weapon
20	<b>Artisanal Craftsmanship.</b> If this item is a weapon, it has a <b>+1 bonus</b> to its damage rolls. If it is armour, bludgeoning, piercing, and slashing damage that you take from nonmagical attacks is reduced by <b>1</b> . If it is neither armour nor a weapon, roll again.	Armour, weapon

\*If the item is a wondrous item, roll a d12 instead. The results from 13-20 don't include any wondrous items.

**Gurf:** I want a super fancy battleaxe with three boons.

**Mizzard:** Does the blacksmith have any daggers?

**GM:** No.

**Mizzard:** Then I would like to commission a new dagger to be made for my daily ritual sacrifice.

**GM:** Sure thing. Gurf, the blacksmith has a battle-axe with an ergonomic grip that you can feel is perfectly balanced thanks to your weapon proficiencies. He also swears it's super durable and values it 30% more expensive, at 13 gp.

**GM:** Mizzard, the blacksmith charges you 1 gp 7 sp and sets to work. One hour later he bashfully hands you the heaviest, most garish dagger you've ever seen. The finish is really sub-par, too. It would normally be worth 2 gp but, with three flaws, it's worth 30% less, so now has a value of 1 gp and 4 sp. In addition, thanks to its mediocre finish trait, it's worth half that value, so 7 sp.

**Mizzard:** Brilliant.

## ENCHANTING FLAWS

### d20 Flaw

**Cursed.** This item is cursed. If it requires attunement, becoming attuned to it extends the curse to you. Otherwise, simply touching the item extends the curse to you. As long as you remain cursed, you are unwilling to part with the item, keeping it within reach at all times. Roll again on this table to determine the detrimental nature of the curse.

**Battlerage.** When combat ends (and initiative would be ended), you must make a **Wisdom saving throw** unless you are immune to being charmed. On a failure, you see all creatures as enemies and must act with lethal intent. You can repeat the saving throw at the end of each of your turns, ending the effect on a success.

**Desensitisation.** Your vision becomes shades of black and white, any darkvision you have is reduced by **30 feet** and, if you don't have darkvision, you perceive all dim light as darkness. Sounds become muted, food loses its taste, and everything you touch feels numb. You have **disadvantage** on ability checks using Perception.

**Gravity Well.** You weigh three times as much as normal and your speed is reduced by **5 feet**.

**Falsehood.** Each time you willingly speak the truth, you take **1d6** psychic damage. This effect can occur no more than once per minute.

**Divinable.** Any creature with proficiency in the Arcana skill that is on the same plane as you and knows your name can, as an action, determine your exact location. If the creature is on a different plane, then it learns which plane you are on instead.

**Illiteracy.** You can't read or write.

**Attraction.** Ranged weapon attacks made against you have **advantage** to hit you.

**Energy Magnet.** Spells, attacks, and effects that deal a specific type of damage (as determined by a roll on the Random Non-Physical Damage Type table, page <OV>) have **advantage** on attack rolls made to hit you, and you have **disadvantage** on saving throws made to resist them.

**Creature Sustaining.** You deal only half damage to creatures of a certain type (as determined by a roll on the Random Creature Type table, page <OV>).

**External Monologue.** Whenever you finish a long rest, you must succeed on a **Wisdom saving throw** or become cursed. While cursed in this way, you must speak all your internal thoughts aloud until you finish a long rest.

**Chain Reaction.** Whenever you take damage of a certain type (as determined by a roll on the Random Non-Physical Damage Type table, page <OV>), it triggers a chain reaction. Each creature within **10 feet** of you (including you) must succeed on a **Dexterity saving throw**, taking **3d6** damage of the same type on a failure. You automatically fail this saving throw.

**Rot.** You appear as if you're rotting, and a putrid stench of decay follows you. Creatures other than fiends and undead are fearful of you, granting you **advantage** on Charisma (Intimidation) checks against them, and **disadvantage** on all other Charisma checks. This effect continues for 24 hours after you stop carrying or wearing this item.

**Malfunctioning Self-Preservation.** Whenever you suffer a critical hit, you must succeed on a **Constitution saving throw** or become transformed into a CR 0 creature of the GM's choice for **1 hour** (as per the *polymorph* spell).

**Gullibility.** You have **disadvantage** on Wisdom (Insight) checks.

**Hunted.** Creatures of a specific type (as determined by a roll on the Random Creature Type table, page <OV>) desire this item. While within 300 feet of it, they can detect its exact location. A creature prone to deceit might try to steal it, while one prone to aggression might try to kill you for it. A good and honest creature will try to buy it, offering up to 20% more than its normal sale price.

**Truthfulness.** Each time you willingly speak a lie, you take **1d6** psychic damage. This effect can occur no more than once per minute.

**Alcoholic Potency.** Any time you consume a magical liquid, it becomes extremely alcoholic. You must make a **Constitution saving throw** or gain one level of drunkenness (see page 21).

**Forced Attunement.** Regardless of whether or not this item would normally require attunement, this item requires attunement. In addition, you learn of a task which you must complete (GM's decision). After you attune to the item, you can't willingly unattune from the item until this task is completed.

## ENCHANTING BOONS

### d20 Boon

- | d20 | Boon   |
|-----|--|
| 1   | <b>Hairology.</b> You can change the colour of your hair at will, over the course of 1 minute.   |
| 2   | <b>Favourable Pheromones.</b> You emit scents especially appealing to beasts and other simple creatures. You have <b>advantage</b> on Wisdom (Animal Handling) checks.   |
| 3   | <b>Gambler.</b> You have a deep understanding of gaming mechanics and statistics, and gain proficiency with all gaming sets.   |
| 4   | <b>Gravity Void.</b> When you are prone, you can stand up using only 5 feet of movement.   |
| 5   | <b>Fleet.</b> Your speed increases by <b>5 feet</b> .  |
| 6   | <b>Composed.</b> Minor illusory magic masks any visual tics you might display. You have <b>advantage</b> on Charisma (Deception) checks. Creatures with truesight see through these illusions (ignore the advantaged roll).  |
| 7   | <b>Geolocation Position Sense.</b> You always know which direction is north, in addition to your elevation above or below sea level.   |
| 8   | <b>Ray of Sunshine.</b> As a bonus action, you can shed bright light in a <b>20-foot radius</b> and dim light for an additional <b>20 feet</b> . You can extinguish this light as a bonus action.  |
| 9   | <b>Cat's Landing.</b> You take half damage from falling.   |
| 10  | <b>Eye for Weakness.</b> As a bonus action, you can identify which two saving throw modifiers are the lowest for a creature you can see within <b>60 feet</b> of you. If more than two saving throw modifiers are tied, you learn them all.  |
| 11  | <b>Proficient.</b> Something about this item grants you knowledge, experience, or the aptitude to excel at certain tasks. You gain proficiency in one skill as determined by a roll on the Random Skill table (page <OV>).   |
| 12  | <b>Sustenance.</b> You require only half as much food and water as normal, and each time you regain hit points from a spell or magical effect, you can reroll any 1s and must use the new rolls.   |
| 13  | <b>Creature Slaying.</b> Attacks you make against a certain type of creature (as determined by a roll on the Random Creature Type table, page <OV>) deal additional damage equal to your proficiency bonus on a critical hit.  |
| 14  | <b>Insightful.</b> You have a preternatural ability to sense deception, and have <b>advantage</b> on any ability check using Insight you make to determine if someone is lying to you.   |
| 15  | <b>Oxygen Refiner.</b> You can breathe underwater.   |
| 16  | <b>Energy Repulsor.</b> Spells, attacks, and effects that deal a specific type of damage (as determined by a roll on the Random Non-Physical Damage Type table, page <OV>) have <b>disadvantage</b> on attack rolls made to hit you, and you have <b>advantage</b> on saving throws made to resist them.   |
| 17  | <b>Self-Preservation System.</b> Whenever you are critically hit by an attack, you can use your reaction to transform into a creature of the GM's choice with a CR equal to your proficiency bonus (as per the <i>polymorph</i> spell, no concentration required). Once this boon is activated, it can't be activated again until the next dawn. |
| 18  | <b>Sidekick.</b> You are great at giving others the help and support they need. When you use the Help action to assist a creature with an ability check or attack roll, that creature can add <b>1d4</b> to its roll.  |
| 19  | <b>Power.</b> You have a <b>+1 bonus</b> to attack rolls you make and the saving throw DCs of your spells and effects. Note: saving throws from items you wield are unaffected by this property.   |
| 20  | <b>Additional Attunement.</b> The number of magic items to which you can be attuned increases by one.  |

Remember: enchanting quirks don't stack!



## ITEM SAVE DCs

Rarity	DC
Common	11
Uncommon	13
Rare	15
Very Rare	16
Legendary	17
Artifact	18

## RANDOM NON-PHYSICAL DAMAGE TYPE

d10	Damage Type
1	Acid
2	Cold
3	Fire
4	Force
5	Lightning
6	Necrotic
7	Poison
8	Psychic
9	Radiant
10	Thunder

## RANDOM SKILL

d20*	Skill	d20*	Skill
1	Acrobatics	10	Medicine
2	Animal Handling	11	Nature
3	Arcana	12	Perception
4	Athletics	13	Performance
5	Deception	14	Persuasion
6	History	15	Religion
7	Insight	16	Sleight of Hand
8	Intimidation	17	Stealth
9	Investigation	18	Survival

\*Reroll results of 19+

## RANDOM CREATURE TYPE

d20*	Creature Type	d20*	Creature Type
1	Aberration	8	Fiend
2	Beast	9	Giant
3	Celestial	10	Humanoid
4	Construct	11	Monstrosity
5	Dragon	12	Ooze
6	Elemental	13	Plant
7	Fey	14	Undead

\*Reroll results of 15+

## UPGRADING ITEMS

This book introduces rarity variants: versions of the same item with different rarities and levels of power. By re-doing the enchanting or forging check used to make an item, you can change the rarity of the item.

**Ingredients.** A magic item can be used as both the mundane item and magical component for an Enchanting check to increase that item's rarity. In addition, one *essence* of the desired rarity is required.

**Check.** To upgrade an item, a creature must gather the required materials and spend the requisite time—as determined by the new rarity—re-crafting the item. This time need not be continuous. At the end of the crafting time, a creature makes an Enchanting check (see page 26) or Forging checks (see page 28). On a success, the item's rarity is increased to the level of the essence. On a failure, the essence is wasted and the item remains the same.

## CRAFTING EXAMPLE

In this example, Mizzard creates an enchanting team to craft the rare *tome of living memories*, a magical book that uses aberration components. The details, such as how long it takes to enchant the book, the DCs of the checks, and the type of checks used can be found later in this chapter.

**Mizzard:** I desire to tap into the memories of the ancient aberration Slkvol, in preparation for the battle ahead. I shall craft: the *Tome of Living Memories*. I have a robust essence and thus will craft the rare version, using this spare, blank book as the manufactured component.

**GM:** Sure thing. It's rare and optional attunement, so that'll take 80 hours. With a Constitution modifier of 0, you can safely work eight hours a day, so that's ten days total. You recall that the army of angels you started a war with are due to arrive in four days...

**Mizzard:** Oh dear...

**Gurf:** I'll help! And we can hire that journeyman crafter!

**Mizzard:** This isn't forging! I will enchant these bare pages using my mighty, spellcasting powers! Do you even cast spells?

**Gurf:** Yeah, I picked up a level in wizard after hanging 'round you so much. Copied spells from your spellbook and everyfin'.

**Mizzard:** ... Very well.

**GM:** Taking it in turns to work shifts of eight hours, you manage to enchant the item in a mere three days and eight hours. This uses an aberration component, so everyone please make spellcasting ability (Arcana) checks. The journeyman costs 20 gp an hour, and works for 27 hours, costing you 520 gp. They roll a 12, plus 6, 18.

**Mizzard:** Ugh... 4, plus 10, 14.

**Gurf:** 19, plus 2, 21.

**GM:** The average of  $(14 + 18 + 21)$  is 17.66, rounded down to 17. The DC is 18 for a rare item, so that means you missed the DC by 1, and you get one enchanting flaw. Let me just roll on the enchanting flaws table... (Rolls a 7, notes down "Divinable" and that the angels will be able to find Mizzard wherever he goes so long as he is in possession of the tome).

At the end of the enchanting process, you feel like something didn't quite go right...

**Mizzard:** Well? What's wrong with it!?

**GM:** Just like any item property, you'll find out once you attune to the item, or cast *identify*!

## EQUIPMENT

With a little ingenuity, some luck, and more than a few failed prototypes, new fighting tools find their way to market. Firearms give ranged combatants extra firepower at the cost of stealth. The tether-hook is a versatile new weapon that can be used to prevent a hunter's quarry from running away. Claws, twinblades, and nunchucks bring new finesse options and special properties to the table, while the slingshot is a rakin's best friend. Lastly, the tommybow: an unwieldy weapon that drastically increases the firing rate of crossbow users at the cost of reduced range.

## NEW TOOLS

**Surgeon's Tools.** This set of instruments includes the blades, saws, and sutures needed to remove shrapnel or stitch up wounds. Proficiency with these tools lets you add your proficiency bonus to any checks you make to stabilise a creature or perform other surgery.

## NEW PROPERTIES

*Heliana's Guide* introduces one new property, loud, and one modified property, reload.

**Loud (X).** The sound of the weapon (typically a firearm) discharging alerts all hearing creatures within a number of feet as specified by the number in parentheses after the loud property. This range is doubled in echoey locations, such as cave systems, and where sound travels faster, such as underwater.

**Reload (X).** A limited number of shots, specified by the number in parentheses after the reload property, can be made with this weapon. A character must then reload it using an action.



## NEW WEAPONS

### CLAWS

A claw is a simple, bladed melee weapon worn as a glove that deals **1d6** slashing damage on a hit and has the light and Special: Attached properties.

**Special: Attached.** You can't be disarmed of this weapon, but donning or doffing the weapon takes an action. You can use a hand equipped with a claw to hold items, but can't attack with the claw while doing so. Additionally, you have **disadvantage** on attack rolls using other weapons held in your clawed hand.

### MAGITECH FIREARMS

Magitech firearms (martial ranged weapons) use a small arcanomagnetic engine to propel their ferrous projectiles at incredible velocities. Though their means of propulsion is magical, the damage they deal remains nonmagical. Such firearms are always loud and tend to have poor accuracy over long ranges, although the recently-introduced rifling found in revolvers and rifles increases their effective range.

**Extra Reloads.** More expensive models of magitech firearms have a self-reloading mechanism that harnesses the arcanomagnetic engine to re-cock the weapon. If you wish, you can increase the magazine capacity of a magitech firearm up to a maximum of 6, ensuring that the price increases proportionally. For example, a pistol typically costs 200 gp and has reload (2). If you increased this to reload (6), you would multiply the price by 3 for a new cost of 600 gp.

### NUNCHUCKS

Nunchucks are martial melee weapons composed of two hard batons connected to one another by a short chain or tether. They have the finesse, versatile (1d8), and Special: Flourish properties, and deal **1d6** bludgeoning damage on a hit.

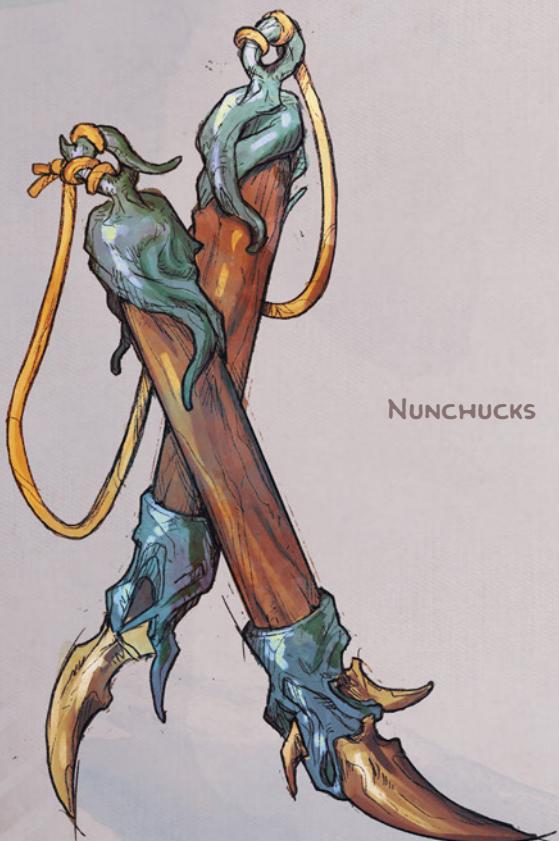
**Special: Flourish.** When you are wielding the nunchucks in two hands and take the Attack action on your turn, you can attempt to flourish with the weapon immediately before you make your first attack. To flourish, make a **DC 13 Dexterity** check, adding your proficiency bonus if you are proficient with nunchucks. On a success, you gain a **+2 bonus** to the first attack roll you make this turn. On a failure, you deal bludgeoning damage to yourself equal to your proficiency bonus and gain no bonus from your flourishes this turn.

### SLINGSHOTS

Slingshots are simple ranged weapons comprising an elasticated material strung between a Y-frame brace. They have the two-handed and ranged (20/60) properties and deal **1d6** bludgeoning damage on a hit. They use the same ammunition as slings and are commonly used by rakin.



MAGITECH REVOLVER



NUNCHUCKS

## TETHERHOOKS

A tetherhook is a martial melee weapon with the reach, two-handed, and Special: Hookpull properties. It is comprised of a hook attached to a chain or strap and deals **1d8** piercing damage on a hit.

**Special: Hookpull.** As a bonus action immediately after you hit a target no more than one size larger than you with an attack using the tetherhook, you can attempt to hook the target using the tetherhook's reach. Make a **Strength (Athletics)** check contested by the target's **Strength (Athletics)** or **Dexterity (Acrobatics)** check (the target chooses the ability to use). If you succeed, the target is hooked and can't move further away from you. A hooked creature is no longer hooked if you release the tether with both hands, but only one hand is required to keep a creature hooked. A hooked creature can use its action to escape. To do so, it must succeed on a **Strength (Athletics)** or **Dexterity (Acrobatics)** check contested by your **Strength (Athletics)** check.

As part of the bonus action to hook the target, and as a bonus action on any of your subsequent turns while it remains hooked, you can pull the creature **5 feet** closer to you. If the target is an object that isn't fixed in place and that weighs less than your push, drag, or lift capacity, you can pull it 5 feet closer to you as a bonus action after you hit it with an attack.

## TWINBLADES

Twinblades are martial melee weapons; double-bladed polearms that rely on the user's dexterity to keep them in constant motion. They have the finesse and two-handed properties, and deal **2d4** slashing damage on a hit. They also have the Special: Whirl property.

**Special: Whirl.** When you are wielding the twinblade in two hands, you can use a bonus action to attempt to whirl the weapon. To whirl, make a **DC 10 Dexterity** check, adding your proficiency bonus if you are proficient with twinblades. On a success, you gain a **+1 bonus** to your AC until the start of your next turn, the whirling blades acting as a barrier against attacks. On a result of **15** or higher, you gain a **+2 bonus**, instead. On a failure, you deal slashing damage to yourself equal to your proficiency bonus and gain no bonus to your AC from the whirl this turn.

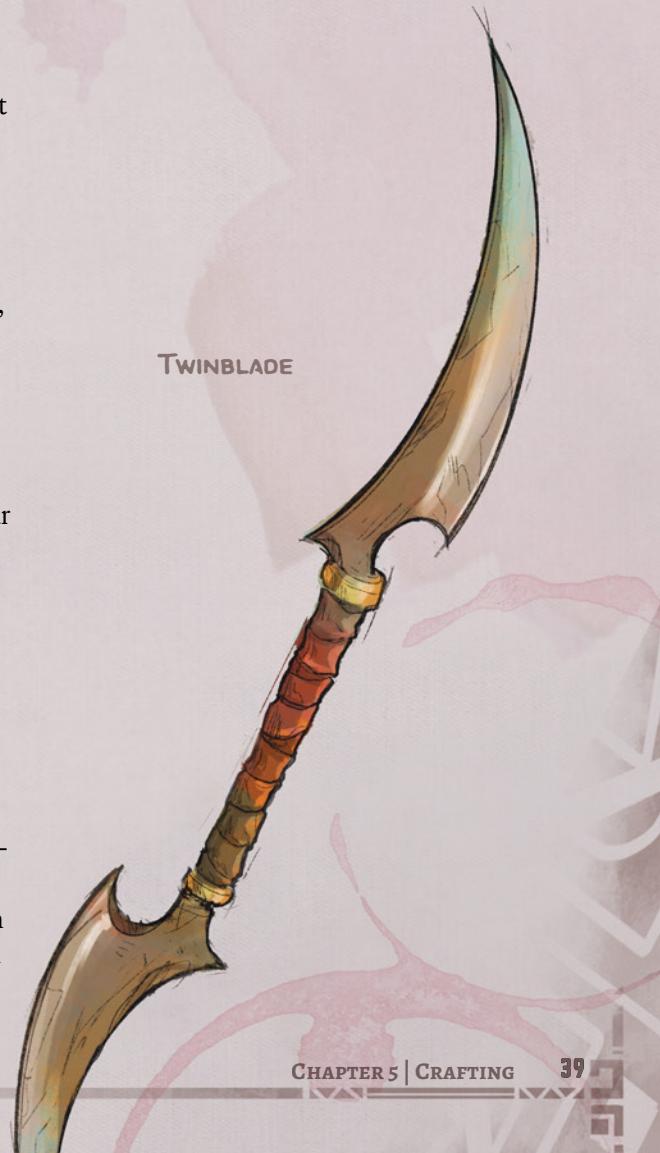
## TOMMYBOWS

Tommybows are repeating crossbows that mirror the three types of normal crossbows: hand, heavy, and light. They are composed of vertically-stacked bows upon a crossbow's chassis, an unwieldy arrangement that reduces their effective range in comparison to their crossbow counterparts.

**Reload.** Tommybows replace the loading property of their crossbow counterpart with the reload property. The cost of the item is proportional to the amount of ammunition it can hold (the value in parentheses), with the maximum reload (6) tommybow costing six times its crossbow equivalent's price.



TETHERHOOK



TWINBLADE



TOMMYBOW VALUE

Base Crossbow	Item Value					Range
	Reload (2)	Reload (3)	Reload (4)	Reload (5)	Reload (6)	
Hand crossbow	150 gp	225 gp	300 gp	375 gp	450 gp	30/60 ft.
Light crossbow	50 gp	75 gp	100 gp	125 gp	150 gp	80/160 ft.
Heavy crossbow	100 gp	150 gp	200 gp	250 gp	300 gp	100/200 ft.

## OPTIONAL ATTUNEMENT

Some items in *Heliana's Guide* have a new type of attunement: optional.

**Optional.** Properties described as being ‘Optional Attunement’ or ‘OA’ grant their benefits only when a character attunes to the item. Any other properties the item has (i.e. those not marked ‘OA’) are granted to the item’s user even if they aren’t attuned.

## SALVAGING

Reduce, reuse, recycle! Both mundane and magical items can be salvaged for their constituent ingredients. Salvaging takes one-tenth of the time used in the item’s manufacture (mundane) or enchantment (magical).

**Mundane Components.** Breaking down an item returns one-half of the mundane components (for example, iron and wood) used in its construction. As materials are one-third of an item’s cost, this typically returns material components with a value in gold pieces equal to one-sixth of the item’s value.

**Magical Components.** Only a magic item’s *essence* can be extracted; its magical components are stripped of their magic when enchanting is completed. To salvage an *essence*, a spellcaster must make the same spellcasting ability check as used in the item’s enchantment (see page 27). On a success, the item becomes nonmagical and the enchanter

acquires one *essence* of the commensurate rarity for the item. On a failure, the enchantment explodes, the item becomes nonmagical, and the enchanter and all creatures and objects within **10 feet** of the enchanter take **Vdam** force damage.

## SOCKETING

Charms, runes, and other socketable wondrous items enhance weapons, armour, and items that you wear. A creature with proficiency in any of the following tools can take 1 hour to attach a socketable item to a host weapon or worn item in such a way as to confer its benefits to the bearer of that item:

- Carpenter’s tools
- Cobbler’s tools
- Glassblower’s tools
- Leatherworker’s tools
- Smith’s tools
- Tinker’s tools
- Weaver’s tools
- Woodcarver’s tools

**Sockets.** Items of common or higher rarity have one socket which can be occupied by a socketable item.

**Attunement.** Socketable items specify whether the items they’re slotted on must be attunable or not. If a socketable item marked as ‘attunable’ is slotted onto a magic item that doesn’t require attunement, the item gains the ‘Optional Attunement’ property (see Optional Attunement, above left). The benefits of the slotted item are gained only while attuned to that host item.

**Removal.** A creature can make a **DC 10 Dexterity** or **Intelligence** check using proficiency in any of the above tools to try and safely remove a socketable item. On a success, the socketable item is removed and can be reused. On a failure, the socketable item is broken during removal and can no longer be used.

## INNATELY MAGICAL ITEMS

Some materials are innately magical and can be used to craft common magical items without needing to be enchanted. When enough xylowood, spidersilk, mithral, and properly-preserved monster components like bones, claws, pelts, and teeth are used to manufacture weapons and armour, these items gain unique magical properties.

**Magical Properties.** Items made from these materials are always common rarity magic items. So long as the item is successfully manufactured (i.e. even if it has flaws), it has the following properties based on its item type.

**Any:** The item is immune to nonmagical decay and corrosion.

**Weapon:** The weapon deals magical damage.

**Armour:** The armour resizes itself to fit any creature of the same size category. Medium and small creatures are considered the same size category for the purposes of this property.

**Refined Ingredients.** Not all of an item must be made from innately magical materials in order to gain these properties. In addition to the normal materials needed to manufacture an item, a number of refined units of innately magical materials (see

page 103) equal to the weight in pounds of the finished item is required to make the final item innately magical. For example, a longsword (weight: 3 pounds) requires three units of refined mithral to make the alloy that makes it magical. Monster components work differently (see Monster-Forged items below).

**Cost & Value.** The value of an innately magical item equals the base nonmagical cost, plus a number of gold pieces equal to ten times the item's weight.

## MONSTER-FORGED ITEMS

Items made directly from properly preserved monster components (like a bone breastplate or tooth-tipped nunchuck) are known as ‘monster-forged’ items and are magical.

**Size Matters.** When manufacturing monster-forged weapons, the size of the creature from which the component was harvested is important. You can't make a greatsword from a tiny pixie bone! The following tables dictate the size of creature required to make different weapon types from different components. No other components are needed.

### MONSTER-FORGED - SOFT COMPONENT SIZES

Item	Minimum Creature Size
	Hide / Pelt / Membrane
Sling	Small
Net, whip	Medium
Armour	Large*

\*Creature must be one size larger than intended target. For example, if the armour is intended to fit a Large creature, the component must come from a Huge creature.

### MONSTER-FORGED - HARD COMPONENT SIZES

Item	Bone	Antler / Beak / Horn / Pincer / Talon / Tusk	Claw / Tooth
Arrow, bolt, dart	Tiny	Small	Medium
Claw, dagger, sickle	Small	Medium	Large
Blowgun, hand crossbow*, pistol, revolver, shortbow	Medium	Large	—
Club, handaxe, light hammer, mace, nunchucks, scimitar, shortsword, war pick	Medium	Large	Huge
Blunderbuss, heavy crossbow*, longbow, musket, rifle	Large	Huge	—
Battleaxe, flail, javelin, light crossbow*, longsword, morningstar, quarterstaff, rapier, spear, tetherhook, trident, twinblade, warhammer	Large	Huge	Gargantuan
Glaive, greataxe, greatclub, greatsword, halberd, lance, maul, pike	Huge	Gargantuan	—
Armour	Huge		

\*Tommybow requirements mirror the crossbow on which they're based.

# MAGIC ITEM RECIPES

Essence is what provides an item with raw magical power. The monster component moulds that power—flavours it, if you will—with specific properties. However, the most basic magical items can be made without any essence; I've killed more than one astral ghost-rat with my monster-forged rat smasher.

— Heliana, Component Connoisseur

The following table catalogues every magic item in the SRD (free 5th edition rules), as well as the items presented in this book. It is the GM's choice if and how a character knows a magic item recipe. The items are listed alphabetically by type and then name. Here's how to interpret the table:

**Name.** The name of the magic item. Items in **bold** are new to this book and can be found in Appendix A (page 436).

**Type (Metadata).** The item's type. If an item has multiple types, it is listed under the first type alphabetically.

**Value (gp).** The suggested price to purchase the item “off the shelf” in gold pieces. This can vary considerably from the price an adventurer might pay if they sourced all the ingredients separately and is a representation of the demand for that type of item. These prices can, and should, change to fit your world.

**Rarity.** The item's rarity, represented using abbreviations: C, common; U, uncommon; R, rare; V, very rare; L, legendary; A, artifact.

Rarities in **bold** are different to the rarities found in the SRD. The original rarities are written in superscript after the bolded letter. For example, *flame tongue*'s **V<sup>R</sup>** means that the original item was rare but it is now very rare.

Note: If an item changes rarity, so too does its save DC (see ““Item Save DCs” on page 36).

**Attunement.** Indicates whether an item requires attunement (“Att”), what type of attunement, and if it is consumable (“C”). See page 40 for details on new types of attunement. Uses abbreviations: Opt, optional; Req, required; Req<sup>s</sup>, required by a spellcaster. A ‘+’ after the attunement has specific limitations (see item for more information). Blank means no attunement required.

**Type (Component Details).** The type of creature from which a component must be harvested.

**Metatag.** An optional rule (see page <?>) that can grant **advantage** on Crafting checks or can be a requirement to craft and item. For example, *flame tongue* calls for a *dragon breath sac*. The metatag indicates the *breath sac* should come from a specimen that breathes fire: typically a brass, gold, or red dragon. A **bolded** metatag indicates a strong recommendation that the metatag be required to craft the item.

**Component.** The specific component(s) required to give a magic item its magical effects.

Name	Type	Metadata			Type	Component Details	
		Value (gp)	Rarity	Att		Metatag	Component
<b>Ammunition</b>							
+1 Ammunition*	ammunition	25 each	U	—, C	Beast		<i>Pouch of teeth</i>
+2 Ammunition*	ammunition	100 each	R	—, C	Monstrosity		<i>Pouch of teeth</i>
+3 Ammunition*	ammunition	480 each	V	—, C	Dragon		<i>Pouch of teeth</i>
Arrow of Slaying (**)	ammunition (generic)	550 each	V	—, C	Multiple**		<i>Phial of acid/blood/sap or primordial dust**</i>
<b>Armour</b>							
<b>Breastplank</b>	armour (any plate*)	1,200##	U				
		3,200##	R	Req	Monstrosity	<b>Tavern mimic</b>	<i>Skin</i>
		11,500##	V				
+1 Armor	armour (generic)	1,500##	R	—	Beast	Dinosaur	<i>Bone</i>
+2 Armor	armour (generic)	6,500##	V	—	Monstrosity	Gorgon	<i>Bone</i>
+3 Armor	armour (generic)	28,800##	L	—	Dragon	Magnetite	<i>Bone</i>
Adamantine Armor	armour (generic)	500##	U	—	Material		<i>Adamantine</i>

\*A single essence and one check enchant up to 10 pieces of ammunition.

\*\*Component and creature type depend on target creature type of arrows.

#Includes breastplate, half plate, and plate.

##In addition to the armour's normal value.

Name	Metadata				Component Details		
	Type	Value (gp)	Rarity	Att	Type	Metatag	Component
<b>Armor of Resistance</b>							
Acid	armour (generic)	1,200 <sup>##</sup>	U <sup>R</sup>	Req	Ooze	Black pudding	Membrane
Cold	armour (generic)	1,200 <sup>##</sup>	U <sup>R</sup>	Req	Fiend	Ice devil	Skin
Fire	armour (generic)	1,500 <sup>##</sup>	U <sup>R</sup>	Req	Elemental	Salamander	Bone
Force	armour (generic)	1,200 <sup>##</sup>	U <sup>R</sup>	Req	Construct	Golem	Bone
Lightning	armour (generic)	1,200 <sup>##</sup>	U <sup>R</sup>	Req	Elemental	Djinni	Bone
Necrotic	armour (generic)	1,200 <sup>##</sup>	U <sup>R</sup>	Req	Undead	Mummy	Undying flesh
Poison	armour (generic)	1,500 <sup>##</sup>	U <sup>R</sup>	Req	Monstrosity	Naga	Liver
Psychic	armour (generic)	1,100 <sup>##</sup>	U <sup>R</sup>	Req	Aberration	Aboleth	Brain
Radiant	armour (generic)	1,100 <sup>##</sup>	U <sup>R</sup>	Req	Celestial	Planetar	Bone
Thunder	armour (generic)	1,100 <sup>##</sup>	U <sup>R</sup>	Req	Giant	Storm	Bone
Mithral Armor	armour (generic)	400 <sup>##</sup>	U	—	Material		Mithral
Armor of Invulnerability	armour (heavy)	18,000	L	Req	Construct	Golem	Plating
Demon Armor	armour (heavy)	3,000	R <sup>V</sup>	Req	Fiend	Demon	Bone
Dwarven Plate	armour (heavy)	6,500	V	—	Dragon		Phial of blood
Glamoured Studded Leather	armour (light)	2,100	R	—	Fey	Hag	Phial of blood
<b>Dragon Scale Mail</b>							
Black	armour (medium)	9,400	V	Req	Dragon	Black	Pouch of scales
Blue	armour (medium)	9,400	V	Req	Dragon	Blue	Pouch of scales
Brass	armour (medium)	9,400	V	Req	Dragon	Brass	Pouch of scales
Bronze	armour (medium)	9,400	V	Req	Dragon	Bronze	Pouch of scales
Copper	armour (medium)	9,400	V	Req	Dragon	Copper	Pouch of scales
Gold	armour (medium)	9,400	V	Req	Dragon	Gold	Pouch of scales
Green	armour (medium)	9,400	V	Req	Dragon	Green	Pouch of scales
Red	armour (medium)	9,400	V	Req	Dragon	Red	Pouch of scales
Silver	armour (medium)	9,400	V	Req	Dragon	Silver	Pouch of scales
White	armour (medium)	9,400	V	Req	Dragon	White	Pouch of scales
Elven Chain	armour (medium)	2500	R	—	Fey		Pouch of scales
<b>Haemscale</b>	armour (medium or heavy)	1,200 <sup>##</sup>	U	Req	Dragon	<b>Magnetite</b>	Pouch of scales
		4,000 <sup>##</sup>	R				
		52,000 <sup>##</sup>	L				
Armor of Vulnerability	armour (plate)	500 <sup>##</sup>	U <sup>R</sup>	Req	Fiend		Phial of blood
Plate Armor of Ethereallness	armour (plate)	41,600	L	Req	Undead		Ethereal ichor
Animated Shield	armour (shield)	5,000	R <sup>V</sup>	Req	Construct	Animated	Instructions
Arrow-Catching Shield	armour (shield)	5,000	R	Req	Celestial		Skin
<b>Dragonmaw Shield</b>	armour (shield)	2,300	R	—	Construct	<b>Koboldzilla</b>	Plating
<b>Overgrown Barkshield</b>	armour (shield)	650	U	Req	Plant	Treant	Bark
		2,400	R				
		10,000	V				
Shield of Missile Attraction	armour (shield)	5,000	R	Req	Dragon	Magnetite	Horn
Spellguard Shield	armour (shield)	25,000	V	Req	Construct	Shield guardian	Plating
+1 Shield	armour (shield)	1,500	R <sup>U</sup>	—	Beast	Beetle	Pouch of scales
+2 Shield	armour (shield)	6,500	V <sup>R</sup>	—	Monstrosity	Bulette	Pouch of scales
+3 Shield	armour (shield)	28,800	L <sup>V</sup>	—	Dragon		Pouch of scales
<b>Potions</b>							
Oil of Ethereallness	potion	1900	R	—, C	Undead		Ethereal ichor
Oil of Sharpness	potion	4800	V	—, C	Fey		Fat
Oil of Slipperiness	potion	480	U	—, C	Construct		Phial of oil
Philter of Love	potion	180	U	—, C	Fey		Phial of blood
Potion of Animal Friendship	potion	200	U	—, C	Beast		Phial of blood
Potion of Clairvoyance	potion	900	R	—, C	Celestial		Eye

##In addition to the armour's normal value.

Name	Type	Metadata			Component Details		
		Value (gp)	Rarity	Att	Type	Metatag	Component
Potion of Climbing	potion	50	C	—, C	Beast	Spider	<i>Pouch of claws</i>
Potion of Cloud Giant Strength	potion	6,000	V	—, C	Giant	Cloud	<i>Nail</i>
Potion of Diminution	potion	270	U <sup>R</sup>	—, C	Humanoid	Gnome	<i>Phial of blood</i>
Potion of Fire Giant Strength	potion	3,000	R	—, C	Giant	Fire	<i>Nail</i>
Potion of Flying	potion	900	R <sup>V</sup>	—, C	Dragon		<i>Fat</i>
Potion of Frost Giant Strength	potion	1,500	R	—, C	Giant	Frost	<i>Nail</i>
Potion of Gaseous Form	potion	900	R	—, C	Ooze		<i>Vesicle</i>
Potion of Greater Healing	potion	250	U	—, C	Beast		<i>Liver</i>
Potion of Growth	potion	270	U	—, C	Giant		<i>Phial of blood</i>
Potion of Healing	potion	50	C	—, C	Beast		<i>Fat</i>
Potion of Heroism	potion	180	U <sup>R</sup>	—, C	Celestial		<i>Phial of blood</i>
Potion of Hill Giant Strength	potion	500	U	—, C	Giant	Hill	<i>Nail</i>
Potion of Invisibility	potion	900	R <sup>V</sup>	—, C	Humanoid	Duergar	<i>Skin</i>
Potion of Mind Reading	potion	180	U <sup>R</sup>	—, C	Aberration	Aboleth	<i>Phial of mucous</i>
Potion of Poison	potion	180	U	—, C	Plant		<i>Poison gland</i>
<b>Potion of Resistance</b>							
Acid	potion	240	U	—, C	Elemental		<i>Volatile mote of water<sup>v</sup></i>
Cold	potion	240	U	—, C	Fiend	Ice devil	<i>Fat</i>
Fire	potion	300	U	—, C	Fiend	Hell hound	<i>Fat</i>
Force	potion	240	U	—, C	Aberration		<i>Fat</i>
Lightning	potion	240	U	—, C	Golem	Flesh golem	<i>Fat</i>
Necrotic	potion	240	U	—, C	Undead		<i>Phial of congealed blood</i>
Poison	potion	300	U	—, C	Fiend	Bearded devil	<i>Fat</i>
Psychic	potion	220	U	—, C	Aberration	Dreamholder	<i>Fat</i>
Radiant	potion	220	U	—, C	Celestial	Couatl	<i>Fat</i>
Thunder	potion	220	U	—, C	Giant	Storm	<i>Fat</i>
Potion of Speed	potion	4800	V	—, C	Fey		<i>Liver</i>
Potion of Stone Giant Strength	potion	1,500	R	—, C	Giant	Stone	<i>Nail</i>
Potion of Storm Giant Strength	potion	30,000	L	—, C	Giant	Storm	<i>Nail</i>
Potion of Superior Healing	potion	1,000	R	—, C	Monstrosity		<i>Liver</i>
Potion of Supreme Healing	potion	5,000	V	—, C	Monstrosity		<i>Fat and Liver</i>
Potion of Water Breathing	potion	180	U	—, C	Beast		<i>Fin</i>
<b>Rings</b>							
<b>Eye of the Tiger</b>	ring	650 9,500	U V	Req	Fiend	<b>Pygmy rakshasa</b>	<i>Eye</i>
Ring of Air Elemental Command	ring	35,000	L	Req	Elemental	Air elemental	<i>Core of air<sup>v</sup></i>
Ring of Animal Influence	ring	1,500	R	—	Beast		<i>Heart</i>
<b>Ring of Birdseye Maple</b>	ring	550	U	Opt	Plant	Awakened Tree	<i>Bundle of roots</i>
Ring of Djinni Summoning	ring	90,000	L	Req	Elemental	Djinni	<i>Core of air<sup>v</sup></i>
Ring of Earth Elemental Command	ring	35,000	L	Req	Elemental	Earth elemental	<i>Core of earth<sup>v</sup></i>
Ring of Evasion	ring	5,000	R	Req	Fey		<i>Pouch of feathers</i>
Ring of Feather Falling	ring	2,100	R	Req	Beast		<i>Pouch of feathers</i>
Ring of Fire Elemental Command	ring	35,000	L	Req	Elemental	Fire elemental	<i>Core of fire<sup>v</sup></i>
Ring of Free Action	ring	16,000	V <sup>R</sup>	Req	Plant		<i>Bundle of roots</i>
<b>Ring of Fungal Symbiosis</b>	ring	500 9,400	U V	Opt	Plant	<b>Hyphan</b>	<i>Pouch of spores<sup>v</sup></i>
Ring of Invisibility	ring	32,000	L	Req	Elemental	Invisible stalker	<i>Primordial dust</i>
Ring of Jumping	ring	1,000	U	Req	Beast	Frog or toad	<i>Bone</i>
Ring of Mind Shielding	ring	1,600	U	Req	Aberration		<i>Main eye</i>
Ring of Poison Resistance	ring	1,500	U <sup>R</sup>	Req	Dragon	Green*	<i>Eye</i>
Ring of Protection	ring	3,500	R	Req	Construct		<i>Plating</i>

Name	Metadata				Component Details		
	Type	Value (gp)	Rarity	Att	Type	Metatag	Component
Ring of Regeneration	ring	12,000	V	Req	Plant		Membrane
<b>Ring of Resistance</b>							
Acid	ring	1,200	U <sup>R</sup>	Req	Dragon	*	Eye
Cold	ring	4,000	U <sup>R</sup>	Req	Dragon	*	Eye
Fire	ring	1,500	U <sup>R</sup>	Req	Dragon	*	Eye
Force	ring	1,200	U <sup>R</sup>	Req	Dragon	*	Eye
Lightning	ring	1,200	U <sup>R</sup>	Req	Dragon	*	Eye
Necrotic	ring	1,200	U <sup>R</sup>	Req	Dragon	*	Eye
Poison	ring	1,500	U <sup>R</sup>	Req	Dragon	*	Eye
Psychic	ring	1,100	U <sup>R</sup>	Req	Dragon	*	Eye
Radiant	ring	1,100	U <sup>R</sup>	Req	Dragon	*	Eye
Thunder	ring	1,100	U <sup>R</sup>	Req	Dragon	*	Eye
Ring of Shooting Stars	ring	14,000	V	Req+	Aberration		Antenna
Ring of Spell Storing	ring	8,000	R	Req	Fey		Bone
Ring of Spell Turning	ring	50,000	L	Req	Fiend	Rakshasa	Skin
Ring of Swimming	ring	1,800	U	—	Beast		Fin
Ring of Telekinesis	ring	25,000	V	Req	Aberration	Dreamholder	Brain
Ring of the Ram	ring	5,000	R	Req	Beast	Goat or sheep	Horn
Ring of Three Wishes	ring	150,000	L	—, C	Humanoid	Halfling	Heart
Ring of Warmth	ring	4,500	U	Req	Elemental		Eye
Ring of Water Elemental Command	ring	35,000	L	Req	Elemental	Water elemental	Core of water <sup>v</sup>
Ring of Water Walking	ring	1,500	U	—	Beast		Fat
Ring of X-ray Vision	ring	6,000	R	Req	Aberration		Eye
<b>Rods</b>							
Immovable Rod	rod	2,000	U	—	Beast		Bone
Rod of Absorption	rod	41,600	L	Req	Construct		Stone
Rod of Alertness	rod	25,000	V	Req	Fey		Eye
Rod of Lordly Might	rod	35,000	L	Req	Fiend	Pit fiend	Pouch of teeth
Rod of Rulership	rod	6,000	R	Req	Fiend	Incubus or succubus	Pouch of dust
Rod of Security	rod	20,000	V	—	Celestial	Unicorn	Horn
Sporespreader	rod, staff, or wand	1,000 4,500	U R	Req	Plant	Hyphan	Spore-filled gills
Suncatcher	rod, staff, or wand	900 2,300 9,800	U R V	Req <sup>s</sup>	Fey	Suneater	Beak
<b>Scrolls</b>							
Cantrip Spell Scroll	scroll	20	C	—, C	**		Any
1st-level Spell Scroll	scroll	60	C	—, C	**		Any
2nd-level Spell Scroll	scroll	180	U	—, C	**		Any
3rd-level Spell Scroll	scroll	360	U	—, C	**		Any
4th-level Spell Scroll	scroll	900	R	—, C	**		Any
5th-level Spell Scroll	scroll	2,000	R	—, C	**		Any
6th-level Spell Scroll	scroll	5,000	V	—, C	**		Any
7th-level Spell Scroll	scroll	12,000	V	—, C	**		Any
8th-level Spell Scroll	scroll	25,000	V	—, C	**		Any
9th-level Spell Scroll	scroll	50,000	L	—, C	**		Any
<b>Staves</b>							
Staff of Charming	staff, weapon	6,000	R	Req+	Fiend	Incubus or succubus	Heart
Staff of Fire	staff, weapon	12,000	V	Req+	Elemental	Magma mephit	Volatile mote of fire <sup>v</sup>

<sup>\*</sup>Any dragon with resistance or immunity to the relevant damage type.

<sup>\*\*</sup>The creature type depends on the school of magic to which the spell belongs: Abjuration, construct; Biomancy, monstrosity; Conjuration, elemental; Divination, celestial; Enchantment, fey; Evocation, fiend; Illusion, aberration; Necromancy, undead; Transmutation, ooze.

Name	Metadata				Component Details		
	Type	Value (gp)	Rarity	Att	Type	Metatag	Component
Staff of Frost	staff, weapon	12,000	V	Req+	Elemental	Ice mephit	<i>Volatile mote of water</i> <sup>w</sup>
Staff of Healing	staff, weapon	6,000	R	Req+	Celestial	Unicorn	<i>Horn</i>
Staff of Power	staff, weapon	65,000	L <sup>v</sup>	Req+	Giant	Storm	<i>Heart</i>
Staff of Striking	staff, weapon	12,000	V	Req	Fey	Sprite	<i>Psyche</i> <sup>w</sup>
Staff of Swarming Insects	staff, weapon	5,000	R	Req+	Beast	Beetle or insect	<i>Stinger</i>
Staff of Thunder and Lightning	staff, weapon	10,000	V	Req	Elemental	Djinni	<i>Volatile mote of air</i> <sup>w</sup>
Staff of Withering	staff, weapon	2,500	R	Req+	Undead	Wight	<i>Bone</i>
Staff of the Magi	staff, weapon	4,000,000	A <sup>L</sup>	Req+	Monstrosity	Kraken	<i>Tentacle</i>
Staff of the Python	staff, weapon	1,200	U	Req+	Beast	Snake	<i>Pouch of scales</i>
Staff of the Woodlands	staff, weapon	22,000	V <sup>r</sup>	Req+	Plant	Dryad	<i>Bundle of roots</i>
<b>Wands</b>							
+1 Wand of the War Mage	wand	750	U	Req <sup>s</sup>	Aberration		<i>Bone</i>
+2 Wand of the War Mage	wand	1,500	R	Req <sup>s</sup>	Aberration		<i>Bone</i>
+3 Wand of the War Mage	wand	6,200	V	Req <sup>s</sup>	Aberration		<i>Bone</i>
Wand of Binding	wand	5,000	R	Req <sup>s</sup>	Plant	Shambling mound	<i>Pouch of hyphae</i>
Wand of Enemy Detection	wand	1,200	U <sup>r</sup>	Req	Monstrosity	Ankhbeg	<i>Antenna</i>
Wand of Fear	wand	5,000	R	Req	Undead	Ghost	<i>Ethereal ichor</i>
Wand of Fireballs	wand	25,000	V <sup>r</sup>	Req <sup>s</sup>	Elemental	Fire elemental	<i>Volatile mote of fire</i> <sup>w</sup>
Wand of Lightning Bolts	wand	25,000	V <sup>r</sup>	Req <sup>s</sup>	Elemental	Air elemental	<i>Volatile mote of air</i> <sup>w</sup>
Wand of Magic Detection	wand	600	U	—	Monstrosity	Sphinx	<i>Eye</i>
Wand of Magic Missiles	wand	900	U	—	Monstrosity		<i>Phial of blood</i>
Wand of Paralysis	wand	10,000	V <sup>r</sup>	Req <sup>s</sup>	Monstrosity	Phase spider	<i>Stinger</i>
Wand of Polymorph	wand	20,000	V	Req <sup>s</sup>	Monstrosity	Mimic	<i>Flesh</i>
Wand of Secrets	wand	600	U	—	Beast	Has blindsight	<i>Antenna</i>
Wand of Web	wand	4,000	R <sup>U</sup>	Req <sup>s</sup>	Beast	Spider	<i>Poison gland</i>
Wand of Wonder	wand	4,000	R	Req <sup>s</sup>	Fey		<i>Heart</i>
<b>Weapons</b>							
<i>Painblinder Mycaxe</i>	weapon (any axe)	400	U	—	Plant	<b>Hyphan</b>	<i>Spore-filled gills</i>
		1,800	R				
<i>Time Splitter</i>	weapon (any axe)	850	U	Req	Aberration	<b>Dreamholder</b>	<i>Bone</i>
		9,800	V				
<i>Sunwing Bow</i>	weapon (any bow)	900	U	Opt	Fey	<b>Suneater</b>	<i>Sinew</i>
		2,300	R				
<i>Haemstrike</i>	weapon (any hammer*)	12,000	V	Opt	Dragon	<b>Magnetite</b>	<i>Bone</i>
		1,000	U				
<i>Hammer Time</i>	weapon (any hammer*)	3,500	R	Opt	Aberration	<b>Dreamholder</b>	<i>Main eye</i>
		11,000	V				
<i>Headbanger Lute</i>	weapon (any hammer*)	6,200	R	—	Monstrosity	<b>Tavern Mimic</b>	<i>Stomach</i>
		800	U				
<i>Jaw Breakers</i>	weapon (any hammer*)	9,600	V	Req	Monstrosity	<b>Tar-rasque</b>	<i>Pouch of teeth</i>
		3,200	R				
<i>Mawling Maul</i>	weapon (any hammer*)	1,600	V	Opt	Monstrosity	<b>Tavern Mimic</b>	<i>Pouch of teeth</i>
		650	U				
<i>Gunnspier</i>	weapon (any two melee)	1,600	R	Opt	Elemental	<b>Koboldzilla</b>	<i>Gearing</i>
		10,500	V				
<i>Jaw Breakers</i>	weapon (any polearm**)	1,400	R	—	Construct	<b>Koboldzilla</b>	<i>Gearing</i>
		6,500	V				

\*Includes club, greatclub, light hammer, mace, maul, and warhammer.

\*\*Includes: halberd, glaive, lance, quarterstaff, spear, twinblade, or pike.

Name	Metadata				Component Details		
	Type	Value (gp)	Rarity	Att	Type	Metatag	Component
<i>Bonze's Bokken, Wind Ripper</i>	weapon (any sword)	500	U				
		2,100	R				
		9,700	V	Req	Plant	Treant	<i>Bark</i>
		42,000	L				
<i>Tail's End</i>	weapon (any sword)	1,600	R		Fiend	<b>Pygmy rakshasa</b>	<i>Sinew</i>
<i>Terrorasque</i>	weapon (any sword)	2,600	R				
		9,900	V	Req	Elemental	<b>Tar-rasque</b>	<i>Pouch of claws (2)</i>
<i>Vorpal Sword</i>	weapon (any sword)	24,000	L	Req	Monstrosity		<i>Pouch of teeth</i>
<i>Splinterspray Tommybow</i>	weapon (any tommybow)	400	U				
		1,750	R		Construct	Animated	<i>Instructions</i>
		8,100	V				
<i>Claws of Corruption</i>	weapon (claw)	500	U				
		9,400	V	Req	Fiend	<b>Pygmy rakshasa</b>	<i>Pouch of claws</i>
<i>Dagger of Venom</i>	weapon (dagger)	1,900	R	—	Fiend	Vrock	<i>Poison gland</i>
<i>Flooze</i>	weapon (flail)	600	U		Ooze	<b>Polyhedrooze</b>	<i>Gooey wishbones (3)</i>
+1 Weapon	weapon (generic)	750	U	—	Beast		<i>Pouch of claws</i>
+2 Weapon	weapon (generic)	1,500	R	—	Monstrosity		<i>Pouch of claws</i>
+3 Weapon	weapon (generic)	6,200	V	—	Dragon		<i>Pouch of claws</i>
Berserker Axe	weapon (generic)	2,100	R	Req	Fiend		<i>Bone</i>
<i>Dancing Sword</i>	weapon (generic)	2,100	R <sup>v</sup>	Req	Construct	Flying Sword	<i>Lifespark<sup>v</sup></i>
Defender	weapon (generic)	24,000	L	Req	Construct		<i>Lifespark<sup>v</sup></i>
<i>Dragon Slayer</i>	weapon (generic)	2,400	R	—	Dragon		<i>Heart</i>
Flame Tongue	weapon (generic)	9,400	V <sup>r</sup>	Req	Dragon	*	<i>Breath sac<sup>v</sup></i>
Frost Brand	weapon (generic)	9,400	V	Req	Dragon	*	<i>Breath sac<sup>v</sup></i>
Giant Slayer	weapon (generic)	2,400	R	—	Giant		<i>Heart</i>
Holy Avenger	weapon (generic)	150,000	L	Req+	Celestial	Solar	<i>Heart</i>
Luck Blade	weapon (generic)	170,000	L	Req	Fey		<i>Psyche<sup>v</sup></i>
<i>Nine Lives Stealer</i>	weapon (generic)	9,400	V	Req	Beast	Cat	<i>Heart</i>
<i>Sword of Life Stealing</i>	weapon (generic)	2,100	R	Req	Undead	Wraith	<i>Ethereal ichor</i>
<i>Sword of Sharpness</i>	weapon (generic)	2,100	R <sup>v</sup>	Req	Giant		<i>Tooth</i>
<i>Sword of Wounding</i>	weapon (generic)	2,100	R	Req	Humanoid		<i>Pouch of teeth</i>
Vicious Weapon	weapon (generic)	350	U <sup>r</sup>	—	Undead		<i>Pouch of teeth</i>
<i>Kobold Wristbow</i>	weapon (hand crossbow)	50	C	Req	Construct		<i>Gears</i>
<i>Javelin of Lightning</i>	weapon (javelin)	1,200	U	—	Elemental		<i>Primordial dust</i>
Oathbow	weapon (longbow)	9,400	V	Req	Fey		<i>Tongue</i>
<i>Sun Blade</i>	weapon (longsword)	12,000	V <sup>r</sup>	Req	Celestial		<i>Pouch of dust</i>
<i>Pneuma Blade</i>	weapon (longsword or greatsword)	1,600	R	—	Construct	<b>Koboldzilla</b>	<i>Lifespark<sup>v</sup></i>
		7,800	V	—			
<i>Mace of Disruption</i>	weapon (mace)	7,000	R	Req	Undead		<i>Marrow</i>
<i>Mace of Smiting</i>	weapon (mace)	4,500	R	—	Construct		<i>Bone</i>
<i>Mace of Terror</i>	weapon (mace)	7,000	R	Req	Monstrosity		<i>Bone</i>
<i>Hammer of Thunderbolts</i>	weapon (maul)	16,000	V <sup>l</sup>	—	Giant	Storm	<i>Bone</i>
<i>Longspike</i>	weapon (rapier)	850	U				
		10,000	V	Opt	Plant	<b>Hyphan</b>	<i>Pouch of hyphae</i>
<i>Scimitar of Speed</i>	weapon (scimitar)	9,400	V	Req	Fey		<i>Pouch of feathers</i>
<i>Trident of Fish Command</i>	weapon (trident)	700	U	Req	Beast		<i>Tentacle</i>
<i>Dwarven Thrower</i>	weapon (warhammer)	18,000	V	Req+	Giant	Stone	<i>Tooth</i>

\*Any dragon with resistance or immunity to the damage type the weapon deals.

Name	Type	Metadata			Component Details		
		Value (gp)	Rarity	Att	Type	Metatag	Component
<b>Wondrous Items</b>							
Amulet of Health	wondrous item	7,000	R	Req	Beast	Mammoth	Heart
Amulet of Proof against Detection and Location	wondrous item	1,000	U	Req	Fey		Antenna
Amulet of the Planes	wondrous item	20,000	V	Req	Fiend		Soul <sup>v</sup>
Apparatus of the Crab	wondrous item	12,000	V <sup>L</sup>	—	Construct		Brain
<b>Astral Luggage</b>	wondrous item	300	U	—	Aberration	<b>Dreamholder</b>	Brain
		3,200	V	—			
Bag of Beans	wondrous item	2,000	R	—, C	Plant		Phial of sap
Bag of Devouring	wondrous item	6,500	V	—	Monstrosity		Pelt
Bag of Holding	wondrous item	2,500	U	—	Aberration		Hide
Bag of Tricks, (Any)	wondrous item	500	U	—	Fey		Skin
Bead of Force	wondrous item	960	R	—, C	Construct		Lifespark <sup>v</sup>
Belt of Dwarvenkind	wondrous item	9,500	V <sup>R</sup>	Req	Monstrosity		Pelt
Belt of Giant Strength							
Fire	wondrous item	24,000	V	Req	Giant	Fire	Skin
Frost	wondrous item	16,000	V	Req	Giant	Frost	Skin
Hill	wondrous item	8,000	R	Req	Giant	Hill	Skin
Stone	wondrous item	16,000	V	Req	Giant	Stone	Skin
Storm	wondrous item	96,000	L	Req	Giant	Storm	Skin
<b>Bomboozler</b>	wondrous item	900	R	—, C	Ooze	<b>Polyhedrooze</b>	Phial of acid
		4,800	V	—, C			
Boots of Elvenkind	wondrous item	2,500	U	—	Plant		Bark
Boots of Levitation	wondrous item	4,000	R	Req	Fey		Skin
Boots of Speed	wondrous item	4,000	R	Req	Fey		Pelt
Boots of Striding and Springing	wondrous item	1,800	U	Req	Construct		Gears
Boots of the Winterlands	wondrous item	2,000	U	Req	Beast		Pelt
Bowl of Commanding Water Elementals	wondrous item	3,200	R	—	Elemental		Core of water <sup>v</sup>
Bracers of Archery	wondrous item	1,500	R <sup>U</sup>	Req	Monstrosity		Pelt
Bracers of Defense	wondrous item	6,000	R	Req	Monstrosity		Chitin
Brazier of Commanding Fire Elementals	wondrous item	3,200	R	—	Elemental	Efreeti	Core of fire <sup>v</sup>
Brooch of Shielding	wondrous item	1,500	U	Req	Monstrosity		Pouch of scales
<b>Broodmother's Embrace</b>	wondrous item	3,500	R	—	Aberration	<b>Broodmother</b>	Hide
		12,000	V	Req			
<b>Broodslinger</b>	wondrous item	41,600	L	—			
		800	U	—			
		2,500	R	Req	Aberration	<b>Broodmother</b>	Broodling sac
9,500	V	—					
Broom of Flying	wondrous item	8,000	V <sup>U</sup>	—	Plant		Bundle of roots
<b>Caltrooze</b>	wondrous item	180	U	—, C	Ooze	<b>Polyhedrooze</b>	Phial of mucus
Candle of Invocation	wondrous item	5,600	V	Req, C	Celestial/Fiend		Fat*
Cape of the Mountebank	wondrous item	1,600	R	—	Monstrosity		Pelt
Carpet of Flying.							
3 ft. by 5 ft.	wondrous item	8,000	V	—	Plant		Bundle of roots
4 ft. by 6 ft.	wondrous item	10,000	V	—	Plant		Bundle of roots
5 ft. by 7 ft.	wondrous item	12,000	V	—	Plant		Bundle of roots
6 ft. by 9 ft.	wondrous item	16,000	V	—	Plant		Bundle of roots
Censer of Controlling Air Elementals	wondrous item	3,200	R	—	Elemental	Djinni	Core of air <sup>v</sup>
Chime of Opening	wondrous item	1,500	R	—, C	Humanoid		Bone
Circlet of Blasting	wondrous item	360	U	—	Monstrosity		Antler

\*The alignment of the creature from whom the component is extracted dictates item's alignment.

Name	Metadata					Component Details		
	Type	Value (gp)	Rarity	Att	Type	Metatag	Component	
Cloak of Arachnida	wondrous item	9,400	V	Req	Beast	Giant spider	Chitin	
Cloak of Displacement	wondrous item	60,000	L <sup>R</sup>	Req	Monstrosity		Pelt	
Cloak of Elvenkind	wondrous item	5,000	R <sup>U</sup>	Req	Plant		Phial of sap	
Cloak of Protection	wondrous item	3,500	R <sup>U</sup>	Req	Beast		Chitin	
Cloak of the Bat	wondrous item	6,000	R	Req	Beast	Bat	Pelt	
Cloak of the Manta Ray	wondrous item	5,000	R <sup>U</sup>	—	Beast	Ray or shark	Pelt	
<b>Crawly Turrit</b>	wondrous item	9,400	V	Req	Construct and Dragon	Koboldzilla and —	Instructions and breath sac <sup>v</sup>	
Crystal Ball	wondrous item	28,000	V	Req	Celestial		Eye	
Cube of Force	wondrous item	16,000	V <sup>R</sup>	Req	Construct		Instructions	
Cubic Gate	wondrous item	40,000	L	—	Elemental		Primordial dust	
Decanter of Endless Water	wondrous item	*	*	—	Elemental		Volatile mote of water <sup>v</sup>	
Deck of Illusions	wondrous item	600	U	—, C	Celestial		Soul <sup>v</sup>	
Deck of Many Things	wondrous item	60,000	L	—	Fiend		Soul <sup>v</sup>	
<b>Dimensional Doorknob</b>	wondrous item	500	U	—	Construct		Gears	
Dimensional Shackles	wondrous item	2,500	R	—	Aberration		Fat	
<b>Dreamy the Lucid</b>	wondrous item	200	U	—	Aberration	Dreamholder	Subeye	
Dust of Disappearance	wondrous item	250	U	—, C	Elemental		Primordial dust	
Dust of Dryness	wondrous item	180	U	—, C	Celestial		Pouch of dust	
Dust of Sneezing and Choking	wondrous item	480	U	—, C	Fiend		Pouch of dust	
Efficient Quiver	wondrous item	1,000	U	—	Fey		Pouch of teeth	
Efreeti Bottle	wondrous item	30,000	L <sup>V</sup>	—, C	Elemental	Efreeti	Core of fire <sup>v</sup>	
Elemental Gem,								
Blue Sapphire	wondrous item	960	R <sup>U</sup>	—, C	Elemental	Djinni	Eye	
Emerald	wondrous item	960	R <sup>U</sup>	—, C	Elemental		Eye	
Red Corundum	wondrous item	960	R <sup>U</sup>	—, C	Elemental	Efreeti	Eye	
Yellow Diamond	wondrous item	960	R <sup>U</sup>	—, C	Elemental		Eye	
Eversmoking Bottle	wondrous item	480	U	—	Plant		Pouch of spores <sup>v</sup>	
Eyes of Charming	wondrous item	1,000	U	Req	Fey		Eye	
<b>Eyes of Googly</b>	wondrous item	20	C	—	Monstrosity	Mimic	Eye	
Eyes of Minute Seeing	wondrous item	850	U	—	Beast	Bird	Eye	
Eyes of the Eagle	wondrous item	850	U	Req	Beast	Eagle	Eye	
Feather Token								
Anchor	wondrous item	50	C <sup>R</sup>	—, C	Plant		Bundle of roots	
Bird	wondrous item	3,000	R	—, C	Beast		Beak	
Fan	wondrous item	300	U	—, C	Monstrosity		Pouch of feathers	
Swan Boat	wondrous item	1,400	R	—, C	Monstrosity		Beak	
Tree	wondrous item	50	C <sup>R</sup>	—, C	Plant		Bark	
Whip	wondrous item	600	U <sup>R</sup>	—, C	Aberration		Tentacle	
<b>Feline's Fury</b>	wondrous item	4,500	R	Req	Fiend	Pygmy rakshasa	Soul <sup>v</sup>	
<b>Felinobelix</b>	wondrous item	2,100	R	L Req	Fiend	Handler	Soul <sup>v</sup>	
Figurine of Wondrous Power		41,600	L					
Bronze Griffon	wondrous item	2,000	R	—	Monstrosity	Griffon	Pouch of feathers	
Ebony Fly	wondrous item	4,000	R	—	Beast	Insect	Chitin	
Golden Lions	wondrous item	600	U <sup>R</sup>	—	Beast	Lion	Pelt	
Ivory Goats	wondrous item	17,400	V <sup>R</sup>	—	Beast	Goat	Horn	
Marble Elephant	wondrous item	6,000	R	—	Beast	Elephant	Tusks	
Obsidian Steed	wondrous item	24,000	V	—	Beast	Horse	Bone	
Onyx Dog	wondrous item	3,000	R	—	Beast	Dog or wolf	Pouch of teeth	
Serpentine Owl	wondrous item	7,000	R	—	Beast	Owl	Eye	
Silver Raven	wondrous item	1,000	U	—	Beast	Bird	Beak	

\*The rarity of this item affects the amount of water this can produce each day (recharging at dawn). U: 60 gallons, 300 gp; R: 300 gallons, 1300 gp; V: 1500 gallons, 6,200 gp; L: unlimited, 28,800 gp.

Name	Metadata				Component Details		
	Type	Value (gp)	Rarity	Att	Type	Metatag	Component
Folding Boat	wondrous item	3,000	R	—	Plant		Bark
Gauntlets of Ogre Power	wondrous item	5,000	R <sup>U</sup>	Req	Giant	Ogre	Bone
Gem of Brightness	wondrous item	5,000	R <sup>U</sup>	—, C	Celestial		Fat
Gem of Seeing	wondrous item	8,000	R	Req	Celestial		Eye
Gloves of Missile Snaring	wondrous item	1,500	U	Req	Fey		Pelt
Gloves of Swimming and Climbing	wondrous item	900	U	Req	Beast	Shark	Pouch of scales
Goggles of Night	wondrous item	1,000	U	—	Monstrosity		Eye
<i>Grill of Barbecuing</i>	wondrous item	350	U	—	Elemental		Volatile mote of fire <sup>v</sup>
Hat of Disguise	wondrous item	1,200	U	Req	Fiend	Shapechanger	Skin
Headband of Intellect	wondrous item	5,000	R <sup>U</sup>	Req	Humanoid		Brain
<i>Heliana's Guide to Monster Hunting</i>	wondrous item	300	U	—	Humanoid		Brain
6,200	V	—					
Helm of Brilliance	wondrous item	25,000	V	Req	Celestial		Pouch of scales
Helm of Comprehending Languages	wondrous item	500	U	—	Construct		Brain
Helm of Telepathy	wondrous item	2,000	U	Req	Fiend		Brain
Helm of Teleportation	wondrous item	23,000	V <sup>R</sup>	Req	Fey		Tentacle
Handy Haversack	wondrous item	1,500	U <sup>R</sup>	—	Aberration		Hide
Horn of Blasting	wondrous item	450	U <sup>R</sup>	—	Dragon		Horn
Horn of Valhalla,							
Brass	wondrous item	8,400	R	—	Beast	Elephant	Tusk
Bronze	wondrous item	14,000	V	—	Beast	Mammoth	Tusk
Iron	wondrous item	28,800	L	—	Fiend	Balor	Horn
Silver	wondrous item	5,600	R	—	Beast	Rhinoceros	Horn
Horseshoes of Speed	wondrous item	5,000	R	—	Beast		Pouch of claws
Horseshoes of a Zephyr	wondrous item	6,200	V	—	Monstrosity		Pouch of claws
<i>Infested Cultist's Skull</i>	wondrous item	500	U	—	Humanoid	Cultist	Bone
7,000	V	—					
Instant Fortress	wondrous item	75,000	L <sup>R</sup>	—	Construct		Bone
Ioun Stone,							
Absorption	wondrous item	9,400	V	Req	Aberration		Chitin
Agility	wondrous item	9,400	V	Req	Fey	Dex ≥ 20*	Psyche <sup>v</sup>
Awareness	wondrous item	12,000	V <sup>R</sup>	Req	Dragon	Adult or Ancient	Heart
Fortitude	wondrous item	9,400	V	Req	Fiend	Con ≥ 20*	Soul <sup>v</sup>
Greater Absorption	wondrous item	41,600	L	Req	Construct	Shield guardian	Lifespark <sup>v</sup>
Insight	wondrous item	9,400	V	Req	Celestial	Wis ≥ 20*	Soul <sup>v</sup>
Intellect	wondrous item	9,400	V	Req	Fey	Int ≥ 20*	Psyche <sup>v</sup>
Leadership	wondrous item	9,400	V	Req	Celestial	Cha ≥ 20*	Soul <sup>v</sup>
Mastery	wondrous item	41,600	L	Req	Fiend	Pit fiend	Soul <sup>v</sup>
Protection	wondrous item	2,100	R	Req	Monstrosity	Gorgon	Horn
Regeneration	wondrous item	9,400	V <sup>L</sup>	Req	Giant	Troll	Liver
Reserve	wondrous item	5,200	R	Req	Humanoid	Spellcaster	Brain
Strength	wondrous item	9,400	V	Req	Dragon	Str ≥ 20*	Horn
Sustenance	wondrous item	2,100	R	Req	Undead	Vampire	Undying heart <sup>v</sup>
Iron Bands of Binding	wondrous item	4,000	R	—	Plant	Shambling mound	Bundle of roots
Iron Flask	wondrous item	28,800	L	—	Construct	Iron Golem	Plating
<i>Kobbold Flaymefrower</i>	wondrous item	750	U	Req	Construct	<b>Koboldzilla</b>	Arcanothermic core
		9,800	V				
Lantern of Revealing	wondrous item	900	U	—	Fey	Hag	Eye
<i>L'Arsène's Quadnoculars</i>	wondrous item	1,500	R	—	Construct		Brain
Mantle of Spell Resistance	wondrous item	19,000	V <sup>R</sup>	Req	Fiend	Rakshasa	Skin

\*Indicates a creature with an ability score equal to or greater than the listed number.

Name	Metadata				Component Details		
	Type	Value (gp)	Rarity	Att	Type	Metatag	Component
Manual of Bodily Health	wondrous item	14,000	V	—	Giant		Liver
Manual of Clay Golems	wondrous item	8,200	V	—, C	Construct	Clay golem	Stone
Manual of Flesh Golems	wondrous item	6,200	V	—, C	Construct	Flesh golem	Flesh
Manual of Gainful Exercise	wondrous item	14,000	V	—	Humanoid		Liver
Manual of Iron Golems	wondrous item	12,200	V	—, C	Construct	Iron golem	Plating
Manual of Quickness of Action	wondrous item	14,000	V	—	Fey		Phial of blood
Manual of Stone Golems	wondrous item	9,200	V	—, C	Construct	Stone golem	Stone
Marvelous Pigments	wondrous item	8,600	V	—, C	Plant		Phial of wax
Medallion of Thoughts	wondrous item	1,200	U	Req	Aberration		Phial of blood
Mirror of Life Trapping	wondrous item	18,000	V	—	Undead		Eye
<b>Mycelial Cloak</b>	wondrous item	2,300	R	Req	Plant	<b>Hyphan</b>	Membrane
Necklace of Adaptation	wondrous item	1,200	U	Req	Monstrosity		Poison gland
Necklace of Fireballs*	wondrous item	400 / bead	U-R*^R	—	Dragon	**	Breath sac <sup>v</sup>
Necklace of Prayer Beads		#					
Prayer Bead, Bless	wondrous item	300	U	Req+	Celestial		Pouch of teeth
Prayer Bead, Curing	wondrous item	600	U	Req+	Celestial		Pouch of teeth
Prayer Bead, Favor	wondrous item	3,200	R	Req+	Celestial		Pouch of teeth
Prayer Bead, Smiting	wondrous item	600	U	Req+	Celestial		Pouch of teeth
Prayer Bead, Summons	wondrous item	6,400	V	Req+	Celestial		Pouch of teeth
Prayer Bead, Wind Walk	wondrous item	6,400	V	Req+	Celestial		Pouch of teeth
<b>Oozemat Coat</b>	wondrous item	3,500	R	Req	Ooze	<b>Polyhedrooze</b>	Membrane
Orb of Dragonkind	wondrous item	4,000,000	A	Req	Dragon		Heart
Pearl of Power	wondrous item	1,000	U	Req <sup>s</sup>	Aberration		Pouch of teeth
Periapt of Health	wondrous item	400	U	—	Monstrosity		Heart
Periapt of Proof against Poison	wondrous item	5,000	R	—	Fey		Poison gland
Periapt of Wound Closure	wondrous item	800	U	Req	Ooze		Phial of mucous
Pipes of Haunting	wondrous item	800	U	—	Fey		Bone
Pipes of the Sewers	wondrous item	700	U	Req	Monstrosity		Bone
Portable Hole	wondrous item	2,500	R	—	Aberration		Hide
Restorative Ointment	wondrous item	360	U	—, C	Plant		Pouch of leaves
Robe of Eyes	wondrous item	4,000	R	Req	Monstrosity	Sphinx	Eye
Robe of Scintillating Colors	wondrous item	9,400	V	Req	Plant		Pouch of pollen <sup>v</sup>
Robe of Stars	wondrous item	18,000	V	Req	Aberration		Eye
Robe of Useful Items	wondrous item	1,250	U	—, C	Humanoid		Skin
Robe of the Archmagi	wondrous item	41,600	L	Req+	Multiple <sup>##</sup>		Skin
<b>Robes of Beaurevê</b>	wondrous item	1,600 32,000	R L	Req	Aberration	<b>Dreamholder</b>	Hide
<b>Rolly Turrít</b>	wondrous item	2,100	R	Req	Construct	<b>Koboldzilla</b>	Instructions
Rope of Climbing	wondrous item	900	U	—	Monstrosity		Talon
Rope of Entanglement	wondrous item	2,000	R	—	Monstrosity		Pincer
Scarab of Protection	wondrous item	41,600	L	Req	Undead	Lich	Undying heart <sup>v</sup>
<b>Shard Crown</b>	wondrous item	2,800 10,000 41,600	R V L	Req	Dragon	<b>Magnetite</b>	Horn
<b>Slime-in-a-Skull</b>	wondrous item	700 10,000	U V	Req	Ooze	<b>Polyhedrooze</b>	Vesicle
Slippers of Spider Climbing	wondrous item	1,500	U	Req	Beast	Spider	Pouch of claws

\*A single frail essence (uncommon rarity) can enchant up to three beads while a robust essence (rare rarity) can enchant up to six.

\*\*Any dragon with resistance or immunity to fire damage.

\*The price of necklace equals cumulative cost of beads. The essence required for the necklace depends on the highest rarity of bead crafted.

##Affected alignment depends on creature type: Celestial (Evil), Humanoid (Neutral), or Fiend (Good).

Name	Type	Metadata			Component Details		
		Value (gp)	Rarity	Att	Type	Metatag	Component
<i>Snow WolfCowl</i>	wondrous item	900	U				
		3,500	R	Req	Beast	Wolf	<i>Pelt</i>
		11,500	V				
<i>Sovereign Glue</i>	wondrous item	4,800	V <sup>L</sup>	—, C	Ooze	Black Pudding	<i>Phial of mucous</i>
<i>Spelleater Tome</i>	wondrous item	850	U				
		2,700	R	Req	Monstrosity	<b>Tavern Mimic</b>	<i>Brain</i>
<i>Sphere of Annihilation</i>	wondrous item	15,000	V <sup>L</sup>	—	Fiend		<i>Eye</i>
<i>Stone of Controlling Earth Elementals</i>	wondrous item	3,200	R	—	Elemental		<i>Core of earth<sup>v</sup></i>
<i>Stone of Good Luck</i>	wondrous item	1,500	U	Req	Humanoid	Halfling	<i>Heart</i>
		500	U				
<i>Sunfeather Shroud</i>	wondrous item	2,100	R	Req	Fey	<b>Suneater</b>	<i>Pouch of feathers</i>
		9,400	V				
<i>Talisman of Pure Good</i>	wondrous item	72,000	L	Req+	Celestial	Good-aligned god	<i>Heart</i>
<i>Talisman of Ultimate Evil</i>	wondrous item	62,000	L	Req+	Fiend	Evil-aligned god	<i>Heart</i>
<i>Talisman of the Sphere</i>	wondrous item	15,000	V <sup>L</sup>	Req	Celestial		<i>Eye</i>
<i>Tarrobe</i>	wondrous item	2,500	R		Elemental	<b>Tar-rasque</b>	<i>Volatile mote of tar<sup>v</sup></i>
		42,000	L	Req			
<i>Tome of Clear Thought</i>	wondrous item	9,200	V	—	Construct		<i>Phial of blood</i>
		9,200	V	—	Celestial		<i>Horn</i>
<i>Tome of Living Memories</i>	wondrous item	750	U				<i>Eye</i>
		2,300	R	Opt+	Aberration	<b>Broodmother</b>	<i>Eyes (2)</i>
		10,000	V				<i>Eyes (3)</i>
<i>Tome of Understanding</i>	wondrous item	9,200	V	—	Aberration		<i>Brain</i>
<i>Universal Solvent</i>	wondrous item	22,400	L	—	Ooze		<i>Phial of acid</i>
<i>Ventilation Unit D-20</i>	wondrous item	2,100	R	Req	Ooze	<b>Polyhedrooze</b>	<i>Phial of acid and phial of mucus</i>
<i>Viscous Symbiote</i>	wondrous item	2,100	R				
		9,400	V	Req	Elemental	<b>Tar-rasque</b>	<i>Core of tar</i>
<i>Well of Many Worlds</i>	wondrous item	41,600	L				
		96,000	L	—	Aberration		<i>Hide</i>
<i>Wind Fan</i>	wondrous item	700	U	—	Monstrosity		<i>Pouch of feathers</i>
<i>Winged Boots</i>	wondrous item	6,000	R <sup>U</sup>	Req	Fiend		<i>Pouch of feathers</i>
<i>Wings of Flying</i>	wondrous item	6,000	R	Req	Celestial		<i>Pouch of feathers</i>
<b>Wyrm's Breath Grenade</b>							
Brass, Sleep	wondrous item	3,500	V	—	Dragon	Brass	<i>Breath sac<sup>v</sup></i>
Bronze, Repulsion	wondrous item	1,100	R	—	Dragon	Bronze	<i>Breath sac<sup>v</sup></i>
Copper, Slow	wondrous item	1,250	R	—	Dragon	Copper	<i>Breath sac<sup>v</sup></i>
Gold, Weakening	wondrous item	3,200	V	—	Dragon	Gold	<i>Breath sac<sup>v</sup></i>
Silver, Paralysing	wondrous item	18,000	L	—	Dragon	Silver	<i>Breath sac<sup>v</sup></i>



Cooking can be delicious, nutritious, and, when you introduce magical aboleth tentacles, a little bit suspicious... They never seem to stop twitching. I love a hearty owlboar steak as much as the next person, but cooking with magical components is a whole different kettle of broodlings. Magical meals are more than just food. If you can get them right, they're like slow-acting potions: once you digest them, things get weird!

— Heliana, Toast Burner

# COOKING

Cooking is a subcategory of crafting that allows players to use their downtime to prepare for the conflict ahead in a whole new way. This section explores cooking magical food. It first describes the rules for cooking food, then details the 22 staple recipes and 10 boss-monster-specific recipes, before finishing by diving into the myriad different effects of edible monster components.

## MAGICAL CUISINE

Like crafting, cooking uses harvested monster components to impart magical effects on food, known as magical meals. When consumed and digested, magical meals have long-lasting magical effects. These effects vary based on two factors: the type of component (for example, *eye* vs *blood*), and the creature type that the component came from (an aberration's *eye* has different properties to a dragon's *eye*). Different recipes call for different types of ingredients; a *black pudding* requires just *blood*, while *offal stew* needs a *liver*, *heart*, and *brain*. The more ingredients a magical meal calls for, the more effects it imparts simultaneously, and the harder it is to cook.

## APPLY HEAT, DON'T BURN

A magical meal takes **1 hour** to cook and **10 minutes** to consume and digest. A magical meal must be fully consumed within **1 hour** of being cooked; if it is eaten after this hour, it imparts no magical effects. The effects last **8 hours**, or until dispelled by *dispel magic* or similar magic. A creature that eats a magical meal while already under the effects of another loses the effects of the previous meal at the end of the 10 minutes required to consume the new meal.

## DISPELLING MAGICAL MEALS

For the purposes of the *dispel magic* spell, all of a meal's effects count as one single spell of a level based on the meal's rarity: uncommon, 2nd-level; rare, 4th-level; very rare, 6th-level; legendary, 8th level.

**Portions.** A magical meal is typically large enough to feed one Large creature or up to four Medium or smaller creatures. If you have more than four players at your table, consider allowing a single meal to have enough portions to feed the entire party; it can be more fun that way.

**Checks.** Making a magical meal requires five things:

- A recipe
- Monster components
- *Essence*
- Cook's utensils
- A source of heat

A creature with all these in their possession can spend **1 hour** cooking. At the conclusion of the hour, the creature makes a **Constitution (cook's utensils)** check against the DC of the recipe (see Ingredients and Recipe DC table). Depending on the difference between the DC and the result of the check, a magical meal can have quirks (see page 63).

**Helping Hands.** Too many cooks spoil the broth, but a decent *sous chef* can pay dividends. For this reason, in place of using the Help action to grant advantage (a mechanic avoided in harvesting and crafting), one creature can help with the meal if it spends the entire hour helping the cook. If the creature has proficiency with cook's utensils, it adds its proficiency bonus to the result of the Constitution (cook's utensils) check. If it doesn't have this proficiency, it adds half of its proficiency bonus to the result of the check instead.

## RECIPES

This book presents two types of recipes: staple ones which can be cooked with monster components of any type, and ‘boss recipes’ which require components specific to the boss monsters in the hunts in this book. It is up to the GM whether player characters know these recipes, or must discover them. You could introduce recipes in ancient tomes, give them to a character whose grandfather was a famous chef, or make them purchasable from magical restaurants or culinary schools. Discuss this with your table before you introduce this ruleset.

**Potency and Essence.** *Essence* is required for every magical meal; it is the factor that decides how powerful the meal’s effects will be. As with crafting, *essence* dictates the rarity of the magical meal, from uncommon to legendary. Rarity’s effect on magical meals is described in on pages 58 through 62.

**Edible Components.** The components in the harvesting chapter marked with a superscript ‘E’ (<sup>(E)</sup>) are edible—they all have magical effects if properly prepared. There are 10 types of edible components: *blood, bone, brain, egg, eye, fat, flesh, heart, liver, and spice*. Not all creature types supply every type of edible component. For a breakdown of each component type’s effects, see pages 58 to 62. Any unlisted nonmagical ingredients are supplied from a player character’s normal rations, and don’t require detailing.

**Difficulty.** The more ingredients a recipe has, the more magical effects it imparts to those who consume it, and the higher the DC is to craft it. There are four tiers of difficulty:

### INGREDIENTS AND RECIPE DC

Recipe Tier	Number of Ingredients	DC
Novice	1	12
Journeyman	2	16
Expert	3	20
Artisan	4	24



MUSHROOM  
MELANGE

## STAPLE RECIPES

### NOVICE RECIPES - DC 12

Recipe	Ingredient
Keyebob	Eye
Tempura	Fat
Steak	Flesh
Blood curd	Blood
Bone broth	Bone
Egg dumpling	Egg
Hearty stew	Heart
Liverwurst	Liver

### JOURNEYMAN RECIPES - DC 16

Recipe	Ingredients	
Meaty masala	Flesh	Spice
Tofeye apple	Bone	Eye
Dwarven scotch	Egg	Flesh
Gobbois gras	Fat	Liver
Devilled egg	Egg	Spice
Black pudding	Blood	Fat
Bloody gazpacho*	Blood	Spice
Carrion delight	Bone	Fat

\*No heat source required.

### EXPERT RECIPES - DC 20

Recipe	Ingredients			
Chronomancer's slow cooked joint	Bone	Fat	Flesh	
Offally good stew	Brain	Heart	Liver	
Draconic delight	Egg	Flesh	Spice	
Brain barbacoa	Bone	Brain	Eye	

### ARTISAN RECIPES - DC 24

Recipe	Ingredients			
Scarlet eye flan	Blood	Brain	Eye	Fat
Beastial bourguignon	Flesh	Heart	Liver	Spice

**Omitting Ingredients.** A cook can replace a magical ingredient with a nonmagical one. If they choose to do so, they don't get the associated magical effect of the nonmagical component, but can still attempt to craft the meal. For example, if a creature wants to make a *scarlet eye flan*, but has no magical *blood*, they can use the blood of any creature (provided it hasn't spoiled) to complete the recipe. The DC for the recipe doesn't change, and the magical meal only imparts the effects of the three magical components used: *brain*, *eye*, and *fat*.

## BOSS MONSTER RECIPES

Boss Monster recipes confer unique effects in addition to the effects of the components that make up the recipes. For example, *aboleth ramen* gives you the effect of aboleth *flesh* (bonus psychic damage) **and** the additional effect granted from consuming the boss dish (increased reach).

### BOSS MONSTER RECIPES

Recipe	DC	Boss Ingredients	Other Ingredients		
Aboleth Ramen	12	Flesh:	<i>Aberration (broodmother) tentacle</i>		
Jello Shot	16	Blood:	<i>Phial of ooze (polyhedrooze) mucus</i>	Fat	
Mushroom Mélange	16	Spice:	<i>Pouch of plant (hyphan) spores</i>	Fat	
Rakoyaki	16	Brain:	<i>Fiend (pygmy) brain</i>	Blood	
Skrappyard Sosig	16	Flesh:	<i>Construct (koboldzilla) tubing</i>	Egg	
Tongue Twister Tart	16	Flesh:	<i>Monstrosity (tavern mimic) tongue</i>	Brain	
Magnetite Curry	20	Flesh:	<i>Dragon (magnetite) flesh</i>	Liver	Spice
Dumpleyengs	20	Eye:	<i>Aberration (dreamholder) subeye</i>	Blood	Heart
Suneater Steak and Eggs	20	Flesh:	<i>Fey (suneater) flesh</i>	Blood	Egg
Tar-rasque Marrow Broth	24	Bone:	<i>Elemental (tar-rasque) marrow</i>	Heart	Liver
					Spice



JELLO SHOT



TONGUE TWISTER TART

### Boss Monster Effect Scaling

Rarity	Aboleth Ramen	Jello Shot	Mushroom Mélange	Rakoyaki	Scrapyard Sosig	Tongue Twister Tart	Magnetic Curry	Dumpleyengs	Suneater Steak & Eggs	Tar-rasque Marrow Broth
Uncommon	5 ft.	1	60 ft.	Cantrip	Cha mod*	DC 13	1d6	DC 13	1d6	1d4
Rare	5 ft.	1	240 ft.	1st level	Cha mod* + 2	DC 15	1d8	DC 15	2d6	2d4
Very rare	10 ft.	2	960 ft.	2nd level	Cha mod* + 4	DC 16	1d10	DC 16	3d6	3d4
Legendary	10 ft.	2	1 mile	3rd level	Cha mod* + 6	DC 17	1d12	DC 17	4d6	4d4

\*Minimum 1

For the duration of the magical meal's effects, a creature that consumes and digests the meal gains the following additional effect, with a value shown in the Boss Monster Effect Scaling table:

**Aboleth Ramen.** When you make a melee weapon attack on your turn, your reach with it is greater than normal. This distance increases with rarity.

**Jello Shot.** Immediately after you take damage, you gain **resistance** to that damage type for the next **minute**. The number of resistances you can have from this effect simultaneously increases with rarity. If you are at your maximum number of resistances, you can't gain more.

**Mushroom Mélange.** You know the direction and distance of all corpses within a certain radius of you. This radius increases with rarity. The effect can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

**Rakoyaki.** You can't be affected or detected by spells of a certain level or lower unless you wish to be. The level of spells affected increases with rarity.

**Scrapyard Sosig.** Your power of self belief is so strong that, at the start of each of your turns, you gain a number of temporary hit points equal to your Charisma modifier (minimum 1). The number of temporary hit points gained increases with rarity.

**Tongue Twister Tart.** You can use an action to transform into a piece of furniture equal to your size or back to your normal form. While transformed, you have a walking speed of **5 feet**, can't take any action other than the Dash action or the action to change back into your normal form, and otherwise retain your game statistics. A creature can use its action to make an **Intelligence (Investigation)** check to inspect you, realising you are a transformed creature on a success. The DC for this check increases with rarity.

**Magnetite Curry.** When you are hit by a non-magical, ferrous weapon, the damage you take is reduced. The value of the reduction increases with rarity. This damage reduction occurs before resistance is calculated.

**Dumpleyengs.** You can cast the *daydream* (see page 501) spell once, without requiring any components, and regain the ability to cast it this way after **1 hour** has passed. The DC of the saving throw increases with rarity.

**Suneater Steak and Eggs.** You regain a number of hit points at the end of each hour you spend in sunlight. The number of hit points increases with rarity.

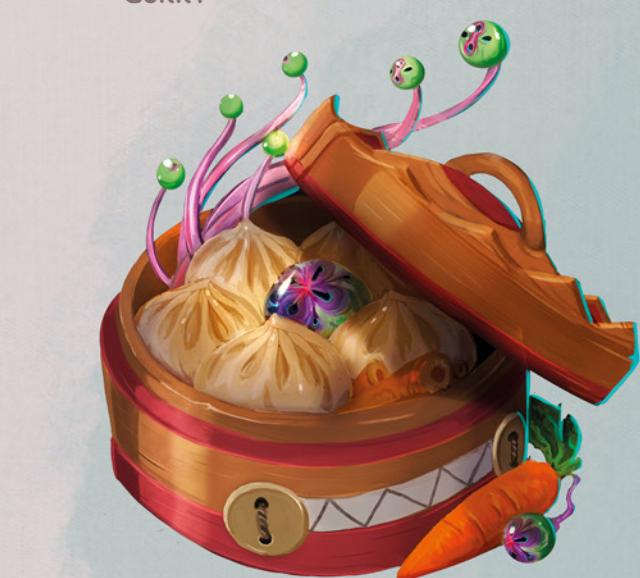
**Tar-rasque Marrow Broth.** If you take damage from a spell or other magical effect, you become empowered. The next attack you make within the next **minute** that hits a target deals additional necrotic damage. This damage increases with rarity.

**Optional Rule: Extra Recipes.** You can choose to make these boss monster recipes available as staple recipes, as well. If you do so, the boss monster ingredient can be replaced with another ingredient of the same type (for example, a different flesh instead of the *broodmother tentacle*). If this replacement occurs, the additional effect of the dish (the one based on the boss monster ingredient) is not conferred to a creature that eats the meal.

## EDIBLE COMPONENT EFFECTS

This section lists the ten types of edible components alphabetically, breaking down the effects by creature type. If a creature type isn't listed for an edible component, that component isn't magical for that creature. For example, humanoid flesh has no magical effects, and thus isn't listed as a harvestable component, but could still be acquired as a non-magical foodstuff.

The effects are worded as addressing the creature that has consumed and digested the magical meal. If an effect puts the creature 'under the effect of a spell', this spell does not require concentration, but can be dispelled. The Edible Monster Component Summary table on the next page describes the types of edible magical components available from each creature type.



## EDIBLE MONSTER COMPONENT SUMMARY

Component	Aberration	Beast	Celestial	Construct	Dragon	Elemental	Fey	Fiend	Giant	Humanoid	Monstrosity	Ooze	Plant	Undead
Blood	✓	✓	✓	✓	✓	—	✓	✓	✓	✓	✓	✓	✓	✓
Bone	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	—	✓	✓
Brain	✓	—	✓	✓	—	—	✓	✓	—	✓	—	—	—	—
Egg	✓	✓	—	—	✓	—	✓	—	—	✓	—	—	—	—
Eye	✓	✓	✓	—	✓	✓	✓	✓	—	—	✓	—	—	✓
Fat	✓	✓	✓	✓	✓	—	✓	✓	✓	—	✓	✓	✓	✓
Flesh	✓	✓	✓	✓	✓	—	✓	✓	✓	—	✓	—	✓	✓
Heart	✓	✓	✓	✓	✓	—	✓	✓	✓	✓	✓	—	✓	✓
Liver	✓	✓	✓	✓	✓	—	✓	✓	✓	✓	✓	✓	✓	—
Spice	—	—	✓	—	—	✓	—	✓	—	—	—	—	✓	✓

## BLOOD

Blood gives its ingestor a taste for certain creature types. For the duration, the first time each turn that you hit a creature whose type matches the creature type of the blood you consumed, the attack deals bonus damage to the target. The damage is of the same type as the attack and increases with rarity: uncommon,  $1d4$ ; rare,  $1d6$ ; very rare,  $1d8$ ; legendary,  $1d10$ .

## BONE

The vitality stored within bones reinforces a creature's resilience to certain types of effects. Except for celestial and undead bones, the effects don't change with rarity. For the duration, you:

**Aberration.** Have **advantage** on saving throws against the stunned condition.

**Beast.** Have **advantage** on saving throws against the blinded condition.

**Celestial.** Gain temporary hit points at the start of each minute, which increases with rarity.

**Construct.** Have **advantage** on saving throws against gaining levels of exhaustion.

**Dragon.** Have **advantage** on saving throws against the frightened condition.

**Elemental.** Have **advantage** on saving throws against extreme weather and temperature.

**Fey.** Have **advantage** on saving throws against the charmed condition.

**Fiend.** Have **advantage** on saving throws against the poisoned condition.

**Giant.** Have **advantage** on saving throws against the restrained condition.

**Humanoid.** Have **advantage** on saving throws against diseases.

**Monstrosity.** Have **advantage** on saving throws against the paralysed condition.

**Plant.** Can't be put to sleep by magic.

**Undead.** Have **advantage** on saving throws against diseases. Additionally, you immediately regain a number of hit points, which increases with rarity.

## BONE EFFECT SCALING

Rarity	Celestial	Undead
Uncommon	$1d6$	$1d4 + 1$
Rare	$2d6$	$2d4 + 2$
Very rare	$3d6$	$3d4 + 3$
Legendary	$4d6$	$4d4 + 4$

## BRAIN

Digesting brains imparts enhanced mental faculties. Of the edible brains, aberrations and humanoids have particularly unique abilities. For the duration, you:

**Aberration.** Can communicate telepathically with creatures within a certain radius of you, which increases with rarity. You must be able to see the creature and share a language to communicate in this way. In addition, higher rarities grant you **advantage** on Insight checks (very rare and legendary) and put you under the effects of the *detect thoughts* spell (legendary).

**Celestial.** Gain a bonus to Charisma checks, which increases with rarity.

**Construct.** Gain a bonus to Intelligence checks, which increases with rarity.

**Fey.** Gain a bonus to Wisdom checks, which increases with rarity.

**Fiend.** Gain a bonus to Charisma checks, which increases with rarity.

**Humanoid.** Gain a bonus to ability checks using a single randomly determined skill (see the Random Skill table on page 120). The bonus increases with rarity.

## BRAIN EFFECT SCALING

Rarity	Aberration	Check Bonus
Uncommon	30 ft.	+1
Rare	90 ft.	+2
Very rare	300 ft.	+3
Legendary	900 ft.	+4

## EGG

Eggs contain the primed biomantic material for creatures of the component's type. When you ingest a meal that contains egg, your body undergoes interesting morphological changes that last for the effect's duration.

**Aberration.** You grow a tentacle that can be used to hold non-armour items, or to grapple a creature, but not to make other attacks. You use the tentacle's Strength modifier instead of your own when grappling with it. The Strength modifier of the tentacle increases with rarity.

**Beast.** Your morphology changes to adapt to the current environment. You have **advantage** on

saving throws against environmental effects of the GM's discretion. For example, if you are in a cold biome, you might grow fur and have **advantage** on saving throws against the effects of the cold.

**Dragon.** You grow a fanged maw, a natural weapon on which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to a value that increases with rarity + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

**Fey.** You shimmer while standing still, becoming hard to see. You are under the effects of the *chameleon skin* spell.

**Monstrosity.** You grow scales that grant you a new way to calculate your AC. The calculation increases with rarity. You can use the calculation to determine your AC if the armour you wear would leave you with a lower AC.

## EGG EFFECT SCALING

Rarity	Aberration	Dragon	Monstrosity
Uncommon	+0	1d6	12 + Dex mod
Rare	+2	1d8	13 + Dex mod
Very rare	+4	1d10	14 + Dex mod
Legendary	+6	1d12	15 + Dex mod



## EYE

Eyes are strong receptacles of divination magic, and they tend to impart effects that help with perception and detection. For the duration, you:

**Aberration.** Are under the effects of the *detect magic* spell. The radius of the sense increases with rarity.

**Beast.** Gain a bonus to your Perception checks. The bonus increases with rarity.

**Celestial.** Are under the effects of the *detect evil and good* spell. The radius of the sense increases with rarity.

**Dragon.** Gain a bonus to your Intimidation checks. The bonus increases with rarity.

**Elemental.** Know the location of any elemental within a radius around you that isn't protected from divination magic. The radius increases with rarity.

**Fey.** Are under the effects of the *see invisibility* spell, out to a certain range. The range of the vision increases with rarity.

**Fiend.** Can see normally in dim light and darkness, both magical and nonmagical. The radius of the vision increases with rarity.

**Monstrosity.** Gain darkvision or, if you already have darkvision, its range is increased. The range of the vision increases with rarity.

**Undead.** Know the location of any undead within a radius around you that isn't protected from divination magic. The radius increases with rarity.

### EYE EFFECT SCALING

Rarity	Aberration	Beast	Celestial	Dragon	Elemental	Fey	Fiend	Monstrosity	Undead
Uncommon	10 ft.	+1	10 ft.	+1	10 ft.	10 ft.	10 ft.	30 ft. or +15 ft.	10 ft.
Rare	20 ft.	+2	20 ft.	+2	20 ft.	20 ft.	20 ft.	60 ft. or +30 ft.	20 ft.
Very rare	60 ft.	+3	60 ft.	+3	60 ft.	60 ft.	60 ft.	90 ft. or +45 ft.	60 ft.
Legendary	180 ft.	+4	180 ft.	+4	180 ft.	180 ft.	180 ft.	120 ft. or +60 ft.	180 ft.



## FAT

Fat inures creatures to particular types of damage, decreasing the trauma caused when a creature takes damage of that type. Whenever you take damage of the type associated with the creature type whose fat you ingested, roll a die and subtract the result from that damage. The die is determined by the rarity: uncommon,  $1d4$ ; rare,  $1d6$ ; very rare,  $1d8$ ; legendary,  $1d10$ . This damage reduction occurs before resistance is calculated.

**Aberration.** Psychic.

**Beast.** Cold.

**Celestial.** Radiant.

**Construct.** Lightning.

**Dragon.** Meta; the same as the damage type of the dragon's Breath Weapon. If a dragon possesses Breath Weapons that deal multiple damage types, the damage type is randomly determined from among the available options. If it doesn't have a breath weapon, its fat has no effect.

**Fey.** Poison.

**Fiend.** Fire.

**Giant.** Meta; the same as the damage type with which the giant is associated (GM's discretion). If a giant is associated with more than one damage type, the damage type is randomly determined from among the available options. If a giant possesses no additional damage type, its fat has no effect.

**Monstrosity.** Thunder.

**Ooze.** Acid.

**Plant.** Poison.

**Undead.** Necrotic.

## FLESH

Flesh fortifies the body with power. The first attack you make each turn that hits deals bonus damage of a type associated with the creature type of the flesh you ingested. The damage increases with rarity: uncommon, 1; rare, 2; very rare, 3; legendary, 4.

**Aberration.** Psychic.

**Beast.** Cold.

**Celestial.** Radiant.

**Construct.** Lightning.

**Dragon.** Meta; the same as the damage type of the dragon's Breath Weapon. If a dragon possesses Breath Weapons that deal multiple damage types, the damage type is randomly determined from among the available options. If it doesn't have a breath weapon, its flesh has no effect.

**Fey.** Poison.

**Fiend.** Fire.

**Giant.** Meta; the same as the damage type with which the giant is associated (GM's discretion). If a giant is associated with more than one damage type, the damage type is randomly determined from among the available options. If a giant possesses no additional damage type, its flesh has no effect.

**Monstrosity.** Thunder.

**Plant.** Acid.

**Undead.** Necrotic.

## HEART

Eating the magical heart of a creature lets you detect the presence of other hearts of that creature type. You know the direction (but not distance) of living (or, in the case of undead, unliving) hearts belonging to that creature type within a certain radius, which increases with rarity. This effect can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

### HEART EFFECT SCALING

Rarity	Detection Radius
Uncommon	60 ft.
Rare	240 ft.
Very rare	960 ft.
Legendary	1 mile

## SPICE

Spice incorporates everything from celestial and fiend dust to the primordial remains of elementals, ethereal ichor, and the pollen and spores of plants. The effects of spice are disparate, and last for the duration.

**Celestial.** At uncommon rarity, you are continuously under the effects of the *featherfall* spell. At rare and higher rarities, you also gain a flying speed, which increases with rarity.

**Fiend.** You gain temporary hit points at the start of each minute. The number of temporary hit points increases with rarity.

**Elemental.** You can cast a random elemental cantrip at will. Roll on the Random Cantrip table to determine which cantrip. The caster level at which the cantrip is cast increases with rarity.

### SPICE EFFECT SCALING

Rarity	Celestial	Elemental	Fiend	Undead
Uncommon	<i>featherfall</i>	Base level	2d4	2d4
Rare	Fly 15 ft.	5th-level	4d4	4d4
Very rare	Fly 30 ft.	11th-level	6d4	6d4
Legendary	Fly 60 ft.	17th-level	8d4	8d4

## LIVER

Ingesting the magically-preserved liver of a creature repulses creatures of that creature type. When a creature of the same type as the liver you ingested hits you with a melee attack, that creature takes necrotic damage. This necrotic damage increases with rarity: uncommon, 1d4; rare, 1d6; very rare, 1d8; legendary, 1d10. Once a creature takes this damage, the effect can't occur again until the start of your next turn.



### RANDOM ELEMENTAL CANTRIP

d6	Cantrip
1	<i>acid splash</i>
2	<i>concussion*</i>
3	<i>fire bolt</i>
4	<i>ray of frost</i>
5	<i>shocking grasp</i>
6	<i>water whip*</i>

\*See Appendix B

**Plant.** You are under the effects of the *speak with plants* spell.

**Undead.** Your maximum and current hit points increase. This value increases with rarity.

## QUIRKS

As with other crafting checks, there are degrees of success and failure. A well or badly made magical meal can end up with quirks—properties that grant additional favourable or detrimental effects. Unhelpful quirks are known as flaws, while advantageous ones are referred to as boons.

The greater the margin by which a crafting check is failed or succeeded, the greater the number of quirks acquired. The number of boons a magical meal can gain is limited by the power of the *essence* used to craft it: the rarer the *essence*, the more boons it can sustain. A food's quirks are rolled by the GM and aren't known by those who consume the food until they become apparent. Cooking quirks are described later in this section (page 64).

**Repeated Results.** Cooking quirks don't stack; if you roll the same quirk more than once, re-roll until you get a different result.

### QUIRKS GAINED

Cooking Check Result Minus Recipe DC	Number of Quirks	Minimum Essence Rarity
<b>-13 or less</b>	Four flaws	Uncommon
<b>-12 to -9</b>	Three flaws	Uncommon
<b>-8 to -5</b>	Two flaws	Uncommon
<b>-4 to -1</b>	One flaw	Uncommon
<b>0 to 4</b>	None	Uncommon
<b>5 to 8</b>	One boon*	Rare
<b>9 to 12</b>	Two boons*	Very rare
<b>13+</b>	Three boons*	Legendary

\*The number of boons is limited by the rarity of the meal being cooked. If the result of your check would confer two or three boons, but the meal used only a *robust essence* (rare), you instead get one boon.



## COOKING FLAWS

To determine which flaws the meal has, roll on the Cooking Flaws table. Unless otherwise stated, any effects last for the duration of the magical meal's effects.

### COOKING FLAWS

d8	Flaw
1	<b>Rottworth's Revenge.</b> Explosive emissions from both ends leave you <b>poisoned</b> and unable to benefit from short or long rests. Spells and magical effects that remove poison instead suppress the effect for <b>1 hour</b> .
2	<b>Nauseating Nightmare.</b> Visual and audible hallucinations cause you to become distracted. You have <b>disadvantage</b> on Intelligence, Wisdom, and Charisma checks, and on initiative rolls.
3	<b>Tongue Tied.</b> Your tongue becomes enchanted; you can speak only in a language associated with one of the creature types whose magical component you ingested (GM's choice). For example, if you ate a fey's component, you might speak only Sylvan.
4	<b>Flatulence.</b> Foetid gases erupt from your bowels uncontrollably. You have <b>disadvantage</b> on Charisma checks against creatures within <b>30 feet</b> of you that can smell, and you have <b>disadvantage</b> on Stealth checks against creatures that can smell or hear.
5	<b>Borborygmus Bomb.</b> Your stomach convulses in painful cramps. You have <b>disadvantage</b> on saving throws made to maintain your concentration. After <b>1d8 hours</b> (known only by the GM), you release a pungent miasma with the effects of the <i>cloudkill</i> spell, centred on yourself. This cloud lasts for <b>1 minute</b> .
6	<b>High Glycemic Index.</b> After <b>1d4 hours</b> (known only by the GM), you have a sugar crash. Once you crash, you have <b>disadvantage</b> on Dexterity checks and Dexterity saving throws.
7	<b>Allergic Reaction.</b> Your skin puckers into an irritating rash. You must succeed on a <b>DC 10 Constitution saving throw</b> at the start of each of your turns or use your action or bonus action to scratch uncontrollably.
8	<b>Food Baby.</b> The meal leaves you bloated. Your speed is reduced by <b>5 feet</b> .

## COOKING BOONS

To determine which boons the meal has, roll on the Cooking Boons table. Unless otherwise stated, any effects last for the duration of the magical meal's effects.

### COOKING BOONS

d8	Boon
1	<b>Iron Gut.</b> You have <b>resistance</b> to poison damage and <b>advantage</b> on saving throws made against the poisoned condition.
2	<b>Sweet Breath.</b> The aroma of the delicious food perfumes your breath. You have <b>advantage</b> on Charisma checks against creatures within <b>30 feet</b> of you that can smell.
3	<b>Linguistic Learning.</b> You gain the ability to speak one language associated with the creature type of each magical component you consumed (GM's choice). For example, if you ate an elemental's component, you might be able to speak Primordial.
4	<b>Slow Release Energy.</b> The steady trickle of energy from your meal maintains your blood sugar. You have <b>advantage</b> on saving throws made to maintain your concentration.
5	<b>Fearless Fancy.</b> You become extraordinarily brave. You are <b>immune</b> to the frightened condition.
6	<b>Hearty Harvest.</b> You feel as if you could move mountains. You have <b>advantage</b> on Strength checks and you count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.
7	<b>Peaceful Digestion.</b> The next time you finish a short rest, you regain one additional hit point per Hit Die you roll to regain hit points. The next time you finish a long rest, you recover an additional number of expended Hit Dice equal to your proficiency bonus.
8	<b>Fast Food.</b> The meal leaves you energised. Your speed increases by <b>5 feet</b> .



## WORKED EXAMPLE

In this example, Gurf cooks his grandma's secret sausage recipe for Mizzard.

**Gurf:** Time for grandma's secret sausages!

**Mizzard:** Ah, another tradition from your barbaric homelands, is it? Very well.

**Gurf:** For sausages I need flesh for eatin' and egg for bindin'. I've got this giant flesh from Charlie, our friend you accidentally roasted, and the egg from that owlboar. Plus we have all this frail essence and my grandma's favourite cooking pot!

**Mizzard:** Accidentally is the key phrase... I'll light a fire.

**GM:** Ok, that's all five requirements: recipe, components, essence, cook's utensils, and heat. Sausages are a journeyman recipe so the DC is 16.

**Mizzard:** I'll provide what help I can. My proficiency bonus is +4.

**GM:** Great. You have no proficiency with cook's utensils, so we add half that value to the result: +2.

**Gurf:** Okay, that's an 11, plus my Constitution modifier of +5 and my proficiency bonus of +4 'cos I am proficient with cook's utensils. That's 20!

**GM:** 20 plus 2, 22. The DC is 16 so you beat it by 6! If you had used stronger essence, you would have got a boon, but alas, the meal you create is of uncommon rarity and can't carry boons.

**Gurf:** Grandma would be proud.



# HUMPERDINK'S BIOMANCY BOUTIQUE

Hello l' Arsene,  
You forgot my extra  
familiar! Here you go!  
Humperdink

AN ADVENTURER'S  
MASTERFUL  
MAKER'S MANUAL

# HUMPERDINK'S BIOMANCY BOUTIQUE

Are you havink trouble makinle friends? Vell here in mein lab, I make zem far easier zan I ever did in ze real world. Plus these vons are practically immortal und kan never leave you. Say auf wiedersehen to emotional vulnerability!

Heliana loves to say "Ein familiar is ein huge responsibility. It iz not just fur giftmas!" Vell... I kan barely handle mein own problems, but zat never stopped me from makinle seven more! Enjoy!

— Humperdink, Also an Author

Note fur printers: L'Arsène definitely vas totally fine mit me addink zese extra pages. Zere's no need to ask him or anything.

Greetings monster tamers! This addendum, *Humperdink's Biomancy Boutique*, delivers the seven extra familiars unlocked as part of the stretch goals for the *Heliana's Guide to Monster Hunting* Kickstarter campaign. The familiars are listed alphabetically, and their bespoke improvements are listed first by level, then alphabetically.

## CRAFTING FAMILIARS

To craft a familiar, Humperdink (or another biomancer) needs one of the unique monster's components, a drop of the player character's blood, and a fee equal to 20 times the player character's level in gold pieces. After 24 hours, the familiar is crafted and is immediately bonded to the character from whom the blood was donated. When that character casts the *find familiar* spell, they can choose this crafted familiar instead of one of the normal options.

## BESPOKE COMPANIONS

These crafted familiars are primed to be trained by monster tamers (*Heliana's Guide*, page 194). A creature crafted in this way can be tamed by its bonded tamer without requiring an ability check. Upon being tamed, the creature can no longer be summoned by the *find familiar* spell and becomes a bespoke companion.

**Shared Resilience.** When a crafted familiar becomes a companion, it gains the 'Bonus Tamer Improvement' listed in its section without requiring the tamer to spend one of its improvements. Furthermore, as a tamer increases in power, its link to its bespoke companions emboldens them. When a character reaches 3rd, 5th, 11th, or 17th level in the tamer class, each of its bespoke companions gain 1 additional Hit Die. Each time this happens, the companion's hit point maximum increases by a roll of the Hit Die plus the companion's Constitution modifier (minimum of 0). These increases are also applied retroactively, should the tamer gain a bespoke companion after they have reached these levels.

**Bespoke Improvements.** These crafted creatures gain new ways to benefit from the improvements granted by a tamer's Monster Trainer feature. When a tamer gains a level, they can choose to grant these creatures an improvement from the creature-specific options listed in their familiar's monster trainer section instead of the normal ones available to all creatures tamed by a tamer.





### MAGIC RESILIENCE I

PREREQUISITE: —

"How did you survive that fireball?!"

### TELEPORT

PREREQUISITE: —

"Hey, Munch- where did you go?"

### CREATURE SENSE

PREREQUISITE: DETECT THOUGHTS

"...and where I am..."

### MIND BLAST I

PREREQUISITE: —

"Give 'em a headache, Munchy..."

### PSIONIC SHIELD I

PREREQUISITE: —

"You really deflected that emotional damage..."

### TELEPATHIC HUB

PREREQUISITE: CREATURE SENSE

"...and tell me what everyone's thinking..."

### PSIONIC SHIELD II

PREREQUISITE: PSIONIC SHIELD I

"and stopped my parent guilt-tripping me!"

### DOMINATION

PREREQUISITE: TELEPATHIC HUB

"Take the reigns, Munchy."

## BRAINMUNCHER

Munchy ist ein ekcellent helper round ze bar. Zey know ekzactly when folks vant another drink und kan relay ze messages to all ze servers when it gets really busy. Unfortunately, zey often get distracted by ze patrons' pets... Ve hat had less ov ein problem mit rodents recently, though.

— Humperdink, Never Thirsty

**Type:** Aberration

**Creature Component:** Mind flayer

**Bonus Tamer Improvement:** Detect Thoughts  
and +2 Hit Dice

Removing the brainmuncher's innate desire to eat brains entirely has proven quite difficult, though the range of potential victims has been limited to cute and furry pets. Despite this flaw, they are useful companions, able to link minds telepathically and shelter folks from hangovers and psychic assaults alike.

If any of the brainmuncher's traits or actions require saving throws, it is always against the brainmuncher's **save DC**, as calculated below.

**Save DC** = 8 + the tamer's proficiency bonus  
+ the brainmuncher's Intelligence modifier

# MONSTER TRAINER

## Detect Thoughts

**Prerequisite:** become a tamer's companion  
**Type:** Passive (companion)

The brainmuncher is always under the effect of the *detect thoughts* spell, with a range equal to the range of its telepathy. In addition, the range of its telepathy increases to **60 feet**. The brainmuncher can communicate slowly via thoughts and emotions if it doesn't share a language with a creature.

## Teleport

**Prerequisite:** 3rd-level tamer  
**Type:** Active (bonus action)

As a bonus action, the brainmuncher teleports up to 30 feet to an unoccupied space it can see. After it uses this bonus action, it can't do so again until its tamer finishes a short or long rest.

## Creature Sense

**Prerequisite:** 3rd-level tamer, Detect Thoughts  
**Type:** Active (action), passive (companion)

As an action, the brainmuncher expands its telepathic ability. For the next minute, the brainmuncher is aware of the presence of creatures within **300 feet** of it that have an Intelligence score of 4 or higher. It knows the distance and direction to each creature, as well as each creature's Intelligence score, but can't sense anything else about it. The brainmuncher must maintain its concentration on this effect as if it were concentrating on a spell; if it loses concentration, the effect ends.

After the brainmuncher uses this action, it can't do so again until its tamer finishes a short or long rest.

In addition, the range of its telepathy and the damage die of its Tentacles increase to **90 feet** and a **d10**, respectively. When the brainmuncher's tamer reaches 5th level in the tamer class, the damage die increases to **2d6**.

## Magic Resilience I

**Prerequisite:** 3rd-level tamer  
**Type:** Passive (companion)

The brainmuncher gains a **+2 bonus** to saving throws it makes against spells and other magical effects.

## Mind Blast I

**Prerequisite:** 5th-level tamer  
**Type:** Active (action)

As an action, the brainmuncher magically emits psychic energy in a **30-foot cone**. Each creature in that area must succeed on an **Intelligence saving throw** or take 10 (**3d6**) psychic damage. A creature that fails the saving throw by 5 or more is **stunned** until the start of its next turn. After the brainmuncher uses this action, it can't do so again until its tamer finishes a short or long rest.

When the brainmuncher's tamer reaches 9th level in the tamer class, the damage of this action increases to 17 (**5d6**).

## Psionic Shield I

**Prerequisite:** 5th-level tamer  
**Type:** Active (reaction), Passive (companion)

The brainmuncher gains a **+2 bonus** to its AC while it isn't incapacitated or wearing armour. When a creature within range of the brainmuncher's telepathy takes psychic damage, the brainmuncher can use its reaction to halve the psychic damage taken by that creature.

# BRAINMUNCHER

*Tiny aberration, lawful evil*

**Armour Class** 12 (natural armour)

**Hit Points** 2 (1d4)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	10 (+0)	11 (+0)	15 (+2)	13 (+1)	13 (+1)

**Skills** Arcana +4, Deception +3, Insight +3, Perception +3

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Deep Speech, telepathy 30 ft.

**Challenge** 1/8 (25 XP)

**Proficiency Bonus** +2

**Brainmuncher.** The brainmuncher likes to eat the brains of Tiny beasts, like household pets. If left unattended, it will attempt to do so (GM's discretion).

## ACTIONS

**Tentacles.** *Melee Weapon Attack:* **+4** to hit, reach 5 ft., one target.  
Hit: 4 (**1d4 + 2**) psychic damage.

**Levitate.** The brainmuncher casts the *levitate* spell on itself.

## TELEPATHIC HUB

**Prerequisite:** 9th-level tamer, Creature Sense

**Type:** Active (action), Passive (companion)

As an action, the brainmuncher can link the minds of up to 10 creatures that are within the radius of its telepathy for **1 hour**, or until the brainmuncher returns to its vessel. While within this radius, those creatures can communicate telepathically with one another. After the brainmuncher uses this action, it can't do so again until its tamer finishes a short or long rest.

The brainmuncher can hear all telepathic communications originating from or directed towards any creature within the radius of its telepathy. In addition, the range of its telepathy and the damage die of its Tentacles attack increase to **120 feet** and **2d8**, respectively. When the tamer reaches 13th and 17th level in the tamer class, this damage die increases to **2d10** and **2d12**, respectively.

## MAGIC RESILIENCE II

**Prerequisite:** 13th-level tamer, Magic Resilience I

**Type:** Passive (companion)

The brainmuncher gains a **+2 bonus** to saving throws it makes against spells and other magical effects. This is in addition to the bonus from Magic Resilience I.

## MIND BLAST II

**Prerequisite:** 13th-level tamer, Mind Blast I

**Type:** Passive (companion)

The damage of the brainmuncher's Mind Blast action increases to **24 (7d6)**, and the size of the cone increases to **60 feet**. The brainmuncher gains a **+1 bonus** to the **save DC** of this action.

When the brainmuncher's tamer reaches 17th level in the tamer class, the damage of this action increases to **35 (10d6)**.

## PSIONIC SHIELD II

**Prerequisite:** 13th-level tamer, Psionic Shield I

**Type:** Active (reaction), Passive (companion)

The brainmuncher gains a **+2 bonus** to its AC while it isn't incapacitated or wearing armour. This is in addition to the bonus from Psionic Shield I.

The brainmuncher can detect whenever a creature within range of its telepathy makes a Wisdom saving throw, and can use its reaction to give that creature **advantage** on the saving throw.

## DOMINATION

**Prerequisite:** 17th-level tamer, Telepathic Hub

**Type:** Active (action)

As an action, the brainmuncher attempts to dominate the mind of a creature it can see within **60 feet** of it. The creature must succeed on a **Wisdom saving throw** or be **charmed** by the brainmuncher for 1 minute. If the brainmuncher or creatures that are friendly to the brainmuncher are fighting the target, it has **advantage** on the saving throw. A creature whose CR is higher than half the brainmuncher's tamer's level in the tamer class (rounded up) automatically succeeds on this saving throw.

The brainmuncher can telepathically communicate with and issue commands to the creature at any range while it is conscious (no action required), which it does its best to obey. If the creature completes the order and doesn't receive further direction from the brainmuncher, it defends and preserves itself to the best of its ability.

Each time the target takes damage, it makes a new **Wisdom saving throw** against the effect. If the saving throw succeeds, the effect ends. This spell ends early when the brainmuncher is dismissed.

After the brainmuncher uses this action, it can't do so again until its tamer finishes a long rest.



# TAMER LEVEL

1

## SPIRIT TRANSFER

PREREQUISITE: BECOME COMPANION

*"What a bedsider manner..."*

3

## QUICK I

PREREQUISITE: —

*"So hard to pin down at bath time!..."*

## IMMATERIAL

PREREQUISITE: —

*"Like water through a ghost's back..."*

5

## SOULBEAM I

PREREQUISITE: SPIRIT TRANSFER

*"Who're you gonna call?..."*

## FLYBY

PREREQUISITE: —

*"Not a chance of catching them now."*

## SOUL SIPHON

PREREQUISITE: —

*"They are really quite draining."*

9

## QUICK II

PREREQUISITE: QUICK I

*"...the smell is becoming a problem."*

## UNCANNY DODGE

PREREQUISITE: —

*"Never have I ever caught a caprisoul."*

13

## SOULBEAM II

PREREQUISITE: SOULBEAM I

*"...Wight Fighters!..."*

## INCORPOREALITY

PREREQUISITE: IMMATERIAL

*"...talk about hit and run..."*

17

## SOULFORM

PREREQUISITE: INCORPOREALITY  
OR SOULBEAM II

*"...truly terrifying."*

# CAPRISOUL

Cappy has saved me more than once when I ran out of healing potions in some dank dungeon. When it comes to caprisouls, just make sure you keep them fed and watch out for the pointy bit if you don't.

— Heliana, Drained

**Type:** Undead

**Creature Component:** Wight and stirge

**Bonus Tamer Improvement:** Spirit Transfer and +2 Hit Dice

A glowing caprisoul is a safe caprisoul; those ones have fed recently and are still digesting their life force meal. With a long, narrow proboscis capable of finding chinks in most armour, a caprisoul pierces more than the body when it attacks; it finds its way into the target's very essence. And, shortly after, that essence finds its way into the caprisoul. A well trained caprisoul can transfer this life force back to its owner, or unleash it in a psyche-devastating ray.

If any of the caprisoul's traits or actions require saving throws, it is always against the caprisoul's **Save DC**, as calculated below.

**Save DC** = 8 + the tamer's proficiency bonus + the caprisoul's Constitution modifier

# MONSTER TRAINER

## SPIRIT TRANSFER

**Prerequisite:** become a tamer's companion  
**Type:** Active (action), Passive (companion)

When the caprisoul hits with its Soul Drain attack, it stores life force in a pool of soul power equal to the necrotic damage dealt, which has a maximum capacity equal to 10 plus the number of tamer levels the caprisoul's tamer has. As an action, the caprisoul can empty this pool of soul power into one willing creature within 5 feet of it, causing that creature to regain hit points equal to the pool's value.

While its pool has life force in it, the caprisoul emits dim light in a **10-foot radius**. The caprisoul's Death Burst trait deals additional damage equal to the value in its pool of soul power when it dies. The pool of soul power resets to 0 when the caprisoul's tamer finishes a long rest.

After the caprisoul has used this action twice, it can't do so again until its tamer finishes a short or long rest.

## CAPRISOUL

Tiny undead, neutral

**Armour Class** 13

**Hit Points** 3 (1d4 + 1)

**Speed** 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	13 (+1)	8 (-1)	9 (-1)	7 (-2)

**Skills** Stealth +5

**Damage Resistances** necrotic

**Damage Immunities** poison

**Condition Immunities** charmed, poisoned

**Senses** darkvision 60 ft., passive Perception 9

**Languages** —

**Challenge** ½ (25 XP)

**Proficiency Bonus** +2

**Death Burst.** When the caprisoul dies, it explodes in a burst of soul energy. Each creature within 5 feet of it must make a **DC 11 Dexterity saving throw**, taking 5 (**2d4**) psychic damage on a failure, or half as much damage on a success.

## ACTIONS

**Soul Drain.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 1 piercing damage plus 3 (**1d6**) necrotic damage. The caprisoul gains temporary hit points equal to half the necrotic damage dealt. The target must succeed on a **DC 11 Constitution saving throw** or its hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

## IMMATERIAL

**Prerequisite:** 3rd-level tamer

**Type:** Active (bonus action)

As a bonus action, the caprisoul turns partially incorporeal. Until the start of its next turn, it has **resistance** to bludgeoning, piercing, and slashing damage. After the caprisoul uses this action, it can't do so again until its tamer finishes a short or long rest.

## QUICK I

**Prerequisite:** 3rd-level tamer

**Type:** Passive (companion)

The caprisoul's flying speed increases by **10 feet** and it gains a **+2 bonus** to its AC while it isn't wearing armour.

## SOULBEAM I

**Prerequisite:** 5th-level tamer, Spirit Transfer

**Type:** Active (action)

As an action, the caprisoul unleashes all of the energy stored in its pool of soul power. Each creature in a **5-foot-wide, 60-foot-long line** must make a **Dexterity saving throw**. A creature takes psychic damage equal to the value in the caprisoul's pool on a failure, or half as much damage on a success. The pool then resets to zero.

When the caprisoul's tamer reaches 9th level in the tamer class, this action deals an additional 7 (**2d6**) psychic damage.

After the caprisoul has used this action, it can't do so again until its tamer finishes a short or long rest.

## FLYBY

**Prerequisite:** 5th-level tamer

**Type:** Passive (companion)

The caprisoul doesn't provoke opportunity attacks when it flies out of an enemy's reach.

## SOUL SIPHON

**Prerequisite:** 5th-level tamer

**Type:** Passive (companion)

The caprisoul's Soul Drain attack deals an additional 1d6 necrotic damage (7 (**2d6**) total). This increases by 1d6 when its tamer reaches 11th level in the tamer class (10 (**3d6**) total) and 17th level in the tamer class (14 (**4d6**) total).

## QUICK II

**Prerequisite:** 9th-level tamer, Quick I

**Type:** Passive (companion)

The caprisoul's flying speed increases by **10 feet** and it gains a **+2 bonus** to its AC while it isn't wearing armour. This is in addition to the increase and bonus from Quick I.

## UNCANNY DODGE

**Prerequisite:** 9th-level tamer

**Type:** Active (reaction)

When an attacker that the caprisoul can see hits it with an attack, the caprisoul can use its reaction to halve the attack's damage against it.

## INCORPOREALITY

**Prerequisite:** 13th-level tamer, Immaterial

**Type:** Passive (companion)

While the caprisoul is under the effect of its Immortal trait, it can move through other creatures and objects as if they were difficult terrain. If it ends its turn inside an object, it takes 5 (**1d10**) force damage and is shunted to the nearest unoccupied space.

## SOULBEAM II

**Prerequisite:** 13th-level tamer, Soulbeam I

**Type:** Passive (companion)

The length of the caprisoul's Soulbeam line increases to **90 feet**, and the caprisoul gains a **+1 bonus** to the **save DC** of this action. The action deals an additional 7 (**2d6**) psychic damage, in addition to the bonus from Soulbeam I (14 (**4d6**) total extra damage).

When the caprisoul's tamer reaches 17th level in the tamer class, this action deals an additional 10 (**3d6**) psychic damage, in addition to the previous bonuses (24 (**7d6**) total extra damage).

## SOULFORM

**Prerequisite:** 17th-level tamer, Incorporeality or Soulbeam II

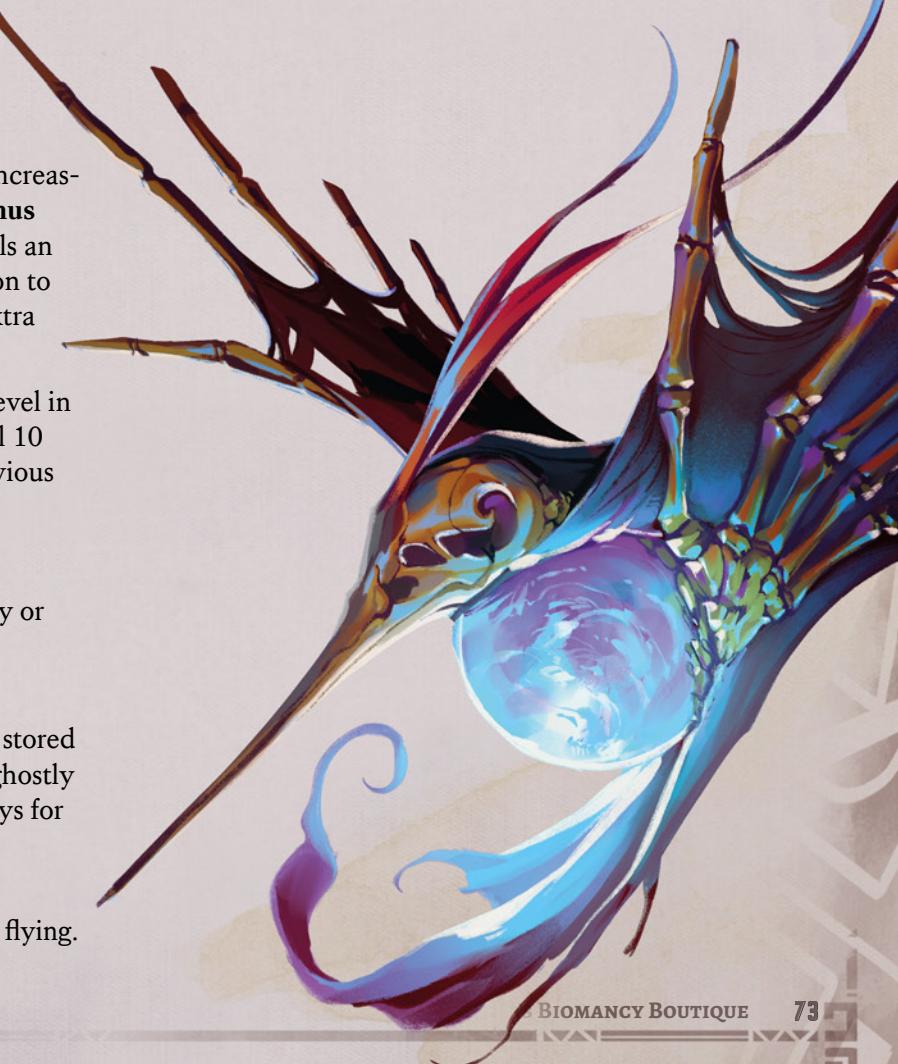
**Type:** Active (bonus action)

As a bonus action, the caprisoul unleashes its stored pool of soul power, turning into a terrifying, ghostly version of itself, changing in the following ways for **1 minute**:

- It grows to Medium size.
- It becomes weightless and can hover while flying.

- It has **resistance** to bludgeoning, piercing, and slashing damage.
- It can move through other creatures and objects as if they were difficult terrain. If it ends its turn inside an object, it takes 5 (**1d10**) force damage and is shunted to the nearest unoccupied space.
- It gains a number of temporary hit points equal to the value in its pool of soul power.
- Its pool of soul power resets to zero.
- It gains a ranged spell attack: **Soul Lance**.  
*Ranged Spell Attack:* Con modifier + PB to hit, range 90 ft., one creature. Hit: 24 (**7d6**) psychic damage and the target must succeed on a **Wisdom saving throw** or be **frightened** of the caprisoul until the transformation ends. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

After the minute elapses, or if the caprisoul is reduced to 0 hit points before then, it falls **unconscious** until its tamer finishes a long rest. After it uses this action, it can't do so again until its tamer finishes a long rest.



**TRUE SEEING I**

PREREQUISITE: GROWTH I

*"Sometimes I feel they see right through me..."***GROWTH I**

PREREQUISITE: —

*"Aw... the skull barely fits any more..."***DIVINE CONSTRICKTION**

PREREQUISITE: —

*"Nothing quite like a divine embrace."***TRUE SEEING II**

PREREQUISITE: TRUE SEEING I

*"...and everyone else."***GROWTH II**

PREREQUISITE: GROWTH I

*"...you might have to let it go soon."***SOLAR BEAM I**

PREREQUISITE: —

*"Aren't they a little ray of sunshine?..."***DIVINE AEGIS**

PREREQUISITE: —

*"It's nice when someone has your back..."***SOLAR BEAM II**

PREREQUISITE: SOLAR BEAM I

*"...just remember your sunglasses..."***DIVINE ARMOUR**

PREREQUISITE: DIVINE AEGIS

*"...it looks like someone has their back."***EVIL'S SCOURGE**

PREREQUISITE: DIVINE AEGIS

*"...and even nicer when they have your front!"*

## COUATLING

We used to have a lot of bar fights before Couaty took a liking to Granny Weathertax. Now they're quite the formidable pair. Couaty follows her everywhere, lets her know which folks are up to no good, and Granny takes care of them before any more of my tables get broken. I'd just got pretty good at carpentry too...

— Heliana, No Longer A Woodworker

**Type:** Celestial

**Creature Component:** Couatl

**Bonus Tamer Improvement:** Linguist and +2 Hit Dice

Agents of good, harbingers of harmony, and a font of pleasant vibes, couatlings are anathema to evil. It isn't unusual for a couatl mother to expire after guarding her brood of eggs without rest or reprieve. Hatching without a parent isn't as dire a consequence for these innately magical creatures as one might think. The most bold of the brood will often use the mother's skull as a means of scaring off would-be predators. Adorable.

If any of the couatling's traits or actions require saving throws, it is always against the couatling's **save DC**, as calculated below.

**Save DC** = 8 + the tamer's proficiency bonus +  
the couatling's Charisma modifier

# MONSTER TRAINER

## LINGUIST

**Prerequisite:** become a tamer's companion

**Type:** Active (action), Passive (companion)

The couatling can understand all the languages that its tamer understands and can speak falteringly in those languages. In addition, the couatling can use an action to cast *comprehend languages*, requiring no material components. After it has used this action, it can't do so again until its tamer finishes a long rest.

The couatling gains this improvement when it becomes a companion; it doesn't cost an improvement.

## DIVINE CONSTRCTION

**Prerequisite:** 3rd-level tamer

**Type:** Active (action)

The couatling gains a melee spell attack: Constrict. The damage die of the Constrict attack increases with the specified die size in the couatling's Growth improvements.

**Constrict. Melee Spell Attack:** Cha modifier + PB to hit, reach 5 ft., one creature no more than one size larger than the couatling. Hit: 1d4 + Cha modifier bludgeoning damage, and the target is grappled (escape DC equals save DC). Until this grapple ends, the target is restrained, and the couatling can't constrict another target.

## GROWTH I

**Prerequisite:** 3rd-level tamer

**Type:** Passive (companion)

The couatling's size increases to Small and its Hit Die size increases to a d6 (its hit point maximum consequently increases by 1 for each of its Hit Dice). The damage die of its Bite attack increases to a d8 and its Divine Constriction to a d6.

## DIVINE AEGIS

**Prerequisite:** 5th-level tamer

**Type:** Active (action)

As an action, the couatling casts *protection from evil and good* or *protection from poison*, without requiring material components. These spells end early when the couatling is dismissed. After it uses this feature to cast either spell, it can't do so again until its tamer finishes a long rest.

## SOLAR BEAM I

**Prerequisite:** 5th-level tamer

**Type:** Active (companion)

As an action, the couatling unleashes a beam of radiant energy from its fanged maw. Each creature in a 5-foot-wide, 30-foot-long line must make a Dexterity saving throw, taking 17 (5d6) radiant damage on a failed save, or half as much damage on a successful one. After the couatling uses this action, it can't do so again until its tamer finishes a short or long rest.

When the couatling's tamer reaches 9th level in the tamer class, the damage of this action increases to 24 (7d6).

## COUATLING

Tiny celestial, lawful good

**Armour Class** 13 (natural armour)

**Hit Points** 2 (1d4)

**Speed** 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	11 (+0)	10 (+0)	12 (+1)	15 (+2)

**Skills** Perception +3

**Damage Resistances** psychic, radiant

**Senses** darkvision 60 ft., passive Perception 13

**Languages** telepathy 30 ft.

**Challenge** 1/8 (25 XP)

**Proficiency Bonus** +2

**Shielded Mind.** The couatling is immune to scrying and to any effect that would sense its emotions, read its thoughts, or detect its location.

## ACTIONS

**Bite. Melee Weapon Attack:** +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

**Goodsense (1/Day).** The couatling casts *detect evil and good*, requiring no material components.

## **TRUE SEEING I**

**Prerequisite:** 5th-level tamer

**Type:** Active (action), Passive (companion)

The couatling gains blindsight to a range of **15 feet**. As an action, it can gain truesight out to the range of its blindsight until the end of its next turn. After it uses this action, it can't do so again until its tamer finishes a short or long rest.

## **DIVINE ARMOUR**

**Prerequisite:** 9th-level tamer, Divine Aegis

**Type:** Passive (companion)

The couatling's scales harden as it is shrouded in a golden veil that wards against evil creatures. The couatling gains a **+2 bonus** to its AC while it isn't wearing armour. In addition, evil-aligned creatures that target the couatling with an attack or a harmful spell must first make a **Wisdom saving throw**. On a failed save, the creature must choose a new target or lose the attack or spell. This spell doesn't protect the couatling from area effects, such as the explosion of a *fireball*. If the couatling makes an attack, casts a spell that affects an enemy, or deals damage to another creature, the golden veil fades to mist and this effect (but not the bonus to its AC) is suspended for **1 minute**.

## **GROWTH II**

**Prerequisite:** 9th-level tamer, Growth I

**Type:** Passive (companion)

The couatling's size increases to Medium and its Hit Die size increases to a **d8** (its hit point maximum consequently increases by **1** for each of its Hit Dice). The damage die of its Bite attack increases to a **d10** and its Divine Constriction to a **d8**.

## **SOLAR BEAM II**

**Prerequisite:** 13th-level tamer, Solar Beam I

**Type:** Passive (companion)

The damage of the couatling's Solar Beam action increases to **31 (9d6)**, and the length of the line increases to **60 feet**. The couatling gains a **+1 bonus** to the **save DC** of this action.

When the couatling's tamer reaches 17th level in the tamer class, the damage of this action increases to **42 (12d6)**.

## **TRUE SEEING II**

**Prerequisite:** 13th-level tamer, True Seeing I

**Type:** Passive (companion)

The couatling's blindsight increases to **60 feet**. When it uses its action to gain truesight out to the range of its blindsight, the effect lasts **10 minutes**.

## **EVIL'S SCOURGE**

**Prerequisite:** 17th-level tamer, Divine Armour

**Type:** Active (action)

As an action, the couatling casts the *dispel evil and good spell*, without requiring material components. This spell ends early when the couatling is dismissed. After it uses this action, it can't do so again until its tamer finishes a long rest.



# DEATH SHROUD

1

## RECYCLE

PREREQUISITE: BECOME COMPANION

*"Waste not, want not."*

3

## GROWTH I

PREREQUISITE: —

*"My, what an appetite..."*

## HULKING PROTECTOR

PREREQUISITE: —

*"Such a helpful hand."*

5

## GROWTH II

PREREQUISITE: GROWTH I

*"...we'll have trouble finding trousers for that many legs..."*

## UNDEAD FORTITUDE I

PREREQUISITE: —

*"Nothing gets you down, eh?..."*

## GRAVE ROBBER

PREREQUISITE: —

*"Now, now, should you be doing that?..."*

## MULTIATTACK

PREREQUISITE: —

*"A whirlwind of slaps."*

9

## UNDEAD FORTITUDE II

PREREQUISITE: UNDEAD FORTITUDE I

*"...like... nothing!..."*

## CORPSE INVESTIGATOR

PREREQUISITE: GRAVE ROBBER

*"...why, yes, we should!"*

13

## GROWTH III

PREREQUISITE: GROWTH II

*"...yes, it'll have to be a custom wardrobe..."*

## UNDEAD FORTITUDE III

PREREQUISITE: UNDEAD FORTITUDE II

*"...the power of positive thinking, is it?"*

17

## SWARM

PREREQUISITE: GROWTH III

*"...I'm not clothing all of you!"*

Delightful companions when tracking; they don't speak and they get as excited as me when identifying the cause of a corpse's demise—a useful trait when discerning your prey's favourite meals. Just don't take them to a mortuary. People are so touchy about their relatives' flesh sacks.

— Heliana, Irreverent

**Type:** Undead

**Creature Component:** Undead spellcaster

**Bonus Tamer Improvement:** Recycle and +2 Hit Dice



A death shroud can be created by combining cloth imbued with necromantic energy with flesh free of a soul. One blast of biomantic energy later and you have an animate, cloth-wrapped limb. A death shroud actively recruits fresh corpses into its own form, temporarily increasing its size and strength. Over time, some of these additions stick, and the death shroud can grow to a mass of writhing limbs, heads, and torsos.

If any of the death shroud's traits or actions require saving throws, it is always against the death shroud's **Save DC**, as calculated below.

**Save DC** = 8 + the tamer's proficiency bonus + the death shroud's Intelligence modifier

# MONSTER TRAINER

## RECYCLE

**Prerequisite:** become a tamer's companion

**Type:** Active (action or reaction)

As a reaction when the death shroud kills a creature with its Slap or Lich Slap attacks, or as an action when the death shroud is within **5 feet** of a corpse that has been dead for no longer than **1 hour**, the death shroud absorbs some of the corpse's mass into itself. The death shroud regains hit points equal to one roll of the corpse's Hit Die and gains the same number of temporary hit points.

In addition, if the corpse is equal to or larger than the death shroud, the death shroud's size increases by one size category until its tamer finishes a short or long rest. The death shroud's size can increase by no more than one category in this way. If there isn't enough room for the death shroud to double its size, it attains the maximum possible size in the space available. While its size is increased in this way, the death shroud has **advantage** on **Strength** checks and **Strength saving throws**, it gains a **+2 bonus** to the attack roll of its Slap attack, and its Slap attack deals an extra **1d4 bludgeoning damage** on a hit.

## GROWTH I

**Prerequisite:** 3rd-level tamer

**Type:** Passive (companion)

The death shroud's size increases to Small and its Hit Die size increases to a **d6** (its hit point maximum consequently increases by **1** for each of its Hit Dice). The damage die of its Slap increases to a **d6** and its Lich Slap to a **d10**.

## HULKING PROTECTOR

**Prerequisite:** 3rd-level tamer

**Type:** Active (reaction)

When a creature the death shroud can see attacks a target that is within **5 feet** of the death shroud, it can use its reaction to decrease the damage the target takes by **1d10**, provided the attack is against a creature other than the death shroud. When the death shroud's tamer reaches 13th level in the tamer class, this damage reduction increases to **2d10**.

## DEATH SHROUD

*Tiny undead, lawful neutral*

**Armour Class** 12 (natural armour)

**Hit Points** 2 (1d4)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	13 (+1)	11 (+0)	14 (+2)	13 (+1)	8 (-1)

**Skills** Medicine +3, Thieves' tools +3

**Damage Immunities** poison

**Condition Immunities** blinded, charmed, poisoned

**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 11

**Languages** understands Common but can't speak

**Challenge**  $\frac{1}{8}$  (25 XP)

**Proficiency Bonus** +2

**Morbid Curiosity.** The death shroud is easily distracted by fresh corpses. Whenever it first detects a corpse that has been dead for less than **1 hour** (and that it didn't witness die), it must succeed on a **DC 11 Wisdom saving throw** or get distracted. While distracted, it spends its movement and actions trying to get close to, and inspect, the corpse for a cause of death. A distracted death shroud in a corpse's space uses its action to make **Intelligence (Medicine)** checks (DC decided by the GM). On a success, it stops being distracted and becomes **immune** to the allure of that corpse forever.

**Turn Immunity.** The death shroud is immune to effects that turn undead.

## ACTIONS

**Slap.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (**1d4 + 1**) bludgeoning damage.

**Lich Slap.** *Ranged Spell Attack:* +4 to hit, range 30 ft., one creature. *Hit:* 3 (**1d6**) necrotic damage and the target can't regain hit points until the start of the death shroud's next turn.

## GRAVE ROBBER

**Prerequisite:** 5th-level tamer

**Type:** Active (bonus action), Passive (companion & tamer)

The death shroud is always under the effects of the *detect magic* spell, which has a radius equal to the death shroud's blindsight. If the death shroud uses its action to see magical auras, these are also visible to its tamer.

In addition, the death shroud can use its bonus action to use its thieves' tools to disarm a trap or open a lock, or to take the Use an Object action.

## GROWTH II

**Prerequisite:** 5th-level tamer, Growth I

**Type:** Passive (companion)

The death shroud's size increases to Medium and its Hit Die size increases to a **d8** (its hit point maximum consequently increases by **1** for each of its Hit Dice). The damage die of its Slap increases to a **d8** and its Lich Slap to a **2d6**.

## MULTIATTACK

**Prerequisite:** 5th-level tamer

**Type:** Active (action)

As an action, the death shroud makes two attacks with any combination of Slap and Lich Slap.

## UNDEAD FORTITUDE I

**Prerequisite:** 5th-level tamer

**Type:** Passive (companion)

The death shroud gains a **+1 bonus** to its AC. In addition, if damage reduces the death shroud to 0 hit points, it must make a **Constitution saving throw** with a DC of  $5 + \text{the damage taken}$ , unless the damage is radiant or from a critical hit. On a success, the death shroud drops to 1 hit point instead.

## CORPSE INVESTIGATOR

**Prerequisite:** 9th-level tamer, Grave Robber

**Type:** Active (action), Passive (tamer)

As an action, the death shroud can cast the *speak with dead* spell without requiring material components, allowing its tamer to ask the corpse questions. This spell ends early when the death shroud is dismissed. After the death shroud uses this action, it can't do so again until its tamer finishes a short or long rest.

In addition, the death shroud's tamer gains proficiency in the Medicine skill.

## UNDEAD FORTITUDE II

**Prerequisite:** 9th-level tamer, Undead Fortitude I

**Type:** Passive (companion)

The death shroud gains a **+1 bonus** to its AC. This improvement is in addition to the bonus from Undead Fortitude I. The DC for the Constitution saving throw it makes when reduced to 0 hit points equals the damage taken, unless the damage is radiant or from a critical hit.

## GROWTH III

**Prerequisite:** 13th-level tamer, Growth II

**Type:** Passive (companion)

The death shroud's size increases to Large and its Hit Die size increases to a **d10** (its hit point maximum consequently increases by **1** for each of its Hit Dice). The damage die of its Slap attack increases to a **d10** and its Lich Slap to **2d8**.

## UNDEAD FORTITUDE III

**Prerequisite:** 13th-level tamer, Undead Fortitude II

**Type:** Passive (companion)

The death shroud gains a **+1 bonus** to its AC. This improvement is in addition to the bonuses from Undead Fortitude I & II. It can make the Constitution saving throw when reduced to 0 hit points even if the damage is radiant or from a critical hit.

## SWARM

**Prerequisite:** 17th-level tamer, Growth III

**Type:** Active (action)

As an action, the death shroud deconstructs itself into eight **ghouls** which last for **1 minute**. While in this state, the tamer can issue a single command as an action to all eight ghouls, which they follow to the best of their ability. The tamer can't use its Bolster, Psychic Bond, Malleable Presence, Switcheroo, or Magnificent Presence features to affect any of the ghouls.

The tamer can dismiss the death shroud if at least one ghoul is within range of the tamer. When it does so, the nearest ghoul returns to the vessel—where it reverts to a death shroud and remains **unconscious** until its tamer finishes a long rest—and all the other ghouls drop dead.

Alternatively, if at least one ghoul is alive at the end of the minute and is on the same plane of existence as the tamer, the death shroud returns to its vessel and remains **unconscious** until its tamer finishes a long rest. If all ghouls die, the death shroud returns to its vessel with 3 levels of **exhaustion** and remains **unconscious** until its tamer finishes a long rest. If the tamer is on a different plane of existence to all of the ghouls when the minute ends or when the last ghoul dies, the death shroud dies.

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13

17

**VERACIOUS QUESTION**

PREREQUISITE: —

"I'd answer carefully..."

**M!**

PREREQUISITE: —

"Ti! Qi! Ni!"

**ASTRAL ENCHANTER I**

PREREQUISITE: —

"Bun has quite the eye for trinkets..."

**GRASPING BONETIDE**

PREREQUISITE: —

"No! You'll ruin the carpet!..."

**BONEY CARAPACE I**

PREREQUISITE: —

"How functional..."

**ZONE OF RETRIBUTIVE TRUTH**

PREREQUISITE: VERACIOUS QUESTION

"...but most importantly: truthfully!"

**SPRINGSTRIKE**

PREREQUISITE: SNEAK ATTACK

"...now!"

**UNCANNY DODGE**

PREREQUISITE: —

"Bunnies are notoriously jumpy."

**GRASPING BONETIDE II**

PREREQUISITE: GRASPING BONETIDE I

"...Can't you go plough a field?..."

**BONEY CARAPACE II**

PREREQUISITE: BONEY CARAPACE I

"...and macabre..."

**ASTRAL ENCHANTER II**

PREREQUISITE: ASTRAL ENCHANTER I

"...especially antiques..."

**BONE CAGE**

PREREQUISITE: BONEY CARAPACE II

"...well that's what I call recycling."

**ASTRAL ENCHANTER III**

PREREQUISITE: ASTRAL ENCHANTER II

"...they could go on a roadshow."

# DIRE BUNNY

Yes, a dire bunny is a great enchanting buddy, valuable rogue-like combatant, and excellent at getting the truth out of folks. But what no-one talks about is their ability to plough a field. One word and thousands of bony limbs dig it all up. Just don't take them to a graveyard, they get... distracted.

- Heliana, Aspiring Farmer

**Type:** Aberration

**Creature Component:** Bonemonger

**Bonus Tamer Improvement:** Sneak Attack

Astral hermits are a strange and esoteric species. Mercantile in nature, those that visit the Material Plane choose forms that appear innocuous and unthreatening, to better sell their enchanting services. The hermit from which this specimen, dubbed the 'dire bunny', has been crafted had a peculiar fascination with bones that has been surprisingly difficult to remove.

If any of the dire bunny's traits or actions require saving throws, it is always against the dire bunny's **save DC**, as calculated below.

**Save DC** = 8 + the tamer's proficiency bonus  
+ the dire bunny's Constitution modifier

# MONSTER TRAINER

## SNEAK ATTACK

**Prerequisite:** become a tamer's companion  
**Type:** Passive (companion)

Once on its turn, the dire bunny can deal an extra 3 (**1d6**) damage to one creature it hits with a Bite attack if it has **advantage** on the attack roll. The dire bunny doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and the dire bunny doesn't have disadvantage on the attack roll.

The extra damage increases by 1d6 when the dire bunny's tamer reaches 3rd level (**2d6**), 5th level (**3d6**), 9th level (**4d6**), 13th level (**5d6**), and 17th level (**6d6**) in the tamer class.

## ASTRAL ENCHANTER I

**Prerequisite:** 3rd-level tamer  
**Type:** Active (action), Passive (tamer)

While the dire bunny is summoned, its tamer has a +2 bonus to Enchanting checks\*.

In addition, as an action, the dire bunny can cast the *identify* spell, requiring no material components. After it uses this action, it can't do so again until its tamer finishes a long rest.

## Mi!

**Prerequisite:** 3rd-level tamer  
**Type:** Active (action)

As an action, the dire bunny proclaims "Mi!" at one creature it can see within 60 feet of it. If the target can hear the proclamation, it must succeed on a **Constitution saving throw** or take 4 (**1d8**) thunder damage and 4 (**1d8**) psychic damage, and become **frightened** of the dire bunny until the end of the dire bunny's next turn.

## VERACIOUS QUESTION

**Prerequisite:** 3rd-level tamer  
**Type:** Active (bonus action), Passive (companion & tamer)

The dire bunny gains proficiency in the Persuasion and Intimidation skills and, while the bunny is summoned, its tamer can add half its proficiency bonus to ability checks it makes that use the Insight, Intimidation, or Persuasion skills.

In addition, when the dire bunny asks a question,

it can use a bonus action to imbue the question with magical truth. If the question's recipient can hear (or otherwise perceive) and understand the question, it must make a **Charisma saving throw**, blurting out a short, truthful answer on a failure, or answering as it pleases (if at all) on a success. A creature can choose to fail this saving throw. After the dire bunny has used this bonus action twice, it can't do so again until its tamer finishes a short or long rest.

## GRASPING BONETIDE I

**Prerequisite:** 5th-level tamer  
**Type:** Active (action)

As an action, the dire bunny summons a wave of animated bones that ripples out from it in either a **30-foot cone** or **15-foot-radius circle** (dire bunny's choice). Skeletal limbs burst out from surfaces in the area, slashing and grasping at creatures in contact with those surfaces. Each of those creatures must make a **Dexterity saving throw**, taking 10 (**3d6**) slashing damage and becoming **restrained** until the end of the dire bunny's next turn on a failure, or taking half as much damage and not becoming restrained on a success. After the dire bunny uses this action, it can't do so again until its tamer finishes a short or long rest.

When the dire bunny's tamer reaches 9th level in the tamer class, the damage of this action increases to 17 (**5d6**).

## BONEY CARAPACE I

**Prerequisite:** 5th-level tamer  
**Type:** Passive (companion)

The dire bunny gains a +2 bonus to its AC while it isn't wearing armour.

## SPRINGSTRIKE

**Prerequisite:** 9th-level tamer, Sneak Attack  
**Type:** Active (action), Passive (companion)

The dire bunny's speed increases by **10 feet**. As an action, the dire bunny can move up to half its speed without provoking opportunity attacks and make one Bite attack.

## UNCANNY DODGE

**Prerequisite:** 9th-level tamer  
**Type:** Active (reaction)

When an attacker that the dire bunny can see hits it with an attack, the dire bunny can use its reaction to halve the attack's damage against it.

## ZONE OF RETRIBUTIVE TRUTH

**Prerequisite:** 9th-level tamer, Veracious Question  
**Type:** Active (bonus action)

As a bonus action, the dire bunny manifests an aura that lasts for **1 minute** and extends **20 feet** from the dire bunny, moving with it. As part of the bonus action to create the aura and as a bonus action on subsequent turns, the dire bunny can ask one creature it can see within the aura a question. If the creature can hear (or otherwise perceive) the question and understands it, it feels compelled to answer truthfully. If it doesn't answer before the end of its next turn, or answers untruthfully, it must succeed on a **Charisma saving throw** or be thrown up to **20 feet** in a direction of the dire bunny's choice.

After the dire bunny has manifested this aura, it can't do so again until its tamer finishes a short or long rest.

## ASTRAL ENCHANTER II

**Prerequisite:** 13th-level tamer, Astral Enchanter I  
**Type:** Active (action), Passive (tamer)

While the dire bunny is summoned, its tamer has a **+2 bonus** to Enchanting checks\*. This is in addition to the bonus from Astral Enchanter I.

As an action, the dire bunny can cast the *identify* spell at will, requiring no material components.

## GRASPING BONETIDE II

**Prerequisite:** 13th-level tamer, Grasping Bonetide I  
**Type:** Passive (companion)

The damage of the dire bunny's Grasping Bonetide action increases to **24 (7d6)**, and the size of the area increases to a **50-foot cone** or a **20-foot-radius circle**. The dire bunny gains a **+1 bonus** to the **save DC** of this action.

When the dire bunny's tamer reaches 17th level in the tamer class, the damage of this action increases to **35 (10d6)**.

## BONEY CARAPACE II

**Prerequisite:** 13th-level tamer, Boney Carapace I  
**Type:** Passive (companion)

The dire bunny gains a **+2 bonus** to its AC while it isn't wearing armour. This is in addition to the bonus from Boney Carapace I.

## ASTRAL ENCHANTER III

**Prerequisite:** 17th-level tamer, Astral Enchanter II  
**Type:** Active (action), Passive (tamer)

While the dire bunny is summoned, its tamer has a **+2 bonus** to Enchanting checks\*. This is in addition to the bonuses from Astral Enchanter I & II.

As an action, the dire bunny can cast the *locate object* spell, requiring no material components. This spell ends early when the dire bunny is dismissed.

\*See pages 26 - 27.

## BONE CAGE

**Prerequisite:** 17th-level tamer, Boney Carapace II  
**Type:** Active (action), Passive (companion)

The dire bunny gains a **+1 bonus** to its AC while it isn't wearing armour. This is in addition to the bonuses from Boney Carapace I & II.

As an action, the dire bunny creates a magical effect identical to the *bone cage*\* spell with a range of **self (30-foot-radius sphere)**. After it uses this action, it can't do so again until its tamer finishes a long rest.

\*See page 499, Appendix B of *Heliana's Guide to Monster Hunting*.

## DIRE BUNNY

Tiny aberration, neutral

**Armour Class** 13 (natural armour)

**Hit Points** 4 (1d4 + 2)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	14 (+2)	8 (-1)	14 (+2)	11 (+0)

**Skills** Insight +4, Perception +4

**Senses** darkvision 90 ft., passive Perception 14

**Languages** Common, Deep Speech, telepathy 30 ft.

**Challenge** 1/8 (25 XP)

**Proficiency Bonus** +2

**Bonemonger.** Whenever the dire bunny first sees a bone, it must succeed on a **DC 12 Wisdom saving throw** or become distracted until it possesses the bone or the bone is no longer in its line of sight. While distracted, it spends its movement and actions trying to get closer to the bone and sequester it. A distracted dire bunny whose owner issues a command to it repeats the saving throw at the end of its next turn, ending the effect on a success and becoming **immune** to the allure of any bone for the next **hour**.

## ACTIONS

**Bite.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 +1) piercing damage.

**Detect Thoughts (1/Day).** The dire bunny learns the surface thoughts of one creature it can see within **30 feet** of it for **1 minute**. It can attempt to probe deeper into the creature's mind, using an action to force the target to make a **DC 12 Wisdom saving throw**, per the *detect thoughts* spell.

# TAMER LEVEL

1

## GROWTH I

PREREQUISITE: BECOME COMPANION

*"This pup was quite enough trouble already..."*

3

## HOUND'S SPEED

PREREQUISITE: —

*"Let's hope it doesn't set things on fire wherever it walks."*

## KEEN SENSES

PREREQUISITE: —

*"They're good at finding things to burn..."*

5

## GROWTH II

PREREQUISITE: GROWTH I

*"...Not a pup. How do I stop this?..."*

## TRAILBLAZER I

PREREQUISITE: —

*"It sets things on fire where it walks..."*

## MULTIATTACK

PREREQUISITE: —

*"Fiery fangs forwards, please."*

9

## PACK TACTICS

PREREQUISITE: KEEN SENSES

*"...and sometimes, that's the enemy."*

## WHITE HOT

PREREQUISITE: —

*"It's not you, it's me. I need space..."*

13

## GROWTH III

PREREQUISITE: GROWTH II

*"...help!"*

## TRAILBLAZER II

PREREQUISITE: TRAILBLAZER I

*"...I'm gonna need a fire blanket. Or ten."*

## FIERY AURA

PREREQUISITE: WHITE HOT

*"...Okay it's you. A lot of space."*



17

## SLAGHUND PUP

No. Loud. Noises. Hundy is a sehr light sleeper und our insurance doesn't cover arson by fire-based fiends that you invite into your laboratory.

— Humperdink, Charred

**Type:** Fiend

**Creature Component:** Hell hound and owlbear

**Bonus Tamer Improvement:** Growth I and +2 Hit Dice

Instinctive, impulsive, and prone to setting things aflame, this pyromaniac pup's psyche is almost entirely id. A biomantic mix of hell hound and owlbear, this fiery fiend is an offensive powerhouse, even when a tiny pup. Just be careful not to stand too close to it when you sneeze... slaghunds are jumpy creatures.

If any of the slaghund's traits or actions require saving throws, it is always against the slaghund's **save DC**, as calculated below.

**Save DC** = 8 + the tamer's proficiency bonus + the slaghund's Constitution modifier

# MONSTER TRAINER

## GROWTH I

**Prerequisite:** become a tamer's companion

**Type:** Passive (companion)

The slaghund's size increases to Small and its Hit Die size increases to a **d6** (its hit point maximum consequently increases by 1 for each of its Hit Dice). The damage die of its Bite attack increases to a **d8** and its Claws to a **d6**. The slaghund gains this improvement when it becomes a companion; it doesn't cost an improvement.

## KEEN SENSES

**Prerequisite:** 3rd-level tamer

**Type:** Passive (companion)

The slaghund has advantage on **Wisdom (Perception)** checks.

## SLAGHUND

*Tiny fiend, chaotic neutral*

**Armour Class** 13 (natural armour)

**Hit Points** 4 (1d4 + 2)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	14 (+2)	6 (-2)	11 (+0)	10 (+0)

**Skills** Perception +2

**Damage Vulnerabilities** cold

**Damage Immunities** fire

**Senses** darkvision 60 ft., passive Perception 12

**Languages** —

**Challenge** 1/6 (25 XP)

**Proficiency Bonus** +2

**Heated Weapons.** When the slaghund hits with a weapon attack, it deals an extra 2 (**1d4**) fire damage (included in attacks).

**Heatable Body.** As a bonus action, the slaghund can cause its body to heat up, or return to a normal warm temperature. While its body is heated in this way, a creature that touches the slaghund or hits it with a melee attack while within 5 feet of it takes 2 (**1d4**) fire damage.

**Reactionary Flame.** When the slaghund is surprised, it ignites everything flammable within 1 foot of it that isn't being carried or worn.

## ACTIONS

**Bite.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (**1d6 + 1**) piercing damage plus 2 (**1d4**) fire damage.

**Claws.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (**1d4 + 1**) piercing damage plus 2 (**1d4**) fire damage.

## HOUND'S SPEED

**Prerequisite:** 3rd-level tamer

**Type:** Passive (companion)

The slaghund's speed increases by 20 feet.

## GROWTH II

**Prerequisite:** 5th-level tamer, Growth I

**Type:** Passive (companion)

The slaghund's size increases to Medium and its Hit Die size increases to a **d8** (its hit point maximum consequently increases by 1 for each of its Hit Dice). The damage die of its Bite attack increases to a **d10** and its Claws to a **d8**.

## MULTIATTACK

**Prerequisite:** 5th-level tamer

**Type:** Active (action)

As an action, the slaghund can make two attacks: one with its Bite and one with its Claws.

## TRAILBLAZER

**Prerequisite:** 5th-level tamer

**Type:** Active (action)

As an action while the slaghund's Heatable Body trait is active, it can make its fires burn even hotter until the start of its next turn, leaving a trail of devastation behind it. After using this action, each space the slaghund moves into bursts into **5-foot-high** flames until the start of its next turn. A creature that starts its turn within 5 feet of these flames, or one that starts its turn in the flames' space or moves into the flames' space for the first time on its turn, must make a **Constitution saving throw**. On a failure, a creature takes 2 (**1d4**) fire damage for each 5-foot-square of flames within 5 feet of it if it started its turn next to the flames, or 17 (**5d6**) fire damage if it is in the flames' space. On a success, a creature takes half as much damage.

After the slaghund uses this action, it can't do so again until its tamer finishes a short or long rest.

When the slaghund's tamer reaches 9th level in the tamer class, this damage increases to 3 (**1d6**) and 24 (**7d6**), respectively.

## **PACK TACTICS**

**Prerequisite:** 9th-level tamer, Keen Senses

**Type:** Passive (companion)

The slaghund has **advantage** on an attack roll against a creature if at least one of the slaghund's allies is within 5 feet of the creature and the ally isn't incapacitated.

## **WHITE HOT**

**Prerequisite:** 9th-level tamer

**Type:** Passive (companion & tamer)

The fire damage of the slaghund's Heatable Body and Heated Weapons traits increases to **1d8**. While the slaghund is summoned, its tamer has **resistance** to fire damage.

## **GROWTH III**

**Prerequisite:** 13th-level tamer, Growth II

**Type:** Passive (companion)

The slaghund's size increases to Large and its Hit Die size increases to a **d10** (its hit point maximum consequently increases by 1 for each of its Hit Dice). The damage die of its Bite attack increases to a **d12** and its Claws to a **d10**.

## **TRAILBLAZER II**

**Prerequisite:** 13th-level tamer, Trailblazer I

**Type:** Passive (companion)

The damage of the slaghund's Trailblazer action increases to 4 (**1d8**) and 31 (**9d6**), respectively. The slaghund gains a **+1 bonus** to the **save DC** of this action.

When the slaghund's tamer reaches 17th level in the tamer class, the damage of this action increases to 5 (**1d10**) and 42 (**12d6**), respectively.

## **FIERY AURA**

**Prerequisite:** 17th-level tamer, White Hot

**Type:** Active (action)

As an action while the slaghund's Heatable Body trait is active, it casts the *fire shield* spell on itself, choosing the warm shield option and requiring no material components.

After the slaghund uses this action, it can't do so again until its tamer finishes a long rest.



**MULTIATTACK**

PREREQUISITE: —

*"Unleash your inner dragon!"***HARDEN I**

PREREQUISITE: —

*"Such a lovely silver-blue..."***COLD Demeanour**

PREREQUISITE: —

*"Talk about a cold shoulder..."***SLOWING GAZE**

PREREQUISITE: —

*"Quite the eye contact..."***GROWTH II**

PREREQUISITE: GROWTH I

*"...meaning it'll fall harder..."***HARDEN II**

PREREQUISITE: HARDEN I

*"...darkening to midnight hues."***AURA OF PROTECTION**

PREREQUISITE: —

*"I always feel safer around you."***SLOWING GLARE**

PREREQUISITE: SLOWING GAZE

*"...how does it maintain it with everyone?"***GROWTH III**

PREREQUISITE: GROWTH II

*"...probably on me."***FREEZING BLAST**

PREREQUISITE: COLD DEMEANOUR

*"...My toes hurt."*

# TATZLING

You know, mein experiments hat blöwn up in mein face far less since zis chappy has been helpink me in ze laboratory. But last night, I did see him slip on a patch of beer und knock over a broom, which hit Peeper und sent him flyink into Lut's bar, knockink ovr every bottle ov rum she owns. Such an unfortunate kreature...

— Humperdink, Recently Lucky

**Type:** Dragon

**Creature Component:** Silver dragon

**Bonus Tamer Improvement:** Growth I and +2 Hit Dice

With a distinctive lopsided horn, scales of a deep midnight hue, and a sinuous, eel-like body, it is hard to believe that the tatzel family is a close relative of the silver dragon. Though more introverted than their gregarious argent cousins, tatzelwurms and their biomantic coun-

terparts, tatzlings, are just as friendly towards those in need.

Widely regarded as a sign of impending doom and misfortune, superstitious folk the world over ward their homes against these sleek shadow-cats. This is to the villagers' detriment, however; tatzlings have the unique ability to draw bad luck from others. In fact, it is this aspect that makes a tatzling such a great protector and causes its most innocent failures to become disastrous.

If any of the tatzling's traits or actions require saving throws, it is always against the tatzling's **save DC**, as calculated below.

**Save DC** = 8 + the tamer's proficiency bonus +  
the tatzling's Constitution modifier

# MONSTER TRAINER

## GROWTH I

**Prerequisite:** become a tamer's companion

**Type:** Passive (companion)

The tatzling's size increases to Small and its Hit Die size increases to a **d6** (its hit point maximum consequently increases by **1** for each of its Hit Dice). The damage die of its Bite attack increases to a **d8** and its Claws to a **d6**.

The tatzling gains this improvement when it becomes a companion; it doesn't cost an improvement.

## HARDEN I

**Prerequisite:** 3rd-level tamer

**Type:** Passive (companion)

The tatzling gains a +2 bonus to its AC while it isn't wearing armour.

## COLD DEMEANOUR

**Prerequisite:** 3rd-level tamer

**Type:** Active (bonus action)

As a bonus action, the tatzling creates a magical protective shield that surrounds it, covering its scales in a delicate patina of hoarfrost. It gains temporary hit points equal to three times its tamer's proficiency bonus for **1 minute**. If a creature hits it with a melee attack while it has these temporary hit points, the creature takes cold damage equal to three times its tamer's proficiency bonus.

After the tatzling uses this action, it can't do so again until its tamer finishes a short or long rest.

## GROWTH II

**Prerequisite:** 5th-level tamer, Growth I

**Type:** Passive (companion)

The tatzling's size increases to Medium and its Hit Die size increases to a **d8** (its hit point maximum consequently increases by **1** for each of its Hit Dice). The damage die of its Bite attack increases to a **d10** and its Claws to a **d8**.

## MULTIATTACK

**Prerequisite:** 5th-level tamer

**Type:** Active (action)

As an action, the tatzling can make two attacks: one with its Bite and one with its Claws.

## SLOWING GAZE

**Prerequisite:** 5th-level tamer

**Type:** Active (action)

As an action, the tatzling targets one creature it can see within **30 feet** of it that can see it. The target must succeed on a **Constitution saving throw** or be affected by the *slow* spell until the start of the tatzling's next turn, until the tatzling can no longer see it, until it is more than **60 feet** from the tatzling, or until the tatzling chooses to end the effect (no action required). At the start of its subsequent turns, the tatzling can use its bonus action to extend the effect's duration to the start of its next turn. For the effect's duration, the tatzling has **disadvantage** on attack rolls against creatures other than the target of this effect.

After the tatzling uses this action, it can't do so again until its tamer finishes a short or long rest.

## TATZLING

*Tiny dragon, lawful good*

**Armour Class** 14 (natural armour)

**Hit Points** 3 (1d4 + 1)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	11 (+0)	10 (+0)	12 (+1)

**Skills** Perception +2

**Damage Resistances** cold

**Senses** darkvision 60 ft., passive Perception 12

**Languages** —

**Challenge** 1/6 (25 XP)

**Proficiency Bonus** +2

**Disaster Prone.** When the tatzling makes an ability check or attack roll and rolls a **1** on the d20, the results are often disastrous. The GM has great latitude when deciding the consequences of this trait triggering.

## ACTIONS

**Bite. Melee Weapon Attack:** +4 to hit, reach 5 ft., one target. **Hit:** 5 (1d6 + 2) piercing damage.

**Claw. Melee Weapon Attack:** +4 to hit, reach 5 ft., one target. **Hit:** 4 (1d4 + 2) slashing damage.

## REACTIONS

**Protect (3/Day).** When a creature the tatzling can see attacks a target that is within **5 feet** of the tatzling, it can impose **disadvantage** on the attack roll provided the attack is against a creature other than the tatzling.

## **HARDEN II**

**Prerequisite:** 9th-level tamer, Harden I

**Type:** Passive (companion)

The tatzling gains a **+2 bonus** to its AC while it isn't wearing armour. This improvement is in addition to the bonus from Harden I.

## **AURA OF PROTECTION**

**Prerequisite:** 9th-level tamer

**Type:** Passive (tamer and allies)

Whenever a creature friendly to the tatzling makes a saving throw while within **10 feet** of the tatzling, the creature gains a bonus to the saving throw equal to the tatzling's Constitution modifier (minimum +1). The tatzling must be conscious to grant this bonus.

## **GROWTH III**

**Prerequisite:** 13th-level tamer, Growth II

**Type:** Passive (companion)

The tatzling's size increases to Large and its Hit Die size increases to a **d10** (its hit point maximum consequently increases by 1 for each of its Hit Dice). The damage die of its Bite attack increases to a **d12** and its Claws to a **d10**.

## **SLOWING GLARE**

**Prerequisite:** 13th-level tamer, Slowing Gaze

**Type:** Active (action)

As an action, each creature of the tatzling's choice in a **40-foot cone** originating from its eyes must succeed on a **Constitution saving throw** or become affected by the *slow* spell for **1 minute**. An affected creature can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success.

After the tatzling uses this action, it can't do so again until its tamer finishes a long rest.

When the tatzling's tamer reaches 17th level in the tamer class, this effect's cone increases to **60 feet**.

## **FREEZING BLAST**

**Prerequisite:** 17th-level tamer, Cold Demeanour

**Type:** Active (action), Passive (companion)

The tatzling gains **immunity** to cold damage.

As an action, the tatzling causes temperatures to plummet. Each creature within **20 feet** of it must make a **Constitution saving throw**, taking 35 (**10d6**) cold damage on a failure, or half as much damage on a success.

In addition, surfaces in the area become covered in a thin sheet of ice that lasts for **1 minute**. When the ice appears, each creature standing on it must succeed on a **Dexterity saving throw** or fall **prone**. A creature that enters the area for the first time on its turn or ends its turn there must also succeed on a **Dexterity saving throw** or fall **prone**. The tatzling automatically succeeds on these Dexterity saving throws.

After the tatzling uses this action, it can't do so again until its tamer finishes a long rest.



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# PLAYER NOTES



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