

## 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>

<sup>\*\*</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.

<sup>\*\*</sup>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	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	Horn, liver <sup>E</sup> , pouch of scales
20	Heart <sup>E+</sup>
25	Breath sac <sup>v</sup>

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

\*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.

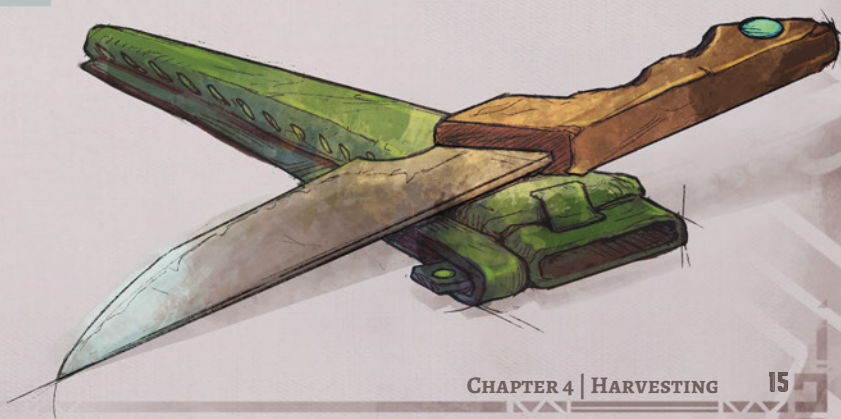
**Volatile Component: Possession.** If harvesters start but do not finish harvesting a *psyche*, the carving harvester must succeed on a **DC 15 Charisma saving throw** or become possessed by the fey's psyche. The possessed creature is **incapacitated** and loses control of its body. The psyche now controls 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	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> , horn <sup>**</sup> , pouch of claws <sup>**</sup> , pouch of teeth, talon <sup>**</sup> , tusk <sup>**</sup>
15	Heart <sup>E+</sup> , fat <sup>E+</sup> , liver <sup>E+</sup> , poison gland, pouch of feathers, pouch of scales, tentacle, tongue
20	Brain <sup>E</sup> , skin, pelt
25	Psyche <sup>v</sup>

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

\*\*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>vE+</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 <sup>**</sup>
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.