

GATHERING TABLES

Many of the materials can simply be found growing in the wild, and can be gathered by someone that knows what to look for and spends the time doing just that. When traveling at a slow pace through wilderness for 8 hours or more (i.e. not urban land or farmland), you can make a gathering check, but have disadvantage on the check to harvest anything found.

If you dedicate 8 hours to gathering without traveling, you can make two checks (without disadvantage) or find one item other than an essence of your choice that is available within that biome's table (making the ability check from the corresponding line of the table to harvest it) or 1d12 of any trivial item (making a DC 8 ability check to harvest it)

The found items then have to be gathered. You can choose to gather reagents, search for materials, or hunt wild game. Roll a d100 and consult the corresponding table below for the relevant biome to determine what is found.

GATHER REAGENTS

Reagents are harvested by making a Wisdom check. If you have an Herbalism kit and are proficient with it, you can add your proficiency bonus to the roll.

SEARCH FOR MATERIALS

Materials can be harvested with your choice of a Strength, Dexterity, or Wisdom check. If you have proficiency with the Survival skill, you can add your proficiency bonus to the roll.

HUNT GAME

Food can be gathered with your choice of a Dexterity or Wisdom check. If you have proficiency with the Survival skill, you can add your survival modifier to the roll.

INTENTIONALLY SLOW

Gathering is a time gated system. It is not intended to be the primary source of materials. Rather than being balanced against the loot tables, it's balanced against the down time activities (and consequently not particularly efficient).

GATHER REAGENTS

d100	DC	Forest	Desert	Grasslands	Marsh	Mountains
01-10	—	—	—	—	—	—
11-20	10	common curative reagent	—	—	common poisonous reagent	—
21-40	10	common curative reagent	common reactive reagent	common curative reagent	common poisonous reagent	common reactive reagent
41-50	10	common poisonous reagent	common curative reagent	common reactive reagent	common curative reagent	common curative reagent
51-60	10	common reactive reagent	common poisonous reagent	common poisonous reagent	common reactive reagent	common poisonous reagent
61-70	10	1d4 common poisonous reagents	1d2 common reactive reagents	1d2 common poisonous reagents	1d4 common poisonous reagents	1d2 common curative reagents
71-80	10	1d4 common curative reagents	1d2 common reactive reagents	1d2 common curative reagents	1d4 common reactive reagents	1d2 common reactive reagents
81-90	10	uncommon curative reagent	uncommon reactive reagent	uncommon curative reagent	uncommon poisonous reagent	uncommon reactive reagent
91-95	10	uncommon poisonous reagent	uncommon poisonous reagent	uncommon reactive reagent	uncommon reactive reagent	common curative reagent
96-00	10	common primal essence	common arcane essence	common divine essence	common primal essence	common primal essence

GATHER REAGENTS

d100	DC	Caves	Underground	Jungles	Shore	Tundra
01–10	—	—	—	—	—	—
11–30	12	common reactive reagent	common poisonous reagent	common curative reagent	common curative reagent	common reactive reagent
31–50	12	common poisonous reagent	common reactive reagent	common poisonous reagent	common poisonous reagent	common curative reagent
51–60	12	1d4 common reactive reagent	1d4 common poisonous reagents	1d4 common curative reagents	1d4 common curative reagents	1d4 common reactive reagents
61–70	12	uncommon reactive reagent	uncommon poisonous reagent	uncommon curative reagent	uncommon reactive reagent	uncommon curative reagent
71–80	12	uncommon curative reagent	uncommon curative reagent	uncommon reactive reagent	uncommon reactive reagent	uncommon reactive reagent
81–90	12	common divine essence	common arcane essence	common primal essence	common primal essence	common primal essence
91–95	12	uncommon poisonous reagent	uncommon poisonous reagent	uncommon reactive reagent	uncommon reactive reagent	uncommon reactive reagent
96–00	12	uncommon divine essence	uncommon arcane essence	uncommon primal essence	uncommon primal essence	uncommon primal essence

GATHER REAGENTS

d100	DC	Feylands	Shadowlands	Elemental Plane	Lower Plane	Upper Plane	Outer Plane
01–20	14	common curative reagent	common poisonous reagent	common reactive reagent	common poisonous reagent	common curative reagent	common reactive reagent
21–40	14	common reactive reagent	common reactive reagent	common curative reagent	common reactive reagent	common reactive reagent	common reactive reagent
41–60	14	1d4 common curative reagent	1d4 common poisonous reagent	1d4 common reactive reagent	1d4 common poisonous reagent	1d4 common curative reagent	1d4 common reactive reagent
61–80	14	uncommon curative reagent	uncommon poisonous reagent	uncommon reactive reagent	uncommon reactive reagent	uncommon curative reagent	uncommon reactive reagent
81–99	14	uncommon primal essence	uncommon arcane essence	uncommon primal essence	uncommon arcane essence	uncommon divine essence	uncommon arcane essence
00	14	rare primal essence	rare arcane essence	rare primal essence	rare arcane essence	rare divine essence	rare arcane essence

GATHER MATERIALS

d100	DC	Caves	Underground	Jungles	Shore	Tundra
01–10	12	—	—	1d4 firewood	—	—
11–20	12	discarded armor padding	parts	1d4 common branches	shoft haft	wood scraps
21–40	12	1d12 scales	1d4 supplies	1d4 supplies	medium carapace	firewood
41–60	12	adamant ore	mithril ore	uncommon supplies	rare supplies	supplies
61–80	12	large carapace	uncommon branch	uncommon branch	1d4 common branches	uncommon supplies
80–95	12	1d4 mithril ore	large carapace	uncommon branch	slightly rusty fancy parts	1d4 icesteel ore
96–00	12	common primal essence	common arcane essence	common primal essence	common primal essence	common primal essence

GATHER MATERIALS

d100	DC	Forest	Desert	Grasslands	Marsh	Mountains
01–20	10	1d4 x 10 firewood	—	1d4 firewood	1d4 firewood	1d4 firewood
21–40	10	1d12 common branch	1d12 scales	1d12 wood scraps	1d12 wood scraps	1d12 fletching
41–60	10	1d4 quality branches	1d4 medium carapace	uncommon supplies	1d4 quality branches	adamant ore
61–80	10	uncommon branch	large carapace	1d4 hides	supplies	mithril ore
80–95	10	1d2 uncommon branch	rare supplies	rare supplies	uncommon branch	uncommon branch
96–00	10	common primal essence	common arcane essence	common divine essence	common primal essence	common primal essence

HUNT GAME

d100	DC	Caves	Underground	Jungle	Shore	Tundra
01–30	12	fresh ingredients	supplies	fresh ingredients	fresh ingredients	—
31–60	12	1d4 fresh ingredients	fresh ingredients	1d4 fresh ingredients	1d4 fresh ingredients	fresh ingredients
61–90	12	1d4 hides	1d4 hides	supplies fresh water	1d8 fresh ingredients 1 supplies	1d4 fresh ingredients 1 hide
91–00	12	1d6 fresh ingredients, 1d4 hides	1d6 fresh ingredients, 1d4 hides	1d4 fresh ingredients 1 rare supplies	1d6 fresh ingredients, 1 medium carapace	1d6 fresh ingredients, 1d4 hides

HUNT GAME

d100	DC	Forest	Desert	Grasslands	Marsh	Mountains
01–30	10	fresh ingredients	—	fresh ingredients	—	—
31–60	10	1d4 fresh ingredients	fresh ingredients	1d4 fresh ingredients	supplies	supplies
61–90	10	1d4 fresh ingredients 1 hide	supplies	1d4 fresh ingredients hide	1d4 fresh ingredients	1d4 supplies
91–00	10	1d8 fresh ingredients 1d4 hides	1d6 fresh ingredients 1 large carapace	1d8 fresh ingredients 1d4 hides	1d4 fresh ingredients	1d6 fresh ingredients 1 large carapace