

HARVESTING & LOOTING

Harvesting and looting are two paths to the same place, but generally depend on what kind of foe was vanquished and you are now collecting the “stuff” of. Typically humanoid creatures that carry stuff are candidates for the Individual Treasure tables, while Aberrations, Beasts, Dragons, Monstrosities, and Plants are harvesting candidates.

If you don't normally provide loot equivalent to default treasure tables, you don't need to start providing loot equivalent to them using these new tables, simply apply these tables as frequently as it makes sense for your game.

Remember that you can fully mix and match as it makes sense. You can replace coinage with gems or art pieces, you can replace crafting items that wouldn't make sense with coinage, gems, or art pieces, etc. The tables are merely a guide and convenience for what sort of range of materials should come from what sort of creature.

HARVESTING

The Harvesting tables replace the Individual Treasure for Aberration, Beast, Dragon, Monstrosity, and Plant type creatures.

REMNANTS

Remnants optionally replace the Individual Treasure table for creatures that leave behind no body on death, like Elementals, Celestials, or Fiends (ones that leave behind a body can use the Harvesting table).

LOOT

The Loot tables optionally replace the Individual Treasure for humanoid type creatures. You can use this table in all cases or in some cases.

RECOMMENDATION

I would recommend using the table for all humanoid enemies, but using the Equivalent Gold Value for roughly half of enemies to keep gold flowing into the PCs pockets while also providing abundant crafting supplies.

HOARDS

Rather than replacing the hoard tables, simply use the default hoard table and replace an amount of coins, gems, and art pieces with crafting materials. This ensures that players are still getting the sort of loot they expect, but also fills in new materials into things that would often fill little role beside being converted to coinage at a later date.

BASIC HARVESTING

Beasts, Dragons, and Monstrosities can be harvested using Wisdom (Survival) for meat and hides. At a GM's discretion, a Plant type creature can be harvested for food using the same DC and amount, but providing common fresh ingredients instead of meat. Basic Harvesting takes 10 minutes. At your GM's discretion, it may take longer for larger creatures.

EXOTIC CREATURE HARVESTING

Applicable Targets: Aberration, Constructs, Dragons, Monstrosities, Plants, Some Undead

A random roll is performed to judge what can be harvested from the monster. For Dragons and Monstrosities, a Wisdom (Medicine) check is required to harvest the material without destroying it, for Constructs, an Intelligence (Arcana) check is required, and for Plants an Intelligence (Nature) check is required. Exotic Harvesting takes 10 minutes. At your GM's discretion, it may take longer for larger creatures.

If a beast is sufficiently magical, poisonous, or venomous, a GM can opt to use the Dragon & Monstrosity table for exotic harvesting, but this should be rare; even a poisonous beast is usually too mundane for the magical properties of harvested materials, and a beast should always be rolled on the 0–4 CR table regardless of its CR.

At a GM's discretion, some Undead may be harvested as well if there is something that would make sense for them to provide in this manner, in which case they would use an Intelligence (Arcana) check. Undead are less likely to provide anything of use, simply having a rare chance of providing arcane essences, though some would consider the use of these essences evil.

DOUBLE HARVESTING

If a monster is applicable for both Basic Harvesting and Exotic Harvesting, you can perform both, but the second check has disadvantage on the roll to successfully gather the materials.

EXOTIC REMNANTS

Applicable Targets: Celestials, Elementals, Fiends, Some Undead

Some creatures typically do not leave behind corpses. While these most often disappear without a trace, sometimes they will leave behind a fragment of the magical forces that powered them as a remnant, in the form of a reagent or essence. These are less likely to result in a crafting item, but don't require any check to gather it successfully. Gathering remnants is simple to do, and requires only 1 minute.

APPLYING MATERIAL TABLES

As a GM, never feel compelled to roll on a table if you feel it makes sense to do something else. The tables provide a baseline, but if you feel that it makes sense of a given monster to leave behind a given material, simply do so, requiring the check that seems most appropriate (using the tables as a guide if you wish).



EXOTIC HARVESTING (CR 0–4)

d100	DC	Dragon/Giants/ Monstrosities	Construct	Aberration	Undead	Plant
01–20	8	—	parts	—	—	—
21–50	8	common poisonous reagent	fancy parts	common reactive reagent	—	common poisonous reagent
51–70	8	common reactive reagent	fancy parts	common curative reagent	—	common curative reagent
71–80	8	common curative reagent	fancy parts	common poisonous reagent	—	common reactive reagent
81–00	8	common primal essence	common arcane essence	common psionic essence	common arcane essence	common primal essence

EXOTIC REMNANTS (CR 0–4)

d100	Celestial	Fiend	Elemental	Incorporal Undead
01–50	—	—	—	—
51–70	—	—	common reactive reagent	—
71–80	common curative reagent	common reactive reagent	common reactive reagent	common poisonous reagent
81–95	common divine essence	common arcane essence	common primal essence	common divine essence
96–00	common divine essence	common divine essence	common primal essence	common arcane essence

EXOTIC HARVESTING (CR 5–10)

d100	DC	Dragon/Giants/ Monstrosities	Construct	Aberration	Undead	Plant
01–30	10	uncommon reactive reagent	fancy parts	common reactive reagent	common arcane essence	common poisonous reagent
31–60	10	uncommon poisonous reagent	1d4 fancy parts	uncommon reactive reagent	1d4 common poisonous reagent	uncommon poisonous reagent
61–80	10	1d4 uncommon reactive reagent	1d6 fancy parts	uncommon curative reagent	1d4 uncommon poisonous reagents	1d4 uncommon curative reagent
81–90	10	uncommon primal essence	uncommon arcane essence	uncommon arcane essence	uncommon divine essence	uncommon primal essence
91–00	10	uncommon primal essence	uncommon arcane essence	uncommon psionic essence	uncommon arcane essence	uncommon primal essence

EXOTIC REMNANTS (CR 5–10)

d100	Celestial	Fiend	Elemental	Incorporal Undead
01–20	—	—	—	—
21–50	common curative reagent	common reactive reagent	common reactive reagent	common poisonous reagent
51–80	uncommon curative reagent	uncommon reactive reagent	uncommon reactive reagent	uncommon poisonous reagent
81–90	common divine essence	common arcane essence	common primal essence	common arcane essence
91–00	uncommon divine essence	uncommon arcane essence	uncommon primal essence	uncommon arcane essence

EXOTIC HARVESTING (CR 11–16)

d100	DC	Dragon/Giants/ Monstrosities	Construct	Aberration	Undead	Plant
01–30	12	uncommon reactive reagent	esoteric parts	uncommon reactive reagent	uncommon poisonous reagent	uncommon poisonous reagent
31–60	12	uncommon primal essence	1d4 esoteric parts	uncommon psionic essence	uncommon arcane essence	uncommon primal essence

61–70	12	rare reactive reagent	uncommon arcane essence	rare reactive reagent	rare poisonous reagent	rare curative reagent
71–80	12	rare poisonous reagent	uncommon arcane essence	rare poisonous reagent	uncommon arcane essence	rare poisonous reagent
81–90	12	rare primal essence	rare arcane essence	rare arcane essence	rare divine essence	rare primal essence
91–99	12	rare primal essence	rare arcane essence	rare psionic essence	rare arcane essence	rare primal essence
00	12	very rare primal essence	very rare arcane essence	very rare psionic essence	very rare arcane essence	very rare primal essence

EXOTIC REMNANTS (CR 11–16)

d100	Celestial	Fiend	Elemental	Incorporal Undead
01–20	uncommon curative reagent	uncommon reactive reagent	uncommon reactive reagent	uncommon poisonous reagent
21–50	uncommon divine essence	uncommon arcane essence	uncommon primal essence	uncommon arcane essence
51–80	rare curative reagent	rare reactive reagent	rare reactive reagent	rare poisonous reagent
81–00	rare divine essence	rare arcane essence	rare primal essence	rare arcane essence

EXOTIC HARVESTING (CR 17+)

d100	DC	Dragon/Giants/Monstrosities	Construct	Aberration	Undead	Plant
01–30	15	1d4 rare reactive reagent	1d4 esoteric parts	1d4 rare reactive reagent	1d4 rare poisonous reagent	1d4 rare poisonous reagent
31–50	15	rare primal essence	rare arcane essence	rare psionic essence	rare arcane essence	rare primal essence
51–89	15	very rare primal essence	very rare arcane essence	very rare arcane essence	very rare arcane essence	very rare primal essence
90–94	15	legendary primal essence	legendary arcane essence	legendary arcane essence	legendary divine essence	legendary primal essence
95–00	15	legendary primal essence	legendary arcane essence	legendary psionic essence	legendary arcane essence	legendary primal essence

EXOTIC REMNANTS (CR 17+)

d100	Celestial	Fiend	Elemental	Incorporal Undead
01–20	rare curative reagent	rare reactive reagent	rare reactive reagent	rare poisonous reagent
21–50	rare divine essence	rare arcane essence	rare primal essence	rare arcane essence
51–69	very rare curative reagent	very rare reactive reagent	very rare reactive reagent	very rare poisonous reagent
70–89	very rare divine essence	very rare arcane essence	very rare primal essence	very rare arcane essence
90–00	legendary divine essence	legendary arcane essence	legendary primal essence	legendary arcane essence

HIDE AND MEAT HARVESTING

Creature Size	Difficulty	Hide	Meat
Tiny	N/A	—	—
Small	DC 12	1d4 hide scraps	—
Medium	DC 10	1 hide or 1 medium carapace or 2d6 scales	1 common meat
Large	DC 12	5 hides or 1 large carapace or 3d6 scales	1d4 common meat
Huge	DC 14	10 hides or 2 large carapaces or 6d6 scales	2d6 common meat

Gargantuan

DC 14

15 hides or 3 large carapaces
or 9d6 scales

3d8 common meat

- Special materials can replace up to half of the materials harvested based on the qualifications of the monster.

SPECIAL MATERIALS

Modifier	Minimum CR	Harvesting Difficulty	Additional Requirements	Effect
tough hide/scales	8	+4	Harvested from a creature with AC 16 or higher	Armor crafted has +1 AC
resistant hide/scales	8	+5	Harvested from a creature with resistance to an elemental damage type	Armor crafted has related elemental resistance
dragon scales	14	+8	Harvested from a Dragon.	Armor crafted has +1 AC and Resistance to related element.
uncommon meat	5	+3	—	—
rare meat	10	+5	—	—
very rare meat	17	+7	—	—
legendary meat	21	+9	—	—

- If the difficulty modifier is not met, the material is harvested without the modifier, its special property ruined during harvesting.



place up to half of

Harv

t hide/scales

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