

D&D HARVESTING AND CRAFTING SYSTEM

SUMMARY

This document has been created to incorporate a monster harvesting and crafting system for D&D 5e. Monster parts can be collected and used to make potions and poisons.

Monster parts have been given one or more crafting tags to denote the essence that the monster part contributes to the alchemical crafting process. These tags are: Acid, Air, Arcane, Cold, Earth, Fire, Flora, Lightning, Poison, Psychic, Stealth, Strength, Unholy, Vitality, and Water, representing a variety of innate arcane, elemental, and physical characteristics of these monsters.

These crafting tags are then used in alchemical crafting tables to show which type of monsters need to be sought to create a particular potion or poison.

MONSTER HARVESTING

When a monster is killed, parts can be harvested for alchemical use. A player can make a Strength or Dexterity check (DM's choice) depending on the type of body part and size of monster. The DC of the check depends on the difficulty of collecting the desired monster part, as well as the size of the monster, as shown in the Monster Harvesting DC table below. On a roll of 1, or after 3 failed attempts, the harvested part is damaged beyond repair. When a creature leaves behind general remains such as smoke, ectoplasm, or ichor, no check is required to collect the parts but they dissipate or degrade after 1 minute.

The Monster Parts tables list the monsters from the Monster Manual that have useful parts to harvest. A suggested monster part is given for each monster, as well as the associated crafting tags.

MONSTER HARVESTING DC

Part	Tiny	Small	Medium	Huge	Gargantuan
Easy: Appendages e.g. skull, claws, tentacles	12	10	10	12	14
Medium: Features e.g. mandibles, scales, horns	15	13	13	15	17
Hard: Organs e.g. heart, eyes, gland	18	16	16	18	20

STORING HARVESTED PARTS

Monster parts can be stored in a preserved state such as by use of a *Jar of Preservation* (below), which may be available for purchase from an alchemist or enchanter.

JAR OF PRESERVATION

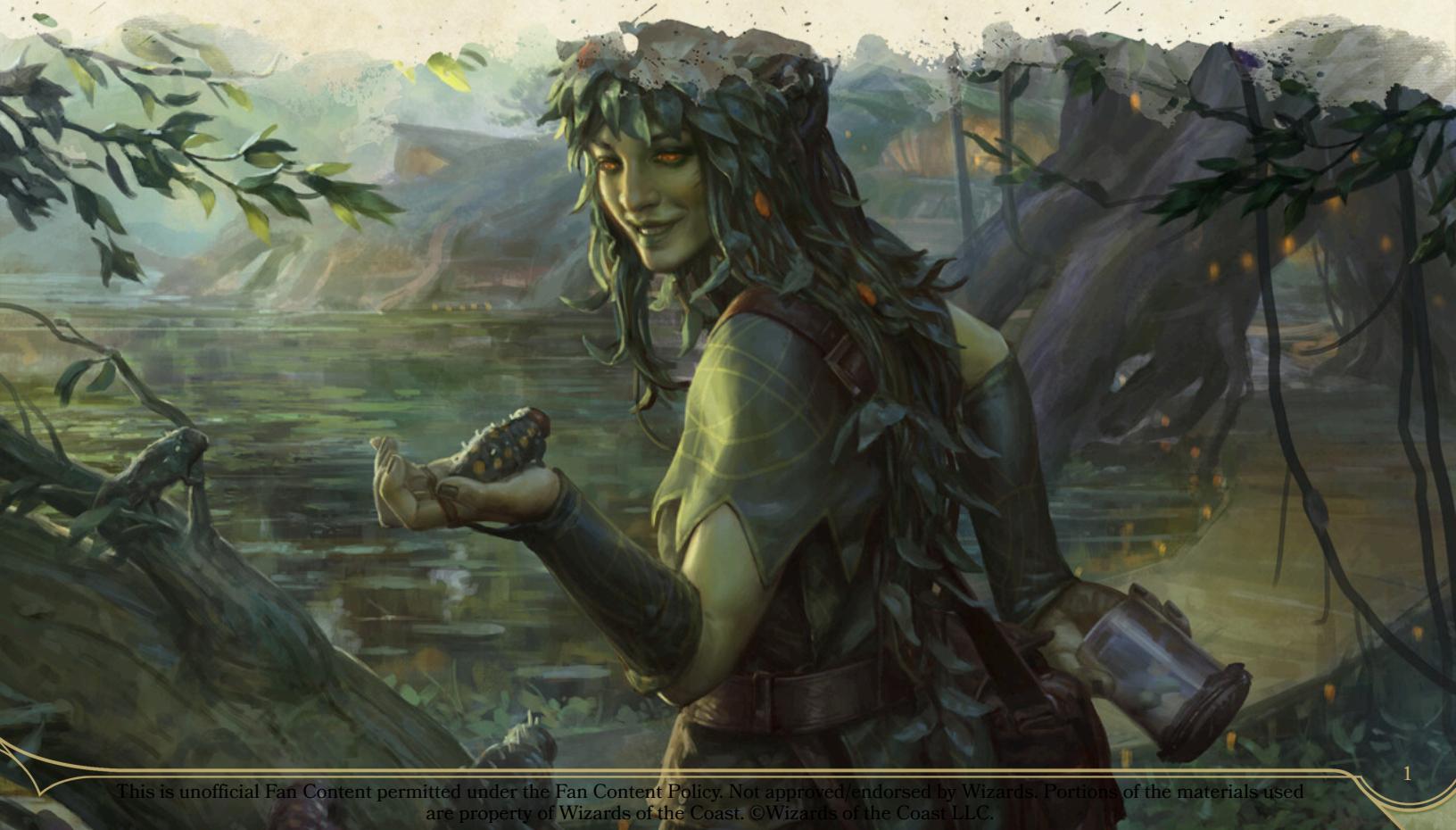
Wondrous item, uncommon

This jar contains an extradimensional space filled with a cold, sterile solution. Up to three items harvested from monsters can be placed into the solution where they will remain preserved indefinitely until retrieved.

ART CREDITS

Artwork from Wizards of the Coast

- [Hunt for Specimens](#) by Randy Vargas
- [Alchemist's Vial](#) by Lindsey Look



MONSTER PARTS

Monster	Part	Crafting Tag
Aarakocra	Feathers	Air
Aboleth	Eyes	Psychic, Strength, Water
Angels	Heart	Air, Arcane, Strength, Vitality
Ankhg	Mandibles	Acid, Earth
Azer	Skull	Fire
Banshee	Ectoplasm	Unholy
Basilisk	Gullet Lining	Earth
Behir	Gland	Lightning, Strength
Beholder	Central Eye	Arcane
Death Tyrant	Skull	Arcane, Unholy
Spectator	Central Eye	Psychic
Blight	Plant Material	Flora, Unholy
Bugbear	Hide	Stealth
Bulette	Claws	Earth
Bullywug	Tongue	Water
Cambion	Horns	Fire, Unholy
Carrion Crawler	Tentacles	Poison
Chimera	Horns	Air, Fire
Chuul	Tentacles	Poison, Water
Cloaker	Wings	Air, Stealth
Cockatrice	Skull	Air, Earth
Couatl	Feathers	Air, Vitality
Cyclops	Eye	Strength
Darkmantle	Hide	Stealth
Death Knight	Skull	Arcane, Strength, Unholy
Demilich	Dust	Arcane, Unholy
Demons	Ichor	Unholy
Devils	Ichor	Unholy
Dinosaurs	Teeth	Strength
Displacer Beast	Tentacles	Psychic
Doppelganger	Brain	Psychic
Dracolich	Claws	Air, Arcane, Unholy
Dragon, Shadow	Smoke	Air, Stealth
Dragons: Ancient/Adult	Scales	Acid/Cold/Fire/ Lightning/Poison, Air Arcane, Strength
Dragons: Young/Wyrmling	Scales	Acid/Cold/Fire/ Lightning/Poison, Air

Monster	Part	Crafting Tag
Dragon Turtle	Gland	Fire, Strength, Water
Driders	Pincirs	Poison, Stealth, Unholy
Dryad	Bark	Arcane, Flora, Stealth
Elementals: Air/Earth/ Fire/Water	Elemental Remains	Air/Earth/ Fire/Water
Elves: Drow		Stealth
Drow Warrior	Ears	Stealth
Drow Mage		Arcane, Stealth
Drow Priestess		Arcane, Stealth
Empyrean	Heart	Arcane, Strength, Vitality
Ettercap	Pincers	Poison
Ettin	Tusks	Strength
Faerie Dragon	Skull	Air, Arcane, Stealth
Flameskull	Skull	Fire, Unholy
Flumph	Brain	Air, Poison
Fomorian	Eyes	Psychic, Strength
Fungi	Spores	Flora
Galeb Duhr	Dust	Earth, Strength
Gargoyle	Dust	Air, Earth
Genies: Dao/Djinni/ Efreeti/Marid	Elemental Remains	Arcane, Strength, Earth/Air/Fire/Water
Ghost	Ectoplasm	Unholy
Ghouls	Tongue	Unholy
Giants: Cloud		Air, Strength
Fire		Fire, Strength
Frost		Cold, Strength
Hill		Strength
Stone		Earth, Strength
Storm		Lightning, Strength, Water
Gibbering Moucher	Ichor	Psychic
Gith	Ears	Psychic
Goblins	Ears	Stealth
Golems	Runestone	Arcane, Strength
Gorgon	Horns	Earth, Strength
Grell	Brain	Poison, Stealth
Griffon	Feathers	Air
Hags: Green		Arcane
Night		Arcane, Unholy
Sea	Heart	Arcane, Water

Monster	Part	Crafting Tag	Monster	Part	Crafting Tag
Half-Dragon	Scales	Acid/Cold/Fire/ Lightning/Poison	Roc	Feathers	Air, Strength
Harpy	Feathers	Air, Psychic	Roper	Tendrils	Stealth
Hell Hound	Gland	Fire	Rust Monster	Antennae	Acid
Helmed Horror	Helmet	Arcane	Sahuagin	Gills	Water
Hippogriff	Feathers	Air	Salamanders	Elemental Remains	Fire
Hydra	Skulls	Strength, Vitality	Shadow	Smoke	Stealth
Intellect Devourer	Brain	Psychic	Shambling Mound	Plant Material	Flora
Kraken	Heart	Arcane, Psychic, Strength, Water	Shield Guardian	Runestone	Arcane, Vitality
Kuo-toa	Eyes	Psychic, Water	Skeletons	Skull	Unholy
Lamia	Heart	Arcane, Unholy	Slaadi	Claws	Arcane, Strength, Vitality
Lich	Brain	Arcane, Unholy	Specter	Ectoplasm	Unholy
Lizardfolk	Hide	Stealth	Sphinxes	Heart	Arcane, Earth, Vitality
Magmin	Elemental Remains	Fire	Sprite	Wings	Air, Stealth
Manticore	Skull	Air	Succubus/Incubus	Heart	Psychic, Stealth, Unholy
Medusa	Skull	Earth, Stealth	Tarrasque	Claws	Strength
Mephits: Dust/ Ice/Magma/Mud/ Smoke/Steam	Elemental Remains	Earth/Cold/Fire/ Earth/Fire/Fire	Thri-kreen	Mandibles	Poison
Merfolk	Fins	Water	Treant	Bark	Flora, Strength
Mimic	Ichor	Acid	Troll	Claws	Vitality
Mind Flayer	Tentacles	Psychic, Stealth	Umber Hulk	Mandibles	Earth, Strength
Mummy	Brain	Unholy	Unicorn	Horn	Vitality
Mummy Lord	Brain	Arcane, Unholy	Vampire	Mist	Stealth, Strength, Unholy, Vitality
Myconid	Spores	Flora	Vampire Spawn	Heart	Stealth, Unholy, Vitality
Naga	Skull	Arcane	Water Weird	Elemental Remains	Water
Nightmare	Hooves	Fire, Unholy	Wight	Brain	Unholy
Nothic	Eye	Psychic	Will-o'-wisp	Smoke	Lightning, Unholy
Oni	Heart	Arcane, Vitality	Wraith	Smoke	Unholy
Ooze	Ichor	Acid	Wyvern	Stinger	Air, Poison
Owlbear	Claws	Strength	Xorn	Hide	Earth, Stealth
Pegasus	Feathers	Air	Yeti Abominable Yeti	Hide	Cold, Stealth Cold, Stealth, Strength
Peryton	Feathers	Air	Yuan-ti	Tongue	Arcane, Poison, Stealth
Pixie	Wings	Air, Stealth	Yugoloths	Ichor	Unholy
Purple Worm	Stinger	Acid, Earth, Poison, Strength	Zombies	Brain	Unholy
Rakshasa	Heart	Arcane, Unholy			
Remorhaz	Teeth	Acid, Earth, Fire			
Revenant	Heart	Unholy, Vitality			

CRAFTING POTIONS AND POISONS

A potion or poison can be crafted from monster parts. The Potion Crafting and Poison Crafting tables below show the required crafting tags that the monster parts must contain, plus any other components required to make the potion or poison. One monster part can contribute more than one crafting tag. The other components can be purchased for the cost provided or sourced naturally.

Potions and poisons can be created without a check by anyone proficient with Alchemist's Supplies or a Poisoner's Kit, respectively, so long as they have a formula. Anyone proficient with a Herbalism Kit can similarly craft a potion or poison if it uses plant material (marked with an asterisk in the tables). The Alchemist's Supplies, Poisoner's Kit, and Herbalism Kit provide the necessary equipment to produce the final potion or poison.

Anyone not proficient with an appropriate Alchemist's Supplies, Poisoner's Kit or Herbalism Kit can make a DC 15 Intelligence check when attempting to create the potion or poison if they have the correct equipment and formula. On a success, the potion or poison is crafted. On a failure the components are used up and the attempt was unsuccessful.

The number of monster parts for crafting a potion or poison is commensurate with its rarity. The cost given for potions is proportional to the item's sane magic item value.

POTION CRAFTING

Item	Monster Components	Other Components	Cost (GP)
Elixir of Health*	Poison, Vitality	Phosphorescent moss, Tree sap	30
Oil of Etherealness	Cold, Unholy	Spirit of ether	480
Oil of Sharpness	Acid, Cold, Earth	Oil of turpentine, Platinum shards	800
Oil of Slipperiness	Water	Quicksilver, Treacle	120
Philter of Love*	Psychic	Passionfruit, Rose petals	20
Potion of Animal Friendship*	Psychic	Food scraps, Huckleberries	50
Potion of Clairvoyance*	Psychic, Stealth	Lemongrass, Jasmine	45
Potion of Climbing	Earth	Three types of dirt	45
Potion of Diminution*	Lightning, Stealth	Six different food dishes	70
Potion of Fire Breath*	Fire	Mandrake root, Peppercorn	40
Potion of Flying*	Air, Lightning, Stealth	Dandelion, Pixie dust	125
Potion of Gaseous Form	Air, Unholy	Incense	75
Potion of Hill Giant Strength	Strength	Hearty stew, Powdered Garnet	125



Item	Monster Components	Other Components	Cost (GP)
Potion of Frost Giant Strength	Cold, Strength	Icicle, Sapphire dust	500
Potion of Stone Giant Strength	Earth, Strength	Onyx dust, Stalactite	500
Potion of Fire Giant Strength	Fire, Strength	Lava, Ruby dust	750
Potion of Cloud Giant Strength	Air, Arcane, Strength	Diamond dust, Solid cloud	1250
Potion of Storm Giant Strength*	Cold, Lightning, Strength, Water	Coral, Powdered aquamarine, Thundervine	1500
Potion of Growth*	Strength	Bamboo, Dragonfruit	70
Potion of Healing*	Flora	Goodberries	10
Potion of Greater Healing*	Flora	Goodberries, Silver powder	35
Potion of Superior Healing*	Flora, Vitality	Goodberries, Gold powder	110
Potion of Supreme Healing*	Flora, Strength, Vitality	Goodberries, Platinum powder	340

Item	Monster Components	Other Components	Cost (GP)
Potion of Heroism	Fire, Vitality	Powdered lapis lazuli	45
Potion of Invisibility	Acid, Arcane, Stealth	Distilled water, Silver powder	45
Potion of Invulnerability	Fire, Strength	Diamond dust	960
Potion of Longevity	Acid, Arcane, Lightning	Life essence of three creatures	2250
Potion of Mind Reading	Air, Psychic, Stealth	Copper powder, Quartz	45
Potion of Poison*	Poison	Yewberries	25
Potion of Acid Resistance	Acid	Chalk, Lye	75
Potion of Cold Resistance*	Cold	Spearmint, Winterberry	75
Potion of Fire Resistance*	Fire	Chili pepper, Firethorn	75
Potion of Force Resistance	Arcane	Powdered garnet	75
Potion of Lightning Resistance	Lightning	Salt water, Silver powder	75
Potion of Necrotic Resistance	Unholy	Amber, Potash	75
Potion of Poison Resistance*	Poison	Arrowroot, Serpentvine	75
Potion of Psychic Resistance*	Psychic	Cinnabar, Sage	75
Potion of Radiant Resistance*	Vitality	Elysian fruit, Holy water	75
Potion of Thunder Resistance	Air	Black powder	75
Potion of Speed*	Arcane, Fire, Lightning	Coffee beans, Honey	100
Potion of Vitality*	Flora, Poison, Vitality	Gooseberries, Jungle moss	240
Potion of Water Breathing*	Water	Red kelp	45

POISON CRAFTING

Item	Monster Components	Other Components	Cost (GP)
Assassin's Blood*	Flora, Poison	Fine wine	40
Burnt Othur Fumes*	Fire, Flora	Oleander, Othur moss	125
Crawler Mucus	Poison	Saliva from a creature with <i>spider climb</i> ability	50
Drow Poison*	Earth, Poison	Deathcap mushroom	50
Essence of ether*	Poison, Unholy	Chronolily, Potash	75
Malice	Air, Poison	Brimstone, Calomel	60
Midnight tears*	Cold, Poison	Teardrops, Thyme	375
Oil of Taggit*	Flora, Poison	Oil of vitriol, Taggit root	100
Pale tincture*	Poison, Water	Milkweed	60
Purple Worm poison	Acid, Earth, Poison, Strength	Blood of a creature with a 20 ft or greater burrowing speed	500
Serpent venom	Poison, Stealth	Snake oil	50
Torpor*	Flora, Poison	Licorice root	150
Truth serum*	Air, Psychic, Water	Nightshade	40
Wyvern poison	Air, Poison	Blood of a draconic creature	300

* can be crafted using Herbalism Kit

SELLING HARVESTED PARTS

An alternative to crafting is to sell the harvested part to a collector, alchemist, or enchanter. An approximate guide for the value of a particular monster part is given in the Monster Part Value table, below, assuming the monster part is preserved appropriately.

MONSTER PART VALUE

CR	Value (GP)	CR	Value (GP)
0-1	1-10	10-11	500-1000
2-3	10-50	12-13	1000-1500
4-5	50-100	14-15	1500-2000
6-7	100-200	16-17	2000-5000
8-9	200-500	18+	5000-10000