



# HAMUND'S HARVESTING HANDBOOK

A GUIDE TO HARVESTING & CRAFTING IN D&D 5E

By DRIFTERS GAME WORKSHOP

# CHAPTER 1 : INTRODUCTION



Welcome dear reader to Hamund's Harvesting Handbook, written by none other than I, Hamund Holderhek! But who am I you ask?

Well, I am an adventurer at heart, a writer by passion, and a harvester at trade. I have travelled the many planes of the multiverse in search of adventure and story (for more of those stories, pick up any copy of "Hamund's Harrowing Histories I-XXXV").

Through my life I have fought and defeated just about every kind of creature you can imagine: I have tussled with treants, skirmished with sphinxes, and even engaged in fisticuffs with a fomorian or two. Never being one to let something go to waste, I always took my trusty hunting knife to these creatures and had a look to see what they had to offer. I have spent many years writing down my findings and anecdotes, and I now present them to you less seasoned adventurers so you may soak in my wisdom.

Yes, what you hold in your hands right now is a helpful guide to harvesting the creatures that a typical adventurer may face. You'll learn not just how valuable a roc's guts are, but also which way to twist your knife in order to extract them. The natural world is filled with riches just waiting for bold people like us to take them!

Good luck and good harvesting,

-Sir Hamund Holderhek, O.B.H. (First Class), V.A., N.K.P.

## AIM OF THIS GUIDE

Let's be honest, every Dungeon Master has faced this exact problem at least once: their players have just finished killing a fearsome monster, and their first reaction is to slice it apart for loot. Now there's nothing wrong with this of course, but it can be a bit harrowing for a DM to not just come up with useful monster parts on the spot, but to also provide an interesting description, a monetary value, and a use for that part.

This book aims to act as a handy reference for the DM's that find themselves in this very situation. It provides a loot table for every single unique monster in the 5th Edition *Monster Manual*. These loot tables are easy to reference and contain every piece of information your players could need when they tear their fresh kills apart. It also possesses over 200 new and unique craftable items to be made from your harvesting adventures, and all the information you would need for them. There are of course rules for both the harvesting and the crafting, and a few extra goodies strewn in here too.

Everything has been written with balance in mind, but you are of course free to rebalance anything in this guide to suit your own table, or feel free to message me at [driftersgameworkshop@gmail.com](mailto:driftersgameworkshop@gmail.com) or hit me up on Twitter @drifterworkshop to discuss anything in this guide.



# CHAPTER 2: HOW TO HARVEST

**H**he act of removing useful body parts from a creature is referred to as **harvesting**. Anything that can be harvested from a creature is referred to as a **harvesting material** or simply **material**. In general, only creatures that have died may be harvested, but there may be some exceptions based on context.

This section details the steps associated with actually performing a harvest, and any factors that may influence it.

## APPRaising

*"My mother always used to press the importance of taking one's time and not jumping into things. This advice holds true whether one is harvesting a creature, engaging in a fight, or literally jumping into a river."*

—Hamund

Before a player begins hacking and butchering their hunt, they may instead choose to take a moment first and **appraise** the creature to be harvested. To do this, they must spend 1 minute examining the creature to be harvested and then roll an Intelligence check, adding their proficiency bonus if they are proficient in the skill corresponding to that creature (see table below). For example, appraising a Beholder (which is an aberrant), the check would be an Intelligence (Arcana) check, while appraising an Ogre (which is a giant) would require an Intelligence (Medicine) check.

The DC of the check is equal to **8 + the Harvested Creature's CR** (treating any CR less than 1 as 0). Success on this check grants the player full knowledge of any useful harvesting materials on the creature, the DC requirement to harvest those materials, any special requirements to harvest them, and any potential risks in doing so. In addition, any harvesting check made on that creature by that player is rolled at advantage. A character may only attempt one appraisal check per creature.

## MONSTER TYPE/SKILL CHECK

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

## SPLITTING UP THE RESPONSIBILITIES

Some party members may prefer to let one character handle the appraisal of materials, while another more dexterous character handles the actual harvesting. In this scenario, all benefits of appraising a creature are conferred to the player doing the harvesting, so long as the player that performed the appraising assists the harvesting player through the whole duration of the harvest.

## HARVESTING

In order to harvest a creature, a character must make a Dexterity ability check using the same skill proficiency as listed in the above appraising table. For example, a character attempting a harvest check on an Aberrant would receive a bonus equal to their Dexterity modifier and their proficiency in Arcana (if they have any).

This check reflects a character's ability to not only properly remove the intended item without damaging it, it also involves any ancillary requirements of the harvest such as proper preservation and storage techniques.

## USING OTHER PROFICIENCIES

If a player is harvesting a certain creature, or harvesting a creature of a certain type of material, the DM may allow them to use a relevant tool proficiency rather than a skill proficiency.

For example, the DM may allow a player to add their proficiency with Tinker's Tools to their attempt to harvest a mechanical golem or use their proficiency with leatherworking tools when attempting to harvest a creature for its hide. Alternatively, all creature type proficiencies may be replaced by proficiency with the *harvesting kit*.

Each individual item in a creature's harvesting table is listed with a DC next to it. Any roll that a player makes that equals or exceeds this DC grants that player that item. Rewards are cumulative, and a player receives every item with a DC equal to or below their ability check result. For example, rolling a total of 15 on a check to harvest an azer will reward the player with both "azer ash", and "azer bronze skin", but not a "spark of creation". If they so wish, players may opt to not harvest a material even if they have met the DC threshold to harvest it.

Only one harvesting attempt may be made on a creature. Failure to meet a certain item's DC threshold assumes that the item was made unsalvageable due to the harvester's incompetence.

For most creatures, the time it takes to harvest a material is counted in minutes and is equal to the DC of that material divided by 5. For huge creatures however, it is equal in DC of that material, while for gargantuan creatures, it is equal to the DC of that material multiplied by 2.

## PARTICULARLY VIOLENT DEATHS

"I know that it is a dangerous world out there, and we all must do what we can to survive. But do understand that there are few people out there that are in the market for a charred owlbear pelt with more holes in it than the plot of a bad novel"

- Hamund

This guide assumes that most creatures you attempt to harvest died in direct combat and thus already accounts for the idea that you are harvesting creatures that are not in pristine condition. However, some deaths are more violent than others and can make harvesting useful materials either extremely difficult or downright impossible. Such examples include burning by fire, dissolving from acid, or being completely crushed under a pillar of stone. In these cases, raise the DC for harvesting any of that creature's materials by 5. Alternatively, the DM may decide that well-orchestrated hunts result in a carcass that is prime for harvesting, such as creatures killed mostly through psychic damage, or those killed in one clean attack. In these cases, the DM should lower the DC for harvesting any of that creature's materials by 5.

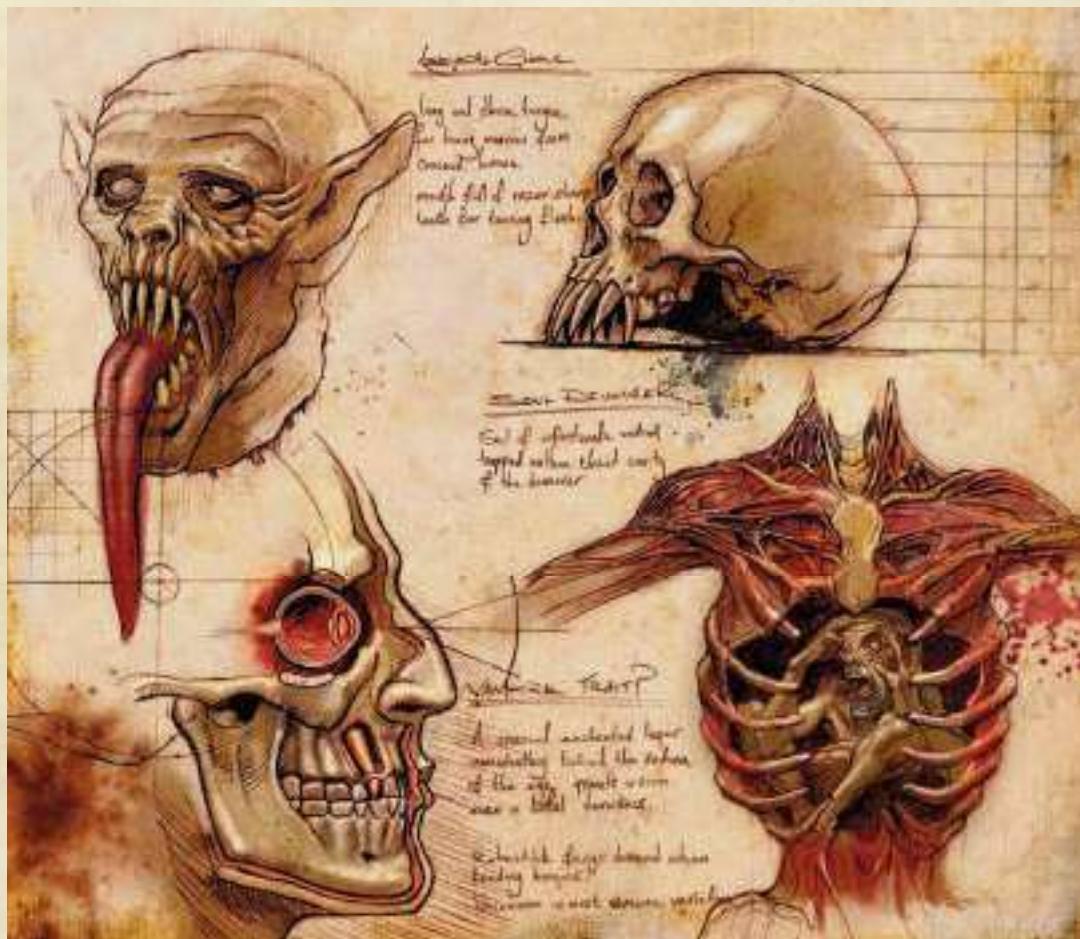
Furthermore, the DM may adjudicate whether or not some of a creature's individual materials have been made useless due to effects imposed by them in the course of their death. Examples may include blood being tainted from poisoning, or their pelt being worthless due to excessive slashing/piercing damage.

## OPTIONAL RULE: CARCASS DEGRADATION

This guide mostly assumes that harvesting takes place on a freshly killed corpse and that little to no decomposition has yet occurred. However, in some cases, a player may desire to harvest a creature that has been dead for quite a while. In these cases, the DM may declare that certain body parts have already withered away and become unharvestable or may decide to increase the DC's of all harvestable materials as if the creature had died a particularly violent death. If corpse decomposition is too advanced, it is entirely within the DM's right to deny harvesting the creature altogether.

As a quick guide, the following timeline may be observed to decide on decomposition levels:

- **1 hour after death:** The carcass' hide has ruptured from bloating and has become useless.
- **1 day after death:** The carcass' blood has become too tainted to be useful, and soft tissues like the eyes have putrefied.
- **3 days after death:** The carcass' internal organs have decomposed.
- **7 days after death:** The carcass has undergone extensive purification and none of its soft tissue remains harvestable.
- **Note:** Harder materials like bones, teeth, claws, and hair do not generally undergo decomposition and will remain usable indefinitely.



# CHAPTER 3: THE HARVEST TABLES

**A**fter countless autopsies, vivisections, experiments, and just plain butchering, I have amassed what is most likely the most complete set of knowledge regarding the anatomies, uses, and values of the wondrous creatures that inhabit our worlds. I now present this knowledge (as well as some rather choice anecdotes) to you, dear reader.

-Hamund

## UNDERSTANDING THE TABLES

Every unique monster from the *Monster Manual* has been listed in this book with an associated harvest table. When your players attempt a harvest, simply look up the relevant monster in this guide and read out the results (monsters are listed in the same order as in the *Monster Manual*). The following is an explanation of how to read the table.

### DC

This is the DC required to harvest this item. Any harvesting check that equals or exceeds this threshold allows the player that made that check to successfully harvest that item.

### ITEM

The name of the item received. While for most items, the player only receives one of the listed item, some item names have parentheses next to them. These indicate the amount that a player receives upon a successful harvest e.g.: Aarakocra Feather (small pouch) or Aboleth Mucus (3 vials). At the DM's discretion however, they may adjudicate that a player receives less or more than the stipulated quantity. Such reasons may include extremely high success on a roll, or certain methods in which the creature was killed.

### OPTIONAL RULE: HARVESTING DANGEROUS MATERIALS

Harvesting some creatures are more dangerous than others. While most creatures are harmless once killed, others possess poisons, acids, and breath sacks that remain active even after the creature's death. Even worse is that a simple misplaced knife stroke or errant twitch of the hand can lead to these materials accidentally harming the harvester.

Under this optional rule, whenever a harvester rolls below the DC of a harvestable material that has a "Use" section that deals damage, the material is not just lost, it also expends its ability on the harvester. For example, a character that fails to properly harvest a poison would suffer the effect of that poison on themselves, or a character that fails to harvest a breath sack would release the effect of that breath sack in their direction. The exact adjudication of the failure result may change depending on the DM.

### DESCRIPTION

A brief description of the item to be harvested, written by Hamund. While this is usually just for flavour, some items also have a "Use" section. These items may be used immediately after being harvested and require no further adjustments or crafting. Their function is described here in the description box.

Additionally, some materials have harvesting requirements beyond just steady hands and a sharp knife. Any extra requirements or criteria for harvesting a material will be listed here.

### VALUE

All materials are listed with their base resell value. This is how much money an average shopkeeper would be willing to pay for the materials in good conditions. DM discretion is advised when varying this value, dependant on shopkeeper mood, rarity within the setting, condition of the material, etc. A material with a value listed as "varies" indicates that its usage is too specific for it to be sold to an average shopkeeper, and the value of the material would depend heavily on context.

When items are harvested in discrete quantities, the value listed refers to each individual item. For example, Aboleth Mucus is harvested as a set of 3 vials, and so the value listed (20 gp) refers to each individual vial (so successfully harvesting Aboleth Mucus would be worth  $3 \times 20 \text{ gp} = 60 \text{ gp}$ ). When items are listed as indiscrete quantities however, the value listed refers to the entire quantity. For example, Aarakocra Feathers are harvested in the indiscrete quantity of a: "small pouch." Thus the 8 sp value listed refers to the value of a "small pouch of Aarakocra Feathers," not 8 sp for each individual feather.

### VALUE FACTORS

The values listed here are based on a myriad of factors including: CR of the monster, average treasure horde values, use in crafting, whether the monster tends to be found alone, whether the item is consumable, probability of successfully harvesting the item, balance around existing prices, and sometimes just for flavour. These prices are intended as a baseline only, and the DM is free to adjust these values as they see fit for their campaign. The DM is also to keep in mind that, although certain items may have high values, not all vendors may want to buy them. For example, although a Death Knight Heart may be worth the high price of 4,000 gp, it may be difficult to sell it to the village grocer. Sometimes, finding the right buyer for an esoteric item can be an entertaining side quest in and of itself, or simply used as a good downtime activity.

## WEIGHT

The weight of the item listed in pounds. The weight listed here follows the same rules as values do; the listed number refers to the weight of individual items, unless that item is harvested in indistinct quantities, in which case the weight refers to the whole indistinct quantity.

## CRAFTING

Some items, although valuable, require a skilled artisan to craft them into a usable item. The material's description details which item they can be crafted into. If this section is blank, the item has no craftable item associated with it.

The section of crafted items at the end of this book details the usage of crafted items, as well as details on their crafting requirements. Some craftable items originate from published source books from WotC. These receive special tags in brackets that denote which book they come from.

For more information on crafting visit Chapter 4.

## HUMANOID TRINKET TABLES

*"In general, humanoids do not yield much in the way of harvestable materials. Partly this is just the negative relationship that humanoid evolution has with innate magical abilities, but mostly it's just because polite society frowns upon butchering things that look vaguely like themselves."*

-Hamund

Most humanoids listed in this book do not possess many useful materials to harvest. In order to complement the relatively bare tables of humanoids, a separate table is listed in their section describing items that may be plundered off of these creatures. These items tend to be random trinkets and are not weapons or armour. More often than not, they are relatively useless and are intended only to be used for resale.

There is no ability check required to pilfer these trinkets, and the DM is free to decide which of these trinkets can be found on a typical corpse (if any at all). These tables are intended to be largely used as DM inspiration and to sate the lust of loot-hungry players while avoiding the ghoulish activity of dismembering a humanoid corpse.

Like all harvested items, the value and weight listed refers to 1 unit of the respective item in that row.



# CHAPTER 4: CRAFTING

**J**t was our long distant ancestors that first discovered how to transform the bones of a fresh kill into a heavy club with which to make more fresh kills. Today of course, we have the wonders of civilisation, and with that comes a litany of more advanced tools, weapons, armour, and equipment to be made from what we kill. Indeed, the resourcefulness of society means that just about every creature's carcass can serve as more than just a trophy if you take it to someone with the right know-how.

-Hamund

## CRAFTING RULES

While some creature parts are useful fresh from the carcass, many require some alterations before their full potential can be realised. These items can be identified due to having a **craftable item** listed in their crafting column. As crafting is a very natural complement to harvesting, an entire chapter has been devoted to its rules here.

### CRAFTERS

In order to craft a harvested item into a usable item, it must be worked on by a skilled **crafter**. Crafters are specialised professionals with the knowledge to turn raw materials into something usable. Crafters also tend to be of a certain type, covering different types of items to be made (see "Crafter Types" below).

Both player characters and NPCs may act as crafters, so long as they fulfil the stipulated requirements for their crafter type.

Crafters also need to have the right equipment and tools in order to craft an item, however that aspect is left up to the discretion of the DM and the suitability of the setting. In more fantastical campaigns, magical forges and laboratories may line every city bazaar, while in more grounded settings, finding appropriate facilities may be a quest in and of itself.

### MATERIALS, TIME, AND COST

Each craftable item listed in this guide requires at least one harvestable material from a monster's harvesting table to act as a **base component** of the item. This base component provides the driving magical force that allows the item to function. The harvesting material and quantity of the materials required are listed in the description of the craftable item. For some craftable items, there are several potential harvestable materials that may act as the base component. In these cases, any of the listed materials may be used.

Craftable items require more than just the base component provided by harvested materials, however. Crafting an item requires a cost covering other requirements such as tools, facilities, and extra materials. Note that this cost does NOT include the cost of actually hiring a crafter, and that such a cost is considered separate. Assuming that the players are providing the base component for a craftable material, the value of this base component can be deducted from the end cost of crafting the item.

Finally, craftable items take a certain amount of time before they can be completed. The breakdown of the time and cost investment to craft an item is listed in the Magic Item Crafting Time and Cost table on the next page.

### MAGIC ITEM CRAFTING TIME AND COST

Item Rarity	Workweeks*	Cost*
Common	1	50 gp
Uncommon	2	200 gp
Rare	10	2,000 gp
Very Rare	25	20,000 gp
Legendary	50	100,000 gp

\*Halved for a consumable item like a potion or scroll.

This guide uses the rules for crafting in *Xanathar's Guide to Everything* as the basis for the crafting rules presented here. DM's are encouraged to adjust these numbers based on the needs of their own games.

### OPTIONAL RULE: CRAFTER SKILL

Not all crafters are created equal. While a village blacksmith may be good at fixing scythes and making nails, if you hand them a dragon scale, the best you will get back is a ruined dragon scale and an apologetic look. If you have high quality materials, you're going to need a high quality crafter.

While under the base rules, anyone can craft anything so long as they meet the base proficiency requirements, under this optional rule, crafters are differentiated based on their proficiency bonus. A crafter may craft any item whose rarity is equal to or below their proficiency bonus as outlined in the Crafting Skill Proficiency table on the next page.



### CRAFTER TYPE

You don't ask a blacksmith to cut the timbers of your house, and you don't ask an alchemist to craft you a suit of armour. If you want an item crafted, you need the right person for the job. Each craftable item comes with a tag in brackets explaining which type of crafter is capable of making that item.

Crafters are not restricted to a single profession either. Some skills are complimentary, or certain individuals are simply talented enough to cover multiple fields. Unless otherwise stated, crafters with multiple proficiencies use the same score for each field.

The following is a basic rundown of crafter types:

## OPTIONAL RULE: CRAFTING SKILL PROFICIENCY

### Prof. Skill Level Item Rarity Description

+2 Novice	Common	Usually an apprentice, assistant, or self-taught practitioner. Knows how to use the tools properly but has little skill with more difficult materials and no ability to make new ideas.
+3 Journeyman	Uncommon	A craftsman that serves their village or works in a specific role within their profession. Knows a few things very well, but most likely would not be able to understand the complexities of more exotic materials.
+4 Artisan	Rare	The highest level of skill that most ordinary people could hope to attain. Capable of establishing a good trade in a city or in service of a noble. Experienced in almost all aspects of their profession and can work with some confidence on rarer materials.
+5 Master	Very Rare	While hard work and dedication is always valuable, only a few people possess the inherent talent to push the limits of their craft farther than ordinary people. These talented individuals can be considered masters of their art; capable of not just reproduction, but innovation.
+6 Grand Master	Legendary	An absolute master of their art. Most likely was either an adventurer in their past, or learned their trade from a supernatural force, as this would be the only way for them to become accustomed to the legendary materials that they work with. Capable of crafting any item that falls under their profession.

### ALCHEMIST

Alchemy is a profession that deals with the brewing and mixing of potions, concoctions, and tinctures. In general, if an organic material needs to be crushed, powdered, dried, boiled, melted, burned, mixed, etc., it's a job for an alchemist.

As part of their job, alchemists must also be experienced herbalists and have some knowledge of creature parts, but this level of knowledge may vary wildly from alchemist to alchemist. For example, village alchemists may know how to mix up local herbs with dried animal parts to cure a cold, while an elvish grandmaster may have learned the 12 secret uses of dragon blood.

Any character that has proficiency with alchemy tools may be considered an alchemist for crafting purposes.

### ARTIFICER

A catch-all term for anyone who works primarily in the moulding, transfiguration, enchanting, and manufacture of magical items. Often powerful wizards, their job requires them to not only understand magic, but also be able to weave permanent spells to transform mundane objects into wondrous ones. A common practice among artificers working with harvested materials is to transfigure them into gems and other objects more conducive to humanoid wear.

As part of their job, an artificer would have knowledge of the uses of magical creature parts, spellwork, the use and preparation of magical reagents (crushed gems, incense, etc), magical identification, magical history, and basic metal and woodworking. Of course, not all artificers have the same level of skill. Some may spend their entire lives mass manufacturing the same magical trinkets day in and day out, while others have ventured to far planes and learned ancient lessons in the courts of djinni princes.

Any character that is proficient in the Arcana skill and has access to at least one spell slot may be considered an artificer for crafting purposes.

### BLACKSMITH

A hammer striking anvil, the roar of a heated forge, and the hiss of cooling metal. These are the sounds of a blacksmith's shop, the masters and crafters of metal. While the job of a blacksmith is usually simplified to a "metalworker," the role encompasses so much more. Blacksmiths craft and fix all manners of equipment ranging from farming equipment, to weapons, to suits of armour. Not only that, but while blacksmiths normally deal strictly with metal, many creature shells, bones, and scales require metal reinforcement and/or attachments before they can be used as weapons and armour. As such, even though they are organic materials, it is still primarily a blacksmith's responsibility to craft with them.

Blacksmith skills can vary wildly. The local blacksmith may only have a small forge from where they repair the hammers and scythes of their neighbours, while the master smiths of dwarven kingdoms smelt adamantium in rivers of magma at the heart of volcanoes.

Any character that is proficient in the smith's tools may be considered a blacksmith for crafting purposes.

### LEATHERWORKER

Metal armour doesn't agree with everyone, and many creatures have perfectly good hides that they won't be using anymore. For times like these, a leatherworker is required. It is a long and messy job to take raw hides, tan them, preserve them, cut them, and fashion them into armour and other equipment, but most societies would break down without this crucial industry.

While leatherworkers are often looked down upon for their unpleasant job, these are usually just the leatherworkers that deal with mundane animal hides and skins. Highly skilled leatherworkers however are treated with the utmost respect since without them, your skinned Purple Worm hides would go completely to waste.

Any character that is proficient in the leatherworker's tools may be considered a leatherworker for crafting purposes.

## TINKER

Tinkers are a rare profession, but their work possesses incredible value. Tinkers are usually associated with finnicky contraptions and devices, and if they ever use magic it is usually more of an energy source rather than the driving characteristic. Really, tinkers are more concerned with finding new materials with strange properties to experiment with, and their inventions can range from the entertaining to the absolutely revolutionary.

With that in mind, tinkers vary widely in skill. A travelling peddler may have some experience in making mechanical puppets that flail around for the amusement of children, while the daring few that have travelled to Mechanus and returned alive may have unlocked the secrets of artificial life.

Any character that is proficient in the tinker's tools may be considered a tinker for crafting purposes.

## THAUMATURGE

When a piece of armour needs the blessings of a god, or a sword needs a spirit coaxed into it, a thaumaturge is needed. These specialised crafters usually do not consider themselves crafters at all, but simply people with special connections to the gods and their divine energy. Thaumaturges are not limited to just those that worship the gods either, many fiendish cults can boast their own specialised thaumaturge members that craft their cursed daggers and bind damned souls into pieces of jewellery.

As strange as it is to say, the gods do not see everyone as equals, and certainly do not apportion their gifts impartially. A vagrant holy man is probably capable of invoking his god's name to create a few vials of holy water, while a high cleric of Moradin would be able to bless a hammer so that it strikes with the same fury as their furious deity.

Any character that is proficient in the Religion skill has access to at least one spell slot, and is a follower of a deity or otherworldly patron, may be considered a thaumaturge for crafting purposes.

## CRAFTING ITEMS FROM PUBLISHED BOOKS

Some craftable items originate from official source books published by Wizards of the Coast. In order to avoid lifting large sections of their book and reproducing them here, you are encouraged to look them up in their original books. The source book has been tagged next to the craftable item's name: DMG for Dungeon Master's Guide, and XGTE for Xanathar's Guide to Everything.

In order to understand the quantities of harvestable materials required and the type of crafter, the following table has been made:

### PUBLISHED BOOK ITEMS

Craftable Item	Harvesting Material	Crafter
Anti-venom	Stirge Bile (1 vial)	Alchemist
Arrow, +1	Barbed Devil Barb (x1), Griffon Feather (x1), Hippogriff Feather (x1), Blacksmith Plesiosaurus Tooth (x1)	Blacksmith
Arrow, +2	Hydra Tooth (x1)	Blacksmith
Bolt, +1	Barbed Devil Barb (x1)	Leatherworker
Boots of the Winterlands	Yeti Hide (x1), Abominable Yeti Hide (x1)	Alchemist
Breastplate, +2	Stone Golem Stone (x1)	Blacksmith
Charlatan's Dice	Cursed Knucklebones (x1)	Thaumaturge
Cloak of Billowing	Shimmer Cloth (x1)	Leatherworker
Cloak of Displacement	Cloaker Hide (x1), Displacer Beast Hide (x1)	Leatherworker
Cloak of Mending	Shimmer Cloth (x1)	Leatherworker
Cloak of the Bat	Vampire Hair (1 large pouch)	Leatherworker
Dagger, +1	Allosaurus Claw (x1), Bulette Tooth (x1 small pouch), Vrock Talon (x1)	Blacksmith
Dragon Scale Mail	Dragon Scales (1 large bag)	Blacksmith
Dust of Disappearance	Sprite Wing (x1)	Alchemist
Earhorn of Hearing	Darkmantle Otolith (x1)	Tinker
Elemental Gem	Mote of Air (x1), Mote of Earth (x1), Mote of Fire (x1), Mote of Water (x1)	Artificer
Eye of the Eagle	Griffon Eye (x2), Hippogriff Eye (x2)	Artificer
Eyes of Charming	Dryad Eye (x2), Succubus/Incubus Eye (x2)	Artificer
Figurine of Wondrous Power (Obsidian Statue)	Nightmare Hoof (x4)	Artificer

## PUBLISHED BOOK ITEMS CONT.

Craftable Item	Harvesting Material	Crafter
Flail, +1	Clump of Beard Lashes (x1)	Blacksmith
Gauntlets of Ogre Power	Ogre Hand (x2), Oni Hand (x2)	Artificer
Glaive, +2	Tyrannosaurus Rex Claw (x1)	Blacksmith
Goggles of Night	Oni Eye (x2)	Artificer
Greataxe, +1	Allosaurus Jaw (x1)	Blacksmith
Greataxe, +2	Death Tyrant Jaw (x1), Tyrannosaurus Rex Jawbone (x1)	Blacksmith
Greatclub, +1	Gorgon Hoof (x2)	Blacksmith
Halberd, +3	Pit Fiend Claw (x1)	Blacksmith
Hat of Disguise	Doppelganger Face (x1)	Leatherworker
Heavy Armour, +1	Gorgon Plate (x1)	Blacksmith
Helm of Telepathy	Doppelganger Brain (x1)	Artificer
Iron Bands of Bilarro	Living Chain (x1)	Artificer
Javelin, +1	Gorgon Horn (x1)	Blacksmith
Lance	Pteranodon Beak (x1)	Blacksmith
Lance, +1	Gorgon Horn (x1)	Blacksmith
Longbow, +1	Centaur Tail (x1)	Blacksmith
Maul, +1	Gorgon Hoof (x2)	Blacksmith
Melee Bludgeoning Weapon, +1	Ankylosaurus Tail (x1), Barlgura Hand (x1)	Blacksmith
Melee Piercing Weapon, +2	Hezrou Claw (x1), Nalfeshnee Tusk (x1), Purple Worm Tooth (x1)	Blacksmith
Oil of Ethereallness	Ectoplasmic Trail (1 vial)	Alchemist
Philter of Love	Devil-Tinged Blood (1 vial), Lamia Blood (1 vial), Succubus/Incubus Blood (1 vial)	Alchemist
Pipes of Haunting	Banshee Remnant (x1)	Artificer
Plate Armour, +1	Umber Hulk Carapace (x1)	Blacksmith
Plate Armour, +3	Iron Golem Iron (x1)	Blacksmith
Potion of Detect Thoughts	Flumph Brain (x1)	Alchemist
Potion of Fire Resistance	Barbed Devil Blood (1 vial), Nightmare Ash (1 small pouch)	Alchemist
Potion of Flying	Pegasus Wing (x2), Peryton Wing (x2)	Alchemist
Potion of Giant Strength	Cloud Giant Fingernail (x1), Ettin Fingernail (x1), Fire Giant Fingernail (x1), Frost Giant Fingernail (x1), Hill Giant Fingernail (x1), Stone Giant Fingernail (x1), Storm Giant Fingernail (x1)	Alchemist
Potion of Growth	Duergar Brainstem (x1)	Alchemist

## PUBLISHED BOOK ITEMS CONT.

Craftable Item	Harvesting Material	Crafter
Potion of Healing	Troll Blood (1/4 vial)	Alchemist
Potion of Healing (Superior)	Hydra Blood (1 vial), Naga Scale (1 small pouch), Oni Blood (1 vial), Shambling Mound Mulch (1 small pouch)	Alchemist
Potion of Invisibility	Duergar Brainstem (x1)	Alchemist
Potion of Poison	Quasit Venom (1 vial)	Alchemist
Potion of Poison Resistance	Quaggoth Blood (1 vial)	Alchemist
Potion of Water Breathing	Aboleth Mucus (1 vial), Sea Hag Hair (1 small pouch)	Alchemist
Shield, +1	Gorgon Plate (x1)	Blacksmith
Shield, +3	Dragon Turtle Shell Shard (x1), Iron Golem Iron (x1)	Blacksmith
Shortbow, +1	Centaur Tail (x1)	Blacksmith
Sickle, +1	Umber Hulk Mandibles (x1)	Blacksmith
Spear, +1	Bulette Tooth (x1 small pouch), Gorgon Horn (x1)	Blacksmith
Staff of the Woodlands	Treant Root (x1)	Artificer
Studded Leather Armour	Ankylosaurus Hide (x1), Lizardfolk Hide (x1)	Leatherworker
Studded Leather Armour, +1	Minotaur Hide (x1)	Leatherworker
Studded Leather Armour, +2	Marilith Snake Leather (x1)	Leatherworker
Studded Leather Armour, +3	Marble Skin (x1)	Leatherworker
Sword of Life Stealing	Vampire Fang (x2)	Blacksmith
Sword of Wounding	Nycaloth Claw (x2)	Blacksmith
Trident, +1	Merrow Claw (x1)	Blacksmith
Wand of Confusion	Umber Hulk Eye (x2)	Artificer
Wand of the Warmage, +2	Unicorn Horn (x1)	Artificer
Warhammer, +1	Gorgon Hoof (x2)	Blacksmith
Warhammer, +2	Roc Beak (x1)	Blacksmith
Warhammer, +3	Goristro Hoof (x1)	Blacksmith
Warpick, +1	Gorgon Horn (x1), Hooked Horror Hook (x1)	Blacksmith
Whip, +1	Barbed Devil Tail (x1), Cloaker Tail (x1), Displacer Beast Tentacle (x1), Grell Tentacle (x1), Manticore Tail (x1)	Leatherworker
Wings of Flying	Deva Wing (x2), Planetar Wing (x2), Solar Wing (x2), Wyvern Wing (x2)	Artificer

# CHAPTER 5: TOOLS & OTHER ADDITIONS

**H**arvesting is a holistic art. It is not simply the physical act of cutting and slicing through a carcass, it is the tools you use, the rules you live by and the skills you have; in short it is an entire lifestyle! Once you have assumed the life of a harvester, you will see the world in a different way, and find the new possibilities and options open to you. However, in the case that you haven't, I've listed them down here for you anyway." - Hamund

This guide introduces a few new concepts into the base game of Dungeons and Dragons 5th Edition, and as part of that, a few slight alterations and/or additions need to be made to existing concepts and features in the game to accommodate them. While some of these changes are not strictly necessary for this guide to be used, they are advised in order to get the maximum value out of this book.

## SPECIAL TOOLS

A few new pieces of adventuring gear have been added in this book to accommodate the act of harvesting. Their functions are described below:

### ENCHANTED VIAL

Some creature parts have powerful, yet fleeting, magical energies within them. The motes from elementals for example hold traces of their former essences in them but disperse rapidly upon the destruction of their original form.

An enchanted vial is inlaid with several runes designed to keep any magical resource within from dissipating while the lid is closed and is often the only way of transporting certain parts back to a workshop for crafting.

Items that require an enchanted vial to be harvested are fragile by nature and must be stored inside an enchanted vial quickly to prevent degradation. **Any attempt to harvest a material that has an enchanted vial as a requirement must be initiated within 1 minute of the death of its creature.**

### HAMUND'S HARVESTING HANDBOOK

"Yes, you can own a copy of this very book in any plane you visit! Due to my travels, I have visited almost every world in the multiverse, dropping manuscripts in publishers' hands as I go. No matter where you are, or where you come from, this handy book is sure to help you get the most out of whatever your local fauna has to offer." - Hamund

This book is filled with all sorts of useful information on the creatures that inhabit the multiverse, specifically, which parts of them are useful for harvesting. Using this book grants you advantage on any Appraise ability check.

### HARVESTING KIT

This kit contains everything the average harvester needs to prepare and harvest a carcass for usable parts including a skinning knife, a bonesaw, 2 glass vials, pouches of salt, and tweezers. Proficiency with this kit lets you add your proficiency to any check made to harvest a creature.

### SPIRIT PAPER

Spirit paper is a versatile tool that resembles a square of bleached papyrus. The secrets of its production were only recently discovered, and reverse engineered from secrets brought back from distant necromantic cults. By performing a small ritual with the spirit paper shortly after slaying certain creatures, a copy of that creature's soul is bound to the spirit paper for later use. These copies are not a true soul and are more akin to an echo. These echoes do retain all of the memories from its original body, and a few crafting techniques utilise these echoes to grant an item a low level of sentience or to mimic the abilities of their incorporeal reflections.

Using spirit paper is often the only way to harvest anything useful from creatures with incorporeal forms. Any harvesting attempt made for a creature part that has spirit paper as a requirement is done using a **Wisdom (Religion)** check rather than the usual check and is rolled separately for each item. Once a sheet of spirit paper has been used successfully to harvest an item, it cannot be reused, even if the item it contained is released.

Unlike most harvestable materials, materials that require spirit paper to be harvested dissipate very quickly after the death of its creature. Any attempt to harvest a material that has spirit paper as a requirement must be initiated within **1 minute of the death of the creature and takes 10 minutes to successfully complete.**

### SPECIAL TOOLS

Item	Cost	Weight
Enchanted Vial	3 gp	-
Hamund's Harvesting Handbook	50 gp	5 lb.
Harvesting Kit	30 gp	7 lb.
Spirit Paper	1 gp	-

## ADDITIONS AND CHANGES

The following are a few balance changes to accomodate the harvesting and crafting rules in this guide, as well as a background and feat to incorporate harvesting into your game.

### NEW PROFICIENCY: HARVESTING KIT

This guide adds in the new tool: the harvesting kit. Players may have proficiency in this like any other tool, and it is highly advised for them to have it as it provides a valuable bonus when making the checks outlined in this book. In order to accommodate this additional tool, the following classes and backgrounds have been slightly altered to give them the option to gain proficiency in the Harvesting Kit.

- Rangers may have proficiency with the harvesting kit upon character creation (this skill is not gained in multiclassing)
- Druids may have the option to choose between proficiency in the herbalism kit or the harvesting kit upon character creation (this skill is not gained in multiclassing)

- The Hermit background may choose between the herbalism kit and the harvesting kit as its starting tool proficiency and gains the appropriate kit as part of its starting equipment.
- The Outlander background may choose between a musical instrument or the harvesting kit as its initial tool proficiency. They may also choose between a hunting trap, and the harvesting kit in its initial starting equipment.

## NEW BACKGROUND: HARVESTER

Like a miner in their cave or a farmer in their field, you too make your living through reaping the riches of the natural world. Your resources, however, are the monsters and creatures that populate the multiverse. Although there are some who would scoff and call you a mere butcher, you understand the subtle complexities in the fantastical anatomies you find in your adventures, and only you are qualified enough to harvest them.

**Skill Proficiencies:** Nature, Survival

**Tool Proficiencies:** Harvesting Kit

**Languages:** One of your choice

**Equipment:** A set of traveller's clothes, a hunting trap, harvesting kit, a cloak made from a creature you harvested, and a belt pouch containing 5 gp.

### FEATURE: CONNECTED

You have been harvesting creatures for a long time and as part of that, you have become deeply acquainted with the large industry of crafters and merchants that rely on the wares you bring. Whenever you enter a place of civilisation, you have no trouble finding merchants willing to buy your materials or crafters that can work with your wares. You are also savvy in the bargaining techniques used when haggling over prices and are not easily tricked during negotiations. You often find yourself able to secure a good price, or even a discount on services relating to harvested materials.

### SUGGESTED CHARACTERISTICS

Harvesters are an odd bunch; half outdoorsman, half entrepreneur. As someone who spends most of their time in the hunting and being elbow deep in dead bodies, you probably have a different worldview compared to most.

#### d8 Personality Trait

- I am often covered in blood and viscera, which other people find off-putting.
- I see no moral issue about harvesting any once-living creature, even if they were clearly sentient. "Waste not, want not", after all.
- I often unnerve people with my discussions of the more disgusting aspects of creature anatomy.
- I am obsessed with self-sufficiency; anything I wear must have come from something I harvested.
- I say a small prayer before harvesting a fresh kill, thanking it for its sacrifice.
- The hunt is what excites me more than anything. Harvesting is just how I keep mementos of my prey.
- I insist on using every little bit of what I kill, it would be an insult to that creature's life otherwise.
- I have a myriad of harvested trophies from rare game which I show off whenever possible.

#### d6 Ideal

- Life.** Harvested meat will feed the hungry, harvested furs will warm the cold. Through death, comes life. (Good)
- Honor.** I refuse to use something harvested from a creature that I did not kill with my own hands. (Lawful)
- Necessity.** Creatures kill and harvest other creatures to survive. You may not like it, but it's just the way things are. (Neutral)
- Opportunity.** If something is already dead, what's the point of letting its corpse go to waste? (Chaotic)
- Dominance.** Nothing shows off your strength like having your own Owlbear-head trophy. (Evil)
- Money.** People always want hides, pelts, and skins; I may as well be the one to profit off it. (Any)

#### d6 Bond

- My clan won't respect me unless I bring back the head of a rare and dangerous creature.
- Ever since I was a child, I dreamed of wearing a unicorn fur cloak. If you have a better way of getting one, I'd like to hear it.
- Hunting and harvesting creatures is the only way I know how to make money and feed my family.
- Visions of a monstrously large creature haunt my dreams. They won't stop until I find it and claim its pelt for my cloak.
- I am interested in studying the anatomy of rare and magical creatures and I need samples to continue my research.
- Harvesting creatures has been my family's profession for generations; I'm just continuing this long line of tradition.

#### d6 Flaw

- Once I decide that a creature will become my next trophy, nothing will stop me from getting it.
- Some would say I get a little too much pleasure in slicing corpses open and tearing out their fresh organs.
- I'm always looking for the next big hunt, something that will probably get me killed.
- I tend to exaggerate the quality of my harvested wares to inflate their price.
- Once I kill something, I will drop everything to take a trophy from it before moving on.
- I see other living creatures as just organs in a skin bag, waiting to be sold.

## NEW FEAT: RESOURCEFUL

You've always hated leaving anything to waste and have always made sure you get the most out of any situation.

- You gain proficiency in the harvesting kit and the herbalism kit.
- You ignore any penalties for harvesting a creature that died a particularly violent death.
- Both appraising and harvesting a creature take half the time than it normally would.