HARVESTING AND CRAFTING LITE

5E

Harvesting Lite

This section details the core concepts of Harvesting, allowing you to introduce the system to your table.

Harvesting Rules

After a creature is slain, its components must be harvested quickly before their magic fades. There are five steps involved in this process.

Step 1 - Description

When a creature dies, the GM consults the harvest table corresponding to the creature's type and determines which of the listed components are available to be harvested.

Example. In the example below, the party wishes to harvest a dragon they have slain. The GM consults the Dragon Harvest table (page 5) and decides that the dragon has the following components on offer: 1 *breath sac*, 1 *heart*, 1 *liver*, 2 *eyes*, 2 *horns*, 4 *pouches of claws*, 4 *pouches of teeth*, 10 *bones*, as well as *scales*, *blood*, *flesh*, and *fat*. Because a young red dragon is CR 10, one can also harvest *robust essence* from it (see page 7 for more on *essence*).

Dragon Harvest

Component DC	Components
5	*Eye*[E+], *flesh*[E], *phial of blood*[E+]
10	*Bone*[E+], *egg*[E], *fat*[E+], *pouch of claws*, *pouch of teeth*
15	*Horn*, *liver*[E], *pouch of scales*
20	*Heart*[E+]
25	*Breath sac*[V]

Heliana's Guide

To make your harvesting and crafting journey even richer, refer to *Heliana's Guide to Monster Hunting* (**heliana.lt/BookOne**). There you'll find additional rules like volatile components that can explode, ruining components with destructive damage types, ritual carving using spellcasting abilities instead of Dexterity, finding traders to buy and sell components, and a pricing system that complements the magic item prices in this book. There's also options for hiring craftspeople, working in crafting teams, feats for becoming an expert or master crafter, and rules for salvaging, socketing, and upgrading items.

GM: In addition to the plethora of scales, blood, flesh, fat, and bone, you can harvest the dragon's liver, heart, two eyes, two horns, four pouches of claws, four pouches of teeth, and, of course, its breath sac. Because this creature is particularly potent, you can also try to extract its essence—a difficult process.

Step 2 - Harvest List

The harvesters then quickly decide what they want to harvest and in which order. This order is known as the harvest list.

Example. The party chooses to harvest the following components in the listed order: a *pouch of teeth*, two *eyes*, the *breath sac*, and then the *essence*.

Gurf: I want the eyeses. And all the teef!

Mizzard: Very well, Gurf, but let's not forget the breath sac we came here for! And we'll need essence to be able to make the more powerful 'rare' versions of items. We'll take a pouch of teeth, the two eyes, the breath sac, and then the essence, in that order.

Step 3 - Harvest DCs

After the party has created its harvest list, the GM calculates the Harvest DCs. They list out the chosen components in the order the party wishes to harvest them and sequentially add each Component DC to the total of all the previous Component DCs. The Component DC represents how hard a component is to harvest.

Example Harvest List

Component	Component DC	Harvest DC
Pouch of teeth	10	10 (10)
Eye (1)	5	15 (10+5)
Eye (2)	5	20 (10+5+5)
Breath sac	25	45 (10+5+5+25)
Robust essence	30	75 (10+5+5+25+30)

STEP 4 - HARVESTING CHECK

The players make a Harvesting check. A Harvesting check is the combined total of two ability checks: an Assessment check and a Carving check; these are described in more detail on page 3.

> **GM:** Okay. Mizzard, as the assessing harvester, you need to make an Intelligence (Survival) check and Gurf, as the carving harvester, you need to make a Dexterity (Survival) check. The skill is survival because the corpse is a dragon.
>
> **Mizzard:** Okay... that's a 12 plus 5. 17!
>
> **Gurf:** What's Dexterity (Survival)? It's not on my sheet.
>
> **GM:** Make a Dexterity check—roll a d20 and add your Dexterity modifier—then add your proficiency bonus if you're proficient in Survival.
>
> **Gurf:** Okay that's a... 16. My Dex gives me plus 4, but I'm not proficient. 20!
>
> **GM:** Great; 17 plus 20—that's a total of 37.

STEP 5 - LOOT

Compare the result of the Harvesting check to the harvest list you made in step 3. If the Harvesting check's result met or exceeded the Harvest DC for a component, that component is successfully harvested.

Example. A result of 37 means that everything except the *breath sac* and *essence* are acquired.

> **GM:** The two eyes come out, plop plop, as do the teeth. Unfortunately, the breath sac is too tough and you can't harvest it before its magic seeps away. You never even get started on the essence.
>
> **Gurf:** Yay! Teef and eyez!
>
> **Mizzard:** Blast—I wanted that breath sac...

COMPONENTS & DIFFICULTY

Harvesting terms and concepts are explained below.

Component DC. Some components, like teeth, are very simple to extricate, whilst others, like hide, take a great deal of skill to extract without ruining them. Each component has a Component DC, indicating how hard it is to safely extract before it loses its magical potency. The tables on pages 5-6 describe the different components that varying creature types might yield.

Quantity. The GM decides how many of each component are available for harvest based on the creature. For example, a severely damaged dragon might only yield 1 *eye* and 1 *breath sac*, rather than its usual bounty.

Harvest List. Components can be harvested in any order, regardless of Component DC. The harvest list details which components the harvesters wish to attempt to extract and in which order. The harvesters must agree on the harvest list together or defer to the carving harvester.

Harvest DC. After the harvesters establish their harvest list, calculate the Harvest DCs. This is achieved by adding the Component DC of each component in the list to the DC of the components higher up in the list. These cumulative DCs are known as the Harvest DCs; harvesters successfully extract the components for which they meet or exceed a Harvest DC.

DURATION & DEGRADATION

Harvesting a creature takes a set duration based on the size of the creature (see harvest time in the table below).

CREATURE SIZE AND HARVEST TIME

Creature Size	Harvest Time
Tiny	5 minutes
Small	10 minutes
Medium	15 minutes
Large	30 minutes
Huge	2 hours
Gargantuan	12 hours

Degradation

To keep the game flowing, these rules offer the concept of degradation; the adventurers have only a short time, post-mortem, to harvest components. Spells like *gentle repose* do not prevent this. This rule prevents the aftermath of each fight from becoming a harvest-fest by limiting the number of creatures that can be harvested.

Time Limit. For harvesting to yield magical components, a harvester must begin harvesting a corpse within **1 minute** of the creature's death and, once it has begun harvesting, not cease harvesting the corpse for the duration of the check. As the shortest harvest time of any creature is 5 minutes, a character only has time to harvest one creature after a battle before the other creatures have degraded.

Assessment and Carving

The Harvesting check is the summed total of two ability checks: Assessment and Carving. A single creature can choose to make both checks; if it does so, it makes these checks with **disadvantage**. With all Harvesting checks, the skill used for the check depends on the type of creature the characters are attempting to harvest. For example, Beasts require a Survival check while Aberrations require an Arcana check.

Creature Types and Associated Skills

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

Assessment. To correctly assess how best to extract and store creature components, a character must make an Intelligence check. The skill applicable to the check depends on the type of creature, as shown in the Creature Types and Associated Skills table. A creature attempting this Assessment check is known as the assessing harvester.

Carving. Skill with a knife is the proven method of harvesting components. A creature attempting to harvest a corpse makes a Dexterity check. The skill applicable to the check depends on the type of creature, as shown in the Creature Types and Associated Skills table. A creature attempting this Carving check is known as the carving harvester.

Assessment check = 1d20 + Intelligence modifier + proficiency bonus (if applicable)

Carving check = 1d20 + Dexterity modifier + proficiency bonus (if applicable)

Harvesting check = Assessment check result + Carving check result

Spells and Buffs. For a spell or magical effect to have any influence on the outcome of harvesting, it must affect a harvester for the entire duration of the Harvesting check (see Creature Size and Harvest Time table on page 2). For this reason, spells with a duration of 1 minute, like *bless* and *guidance*, never confer their bonus to the result of the check. A spell like *enhance ability*, which lasts 1 hour, could confer its **advantage** to a Harvesting check so long as the spell begins before the check starts and does not end until after the check is completed.

Helpers

Creatures not involved in assessment or carving can help! The number of creatures that can help depends on the size of the creature being harvested (see table below). If a helper has proficiency in the skill associated with the monster's type, the helper adds its proficiency bonus to the Harvesting check's result. If the helper doesn't have this proficiency, it adds half its proficiency bonus rounded down, instead. Helpers must help for the entire duration of the harvesting procedure to add this bonus. This takes the place of the Help action, which has no effect in Harvesting or Crafting.

Harvesting and Helpers

Creature Size	Maximum Number of Helpers
Tiny	0
Small	1
Medium	2
Large	4
Huge	6
Gargantuan	10

Results & Rewards

A character receives each component for which it meets or exceeds the DC in the harvest list. This is cumulative; for example, a Harvesting check of 37 on the dragon example on page 1 yields two *eyes* and a *pouch of teeth*. The *breath sac* and *robust essence* are not harvested, as the result of 37 is lower than the DCs (45 and 75, respectively).

Component Types. Component names are comprised of the creature type (e.g. Beast) and the creature part (e.g. horn). A rhino, demon, and minotaur all have *horns*, but these are known as *Beast horn*, *Fiend horn*, and *Monstrosity horn*, respectively, and are each used to craft different things.

Optional Rule: Metatags

Metatags are a tool that expands the number of possible components in the game, increasing the specificity of the crafting system.

Components. When using metatags, you record the name of each component you harvest. For example, without metatags, a *horn* from a rhinoceros and a *horn* from a goat are both known as *Beast horns*. With metatags, these are two different horns: a *Beast (rhinoceros) horn* and a *Beast (goat) horn*.

Recipes. In crafting recipes, metatags specify a detail about the creature that bore the component written in parentheses. This detail could be all or part of its name (e.g. Animated), size (e.g. Large), subcategory (e.g. shapechanger), or something else. You may have to look at the creature's statistics to see if it satisfies a metatag requirement.

Quests & Consequences. Metatags can be used in either or both of the following ways. Firstly, a GM may require that a specific metatag is needed to craft an item. For example, a GM may decide that *flame tongue*—a fiery weapon—might be craftable only using the *breath sac* from a fire-breathing (brass, gold, or red) dragon. A player wouldn't be able to use a *Dragon (ancient white dragon) breath sac* to craft the item and would need to embark on a quest to find the appropriate component.

Secondly, if the correct metatag is used in a crafting recipe, a GM can reward the player by granting them **advantage** on the check to craft the item. For example, without metatags, any *Dragon's eye* can be used to craft a *ring of poison resistance*. With metatags, an adventurer can craft the ring with the *eye* of any *Dragon*, but has **advantage** on the check(s) if they use the *eye* of a green dragon.

Harvest Tables

This section presents the components that may be available for each creature type. When a player declares their intention to harvest a creature, consult the relevant table in this section and choose the components that make sense for the creature. For example, an aboleth has tentacles, eyes, mucus, blood, and a hide, but doesn't have claws, chitin, or antennae. Boss monster can have unique components that aren't found in these harvest tables.

Usability. Not all the components in the harvest tables presented herein have an attached recipe. However, among the many books that use this system, every harvestable component can be used to make something. At time of publishing this includes: *Fool's Gold: Into the Bellowing Wilds*, *Heliana's Guide to Monster Hunting*, *Itza's Guide to Dragonbonding*, *L'Arsene's Ledger of Treasures and Trinkets*, *Motes of the Divine*, *Steinhardt's Guide to the Eldritch Hunt*, *Ryoko's Guide to the Yokai Realms*, *Wrath of the Kaiju*, and all monthly releases by Loot Tavern.

Superscripts. The small superscript letters after a component's name allow the system to integrate cleanly with the cooking system that appears in *Heliana's Guide*, should a GM wish to use this material with that book. If you're not using the cooking system, you can ignore the superscript.

Unusual Anatomy

If a creature has some interesting anatomy not on the appropriate harvest table, you can grab the component and DC from a different creature type's harvest table.

Aberration Harvest

Component DC	Components
5	Antenna, eye[E+], flesh[E], phial of blood[E+]
10	Bone[E+], egg[E], fat[E+], pouch of claws, pouch of teeth, tentacle
15	Heart[E], phial of mucus, liver[E], stinger
20	Brain[E+], chitin, hide, main eye[v]

Beast Harvest

Component DC	Components
5	Antenna[E+*], eye[E+], flesh[E], hair, phial of blood[E+]
10	Antler, beak, bone[E+], egg[E], fat[E+], fin, horn, pincer, pouch of claws, pouch of teeth, talon, tusk
15	Heart[E+], liver[E+], poison gland, pouch of feathers, pouch of scales, stinger, tentacle
20	Chitin, pelt

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

Celestial Harvest

Component DC	Components
5	Eye[E], flesh[E], hair, phial of blood[E+], pouch of dust[E+*]
10	Bone[E], fat[E+], horn, pouch of teeth
15	Heart[E+], liver[E], pouch of feathers, pouch of scales
20	Brain[E], skin
25	Soul[v]

*Regarding edible components: a pouch of dust is spice.

Construct Harvest

Component DC	Components
5	Phial of blood[E+], phial of oil[E+*]
10	Flesh[E+], plating, stone
15	Bone[E+], heart[E], liver[E], gears
20	Brain[E+], instructions
25	Lifespark[v]

*Regarding edible components: phials of oil are fat.

Dragon Harvest

Component DC	Components
5	Eye[E+], flesh[E], phial of blood[E+]
10	Bone[E+], egg[E], fat[E+], pouch of claws, pouch of teeth
15	Horn, liver[E], pouch of scales
20	Heart[E+]
25	Breath sac[v]

Elemental Harvest

Component DC	Components
5	Eye[E+], primordial dust[E+*]
10	Bone[E+]
15	Volatile mote of air/earth/fire/water[v]
25	Core of air/earth/fire/water[v]

*Regarding edible components: primordial dust is spice.

Fey Harvest

Component DC	Components
5	Antenna[E+*], eye[E+], flesh[E], hair, phial of blood[E+]
10	Antler, beak, bone[E+], egg[E], horn, pouch of claws, pouch of teeth, talon, tusk
15	Heart[E+], fat[E+], liver[E+], poison gland, pouch of feathers, pouch of scales, tentacle, tongue
20	Brain[E], skin, pelt
25	Psyche[v]

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

FIEND HARVEST

Component DC	Components
5	Eye[E+], flesh[E], hair, phial of blood[E+], pouch of dust[E+*]
10	Beak, bone[E+], horn, pouch of claws, pouch of teeth
15	Heart[E+], fat[E+], liver[E], poison gland, pouch of feathers, pouch of scales
20	Brain[E], skin
25	Soul[V]

*Regarding edible components: a pouch of dust is spice.

GIANT HARVEST

Component DC	Components
5	Flesh[E], hair, nail, phial of blood[E+]
10	Bone[E+], fat[E+], tooth
15	Heart[VE+], liver[E+]
20	Skin

HUMANOID HARVEST

Component DC	Components
5	Eye, phial of blood[E+]
10	Bone[E+], egg[E], pouch of teeth
15	Heart[E+], liver[E+], pouch of feathers, pouch of scales
20	Brain[E+], skin

MONSTROSITY HARVEST

Component DC	Components
5	Antenna[E+*], eye[E+], flesh[E], hair, phial of blood[E+]
10	Antler, beak, bone[E+], egg[E], fat[E+], fin, horn, pincer, pouch of claws, pouch of teeth, talon, tusk
15	Heart[E+], liver[E+], poison gland, pouch of feathers, pouch of scales, stinger, tentacle
20	Chitin, pelt

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

OOZE HARVEST

Component DC	Components
5	Phial of acid[E+*]
10	Phial of mucus[E+*]
15	Vesicle[E+*]
20	Membrane

*Regarding edible components: acid is blood, mucus is fat, and vesicles are livers.

PLANT HARVEST

Component DC	Components
5	Phial of sap[E+*], tuber[E*]
10	Bundle of roots[E+*], phial of wax[E*], pouch of hyphae[E+*], pouch of leaves, pouch of seeds
15	Poison gland[E+*], pouch of pollen[VE+*], pouch of spores[VE+*]
20	Bark[E+*], membrane[E+*]

*Regarding edible components: sap is blood, tuber is flesh, roots and hyphae are bones, wax is fat, poison glands are livers, pollen and spores are spice, bark and membranes are hearts.

UNDEAD HARVEST

Component DC	Components
5	Eye[E+], bone[E+], phial of congealed blood[E+]
10	Marrow, pouch of teeth, rancid fat[E]
15	Ethereal ichor[E+*], undying flesh[E+]
20	Undying heart[VE+]

*Regarding edible components: ethereal ichor is spice.

ESSENCE

Essence is required to craft more powerful magic items. It comes in five forms: frail, robust, potent, mythic, and deific. These *essences* are required to craft items of uncommon, rare, very rare, legendary, and artifact rarity, respectively. Whilst *essence* can be extracted from all creature types, the *essence* available depends on the creature's Challenge Rating (CR). The following harvest table can be appended to all the monster harvest tables in this section.

Creature CR	Component DC	Components	Item Rarity
3-6	25	*Frail essence*	Uncommon
7-11	30	*Robust essence*	Rare
12-17	35	*Potent essence*	Very rare
18-24	40	*Mythic essence*	Legendary
25+	50	*Deific essence*	Artifact

You can't harvest a lower-level *essence* from a higher CR creature—they have only one *essence*, the one dictated by its CR!

Appearance. Essence can look like whatever you want it to: a nebulous ball of energy, a random creature component, or something you extract into a crystal to make it glow. This is intentionally undefined to let you build your own world!

ESSENCE & BALANCE

Because *essence* can only be gained by harvesting CR 3 or higher creatures, it acts as a gating mechanism to limit the power of items the party can craft. If you want an especially high magic campaign, consider decreasing the CR at which *essence* can be harvested. This will allow more powerful items to be crafted at lower levels. If you want a low-magic campaign, do the opposite.

GM Tip: Boss Essence. When it comes to crafting, only an essence's rarity matters, not the creature it comes from. The most valuable parts of boss monsters are their unique components, not their essence!

CRAFTING LITE

The crafting rules below provide what you need to know to craft each item in this book. You can't enchant an *ascendant dragon armour** breastplate without first creating a breastplate. Within this guide, there are two types of crafting, each associated with a type of crafting check:

- **Manufacturing** is the creation of mundane (nonmagical) items from raw materials by a creature proficient with a tool using a Manufacturing check.
- **Enchanting** is the magification of a mundane item by a spellcaster to give it magical powers using an Enchanting check.

Forging, detailed in *Heliana's Guide*, is where both these processes are combined, allowing a non-spellcasting craftsperson to work magic into raw materials as the item takes shape.

*See *Wrath of the Kaiju*

MANUFACTURING

Despite an adventurer's best efforts, they're probably going to end up with one or two pieces of nonmagical gear. Someone needs to make those items, and the following manufacturing rules put that power in the players' hands. To manufacture a mundane item, a creature needs three things: materials, a tool, and time. In some cases, at the GM's discretion, a creature might also need auxiliary equipment. Let's take a breastplate as an example.
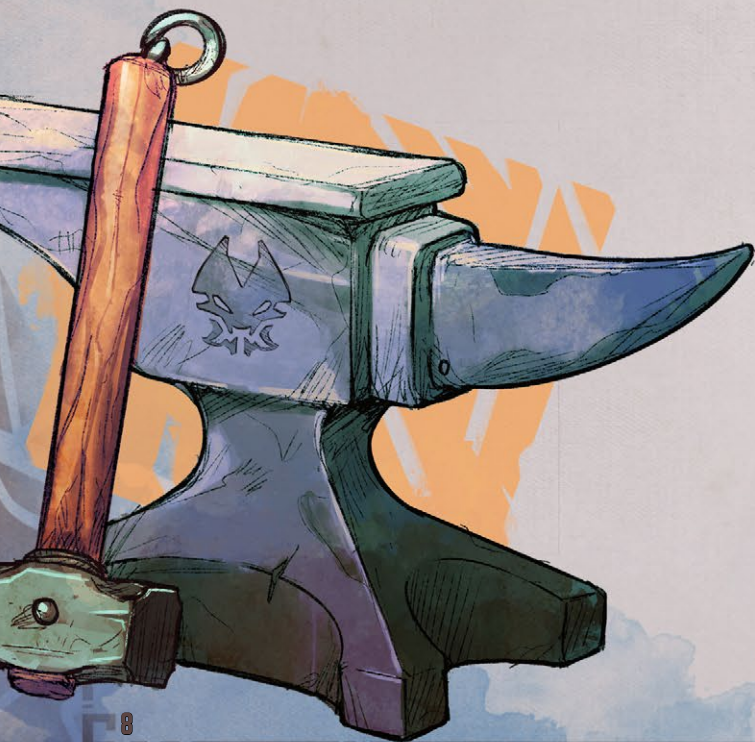
Materials & Cost. As a rule of thumb, the material cost of an item is one-third of its purchase value. A breastplate, valued at 400 gp, requires 130 gp of materials. The GM has great latitude in deciding what these mundane materials might be. The Manufacturing DC & Time table on pages 10-10 summarises the material cost of different mundane items.

Potion and spell scroll bases are unique in that there is no base item to compare the material cost to. The cost of these magic items' nonmagical materials is 2 gp and 3 gp, respectively.

Abilities & Tools. Manufacturing an item requires a tool. The tool required depends on the item's type. The GM has considerable leeway in deciding if a tool is applicable or not, and has the final say on the tool required for any item. In addition, different tools require different abilities to use them. Some tools, like carpenter's tools, grant a choice of abilities, much like how Finesse weapons let you choose Strength or Dexterity when making an attack roll. See the Tools and Their Products table on the next page for a breakdown of tools, abilities, and item types.

Tool Proficiency. Proficiency with a tool isn't necessary to attempt a Crafting check that requires that tool. If a character does not have the required proficiency, it can still make the check, albeit with **disadvantage**. At the GM's discretion, this disadvantage can be avoided if the character receives guidance from a book or a creature with the requisite proficiency.

Difficulty & Flavour. Mundane items have a manufacturing DC associated with their item type; the more complex the item, the higher the DC. See the Manufacturing DC & Time table on page 10-11 for the full breakdown.

Check. To manufacture an item, a creature must gather the required equipment, materials, and tools, and spend the requisite time crafting the item. This time need not be continuous. At the end of the crafting time, a creature makes a Manufacturing check using proficiency with the appropriate tool. A success on this check results in a completed item. A failure results in a non-functioning item or, if you use the quirks optional rule (see *Heliana's Guide* or *Ryoko's Guide*), a functioning item with one or more flaws.

BREASTPLATE MANUFACTURING

Materials: 130 gp steel ingots & leather
Time: 40 hours
Tools: smith's tools
Manufacturing check: DC 18 Strength or Constitution (smith's tools)

Tools and Their Products

Tool	Ability	Item Types
Alchemist's supplies	Intelligence	Potions; miscellaneous (any salves or lotions)
Brewer's supplies	Constitution	Potions
Calligrapher's supplies	Dexterity	Scrolls
Carpenter's tools	Dexterity or Strength	Ammunition (arrows, bolts, and blowgun needles), instruments, prostheses, rods, staves, wands, weapons (polearms, blowguns, clubs, darts, greatclubs, javelins, longbows, nunchaku, quarterstaves, shortbows, slingshots, tonfas, tridents); miscellaneous (anything made of wood)
Cartographer's tools	Dexterity or Intelligence	Maps; miscellaneous (anything involving paper)
Cobbler's tools	Dexterity or Intelligence	Miscellaneous (footwear)
Cook's utensils	Constitution	Magical meals*
Glassblower's tools	Constitution or Dexterity	Rods, staves, wands; miscellaneous (anything made of glass)
Herbalism kit	Intelligence	Potions; miscellaneous (any salves or lotions)
Jeweller's tools	Dexterity	Miscellaneous (anything involving jewels or precious metals)
Leatherworker's tools	Dexterity	Armour (light or hide), weapons (slings, tetherhooks, whips)
Mason's tools	Strength	Ammunition (sling bullets), weapon (mauls, meteor hammers); miscellaneous (anything made of stone)
Painter's supplies	Dexterity	Scrolls
Poisoner's kit	Dexterity or Intelligence	Poisons
Potter's tools	Dexterity	Miscellaneous (anything made of clay)
Smith's tools	Constitution or Strength	Ammunition (firearm shot and sling bullets), armour (heavy or medium except hide, shields), prostheses, rods, staves, wands, weapons (axes, chakrams, claws, daggers, flails, javelins, knuckledusters, kusarigamas, light hammers, maces, mauls, morningstars, nunchaku, ōdzutsu, polearms, rope darts, sai, shuriken, slingshots, spiked cesti, starknives, swords, tessen, tonfas, tridents, twinblades, warhammers, war crescent, war picks)
Tinker's tools	Dexterity	Instruments, prostheses, rods, staves, wands, weapons (crossbows, firearms, ōdzutsu, tommybows), wondrous items (anything with a mechanism)
Weaver's tools	Constitution or Dexterity	Armour (padded), weapons (meteor hammers, nets, rope darts, slings, tessen); miscellaneous (cloaks, hats, robes, anything made of cloth)
Woodcarver's tools	Dexterity or Strength	Ammunition (arrows, bolts, and blowgun needles), instruments, prostheses, rods, staves, wands, weapons (polearms, blowguns, clubs, darts, greatclubs, javelins, longbows, nunchaku, quarterstaves, shortbows, slingshots, tonfas, tridents); miscellaneous (anything made of wood)

Miscellaneous indicates the item could belong to any category. Usually such items specify a material from which they are made. The category this most often applies to is wondrous items.

* This is a new item category introduced in *Heliana's Guide to Monster Hunting* and present in *Motes of the Divine*.

MOHAMMED BELLAFQUIH

Manufacturing DC & Time

Item Type		Material Cost	Tool	Time	DC	Item Value[1]
Adventuring gear		Varies	Varies	2 hours	11	Varies
Ammunition	Arrows (20)	3 sp	Carpenter or woodcarver	1 hour	13	1 gp
	Bolts (20)	3 sp	Carpenter or woodcarver	1 hour	13	1 gp
	Firearm shot (20)[2]	1 gp	Smith	1 hour	13	3 gp
	Needles (50)	3 sp	Carpenter or woodcarver	1 hour	13	1 gp
	Sling bullets (20)	1 cp	Mason or smith	1 hour	13	4 cp
Armour	Shield	3 gp	Carpenter, smith, or woodcarver	8 hours	13	10 gp
Light Armour	Padded	2 gp	Leatherworker or weaver	8 hours	13	5 gp
	Leather	3 gp	Leatherworker	16 hours	15	10 gp
	Studded leather	15 gp	Leatherworker	24 hours	17	45 gp
Medium Armour	Hide	3 gp	Leatherworker	8 hours	13	10 gp
	Chain shirt	17 gp	Smith	16 hours	15	50 gp
	Scale mail	17 gp	Smith	24 hours	17	50 gp
	Breastplate	130 gp	Smith	40 hours	18	400 gp
	Half plate	250 gp	Smith	80 hours	19	750 gp
Heavy Armour	Ring mail	10 gp	Smith	16 hours	15	30 gp
	Chain mail	25 gp	Smith	32 hours	16	75 gp
	Splint	70 gp	Smith	40 hours	18	200 gp
	Plate	500 gp	Smith	200 hours	20	1,500 gp
Instrument		20 gp	Carpenter, tinker, woodcarver	16 hours	15	60 gp
Potion base		2 gp	Alchemist, brewer, herbalism	2 hours	15	5 gp
Ring		Varies[3]	Jeweller	8 hours	15	Varies[3]
Rod, staff, wand		Varies[3]	Varies	8 hours	17	Varies[3]
Spell scroll base		3 gp	Calligrapher, cartographer, painter	2 hours	15	10 gp
Simple Melee Weapon	Claw	2 gp	Smith	3 hours	14	5 gp
	Club	3 cp	Carpenter or woodcarver	0.25 hours	14	1 sp
	Dagger	7 sp	Smith	1 hour	14	2 gp
	Greatclub	7 cp	Carpenter	0.5 hours	14	2 sp
	Handaxe	2 gp	Smith	3 hours	14	5 gp
	Javelin	3 sp	Carpenter, smith, or woodcarver	1 hour	14	**1 gp**
	Knuckle duster[2]	3 sp	Smith	1 hour	14	1 gp
	Light hammer	7 sp	Mason or smith	1 hour	14	2 gp
	Mace	2 gp	Mason or smith	3 hours	14	5 gp
	Quarterstaff	2 sp	Carpenter, smith, or woodcarver	0.5 hours	14	**5 sp**
	Sickle	3 sp	Smith	1 hour	14	1 gp
	Spear	3 sp	Carpenter, smith, or woodcarver	1 hour	14	1 gp
	Spiked cestus[2]	1 gp	Smith	2 hours	14	3 gp
	Spiked knuckle duster[2]	6 sp	Smith	2 hours	14	2 gp
	War crescent[2]	2 gp	Smith	4 hours	14	6 gp
Simple Ranged Weapon	Crossbow, light	8 gp	Tinker	12 hours	14	25 gp
	Dart (x20)	3 cp	Carpenter or woodcarver	1 hour	14	**1 sp**
	Shortbow	8 gp	Carpenter or woodcarver	12 hours	14	25 gp
	Sling	3 cp	Weaver or leatherworker	0.25 hours	14	1 sp
	Slingshot[2]	7 cp	Carpenter or woodcarver	0.5 hours	14	2 sp

[1] Item values in bold are different to the SRD (core 5e rules).

[2] This is a new item type which you can find in *L'Arsene's Ledger of Treasure and Trinkets.*

[3] These items have a great variety in their constituent materials, from a gnarled tree root with a cost similar to a quarterstaff (2 sp) to gold and jewel-encrusted items fit for royalty. Regarding rods, staves, and wands, you can choose a weapon that is close in material and appearance to how you picture this item.

Item Type		Material Cost	Tool	Time	DC	Item Value[1]
Martial Melee Weapon	Battleaxe	3 gp	Smith	6 hours	17	10 gp
	Chakram[3]	3 gp	Smith	6 hours	17	10 gp
	Flail	3 gp	Smith	6 hours	17	10 gp
	Glaive	7 gp	Carpenter, smith, or woodcarver	12 hours	17	20 gp
	Greataxe	10 gp	Smith	18 hours	17	30 gp
	Greatsword	17 gp	Smith	24 hours	17	50 gp
	Halberd	7 gp	Carpenter, smith, or woodcarver	12 hours	17	20 gp
	Kusarigama[3]	2 gp	Smith	6 hours	17	5 gp
	Lance	3 gp	Carpenter, smith, or woodcarver	6 hours	17	10 gp
	Longsword	5 gp	Smith	8 hours	17	15 gp
	Maul	3 gp	Mason or smith	6 hours	17	10 gp
	Meteor hammer[3]	1 gp	Mason, smith, or weaver	2 hours	17	3 gp
	Morningstar	3 gp	Smith	6 hours	17	**10 gp**
	Nunchaku[3]	3 gp	Carpenter, smith, or woodcarver	6 hours	17	10 gp
	Pike	3 gp	Carpenter, smith, or woodcarver	6 hours	17	**10 gp**
	Rapier	8 gp	Smith	12 hours	17	25 gp
	Rope dart[3]	2 gp	Smith or weaver	3 hours	17	5 gp
	Sai[3]	2 gp	Smith	3 hours	17	5 gp
	Scimitar	3 gp	Smith	6 hours	17	**10 gp**
	Shortsword	3 gp	Smith	6 hours	17	10 gp
	Starknife[2]	3 gp	Smith	6 hours	17	10 gp
	Tessen[3]	2 gp	Smith or weaver	3 hours	17	5 gp
	Tetherhook[2]	5 gp	Smith	8 hours	17	15 gp
	Tonfa[3]	3 sp	Carpenter, smith, or woodcarver	1 hour	17	1 gp
	Trident	2 gp	Carpenter, smith, or woodcarver	3 hours	17	5 gp
	Twinblade[2]	17 gp	Smith	24 hours	17	50 gp
	War pick	2 gp	Smith	3 hours	17	5 gp
	Warhammer	5 gp	Mason or smith	8 hours	17	15 gp
	Whip	7 sp	Leatherworker	1 hour	17	2 gp
Martial Ranged Weapon	Blowgun	3 gp	Carpenter or woodcarver	6 hours	17	10 gp
	Crossbow, hand	25 gp	Tinker	40 hours	17	75 gp
	Crossbow, heavy	17 gp	Tinker	24 hours	17	50 gp
	Longbow	17 gp	Carpenter or woodcarver	18 hours	17	50 gp
	Net	3 sp	Weaver	1 hour	17	1 gp
	Ōdzutsu[3]	150 gp	Smith, tinker	18 hours	19	50 gp
	Shuriken[3]	1 sp	Smith	1 hour	17	3 cp
Magitech Firearm	Blunderbuss[2]	50 gp	Tinker	36 hours	19	150 gp
	Musket[2]	30 gp	Tinker	36 hours	19	100 gp
	Pistol[2]	70 gp	Tinker	48 hours	19	200 gp
	Revolver[2]	250 gp	Tinker	96 hours	19	750 gp
	Rifle[2]	330 gp	Tinker	120 hours	19	1,000 gp
Wondrous item[4]		Varies[4]	Varies[5]	8 hours	15	Varies[4]

[1] Item values in bold are different to the SRD (core 5e rules).

[2] This is a new item type which you can find in *L'Arsene's Ledger of Treasure and Trinkets*.

[3] This is a new item type which you can find in *Ryoko's Guide to the Yokai Realms*.

[4] These items have a great variety in their constituent materials, from a gnarled tree root with a cost similar to a quarterstaff (2 sp) to gold and jewel-encrusted items fit for royalty. Regarding rods, staves, and wands, you can choose a weapon that is close in material and appearance to how you picture this item.

[5] This can include nonmagical instruments like a compass, telescope, or the mundane component of a magical wondrous item. The required tool and component cost is entirely up to the GM's discretion!

Enchanting

Enchanting involves extracting the magical power from monster components and applying them to mundane items. In practice, this can take the form of physically grafting the components to the item or, for the magically inclined, direct transfer of magical power.

Materials. The required materials for enchanting are: a mundane item, a magical component, and an *essence*. The first two are determined by the item's recipe, while the latter is determined by the item's rarity (see Enchanting Rarity, DC, and Time table).

Essence. While magic items gain their nuances from the monster components used in their creation, the amplitude of the item's power is derived from a substance known as *essence*. The more rare the item, the more powerful it is, and the more potent the *essence* required.

If you use a rarer *essence* than required for a particular item, the item gains the rarity of the *essence* used, affecting the time and DC required to make it (see below). For example, if you make a *helm of telepathy* using a *robust essence*, it would be rare instead of uncommon, requiring 80 hours instead of 20 hours to craft. At the GM's discretion, the power of the item can be increased accordingly, perhaps by increasing the DC of the saving throws to match the new rarity (from DC 13 to 15), or even adding other effects.

Difficulty & Time. The DC and time required for the Enchanting check depend on the rarity of the magic item being crafted and whether or not it has attunement; the rarer the item, the more difficult and time consuming it is to craft. This is broken down in the Enchanting Rarity, DC, and Time table. Enchanting doesn't have to be done all in one go—a typical enchanter might only work for 8 hours each day.

Spell Scrolls. Spell scrolls are unique in that the creature crafting the spell scroll also needs to know the spell they are crafting. For wizards, this means having the spell in their spellbook; for bards, benders, rangers, sorcerers, tamers, and warlocks, this means having the spell in their list of known spells; and for clerics, druids, and paladins, this means any spell in their list.

Skills. As with harvesting, the skill associated with the Enchanting check depends on the type of creature the component was harvested from. So, if you're making an *ascendant dragon armour** breastplate, which requires a *pouch of Dragon (koi) scales* as its component, you would make an ability check using Survival. See the Creature Types and Associated Skills table for the full breakdown.

Unlike harvesting, only creatures with a spellcasting ability can enchant, as the ability used in the crafting check must be the creature's spellcasting ability (typically Intelligence, Wisdom, or Charisma). A wizard (whose spellcasting ability is Intelligence) enchanting a breastplate into an *ascendant dragon armour** would thus make an **Intelligence (Survival)** check.

Creature Types and Associated Skills

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

*See *Wrath of the Kaiju*

Enchanting Rarity, DC, and Time

Item Rarity	*Essence*	Enchanting Check DC	Enchanting Time (Hours)		
			Consumable	Non-Attunement	Attunement
Common	—	12	0.5	1	2
Uncommon	*Frail*	15	4	10	20
Rare	*Robust*	18	20	40	80
Very Rare	*Potent*	21	80	160	320
Legendary	*Mythic*	25	320	640	1,280
Artifact	*Deific*	30	50,000	100,000	200,000

Check. To enchant an item, a creature must gather the required materials and spend the requisite time crafting the item. This time need not be continuous. At the **end** of the entire enchanting time, a creature makes an Enchanting check with its spellcasting ability using proficiency with the appropriate skill. A success on this check results in a completed enchantment. On a failure, the enchantment can still take hold, but the item gains a number of flaws based on the difference between the result of the check and the check's DC (see Number of Flaws Gained table). Success or failure, the *essence* and component are consumed.

Ascendant Dragon Armour (Breastplate)
Enchanting
Rarity: rare
Materials: breastplate, *pouch of Dragon (koi) scales*, *robust essence*
Time: 80 hours
Enchanting check: DC 18 spellcasting ability (Survival)

MANUFACTURING

Raw Mundane Components → **Manufacturing Check** → **Mundane Item**

Tool
Tool Ability
Tool Proficiency

Tool Ability
Tool Proficiency
Time & DC*

→ **Manufacturing Quirk(s)**
(See Heliana's Guide)

*Depends on the mundane item being crafted

ENCHANTING

Mundane Item → **Enchanting Check** → **Magic Item**

Spellcasting
Spellcasting Ability

Monster Component
Skill Proficiency

Essence
Time & DC

Spellcasting Ability
Skill Proficiency
Time & DC

→ **Enchanting Quirk(s)**
(See Heliana's Guide)
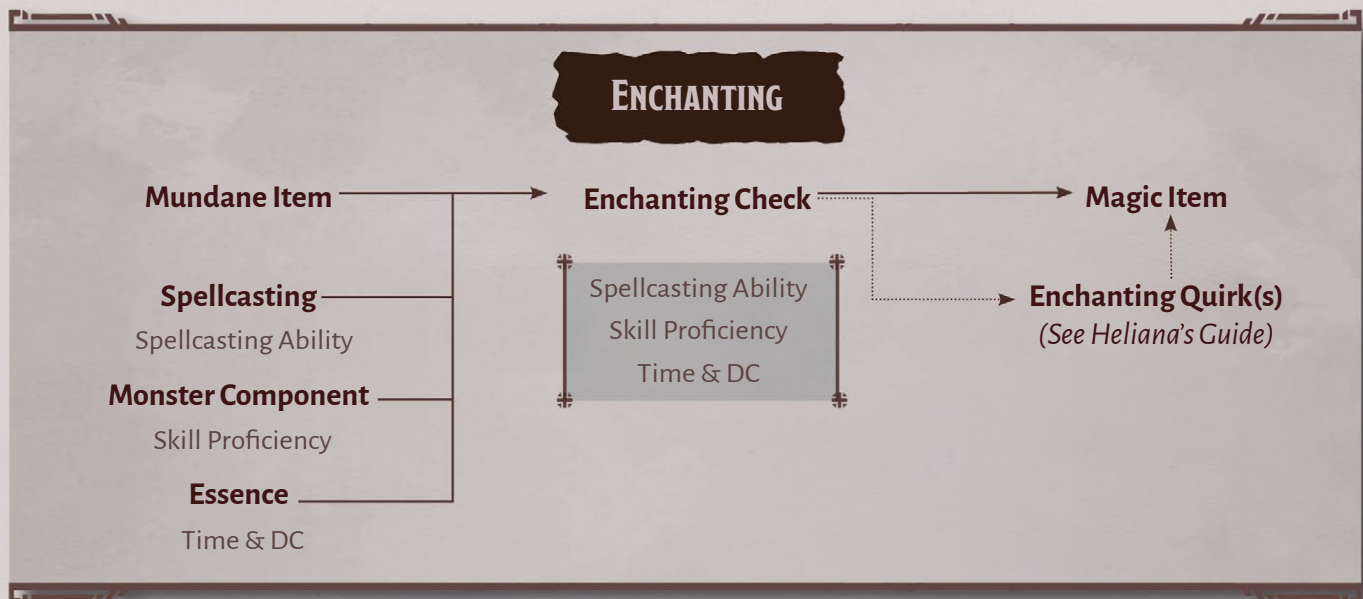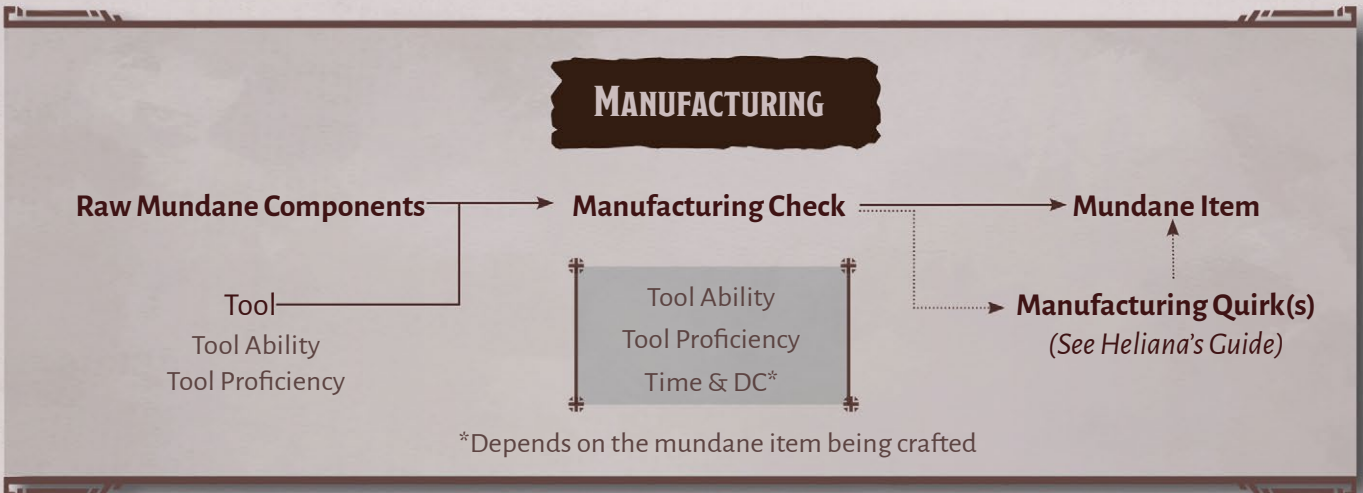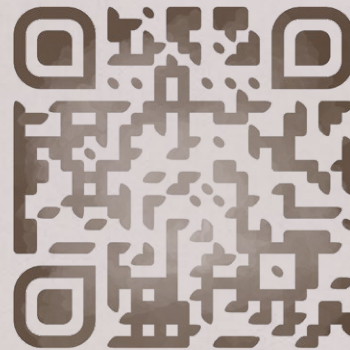
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