

REIMAGINING THE BOUNTY OF THE LAND



A FORAGING,
HUNTING, &
CRAFTING SYSTEM

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REIMAGINING THE BOUNTY OF THE LAND: A FORAGING, HUNTING, AND CRAFTING SYSTEM

Where there are monsters, there are adventurers fighting them. And when the adventurers inevitably defeat their foes, there's a group of players sitting around a table excited to discover just what can be found on the corpses. Usually, it's fairly straight forward what they find: some gold, a plot hook, maybe even a magic item or two. But what if the enemies don't have any of that? Or what if the players want more? Well, that's when the characters pull out their daggers and the players look at the game master with curious eyes and ask, "Can we skin it?"

Unfortunately, rules for how characters might go about foraging, hunting, and harvesting are notoriously lacking. There are always hand-wave methods to just get it over with, but those are often best saved for one-off situations rather than for tables that frequently engage in this type of play. Included here are a robust set of rules designed to facilitate those tables who want to explore living off the grid, going deep into the woods to find that rare plant, or potentially harvesting that precious piece of a fallen enemy.

Additionally, a refinement of the crafting system included in the expanded ruleset has been developed. It removes the notorious imbalance of only needing to spend a trivial amount of gold pieces to obtain any magic item desired and replaces it with a system where the character has to weigh options with regards to the time and gold they have to put forth and when.

FORAGING

A lone elf strides through the woods with a keen eye and a sharp knife. Spotting something half-buried in the brush, he runs forward, clearing away some plants and dirt before plunging his knife down a few inches. He pulls his quarry out of the ground with a quick, jerking motion: a small plant with a deep purple stem, topped with brown leaves.

The art of foraging goes beyond just looking for plants in the woods. It involves a careful combination of searching, knowledge, and skill to forage successfully; whether it is for food, supplies, or just general discovery, those with the skills of the wild can succeed and discover the bounty of the land.

LOCATING USEFUL PLANTS IN THE AREA

When a character decides they want to forage for any reason, they first need to determine if there is anything useful in the area. This can involve one or more rolls using various skills depending on the character's familiarity with the environment and what they wish to do. Characters

can accomplish this independently or working together, particularly with specialized knowledge.

Most characters will need to observe the area for signs or clues about what species of useful plants grow in the area, if any. Doing so requires one day of effort and can be accomplished in a few different ways:

- Intelligence (Nature) is helpful for recalling written or spoken information about useful plants in the area. Things like local superstitions or oral histories would likewise fall into this category.
- Intelligence (Investigation) is best for characters trying to discern what markings, growths, and other distinct features might mean for plants and their utility.
- Wisdom (Survival) may be appropriate when observing the area to see what plants are avoided, indicating they may be poisonous. Or, perhaps, to see which plants attract wildlife, which may indicate they have beneficial properties.
- Wisdom (Medicine) can be used while looking specifically for medicinal herbs, though its utility is limited when looking for magical or poisonous plants.

As with any situation, other skills may be applicable depending on what the characters are trying to find. Additionally, rangers in their favored terrain can treat any roll of 9 or lower on this check as a 10, as they have an unsurpassed knowledge of the area.

Characters working alone have a chance to locate some extremely high-quality plants, though it is effectively impossible for them to find a large quantity of them. Characters with a streak of independence or those who have particular skills that benefit them working alone may find success searching in this way. Additionally, any class feature or spell that allows the character to add an additional bonus to a check (for example, having *guidance* cast on them) can only be used if the character works independently.

If the characters work as a group, they can find a larger number of lower-quality plants. In addition, when working as a group, it's unlikely the characters will know what the plants can be used for, and they will need to determine that later. For the purposes of mechanics, a bushel of plants provides advantage on checks to harvest the plants, owing to having a greater margin of error when collecting a larger number of plants. The overall amount of usable material does not increase by finding a bushel.

The group, however, has the option to make a concentrated effort to find rare plants. When they do so, they forgo the opportunity to find large numbers of plants in favor of giving themselves a better shot at locating something rare. When they choose to do this, one character makes their check with advantage. Additionally, the character making the check gains a +1 bonus for every character helping them who is also proficient in the skill being used.

Use the following chart to adjudicate the result of the check:

Result	Individual Search	Group Search
10	The character locates a single potentially useful plant but cannot identify it. There is a 50% chance the plant does not have any beneficial properties.	The group is unable to locate anything that may be useful.
15	The character locates 1d4 useful plants. There is a 50% chance that the plants located are uncommon, but what they do is unknown. Otherwise, the plants located are common, and the character knows their exact function.	The group finds 1d4 bushels of potentially useful plants, but they don't know what those plants do. Each bushel has a 50% chance of not having any beneficial properties. The plants located are common if they have any beneficial properties.
20	The character uncovers 1d4 useful plants. The plants are uncommon, and the character understands precisely how they can be used.	The group identifies 1d6 bushels of useful plants. The plants found are common, but there is a 25% chance one of the bushels will be uncommon instead. The characters will know how common plants function, but if they find an uncommon plant, they don't know anything about it.
25	The character manages to find 1d6 plants. Half of the plants, rounded up, are uncommon, and the other half are rare, if any rare plants were in the area. The character knows the uses for all the plants found.	The group finds 1d8 bushels of useful plants. The plants are uncommon, but the characters do not know how they can be used.
30	The character finds 1d8 plants. Half the plants, rounded up, are rare. The other half has a 50% chance of being uncommon, a 40% chance of being very rare, and a 10% chance of being legendary.	The group discovers 1d10 bushels of plants. There is a 50% chance the plants found are uncommon and a 50% chance the plants are rare; the characters only know how the plants function if they are uncommon plants.

Many characters may instinctively want to repeatedly harvest an area for additional materials. However, even the most common useful plants are still rare compared to the typical weeds and grasses that grow in the wild. For every consecutive day the characters attempt to forage, the DC required to attain a particular result increases by 5.

HARVESTING THE PLANTS

Once the characters have located plants that may be useful, the next thing they will need to do is attempt to harvest them. Harvesting plants requires a full day's work, accounting for traveling to the plants, preparing the relevant tools, and the actual act of harvesting. It also accounts for time spent gathering the plants after the harvest is done and the time it takes to avoid making costly mistakes that damage the plants. The plant's rarity determines the difficulty of harvesting it, as the rarer the plant is, typically the more fragile it is. If the characters located bushels of plants by working as a group instead of finding single plants by themselves, they have advantage on the check to harvest the plants. When preparing to harvest plants, characters should select one of the following options:

- Dexterity (Sleight of Hand) if they intend to use a knife to cut the plant carefully.
- Dexterity or Wisdom (Herbalism Kit) if they want to use the specialized tools in an herbalism kit to collect the harvest. The character can choose either ability score, so long as they are proficient with the herbalism kit.
- Intelligence (Nature) if the character wants to use the technical information they have learned to attempt to harvest their finds.
- Wisdom (Survival) if the character wants to use their intrinsic knowledge of the flora to harvest it properly.

Use the following chart to determine the difficulty of harvesting the plants:

Rarity	DC
Common	10
Uncommon	15
Rare	20
Very Rare	25
Legendary	30

If the characters succeed, they harvest the number of plants they found (there are no additional plants harvested due to finding a bushel). If the characters fail to successfully harvest the plants they located, they may make a second attempt. The second attempt must use a different skill option from the list above. If the second attempt succeeds, the characters only harvest half the number of plants they found, rounded up.

A variety of sample plants are included at the end of this ruleset. Game masters are encouraged to sprinkle those throughout their world as they see fit; suggested crafting recipes for various magical items are included, to entice the characters to explore this new dynamic. Naturally, game masters should always consider creating their own harvestable plants as well. Consider what sorts of plants would grow well in various locales and what the characters can make from them. Harvestable materials are a bit of an outlier compared to the magic items themselves because characters could end up with far more powerful and valuable materials than their level would typically suggest without breaking the balance of the game.

A NOTE ABOUT MINING AND OTHER GATHERING ACTIVITIES

Thus far, this system has focused on gathering plants and herbs from the wilds. While these are hardly the only raw material found in nature, they make up the bulk of what can reasonably be found without significant time or resource investment.

Future supplements to these rules will cover raw materials such as metals, wood, crystals, etc.

HUNTING

“Shoot it in the eye,” the wizard yelled, “I need its gizzard intact for a new potion I’m working on!” Mere moments later, his elven companion took a single stride forward as he nocked an arrow and sent it true to its target. The arrow pierced the foul creature’s eye, sending it toppling to the ground, dead. Taking a brief survey of the scene, the wizard stepped forward and began bringing his knife through his quarry, expertly removing the gizzard he desperately needed.

While characters are adventuring, they are likely to come across a variety of monsters with magical or, at the very least, useful parts of their bodies. Many fledgling adventurers fantasize about carving the breath gland from a dragon or draining the blood of a demon; their reasons for wanting them are as varied as they are common. Of course, a degree of skill is required to successfully harvest components from a felled creature, as many have unusual or even alien anatomies. Aberrations, in particular, present challenges due to their utterly foreign body structures.

LOCATING USEFUL COMPONENTS

After the characters fell an enemy, they may spend one hour (this hour requires active work and can not coincide with a short rest) make an Intelligence (Arcana or Investigation) check to determine what might be useful, depending on whether they are searching for magical or mundane components from the creature. If the character already knows what they are looking for, they have advantage on the check, but they still need to roll to determine if they can find it undamaged. The difficulty of the check depends on the way the creature was killed:

- If the creature is unconscious, a DC 15 check is required to determine if there are useful components. Because it is not dead, the creature has a 50% chance of regaining consciousness and immediately attacking the nearest character. Unless the character has a passive Perception of 20 or higher, the character is surprised, and the creature has advantage on its first attack.
- If the creature was killed by elemental damage, a DC 20 check is required.
- If the creature was killed by bludgeoning, piercing, or slashing damage, the DC is 25.
- If the fatal blow dealt more than 50% of the creature’s maximum HP, the DC is 30 due to the intense, violent trauma causing extensive damage.

Succeeding on the check uncovers one useful component from the creature, per the chart below. If the character specified a particular component they are searching for, they find it if it exists. Otherwise, select randomly from the list. Rangers examining their favored enemy may treat any roll of 9 or lower on this check as a 10.

The following chart details what the characters may find useful for certain creature types.

Creature Type*	Useful Components
Aberration	Eyes, teeth, scales or skin, unique body parts†
Beast	Claws, feathers, horns, teeth, scales
Construct	Control core†
Dragon	Breath gland†, claws, horns, teeth, scales
Elemental	Elemental core†
Monstrosity	Eyes, teeth, scales or skin, unique body parts†
Ooze	Goo†
Plant	Leaves, seeds, spores
Undead	Ashes†, dust†

* Celestials, humanoids, fey, fiends, and giants are not included in this chart as many groups may not consider it to be in good taste to harvest their components due to their close similarities to real-life persons. If you wish to include them as an option for the characters to harvest, strongly consider speaking with your players to ensure that it is a theme they are all comfortable with.

† These components are potentially magical. The other components are typically mundane, though they may be used in crafting recipes that create magic items.



HARVESTING THE CREATURE

Once the characters have determined what useful components they may be able to harvest from the felled creature, they may attempt to extract them. Often, this is a complicated process that requires at least an hour, though complicated corpses may even take a full day; even seemingly simple tasks such as collecting the goo of an ooze are complicated by the various sinews and skins that creatures have. When a character is prepared to begin harvesting a creature, they should select from the following skills:

- Dexterity (Sleight of Hand) to properly guide a tool through the harvesting process without damaging anything.
- Intelligence (Investigation) to determine how the object is attached to or interacting with the rest of the corpse.
- Intelligence (Nature) can be used to discern the optimal approach based on the character's background knowledge.
- Wisdom (Survival) is a viable alternative to making a Dexterity (Sleight of Hand) check.
- Wisdom (Animal Handling) may be used as well, particularly if the creature was a beast or beast-like.

The DC to successfully harvest a creature is equal to 10 + the creature's CR, with a maximum of 30. If the character fails the check the first time, they may make a second check using a different skill option. If the character succeeds the second time, they harvest the target component, but they have disadvantage on all checks to use it, and it is worth half as much if sold.

CRAFTING

The wizard stands over his alembics staring at the rapidly boiling mixture contained within. It shifts and shimmers colors; once, it is a bright orange before bubbling into a pleasant green and then back again. A ranger sits quietly behind his shed, knife nicking away fleck after fleck of wood from a small branch until he affixes a razor-sharp tooth to it. Testing the new arrow, he draws it into his bow and fires it, cleaving the leaves on a nearby tree in two.

Once characters have obtained a variety of crafting materials from the world, it is only natural that they will want to use them. Doing so is a heavily involved task requiring significant concentration, gold, and time. Even the simplest items can take a week to craft, though making several of them simultaneously is often possible.

GM Note. Crafting rules are laid out in the expanded ruleset. However, these rules are often considered to be notoriously lacking. The process does not involve any chance of failure; all that's required is to have enough people working on the item. While that may be desirable for truly mundane items, such as basic rope, it is often less so for complex items or those with tangible game mechanics behind them. These rules serve as a substitute or addendum to use as you feel appropriate.

CRAFTING AS DOWNTIME

Resources. Crafting items takes at least one workweek of dedicated effort and an amount of gold per week determined by the rarity of the target item (see below). Spending more gold, such as to get higher quality supplies, will increase the chances of success. The increase in gold must be multiplied by the number of workweeks spent. Additionally, the character must have a relevant tool proficiency and a matching set of tools to craft the target item. Finally, the character must expend ingredients per the item's recipe.

Resolution. When a character decides to start working on a piece of equipment, they need to determine what tools they will use. At least one relevant tool must be used, but multiple may be appropriate in some cases. For example, the creation of a poison may use both a poisoner's kit and alchemist's supplies in the creation process. Additionally, the character must decide how much of an investment they will be making. The minimum amount of gold that must be spent each week on supplies such as various mundane reagents and components used in the process is supplied in the chart below. For every additional 100 gp spent per week, the character gains an additional +1 bonus to the creation process, to a maximum of +10. At the end of each week, the character loses the bonus and must reinvest additional gold again if they want to receive another bonus.

The DC to advance the crafting progress and the number of weeks required to create it is determined by the rarity of the item being crafted (see below). The first check a character makes each week must be with an appropriate tool for the item being crafted. If this check succeeds by 5 or more, the remaining two checks each week have their DC lowered by 2.

After making a check with a tool, the character must make two additional skill checks. These checks may be made with any skill of the character's choice, but the game master should always ensure they are relevant to the item being crafted. How successful the character is in advancing the crafting process is determined by the number of successes and failures they have across all three checks, as described below.

For expediency, particularly when crafting difficult items, consider grouping checks together to avoid slowing the game down more than necessary. For example, if characters intend to take a year of downtime to craft very rare items, consider having them do monthly or even seasonal checks rather than weekly.

Cost, Difficulty, and Time to Craft.

Rarity	Difficulty	Time	Gold Cost Per Week
Common or Mundane	10	1 week	50 gp
Uncommon	15	4 weeks	50 gp
Rare	20	16 weeks	500 gp
Very Rare	25	48 weeks	500 gp
Legendary	30	96 weeks	2,000 gp

Crafting Results.

0 Failures. The time spent crafting has been an unmitigated success. Progress accelerated beyond what was initially hoped for, allowing double the typical progress to complete. Additionally, if there is still time left in the creation process, the character has advantage on one future check of their choice to craft the same item.

1 Failure. The week mainly passed uneventfully. If this was the last week until the item was done being created, the item is complete. Otherwise, progress advances by one week.

2 Failures. The week was almost unsalvageable. While the crafting itself wasn't set back, the ingredients were destroyed and must be obtained again.

3 Failures. The attempt at crafting went terribly wrong. The ingredients were destroyed, and progress on the overall crafting was set back by 50%.



SAMPLE CRAFTING TABLES

The following tables describe some sample plants, creature components, and crafting recipes for characters to discover and utilize. There are a variety of rarities to sprinkle throughout your game for those characters who are interested in exploring them. Naturally, game masters are always encouraged to use these tables as a basis to expand and create their own which are customized to individual interests and games.

SAMPLE PLANTS

d10 Component

1 **Sweet Tassel**

Common Plant

This plant can often be found growing in damp, heavily shaded areas, like the edges of a swamp. Its distinct, almost chain-like structure belies the danger lurking just within its leaves, as it is commonly used in a variety of weak poisons. Many commoners call it by its other name, Rat's Bane, as it is frequently used to control rat populations.

2 **Silky Osier**

Common Plant

While these plants grow into massive trees, their leaves hold potency. Finding useful leaves can, at times, be a challenge because they are a frequent snack of animals who chew on them for their restorative properties.

3 **Gloriosa Ash**

Uncommon Plant

The trees that make up Gloriosa Ash tend to grow some 20 feet high, with a trunk 2 feet around. The bark of this plant is valuable in many applications, though it must be carefully harvested to avoid turning into useless dust. When the bark is properly steeped, a thick syrup forms, which is often valued in healing salves.

4 **Opaline Bittercress**

Uncommon Plant

A close relative of the commonly eaten varieties of bittercress, this leafy plant has a distinct white leaf. Within the leaves are a variety of splotches of color that seem to shift in the sunlight. The leaves of this plant are a fundamental component of more advanced forms of *potions of healing*.

5 **Pink Lesser Coneflower**

Rare Plant

The brilliant pink and delicate cone shape of this flower are deceptively inviting. Smaller than its larger cousin, this flower's petals have within them a far more potent paralytic. The only respite is the poison tends to be short-lived after the harvesting of the flower, requiring advanced processing to make it usable. As such, it's rarely used outside of the production of magic items.

6 **Rock Scurvystill**

Rare Plant

Despite its appearance, this plant is lighter than a feather. It tends to grow close to the ground and looks nearly identical to the heavy rocks it attaches itself to. A single quick scuff of the foot along the rock's surface and it suddenly detaches, floating into the air and spreading its spores before rapidly disintegrating into nothing.

7 **Dwarf Groundberry**

Very Rare Plant

The dwarf groundberry gets its name from its unusual habit of living almost exclusively underground. Occasionally, one can spot a small red berry poking up out of the dirt. Most of the time, that berry is simply one that has fallen to the ground from some other plant. However, on a rare occasion, it's the berry of a dwarf groundberry, ready to be harvested. When the berry is crushed into an ink, it forms a powerful magical component that can be used to create a few different magical books, including a *manual of golems*.

8 **Rock Moss**

Very Rare Plant

This unusual plant tends to grow on the inside of rocks, with only a thin layer of plant material appearing on the surface. Though not a true moss as it merely mimics a moss's appearance, it has a potent reinforcing property when used in a variety of crafts. Most notably, large quantities of rock moss are required to create +1 and +2 *armor sets*.

9 **Hispid Rocket**

Legendary Plant

An oddity even among oddities, this plant has the most unusual life cycle. For most of its life, it floats through the air, gathering tiny amounts of nutrients as it goes. Occasionally, it bumps into a hill or mountain and roots for a couple of days, absorbing nutrients. During one of these brief stays on the ground, it deposits its seeds in the ground where they will remain dormant for many years until they finally sprout and begin their unusual journey.

10 **Sanguine Dragon's Wort**

Legendary Plant

This impossibly rare plant is said to only grow on the sides of the mountaintops where dragons hunt for prey. It has deep red leaves, which those who have seen it likened to the color of blood. If its leaves are carelessly handled, they fall apart into a thick red goo that permanently stains anything it touches. Stories say that a young child once had their left arm stained by this plant, and that stain persisted until the day they passed away at the ripe age of 79. This wort is used in the production of several objects of extraordinary power, such as the *sphere of annihilation*.

SAMPLE CREATURE COMPONENTS

d12 Component

1 **Ettercap Web**

Taken directly from one of the glands on the ettercap's body, this is the raw web it spins to capture its prey. It is a quiet, simple component, though remarkably effective when attempting to form various magical restraints.

2 **Violet Fungus Spores**

The spores of these fungi are often rather tricky to come across. Typically only released upon the death of the existing fungus, they can be harvested for use in several potions, including to form a potent *potion of poison*.

3 **Triceratops Horn**

The triceratops is a mighty beast, and its horns deserve as much respect as the animal itself. Though they are not inherently magical, they can be a useful component for several applications, such as spears or even the base of a wand.

4 **Basilisk Eyes**

The gaze of a basilisk is among the most fearsome sights for any adventurer. An unfortunate moment or a brief lapse of judgment can turn even the mightiest men to stone. Of course, this power isn't entirely lost upon death, and it is frequently seen in recipes for various paralyzing effects.

5 **Chuul Tentacle**

The tentacles of the dreadful chuul are reviled and prized in equal measure. If one manages to avoid falling victim to such a monster, it can be adapted into various paralytic items. It's often considered a less potent substitute for basilisk eyes in such applications, as it requires twice as many to be effective.

6 **Medusa Eyes**

Few would dare stare directly at a medusa. Her eyes are fabled across the planes as some of the most devastating things to behold. Her eyes are useful to create magical items with petrifying effects, though they can also be used as a base for lesser effects, such as paralysis.

7 **Clay Golem Core**

As a construct, the clay golem is manufactured, rather than born. As part of the manufacturing, a control rod must be created. Alongside that control rod, a core is placed within the golem while it is under construction. Those who have advanced knowledge of golem magic can use the cores and rods to create their own golems. Those who don't yet possess the skill, however, can produce a *manual of golems* using the golem core combined with the correct other agents, such as a magical ink.

8 **Remorhaz Core**

Despite being found in the bitter cold of the arctic or the mountains, the remorhaz is a creature that produces scorching heat. An intense, fiery core is at least partially responsible for this effect. Not unlike the heart of a humanoid, it's a fundamental piece of the remorhaz anatomy. Of course, such an object is immensely valuable as a collector's piece, but its utility in producing fire-based effects in magical items is of even greater value.

9 **Roc Feather**

The roc is among the largest birds in existence. They're dangerous to fight; even giants have been known to become their prey. All the feathers of a roc are rather valuable, but occasionally a roc who has had just the right diet and is just the right age will produce a feather capable of holding onto strong magical effects. They are particularly useful for producing levitation effects, such as in *boots of levitation*.

10 **Ancient Blue Dragon's Breath Gland**

A creature that needs no introduction, the ancient blue dragon is a mighty monster. Felling one is only possible for the most powerful of adventurers or the greatest of monsters, and they rarely go down without a deadly fight. Naturally, their breath glands hold power that can be used to create several lesser magic items to employ its powerful lightning production. However, those who are well versed and skilled in the creation of magic items can use this gland to create items capable of immense destruction, such as a *sphere of annihilation*.



SAMPLE CRAFTING RECIPES

d6	Item	Recipe
1	<i>Potion of Healing</i>	3 Silky Ossier and 4 Gloriosa Ash
2	<i>Potion of Poison</i>	2 Violet Fungus Spores and 1 Sweet Tassel
3	<i>Wand of Paralysis</i>	1 Medusa Eye, 1 Basilisk Eye, and 3 Pink Lesser Coneflower
4	<i>Boots of Levitation</i>	2 Roc Feathers and 3 Rock Scurvystill
5	<i>Manual of Golems</i>	1 Clay Golem Core, 2 Basilisk Eyes, and 4 Dwarf Groundberry
6	<i>Sphere of Annihilation</i>	1 Ancient Blue Dragon's Breath Gland, 2 Sanguine Dragon's Wort

SELLING THE BOUNTY

It's distinctly possible that the characters will forgo using the plants or creatures they harvest themselves and sell them instead to an experienced craftsperson or trader for an adequate sum of gold. Use the rules regarding selling magic items as downtime in the expanded ruleset when the characters attempt to do so. The following charts may act as a substitute for the base prices listed in the expanded ruleset.

Value of Foraged Plants.

Rarity of Plant	Base Price
Common	25 gp
Uncommon	100 gp
Rare*	1,000 gp
Very Rare*	5,000 gp
Legendary*	25,000 gp

Value of Harvested Creature Parts.

CR of Creature Killed	Base Price
1-5	25 gp
6-10	100 gp
11-16*	1,000 gp
17-20*	5,000 gp
21+*	25,000 gp

GM Note. If the characters are below level 10 (level 14 for legendary plants and CR 21+ creature parts), few people will believe they could possess such an object, or at least not legally. As such, there is no check the characters can make to sell them. If the characters press on the matter and succeed on a DC 30 Charisma (Persuasion) check, the person they are speaking to will believe they are in possession of the item; however, they will assume that it has been stolen and will call guards and other authorities to have the characters arrested.

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