D&D

WILDERNESS SURVIVAL GUIDE

DUNGEONS & DRAGONS

New options to survive in the wilderness with this supplement
for the world's greatest roleplaying game

CREDITS

ART CREDITS

TABLE OF CONTENTS

ON THE COVER

Kerem Beyit illustrates a lonely ranger casting a spell while she finds a troll footstep on the forest ground after several weeks of tracking and searching the creature.

Disclaimer: I'm not resposible for the consequences of trying to hunt down an ancient red dragon without proper equipment. Some side effects by creating a healing potion using strange materials may include hallucinations, paranoia, sudden changes in behavior and glowing eyes.

Part 1: Collecting Materials

You can collect materials during your travels, which are used to craft new equipment, create alchemical concoctions and collecting gems used for socketing your equipment for extra benefits. To get new materials, you must expend the whole process without major interruptions (like a combat). There're three material categories, and each one has a special way to collect them: **Creatures**, **Minerals and others** and **Plants and herbs.**

Also, depending of the type of material and the place where it is, they might be modifiers to the skill check made for collecting the materials. The DM can add more than one of the modifiers (for example, if you're traveling at normal pace in a rainy day, the DC will be +11).

Special conditions	DC
Rain, fog, low visibility areas	+3
Storm, snowfall, no visibility areas	+5
Traveling at slow pace	+5
Traveling at normal pace	+8
Traveling at fast pace	+11

Material Sources

Creatures

Creature parts are used as alchemical materials and for creating armor and weapons for the adventurers, which some of them gives special features. Others take some of the creature parts as trophies and decorations for their armor and houses.

If you want to extract parts of animals and creatures, you must make an Intelligence (Nature) check for common creatures, an Intelligence (Arcana) or an Intelligence (Religion) check for rarer creatures. You can also make a Wisdom (Survival) instead an Intelligence check when harvesting parts. On a failed check, the part is destroyed or damaged. It's up to the DM to determine which check is made depending on the creature type and how common is that creature in the world.

DC: 15 + 1/2 of the creature's CR *(Creatures with a CR less than 2 don't add the CR to the DC)*

The number of checks you can make and the time used for harvesting all the parts of a creature depends of the size of the creature as shown in the following table. For example, if you harvest a medium sized creature it will take a short rest for the whole process, even if you make only 1 check.

Creature Size	Max. harvest checks	Total time to harvest
Tiny	1	Twice a short rest
Small	1	1/2 short rest
Medium	2	Short rest
Large	3	Short rest
Huge	4	Two short rests
Gargantuan	5	Two short rests (minimum)

Each successful check gives you a number of units depending on the creature size as shown in the following table, which can be used for creating new pieces of equipment or as alchemical materials.

Creature size	Units collected per check
Tiny	1/4 unit
Small	1/2 unit
Medium	1 unit
Large	2 units
Huge	3 units
Gargantuan	4 units

You can only make one check for each part you want to harvest. For example, a character can make 3 checks for harvesting a large sized dragon, but he can only use one of the checks to harvest the scales, and the other two checks can be used for other parts of the dragon (like an essential organ and the horns)

For alchemical uses, the DM determines the essence type of the harvested parts. You can read more information about the essences in the alchemy section.

When you use the parts for crafting armors and weapons, you need a number of units of the same material depending of the size for the object. You can read more about crafting and the materials in the crafting section.
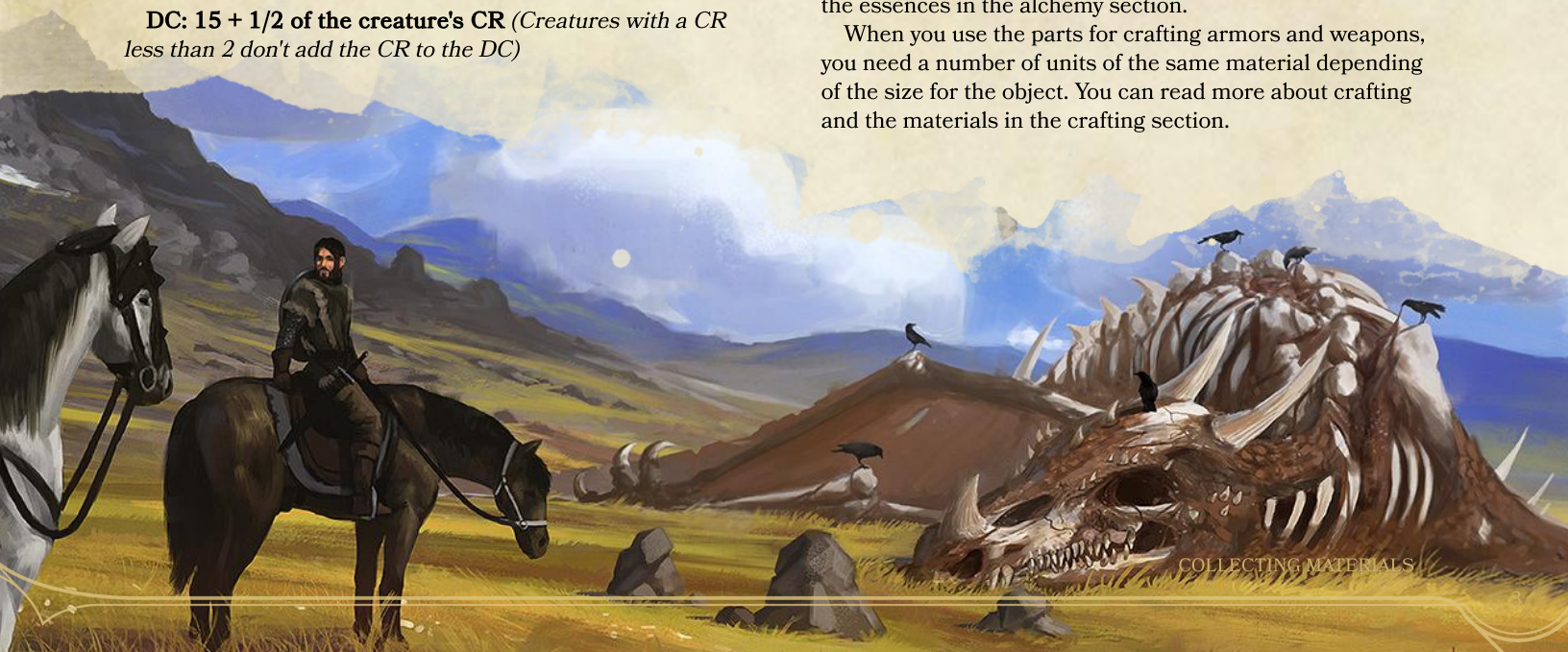
In the following table are examples of creature parts and their uses. Some parts deals damage if you fail to extract it. The elemental damage can be any type of damage, and it's defined by the DM (for example, a character takes fire damage on a failed check to extract the essential organ of a red dragon). You can determine the damage using the same guidelines for traps damage found in the chapter 5 of the *Dungeon Master's Guide.*

Part	Uses	Damage on a failure
Sting	Alchemy, equipment	Deals poison damage on a failed check
Wings, feathers	Alchemy, equipment	—
Fins	Alchemy, equipment	—
Chitin	Equipment	—
Tail	Alchemy	—
Fangs, teeth	Alchemy, equipment	Deals piercing damage on a failed check
Organ	Alchemy	—
Horns	Equipment	Deals piercing damage on a failed check
Ectoplasm	Alchemy	Deals necrotic damage on a failed check
Scales	Alchemy, equipment	—
Elemental essence	Alchemy	Deals elemental damage on a failed check
Claws	Alchemy, equipment	Deals slashing damage on a failed check
Bones	Alchemy, equipment	—
Slime, mucus	Alchemy	Deals elemental or poison damage on a failed check
Essential Organ	Alchemy	Deals elemental damage on a failed check
Fur, hide	Equipment	—
Blood	Alchemy	—

Parts Values

The value of each harvested unit goes from 1% to 50% of the experience of the creature. The harvested parts of common creatures have a value of 1% of the creature's experience, while the rarer creatures parts value is close to 50% of the creature's experience. You can determine the values of each extracted part in the following table.

Units Value

CR	Creature rarity	Unit value
6 or less	Common	1% of the creature exp.
7-12	Uncommon	5% of the creature exp.
13-18	Rare	10% of the creature exp.
19-24	Very Rare	25% of the creature exp.
25+	Legendary	50% of the creature exp.

For example, if you harvest some feathers from a hippogriff (CR 1), the value of the feather unit will be 1% of the base experience (200 exp), which is 2 gp.

As other examples: A unit of pseudodragon's scales is worth 5 sp (CR 1/4), and a unit of an adult blue dragon's scales is worth 1,500 gp (CR 16).

Getting Meat (Foraging Variant)

While the characters can forage to survive on the wilderness, they also can hunt down and kill a creature to harvest the meat and use it as food. The meat they yield spoils after a single day if uneaten. Eating spoiled meat might require a Constitution saving throw to avoid throwing up the food or getting diseased.

A character can make a Wisdom (Survival) check to try to collect meat as food. The DC for the check is tipically 15, but its up to the DM to modify the DC. The ammount of meat harvested is determined by the creature size, as shown in the creature food yield table below.

Getting meat does not count on the maximum harvest checks you can make to harvest a creature.

Creature Food Yield

Creature Size	Food Gained
Tiny	1 lb.
Small	4 lb.
Medium	16 lb.
Large	32 lb.

Minerals and others

Minerals are earthen materials used for making armor, weapons, and gaining special effects for those armors and weapons. Minerals can be divided in two types and each type has a unique way to acquire them.

- **Ores** are extracted with the use of a Miner's Pick and a Strength (athletics) check.
- **Gems** are extracted with the use of Gem Extraction Tools (worth 2 gp) and Dexterity (Sleight of Hand) check. The gems are also divided in four levels which determines the power and the benefits you get when you add them to an armor, shield or weapon.

The check for extracting either mineral type is always DC 15. If needed, the character must make an Intelligence (Nature) check first to find a vein or a place where the ores or gems are.

- If the character is extracting ores, on a success they collects a number of ore units equal to 2d4 + your Constitution modifier.
- If the character is extracting gems, the DM determines the amount and level of the gems found, or he can roll a d20 and compare the result with the following table.

d20	Gems found
1-15	1 gem (1st level gem)
16-17	1 gem (2nd level gem)
18	1 gem (3th level gem)
19	1 gem (4th level gem)
20	Roll twice

The gem can be determined by the DM or rolled randomly and comparing the result with the table below. You can read more about the gem level and properties in the socketing section.

Gem Color

d10	Color
1	Brown
2	Blue
3	Red
4	White
5	Yellow
6	Black
7	Green
8	Purple
9	Orange
10	Gray

Non-Mineral Materials

There're also other materials which are not ores or gems, such as wood, stone and coral, that can be also used to craft weapons or pieces of armor.

For collecting those materials, you need to make a Strenght (athletics) or a Dexterity (Sleight of Hand) check, depending on the material (DC 15). On a success you collect a number of units equal to 2d4 + your Constitution modifier. For example, if a character wants to collect some units of darkwood for an armor, he must make a Strength (athletics) check to cut down the tree with an axe and get the material. On a success, he collects a number of Darkwood units equals to 2d4 + his Constitution modifier.

The time used for extracting minerals and other materials equals to 1 day of downtime activity. This represent all the time the character uses to find and extract the materials.

Materials Values

Minerals and other materials can be sold (and in some cases, bought), and the value of each unit depends of the material. For more information see the crafting section.

You can also sell the gems you found in your adventures. The base market value of the gems is determined by the following table.

Rarity	Gem Level	Value
Common	1st	25 gp
Uncommon	2nd	50 gp
Rare	3rd	75 gp
Very Rare	4th	100 gp

Plants and Herbs

Plants are used for creating alchemical potions and mixtures, and they are divided in four levels of rarity.

- **Common plants**, which have one essence
- **Uncommon plants**, which have two different essences
- **Rare plants**, which have two essences of the same type

- **Very Rare plants**, which have two essences of the same type and one extra essence

To gather plants, herbs and other similar resources the character must make an Intelligence (Nature) check **(DC 15)**.

If the character success the check, the DM rolls a d20 to determine the number of resources gathered.

d20	Number of plants gathered
1-10	1
11-15	1d4
16-18	1d4+1
19	1d4+2
20	Roll twice

The time used for gathering equals to 1 hour for each check, and you can make a number of checks per day equal to your Intelligence modifier (minimum 1).

Plants Values

You can buy and sell the plants and herbs in the market as shown in the following table.

Plant Rarity	Market Value
Common	5 gp
Uncommon	10 gp
Rare	20 gp
Very Rare	40 gp

Plants and Herbs by Areas

In the following tables you can see examples of plants and their alchemical essence for various environments. You can read more information about the essences properties in the alchemy section.

Arctic

1d20	Name	Rarity	Essences
1-5	Blue herb	Common	💧
6-10	Drojos ivy	Common	▲
11-15	Ucre bramble	Common	☀
16-18	White poppy	Uncommon	〰 ☀
19	Kreet paste	Rare	💧 💧
20	Angel flower	Very Rare	〰 ☀ ☀

Forests

1d20	Name	Rarity	Essences
1-5	Twilight wormwood	Common	🌙
6-10	Drojos ivy	Common	▲
11-15	Ellond scrub	Common	🔥
16-18	Blood herb	Uncommon	💧 🌙
19	Thunderleaf	Rare	〰 〰
20	Wisp stems	Very Rare	▲ ☀ ☀

Caves

1d20	Name	Rarity	Essences
1-5	Twilight wormwood	Common	🌙
6-10	Blue herb	Common	💧
11-15	Mandrake root	Common	〰
16-18	Abyss flower	Uncommon	▲ 🌙
19	Kasuni juice	Rare	▲ ▲
20	Blackleaf Rose	Very Rare	🔥 🌙 🌙

Desert

1d20	Name	Rarity	Essences
1-5	Drojos ivy	Common	▲
6-10	Ellond scrub	Common	🔥
11-15	Ucre bramble	Common	☀
16-18	Dried Ephedra	Uncommon	🔥 ▲
19	Olina petals	Rare	🔥 🔥
20	Ebrium fungus	Very Rare	▲ ▲ 🌙

Lakes, rivers and ocean

1d20	Name	Rarity	Essences
1-5	Twilight wormwood	Common	🌙
6-10	Blue herb	Common	💧
11-15	Mandrake root	Common	〰
16-18	Aniseed sap	Uncommon	💧 ▲
19	Kreet paste	Rare	💧 💧
20	Chromatic mud	Very Rare	💧 💧 〰

Mountains

1d20	Name	Rarity	Essences
1-5	Drojos ivy	Common	▲
6-10	Ellond scrub	Common	🔥
11-15	Mandrake root	Common	〰
16-18	Ash chives	Uncommon	〰 🔥
19	Kasuni juice	Rare	▲ ▲
20	Dragontongue petals	Very Rare	🔥 🔥 〰

Swamps

1d20	Name	Rarity	Essences
1-5	Twilight wormwood	Common	🌙
6-10	Blue herb	Common	💧
11-15	Ucre bramble	Common	☀
16-18	Frenn moss	Uncommon	〰 🌙
19	Ecire laurel	Rare	☀ ☀
20	Spineflower berries	Very Rare	💧 ▲ ▲

Plains

1d20	Name	Rarity	Essences
1-5	Ellond scrub	Common	🔥
6-10	Mandrake root	Common	〰
11-15	Ucre bramble	Common	☀
16-18	Aniseed sap	Uncommon	💧 ▲
19	Lunar nectar	Rare	🌙 🌙
20	Dragontongue petals	Very Rare	🔥 🔥 〰

Part 2: Alchemy

Each ingredient used in alchemy have one or more essences which are extracted and used to create mixtures with alchemical properties: **Water (💧), Air (≋), Fire (🔥) and Earth (▲)**. This are considered the basic essences, and there are two extra essences which improves the effects on a concoction: **Positive (☀) and Negative (☾)**.

Alchemy Basics

- You can create **bombs** and **potions** using up to six ingredients to craft them.
- The **ingredients** are any resource which have one or more essences you use to create the mixture (such as blue herbs or a Mandrake root).
- You need a glass bottle worth 2 gp for each bomb or potion you craft.
- The value of bombs and potions equals to 10 gp plus 15 gp for each extra ingredient after the first.
- Bombs have a range of (20/60).

Creating a Mixture

After determining the number of ingredients and the value of the mixture, you can start the process of crafting the bomb or potion.

The creation process must be made in sessions of 4 uninterrupted hours for each 25 gp of the object you're trying to create. When you start the first session, all ingredients are consumed.

Bombs and potions which have a value of 25 gp or less can be crafted anywhere, while an expensive mixture will require a place for crafting due the amount of ingredients and the required tools for creating it.

At the end of the last sesion, the character must make an Intelligence check, adding the proficiency bonus if he's proficient with the alchemist's supplies. **The DC for the check is 6 + twice the number of ingredients used**. If the character passes the check, the mixture is created. On a fail, the mixture is not created and all the ingredients are lost.

Combination Effect

💧 + 💧	Heals 1d4 + 1.
≋ + ≋	Deals 1d4 lightning damage on contact. The damage is doubled if the target is wearing a metallic armor or a metallic weapon.
🔥 + 🔥	Deals 1d4 fire damage of contact. The damage is doubled if the target is wearing clothes, leather or something inflamable.
▲ + ▲	A series of small fragments are released and deals 1d4 piercing damage to all creatures in a 10-feet radius who failed a Dexterity saving throw (DC 10).
💧 + ≋	When you chew this crystal you can breathe in places without oxygen for 1 minute.
💧 + 🔥	A dense fog appears in a 15-feet sphere, blocking the vision for 1d4 turns.

Combination Effect

💧 + ▲	On an impact, the targets are covered with a sticky gel. Any effect that deals fire, cold or lightning damage to them while covered in the gel occurs again at the start of each of their turns. A creature can try to remove the gel spending its action to make a Dexterity saving throw (DC 10).
💧 + ☀	Releases slippery oil on the ground in a 10-feet area, and the creatures in the area must make a Dexterity saving throw. On a fail, the creature falls prone.
💧 + ☾	Deals 1d4 poison damage on contact and the creature must make a Constitution saving throw (DC 10). On a failed save, the creature is poisoned for 1 minute.
≋ + 🔥	Deals 1d6 force damage on contact.
≋ + ▲	A series of small ice shards are released from the bomb in a 5-feet radius. Al the creatures at range must make a Dexterity saving throw (DC 10). On a failed save, the creature takes 1d4 cold damage.
≋ + ☀	A bright light explosion is released in a 10-feet sphere, and all creatures in the area must make a Dexterity saving throw (DC 10) or be blinded for 2 turns.
≋ + ☾	A soundwave that deals 1d4 thunder damage to the creatures. All the damaged creatures are also deafened for 1d4 turns.
🔥 + ▲	Deals 1d6 acid damage on contact.
🔥 + ☀	Deals 1d6 radiant damage on contact.
🔥 + ☾	Deals 1d6 necrotic damage on contact.
▲ + ☀	You have resistance to bludgeoning, piercing or slashing damage for 1 minute (The damage type is choosen when the potion is created).
▲ + ☾	You have resistance to cold, fire or lightning damage for 1 minute (The damage type is choosen when the potion is created).
☀ + ☀	All the other effects are doubled.
☾ + ☾	Increases the effect radius in 5 feet.

A character can create a potion that heals 1d4 + 1 using two common ingredients with 1 water essence each (DC 10) and it will take 1 session of 4 hours for creating it, since its value is 25 gp (10 gp as base, plus 15 gp for using two ingredients). They can also create the same healing potion using a rare ingredient which have 2 water essences (DC 8) and it will take 1 session of 4 hours to create it.

On the other hand, if they uses two rare ingredients (2 water essences each) they can create a better potion. The DC and the time will be the same as the first case, but the healing is doubled (2d4+2).

Part 3: Crafting

During your adventures and travels, you can collect a series of elements and materials to craft special equipment. This section expands the crafting system found in the *Player's Handbook* and modifies some parts of it.

You can craft nonmagical objects, including adventuring equipment. You must be proficient with tools related to the object you are trying to create (typically artisan's tools). You might also need access to special locations to create it. For example, someone proficient with smith's tools need a forge in order to craft a sword or suit of armor.

For every day of downtime you spend crafting, you can craft one or more items with a total market value not exceeding 25 gp, and you must expend raw materials worth half the total market value. If something you want to craft has a market value greater than 25 gp, you make progress every day in 25-gp increments until you reach the market value of the item. For example, a suit of plate armor (market value of 1,500 gp) takes 60 days to craft by yourself.

Multiple characters can combine their efforts toward the crafting of single item, provided that the characters all have proficiency with the requisite tools and are working together in the same place. Each character contributes 25 gp worth of effort for every day spent helping to craft the item. For example, three characters with the requisite tool proficiency and the proper facilities can craft a suit of plate armor in 20 days, at a total cost of 750 gp.

While crafting, you can maintain a modest lifestyle without having to pay 1 gp per day, or a comfortable lifestyle at half the normal cost (see chapter 5 of the *Player's Handbook* for more information on lifestyle expenses).

Object Types

There're three types of objects you can craft:

Common objects are the objects you can find easily in a store, dungeons and most of the artisans makes them regularly, like a longsword or a leather armor.

Special objects are the pieces of equipment crafted with special materials or sockets, like a darksteel longsword.

Unique objects are completely new creations, with unique forms, qualities and benefits, like a greatsword with a mechanism to transform it in two scimitars.

Skill Checks

When you craft an object, you must make a skill check at the end of the process to see if you succeed on the creation of the object. The skill check has the following rules:

- You need to make an Ability check (d20 + ability modifier)
- You can add the proficiency bonus if you are proficient with the artisan tools you need.
- If you are in a place without the tools needed or you dont have the artisan tools, the check is made with disadvantage and without your proficiency bonus.

DC for crafting objects: **Normal objects: 10; Special objects: 15; Unique objects: 20.**

If you fail the check, you must finish a long rest to make the check again. After 3 consecutive failures, you need to start the process again and all the materials you used are lost.

Hiring Artisans

You can hire one or more artisans to help you creating the object or to create the object completely by themselves. When using special materials, you need to hire an artisan which knows how to work that material.

The cost for hiring an artisan depends of the object type you want to create. In general, for rarer objects you will need an artisan who knows how to work the material, have a crafting guide or simmilar. You can see the cost of hiring an artisan in the following table. If you hire an artisan to create a unique object with special materials or sockets, the cost per day is 15 gp.

Hiring an Artisan

Object type	Cost per day
Normal (common labours of the artisan)	2 gp
Special (special materials or sockets)	5 gp
Unique (completely new object)	10+ gp

Special Materials

To create an object with special materials, you need an amount of material units: For a medium-sized creature, when you use the materials for crafting armors and clothing, you need 3 units of the same material, for weapons and shields you need 2 units of the same material and for 10 units of ammunition you need 1 unit of the same material. If you want to craft something for a bigger sized creature, you need to use twice the amount of materials used for each size increment, and for smaller sized creatures you need only half materials per each size smaller than medium.

As an example, if you want to create an adamantine plate armor for a medium sized character, it will take 60 days to craft it, at a cost of 750 gp and three units of adamantine. If you hire two artisans to work with you in the crafting, it will take 20 days, at a total cost of 950 gp and three units of adamantine.

In case of the creature parts, you gain an extra benefit depending on the creature Challenge Rating, as shown in the following table.

Creature CR	Armor Class	Weapons (attack and damage)
6 or less	none	none
7-12	none	+1
13-18	+1	+2
19-24	+2	+3
25+	+3	+4

For example, a scale mail created with scales from an adult blue dragon (CR 16) will give you an extra +1 to your armor class, for a total of 15 + dex modifier (max. +2).

Material Descriptions

In the following section you can find a list of special materials, the unit cost of each one and their properties to armors or weapons. Some of this materials might have other special features (for example, an armor made with dragon bones could grant you resistance to the dragon type damage and remove the AC penalty)

Adamantine

A shiny black metal, known as one of the hardest substances in existence.

Unit cost: 250 gp.

Armor: While wearing a medium or heavy armor (non hide) made with adamantine, any critical hit against you becomes a normal hit.

Weapons: When you hit a creature with an adamantine weapon, the damage overcomes the non-magic immunity and resistance.

Aerocrystal

A light blue, glass-like crystal known for creating quick, precise weapons.

Unit cost: 500 gp

Weapon: You can use your dexterity modifier for attacks and damage made with aerocrystal.

Asmoroch wood

A black scorched wood which is cold to touch.

Unit cost: 500 gp

Weapon: When you hit a creature with a weapon completely made of asmoroch wood, you deal 1d6 necrotic damage.

Beast feathers

Hyppogriffs, Rocs, giant eagles and other flying creatures have beautiful feathers used to show their majesty.

Unit cost: Determined by the creature's CR.

Armor: While wearing a cape, clothing or hide armor created with beast feathers, you have advantage on any animal handling checks.

Bone

A series of bones joined together, mostly used by shamans and wildlings.

Unit cost: Determined by the creature's CR.

Armor: Replaces the metal. You have advantage on Intimidation checks made while wearing a bone armor but the base armor class is reduced by 2.

Weapon: Replaces the metal. All the damage made with a bone weapon is reduced by 2.

Chitin

Flexible shells of chitinous creatures such as giant crabs or remorhaz known to be lighter than metallic armors and used by acuatic creatures.

Unit cost: Determined by the creature's CR.

Armor: Replaces the metal. While wearing a medium or heavy armor (non hide), the armor's dexterity bonus increases by 1.

Cold Iron

This iron is worked entirely while cold, known for its effectiveness against fey creatures.

Unit cost: 100 gp

Weapons: When you hit a fey with a cold iron weapon, you can roll the damage again and use either result.

Coral

Worn by sea creatures and races, such as tritons, it gives you more flexibility under the sea.

Unit cost: 100 gp

Armor: Replaces the metal. While wearing a coral armor, you swim speed increases by 10 feet

Darksteel

A darkened bue metal that only forms in areas affected by thunderstorms, known for having that energy inside of it.

Unit cost: 150 gp.

Armor: While wearing a medium or heavy armor (non hide) made with Darksteel, you have resistance to lightning damage.

Weapons: When you hit a creature with a Darksteel weapon, you deal an extra 1d4 lightning damage.

Darkwood

This piece of wood is as hard as normal wood but very light.

Unit cost: 50 gp

Armor: Replaces the metal of any medium or heavy armor.

Weapons: Weapons made completely of darkwood gains the light feature.

Dragon Scales

Big scales harvested from a dragon body, with a variety of colors depending of the dragon.

Unit cost: Determined by the creature's CR.

Armor: While wearing a dragon scale armor, you have resistance to the dragon's damage type.

Dwarven Stone

This marble-like stones are used by dwarves to create a ceremonial armor for the defenders of their cities, even though is heavier and bulkier than metallic armors.

Unit cost: 250 gp

Armor: While wearing a heavy dwarven stone armor, you have a +1 to your armor class, but the strength requirement increases by 2 and your speed is reduced in 10 feet.

Ellond hide

This brown-orange hide is harvested from desert and dry areas creatures.

Unit cost: Determined by the creature's CR.

Armor: While wearing a cape, clothing or hide armor created with ellond hide, you have resistance against fire damage.

Eternal Ice

This cold white-blue block of ice resist high temperatures, making it unable to melt in normal conditions.

Unit cost: 250 gp

Weapon: When you hit a creature with an eternal ice weapon you deal an extra 1d6 cold damage.

Ignum

This black semi-traslucent stone have some lava-like glowing and flowing inside of it.

Unit cost: 250 gp

Armor: While wearing a medium or heavy armor (non hide) made with ignum, you have resistance against cold damage.

Weapon: It emits bright light in a-10 foot radius, and when you hit a creature with an ignum weapon you deal an extra 1d6 fire damage.

Infernal Leather

A reddish hard leather created in the infernal planes.

Unit cost: 750 gp

Armor: Light armors made with infernal leather have a +1 to the armor class. While wearing it you have resistance against fire damage.

Infernal Steel

A blood red metal found in the infernal planes which is very resistant and captures the hot and flames.

Unit cost: 750 gp

Armor: Medium and heavy armors (non hide) made with infernal steel have a +2 to the armor class. While wearing wearing it you have resistance against fire damage.

Weapon: When you hit a creature with an infernal steel weapon, you deal an extra 1d8 fire damage.

Leafweave

Alchemically processed leaves that are hard as leather, used also as camouflage.

Unit cost: 100 gp

Armor: While wearing a cape, clothing or hide armor created with leafweave, you have advantage on stealth checks in woodlands and forests.

Mitrhil

This white-silver metal is lighter and flexible than common steel.

Unit cost: 250 gp

Armor: Heavy armors made with mithril are considered medium, and medium armors are considered light. The armor's dexterity bonus increases by 1.

Weapon: Two handed weapons made with mithril lose the heavy property and all the other weapons gain the light feature.
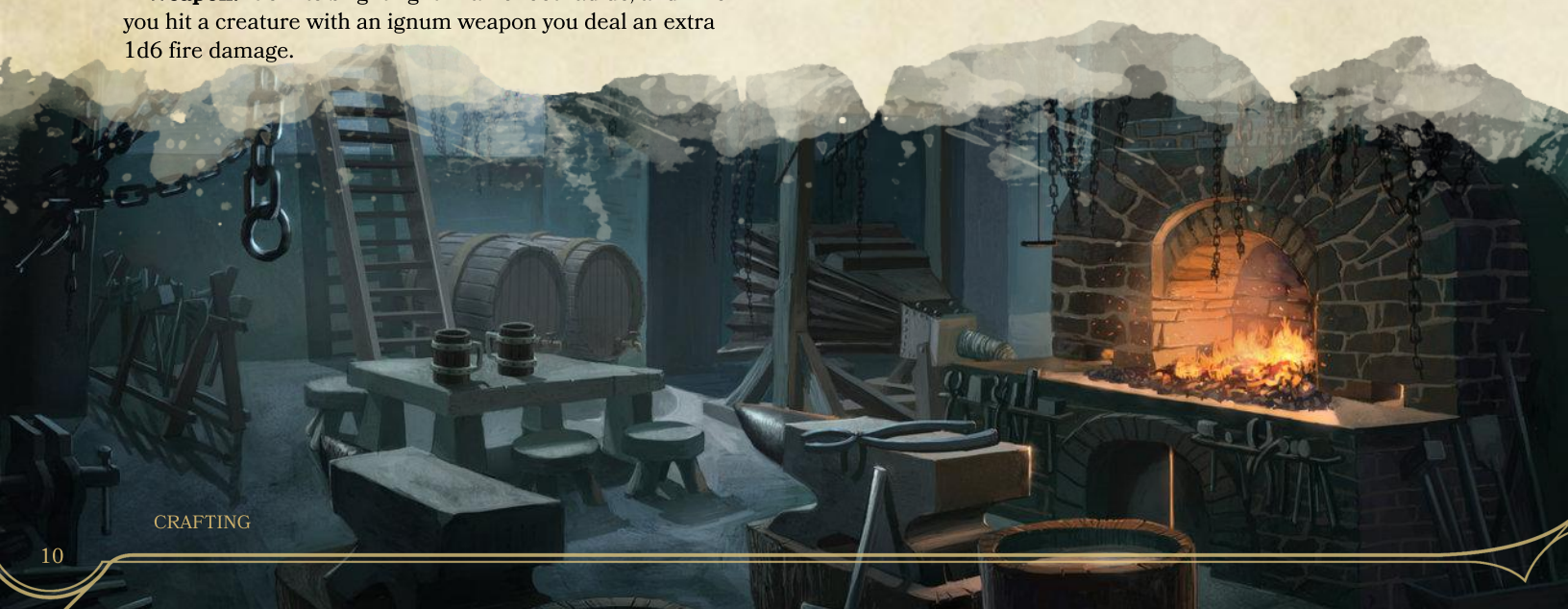
Obsidian

This black to deep purple glass-like stone is known to be very sharp.

Unit cost: 150 gp

Armor: While wearing an obsidian armor (non-hide medium or heavy armor) when an enemy tries to grapple you, it takes 1d4 piercing damage.

Weapons: Any piercing or slashing damage made with an obsidian weapon deals an extra 1d4 of damage.

Orichalcum

This bronze orange metal its used to protect against magic, absorbing some part of the magical essence and then unleashing it.

Unit cost: 500 gp

Armor: While wearing a medium or heavy armor (non hide), you have advantage against Strength and Constitution saving throws against spells and magic effects.

Weapon: When you hit a creature with an orichalcum weapon, you deal an extra 1d6 force damage.

Plague wood

This ancient mossy-like wood have small spores floating arround it.

Unit cost: 200 gp

Weapon: When you hit a creature with a weapon made completely with plague wood, you deal an extra 1d6 poison damage.

Shadow silk

This black semi-transparent silk is carefuly made by underground spiders and spider-like creatures.

Unit cost: Determined by the creature's CR.

Armor: While wearing a cape, clothing or hide armor created with shadow silk, you have advantage on stealth checks in lightly obscured areas (such as tree shadows).

Shadowfell Linen

A dark and purple linen found in the shadowfell.

Unit cost: 750 gp

Armor: While wearing a cape, clothing or hide armor created with shadowfell linen, you have resistance against force and psychic damage.

Spiritual wood

This cyan-like wood have a natural connection with the magic.

Unit cost: 150 gp

Armor: Replaces the metal of any medium or heavy armor. While wearing an spiritual wood armor, you have advantage on concentration checks to maintain a spell.

Weapon: You can use any weapon made completely with spiritual wood as an arcane focus, and you deal an extra 1d4 force damage on a hit.

Stellar Iron

A white bright metal, soft on touch but very resistant, known for being used by celestial beings.

Unit cost: 750 gp

Armor: Medium and heavy armors (non hide) made with stellar iron have a +2 to the armor class. While wearing it you have resistance against necrotic damage.

Weapon: When you hit a creature with a stellar iron weapon, you deal an extra 1d8 radiant damage.

Part 4: Socketing

I n your adventures and travels, it's possible to find special gems which have been imbued with magic that can be used to add special benefits to your armor and weapons. The gems are divided in levels which determines the power of the gem, and you can't use a gem with a higher level than the slot level.

Socketing Basics

You can add one socket to any armor, shield or weapon and you need to attune to the item with the gem for use the gem properties. You can change a gem from an item, but you need to spend a short rest to attune to the new item with the gem again.

Adding a Slot

When adding a slot to an object, you need to spend the slot cost shown in the following table, then you have to make a Dexterity check, adding your proficiency bonus if you have the jeweler's tools and if are proficient with them. To craft the slot and use a gem, the character must meet a level minimum determined by the slot level, as shown on the following table.

Slot Level	Cost	DC to create	Character lvl
1st	250 gp	10	1st
2nd	500 gp	15	1st
3rd	750 gp	15	5th
4th	1,000 gp	20	10th

If you fail the check, you must finish a long rest to make the check again, and if you fail the check by 5 or more, the slot is damaged and the object cannot be socketed again.

You can hire an artisan to make the slot, but in that case the slot cost will be doubled (this includes the hiring costs).

Gems Properties

Each gem have some special features depending of the object. For armors and shields, the gem makes you more resistant to a damage type, and for weapons, you deal the damage type of the gem. The damage dice and the damage reduction is determined by the gem level.

1st Level Gems
Armors and shields: Reduce the gem damage type by 3.
Weapons: You deal an extra 1d4 gem damage type.

2nd Level Gems
Armors and shields: Reduce the gem damage type by 4.
Weapons: You deal an extra 1d6 gem damage type.

3rd Level Gems
Armors and shields: Reduce the gem damage type by 5.
Weapons: You deal an extra 1d8 gem damage type.

4th Level Gems
Armors and shields: Reduce the gem damage type by 6.
Weapons: You deal an extra 1d10 gem damage type.

In the following table you can see the damage type, which applies for the damage dealt with weapons and the resistances for armors.

Color	Damage Type
Brown	Acid
Blue	Cold
Red	Fire
White	Force
Yellow	Lightning
Black	Necrotic
Green	Poison
Purple	Psychic
Orange	Radiant
Gray	Thunder

For example, a 1st level black gem socketed in a weapon will add an extra 1d4 necrotic damage, and the same gem socketed on an armor or shield will reduce the necrotic damage you take by 3.

Part 5: Expanded Equipment

Armor and Shields

Here you can find new armor and shield options to your adventures, and two new cloaks to use without having any armor proficiency.

Dueling cloak. Although worn, the wearer can hold the cloak in his/her off-hand to use it for defense. You can spend a bonus action to hold the cloak with one of your hands to gain the AC bonus (you can't use a shield, a two-handed weapon or any object with that hand while holding the cloak). You can only wear it with light or no armor.

Reinforced cloak. A cloak with some metalic plates or scales around the top and the shoulders that grants some protection, used commonly by nobility, traveling merchants and wizards. You can only wear it with light or no armor.

Bark. This armor is crafted from bark of trees and treated to prevent it from becoming brittle over time, and is commonly used by druids. It includes arms, legs, chest and back protection.

Buckler. A small metal shield is worn strapped to your forearm. You can wield a weapon in the same hand of the buckler, but you have a -1 penalty on attack rolls with the weapon in that hand.

Tower shield. A massive shield nearly as tall as a human. It provides the indicated bonus to your AC, and you can spend an action to use it as total cover until you make another action. The shield does not provides cover against targeted spells, and you can't use your shield hand for anything else. Due its weight, your speed is reduced by 10 feet. If you are also wearing heavy armor, you have a -2 on attack rolls.

Armor

Armor	Cost	Armor Class (AC)	Strength	Stealth	Weight
Clothing					
Dueling cloak	10 gp	+1	—	—	3 lb.
Reinforced cloak	20 gp	+1	—	—	5 lb.
Light Armor					
Bark	20 gp	11 + Dex modifier	—	—	15 lb.
Heavy Armor					
Banded mail	45 gp	15	Str 13	Disadvantage	45 lb.
Shield					
Buckler	8 gp	+1	—	—	4 lb.
Tower shield	15 gp	+3	Str 13	Disadvantage	30 lb.

Weapons

New Weapon Properties

Some of the weapons listed here have special properties, which are explained below.

Covert. You have advantage on Dexterity (Sleight on Hands) checks to conceal this weapon.

Switch. This weapon have a mechanism to transform one weapon to another. You can use your bonus action to change the weapon form to another.

Weapons Descriptions

Gauntlet. A metal glove that allows you to punch and damage your enemies. When you make an unarmed strike, you deal the gauntlet damage instead. You can't use the gauntlet to attack if you're holding something in that hand. The prize it for only one gauntlet.

Gauntlet, spiked. This gauntlet have some metallic spikes in the knuckles. When you make an unarmed strike with this gauntlet, you deal the gauntled damage instead. You can't use the gauntlet to attack if you're holding something in that hand. The prize it for only one gauntlet.

Scythe. When you make an attack with the Scythe, you can choose to attack up to three creatures that are in line and at 5 feet of you. If you do so, you need to roll for each creature, and all the rolls are made with disadvantage.

Dart, sleeping. A dart with a small glass vial filled with sleeping liquid that is released when it enters into a creature's body. When you hit a creature with this dart, roll 4d4. This is the total hit points you affect. After dealing the dart damage, if the creature have equal or less hit points than the total, the creature falls unconscious for 1 hour or until the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. You must keep the dart in the creature's body, otherwise it awakes after 1 minute. When you hit a creature, the glass vial is shattered to release the liquid.

Weapon

Name	Cost	Damage	Weight	Properties
Simple Melee Weapons				
Gauntlet	1 gp	1d2 bludgeoning	1 lb.	Special
Gauntlet, spiked	2 gp	1d4 piercing	2 lb.	Special
Mace, heavy	6 gp	1d8 bludgeoning	6 lb.	Heavy, two-handed
Scythe	8 gp	1d6 slashing	5 lb.	Two-handed, special
Simple Ranged Weapons				
Dart, sleeping	5 sp	1d4 piercing	1/2 lb.	Finesse, thrown (range 20/60)
Martial Melee Weapons				
Claw	5 gp	1d6 slashing	2 lb.	Finesse
Katana	25 gp	1d6 slashing	3 lb.	Finesse, versatile (1d8)
Khopesh	10 gp	1d6 slashing	3 lb.	Special
Kukri	4 gp	1d4 slashing	1 lb.	Finesse, light, special, thrown (range 20/60)
Longspear	5 gp	1d8 piercing	5 lb.	Two-handed, reach
Pick, light	2 gp	1d6 piercing	1 lb.	Light
Switch axe	100 gp	2d6 slashing	18 lb.	Heavy, switch, two-handed
Martial Ranged Weapons				
Crossbow, bladed	75 gp	1d8 piercing	18 lb.	Ammunition (range 80/320), loading, switch, two-handed
Crossbow, wrist	100 gp	1d6 piercing	3 lb.	Ammunition (range 30/120), covert, light, loading

Khopesh. You score a critical hit with a 19 or 20.

Kukri. This weapon deals an extra 1d4 slashing damage on a critical hit.

Switch axe. This weapon have two variants:

- *Sword form.* While using the weapon in this form, you deal 2d6 slashing damage on a hit.
- *Axe form.* While using the weapon in this form, you deal 1d12 slashing damage on a hit.

Crossbow, bladed. This weapon have two variants:

- *Crossbow form (ranged).* While using the weapon in this form, you deal 1d8 piercing damage on a hit.
- *Sword form (melee).* While using the weapon in this form, you deal 1d6 piercing damage on a hit.

Adventuring Gear

This section describes items that have special rules or require further explanation.

Ammunition, acid. Each of these projectiles carries a load of some alchemical essence in it's hollow shaft. When it hits a target, the projectile's shaft shatters, releasing the alchemical essence directly onto the target. When you hit a creature with an alchemical arrow or bolt, you deal an extra 1d4 acid damage.

Ammunition, cold. Each of these projectiles carries a load of some alchemical essence in it's hollow shaft. When it hits a target, the projectile's shaft shatters, releasing the alchemical essence directly onto the target. When you hit a creature with an alchemical arrow or bolt, you deal an extra 1d4 cold damage.

Ammunition, fire. Each of these projectiles carries a load of some alchemical essence in it's hollow shaft. When it hits a target, the projectile's shaft shatters, releasing the alchemical essence directly onto the target. When you hit a creature with an alchemical arrow or bolt, you deal an extra 1d4 fire damage.

Ammunition, holy. Each of these projectiles carries a load of some holy water in it's hollow shaft. When it hits a target, the projectile's shaft shatters, releasing the holy water directly onto the target. When you hit a fiend or undead creature with a holy arrow or bolt, you deal an extra 1d6 radiant damage.

Bullet, acid. These hollow glass sling bullets are filled with acid. When you hit a creature with any of these bullets, you deal an extra 1d4 acid damage.

Bullet, cold. These hollow glass sling bullets are filled with a cold alchemical liquid. When you hit a creature with any of these bullets, you deal an extra 1d4 cold damage.

Bullet, fire. These hollow glass sling bullets are filled with some alchemical fire. When you hit a creature with any of these bullets, you deal an extra 1d4 fire damage.

Adventuring Gear

Item	Cost	Weight
Alchemical ammunition		
Ammunition, acid (arrow or bolt)	5 gp	—
Ammunition, cold (arrow or bolt)	5 gp	—
Ammunition, fire (arrow or bolt)	5 gp	—
Ammunition, holy (arrow or bolt)	5 gp	—
Bullet, acid	1 gp	—
Bullet, cold	1 gp	—
Bullet, fire	1 gp	—
Bullet, holy	1 gp	—
Antidote	40 gp	—
Barbed wire (50 ft.)	75 gp	35 lb.
Dictionary	10 gp	2 lb.
Gem extraction tools	2 gp	2 lb.
Hammock	5 gp	1 lb.
Ice axe	10 gp	5 lb.
Money belt	4 gp	—
Nutrients	10 gp	—
Nutrients, Greater	40 gp	—
Nutrients, Superior	90 gp	—
Nutrients, Supreme	160 gp	—
Portal scroll	350 gp	—
Potion of restoration	40 gp	—
Purification kit	5 gp	3 lb.
Quiver scabbard	10 gp	2 lb.
Skis and poles	15 gp	6 lb.
Speed juice	10 gp	—
Tent, four-person	4 gp	40 lb.
Tent, pavilion	20 gp	200 lb.

Bullet, holy. These hollow glass sling bullets are filled with holy water. When you hit a fiend or undead creature with any of these bullets, you deal an extra 1d6 radiant damage.

Antidote. When you drink this vial of liquid, you end one disease affecting you.

Barbed wire. This is a roll of barbed steel wire designed to keep things in or out. A creature trying to cross barbed wire must make a Dexterity saving throw (DC 10) or take 1d4 piercing damage and be restrained by the wire. A creature restrained by the barbed wire can use its action to make a Strength or Dexterity check (its choice) against the DC. On a success, it frees itself, on a failure, it takes 1d4 piercing damage. For setting up the barbed wire, it comes with a pair of thick gloves and anchor posts.

Dictionary. Inside this book you have the list of words and translations from one standard language to common. When you're reading something in the dictionary's language, you can spend 10 minutes for each page of text to translate it.

Gem extraction tools. Used for extracting gems used for socketing.

Ice axe. The ice axe has a sharp metal head that is perpendicular to the shaft and has a spiked handle. You have advantage on Strenght (Athletics) checks you make to climb in mountainous and/or icy terrain.

Money belt. This cloth pouch is designet to be worn under clothing and can hold up to 50 coins. Any Dexterity (Sleight of Hand) check to steal the coins inside of the pouch is made with disadvantage.

Nutrients. A creature that drinks this vial of liquid gains a number of temporary hit points for 1 hour. The number of temporary hit points depends on the Nutrient's quality, as shown in the Nutrients table. If you want to use another nutrient, you must wait until the effect of the previous one ends first.

Nutrients

Quality	Temporary Hit Points
Normal	1d4 + 4
Greater	1d4 + 9
Superior	1d4 + 14
Supreme	1d4 + 19

Portal scroll. Using an action to read the scroll allows to teleport you to the linked permanent teleportation circle. You must be on the same plane of existence as the teleportation circle. The scroll is consumed and you instantly appears within 5 feet of the destination circle or in the nearest unoccupied space if that space is occupied and the scroll. In general, the portal scroll have a brief description of where is the teleportation circle (city, location) and if it's owned by a faction or an organizaction.

Potion of restoration. When you drink this vial of liquid, you end one condition affecting you. The condition can be blinded, deafened, paralyzed or poisoned.

Purification kit. This kit is a leather pouch containing herbs and liquids. The kit has ten uses. As an action, you can expend one use of the kit to purify one pound of food or one gallon of drink, removing any poison and diseases.

Quiver scabbard. This quiver (for either arrows or bolts) has a hidden scabbard that can hold a small flat weapon, such a shortsword or dagger. A creature can use its action to inspect the quiver and must succeed on an Intelligence (Investigation) check to discover the scabbard (DC 12).

Skis and poles. While traveling, skis allow you to move across snow and icy surfaces without reducing your speed. It takes an action to don an to remove the skis.

Speed juice. When you drink this vial of liquid, your speed increases by 10 feet for 1 hour.

Tent, pavilion. A huge open-air canopy, plus stakes, poles and ropes. It can confortably fit twenty Medium-size humanoids underneath.

Magic Items

Alfan's Tinderbox
Wondrous Item, Rare

This small metallic box has a campfire image engraved and is warm to the touch. As an action, you can put the box on the ground and open it to create a magic campfire next to it. This fire is warm and magical, and you can to use an action to close the box and douse the campfire.

Arrow of Tracking
Weapon (Arrow), uncommon

This magical arrows are created for traking and hunting down creatures. When you hit a creature with this arrow, you know the exact location of the creature and the direction of movement if its moving. The creature must be on the same plane of existence. The arrow effect last for eight hours.

Bag of Colding
Wondrous item, rare

This white leather bag is a variant of the *Bag of Holding*. The bag itself its imbued magically to keep everything inside of it at 40 degrees Fahrenheit, allowing to keep any perishable chilled and freshed.

Elven Watchtower
Wondrous item, uncommon

As an action, you can open the bag next to a tree to create a portable platform in one of the tree sides, giving a stable surface. The platform is created up to 20 feet high, and the bag also creates a rope ladder to climb up and down. The surface has space for one medium sized creature, and when a creature use its action to close the bag, the ladder and the platform dissapears until the bag is opened again.

Everlasting Quiver
Wondrous item, rare (requires attunement)

This brown and green leather quiver have a silvered brooch on the strap. You can use a bonus action to click the brooch, and with that a set of 20 pieces of non-magical ammunition (arrows or bolts) appears inside of the quiver. The quiver can hold up to 20 pieces of ammunition, and the arrows or bolts can only be used by the character attuned to the quiver.

The quiver has 3 charges and each click of the brooch expend 1 charge. The quiver regains 1d3 expended charges daily at dawn.

Guardian Figurine
Wondrous item, uncommon

This stone figurine, small enough to fit on a pocket resembles a humanoid with a spyglass and a bell. When you place it on the ground and use a command word, you can cast the *alarm* spell on it. You must wait until the next dawn to use the figurine again.

Mana Potion
Potion, rarity varies

This blue liquid is created using the essence of magic. When you drink this potion, you gain a number of points you can use to regain spell slots you already used. The number of points depends on the potion's rarity, as shown in the mana potions table.

Mana Potions

Potion of...	Rarity	Points
Mana	Uncommon	1d4+1
Greater mana	Rare	2d4 + 2
Superior mana	Very Rare	3d4 + 4

In the following table you can see how many points you need to spend for recovering a spell slot. When you use the potion, you must distribute the points immediately. You can recover any number of used spell slots if you have enough points to do so, and every point left is lost.

Spell Slot	Point Cost
1st	2
2nd	3
3rd	5
4th	6
5th	7
6th	9
7th	10
8th	11
9th	13

Part 6: Customization Options

Feats

The following feats are focused on improving your skills and abilities for collecting materials, crafting, creating mixtures and surviving on the wilderness.

Alchemist

You've discovered efficient ways to use the ingredients for potions and bombs. You gain the following benefits:

- When creating a mixture, you can double the essence of the first common ingredient you use.
- The maximum DC check when you are creating a mixture cannot exceed 15.

Crafting Expertise

You know faster ways to craft new pieces of equipment.

- When you're crafting a nonmagical object, the time you use to create it is halved.
- You have a +2 bonus when you make an Ability check when crafting a nonmagical object.

Forager

You know the best ways to collect food while traveling through the wilderness. You gain the following benefits:

- You have advantage on Wisdom (Survival) checks made for gather food and water.
- When determining how much food (in pounds) and water (in gallons) you find, you roll 1d8 + your Wisdom modifier.

Herbalist

You've learned the physical description of plants and herbs used for alchemy. You gain the following benefits:

- You have advantage on Intelligence (Nature) checks made to gather plants and herbs for alchemy.
- The time you use to gather plants and herbs for alchemy is halved.

Master Extractor

You know how to carefuly extract and harvest creature's parts, gaining the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- The time you use to harvest creature's parts is halved.
- When you fail a check when harvesting a creature part that deals damage, you takes no damage instead.

Survivalist

You know how to survive in the wilderness, even in harsh environment conditions. You gain the following benefits:

- You have advantage on Wisdom (Perception) checks you make to detect natural hazards.
- You have advantage on saving throws that you make to resist extreme temperatures.
- When you gather food and water, you can choose to use any pounds of food or gallons of water you found to refill one use of a purification kit.

Appendix A: List of Essences

Common

1. ◐ (Water)
2. ⇶ (Air)
3. 🔥 (Fire)
4. ▲ (Earth)
5. ☀ (Positive)
6. ☾ (Negative)

Uncommon

1. ◐ ⇶ (Water Air)
2. ◐ 🔥 (Water Fire)
3. ◐ ▲ (Water Earth)
4. ◐ ☀ (Water Positive)
5. ◐ ☾ (Water Negative)
6. ⇶ 🔥 (Air Fire)
7. ⇶ ▲ (Air Earth)
8. ⇶ ☀ (Air Positive)
9. ⇶ ☾ (Air Negative)
10. 🔥 ▲ (Fire Earth)
11. 🔥 ☀ (Fire Positive)
12. 🔥 ☾ (Fire Negative)
13. ▲ ☀ (Earth Positive)
14. ▲ ☾ (Earth Negative)

Rare

1. ◐ ◐ (Water Water)
2. ⇶ ⇶ (Air Air)
3. 🔥 🔥 (Fire Fire)
4. ▲ ▲ (Earth Earth)
5. ☀ ☀ (Positive Positive)
6. ☾ ☾ (Negative Negative)

Very Rare

1. ◐ ◐ ⇶ (Water Water Air)
2. ◐ ◐ 🔥 (Water Water Fire)
3. ◐ ◐ ▲ (Water Water Earth)
4. ◐ ◐ ☀ (Water Water Positive)
5. ◐ ◐ ☾ (Water Water Negative)
6. ⇶ ⇶ ◐ (Air Air Water)
7. ⇶ ⇶ 🔥 (Air Air Fire)
8. ⇶ ⇶ ▲ (Air Air Earth)
9. ⇶ ⇶ ☀ (Air Air Positive)
10. ⇶ ⇶ ☾ (Air Air Negative)
11. 🔥 🔥 ◐ (Fire Fire Water)
12. 🔥 🔥 ⇶ (Fire Fire Air)
13. 🔥 🔥 ▲ (Fire Fire Earth)
14. 🔥 🔥 ☀ (Fire Fire Positive)
15. 🔥 🔥 ☾ (Fire Fire Negative)
16. ▲ ▲ ◐ (Earth Earth Water)
17. ▲ ▲ ⇶ (Earth Earth Air)
18. ▲ ▲ 🔥 (Earth Earth Fire)
19. ▲ ▲ ☀ (Earth Earth Positive)
20. ▲ ▲ ☾ (Earth Earth Negative)
21. ☀ ☀ ◐ (Positive Positive Water)
22. ☀ ☀ ⇶ (Positive Positive Air)
23. ☀ ☀ 🔥 (Positive Positive Fire)
24. ☀ ☀ ▲ (Positive Positive Earth)
25. ☾ ☾ ◐ (Negative Negative Water)
26. ☾ ☾ ⇶ (Negative Negative Air)
27. ☾ ☾ 🔥 (Negative Negative Fire)
28. ☾ ☾ ▲ (Negative Negative Earth)

Extras

Latest Changes (04.01.2017)

- Added the rules for meat harvesting as a variant for foraging rules.
- Added new magic items.
- Modified the format + new images.
- Added Wisdom (Survival) checks as an alternative for harvesting creatures parts/
- Modified a bit the mining and resource collection rules. Now it should be more consistent with what I'm looking for.

Changelog (03.18.2017)

- New look to the first page and new illustrations.
- Now you need to attune to the item with the gem to use the properties.
- Removed the 5th level gems.
- You can wear the cloaks only if you're have light or no armor (also modified the dueling cloak description to clarify how to gain the AC bonus)
- The tower shield reduces your speed and you have a -2 on attack rolls if you're also wearing heavy armor.

Current version: 4th draft