

# MONSTER SALVAGING

**C**OURAGEOUS ADVENTURERS often wander into dens of great beasts to slay fearsome creatures and though they may leave such a kill with a treasure hoard on their backs, it is just as likely their reward comes from whomever sent them and is dispensed later—yet this is not always the end of it. Anyone of sufficient intellect or preparedness can decide to use the slain monster to aid their



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future endeavors. For example, a crafty wizard might take the dried skin of a slain salamander to enhance the next *burning hands* they cast whereas a resourceful rogue distills the poison from a basilisk fang to turn the next slash of their dagger into a virulent strike. All manner of beasts, dragons, and monstrosities stalk the lands until the right enterprising adventurer comes along to slay them, taking their valuable harvested parts (known as reagents) to be used for a variety of things. This guide presents a basic system for harvesting special parts from creatures to enhance equipment and spells.

## HARVESTING REAGENTS

To preserve a slain creature's supernatural essence a reagent must be collected in a special jar coated by an alchemical substance that requires a day to congeal. Both jar and coating are essential tools for harvesting the essence of a creature. Crafting a jar and correctly coating it requires 4 hours of downtime activity, 5 gold worth of materials, and a successful DC 13 Intelligence (alchemist's supplies) check.

### REAGENT JAR (1 LB., 15 GP)

This specially prepared jar is able to hold up to 2 lbs. of harvested reagents inside of it.

### HUNTER'S TOOLS (5 LBS., 25 GP)

These include various knives, traps, and skinning implements ideal for gathering horns and pelts from beasts.

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## CREATURE HARVESTING

CREATURE TYPE	SKILL/TOOL	DC	
Abomination	Arcana/ Alchemist's Supplies	Minor	12
		Moderate	15
		Major	18
Celestial	Arcana/ Alchemist's Supplies	Minor	11
		Moderate	14
		Major	17
Construct	Arcana/ Tinker's Tools	Minor	10
		Moderate	13
		Major	16
Dragon	Arcana/ Hunter's Tools	Minor	12
		Moderate	15
		Major	18
Elemental	Arcana/ Alchemist's Supplies	Minor	11
		Moderate	14
		Major	17
Fey	Nature/ Herbalism Kit	Minor	12
		Moderate	15
		Major	18
Fiend	Religion/ Alchemist's Supplies	Minor	11
		Moderate	14
		Major	17
Monstrosity	Nature/ Hunter's Tools	Minor	11
		Moderate	14
		Major	17
Ooze	Arcana/ Alchemist's Supplies	Minor	10
		Moderate	13
		Major	16
Plant	Nature/ Herbalism Kit	Minor	10
		Moderate	13
		Major	16
Undead	Religion/ Hunter's Tools	Minor	11
		Moderate	14
		Major	17

Harvesting a reagent from a creature's corpse requires a successful ability check (using a skill or tool proficiency, as listed on Table: Creature Harvesting) against a DC determined by the type of reagent being harvested (either minor, moderate, or major). Reagents

take 10 minutes per 1 point of challenge rating of the creature being harvested from (it takes 20 minutes to harvest a reagent from a CR 20 creature, 13 minutes from a CR 13 creature, and so on). Some benevolent creatures may be willing to donate certain items to the right cause under the right circumstances, in which case it permanently loses 1 hit dice and 4 hit points.

## CREATING REAGENT ITEMS

The most common things made using harvested monster parts are minor magical items, poisons, potions, and alchemical items partly because time is a crucial factor when dealing with reagents. They must first be harvested then suffer exposure during the creation process, gradually becoming weaker and less effective all the while. A reagent stored in a reagent jar remains viable for 1 month per point of challenge rating of the creature it was harvested from (minimum 1 month), thus the more powerful a creature is the more potent and enduring anything harvested from it is. Creating reagent items take time (as noted on Table: Creating Reagent Items) and a successful ability check. A minor reagent can be crafted in a relatively short time while a major reagent takes considerably more effort.

A harvested reagent may be able to create multiple effects depending on how it is used—for example, a ghoul's heart could be used to create a paralysis poison, or to make a spell enhancer that adds necrotic damage to an existing spell. Exactly what parts can be harvested from a creature and the effects reagent items made from them can have are entirely at the GM's discretion. Reagent items have different power levels depending on the rarity of the creature harvested and Challenge Rating of the creature. All items come from creatures that are magical in some sense—beasts and most humanoids do not tend to produce enough supernatural essence to harvest. So while a roc is likely to have essence for air- or growth-based effects, a mammoth is all but useless for the purposes of reagent items.

**Minor Reagent Items.** These produce a single effect equivalent in power to a cantrip or 1st-level spell.

**Moderate Reagent Items.** Effects from these reagent

items can include boosts to the damage or duration of a spell, a temporary attack bonus with a weapon, up to a single die of extra damage for a weapon, a temporary increase to armor class, or a moderate in effect such as that from an *enlarge/reduce* spell. No bonuses granted from a moderate reagent item are greater than +1.

**Major Reagent Item.** Powerful wizards seek out and slay purple worms (CR 15) to harvest major reagents that boost their spells by changing damage types, adding bonus damage dice, or granting magical boosts (up to a maximum of +2). Other major reagent items can have impressive durations (lasting for as long as an hour) or replicate the effects of spells as high as 3rd-level.

**Reagent Item Benefits.** Benefits granted by a reagent item should follow themes matching the creature from which its harvested parts came from. When a creature has an extraordinary ability it is well known for (such as a medusa's Paralyzing Gaze) that is the most likely effect of a reagent item made from parts harvested from a medusa. Spell enhancers have no effect on spells that do not deal damage (unless the GM determines otherwise, attempting to use a reagent item in this way wastes it.)

**Reagent Item Downfalls.** Each reagent item has a minor drawback when used as consuming another creature's essence causes internal clashes of energy. A downfall has a minor effect (such as short-term reversal of the reagent item's effect) that typically lasts for 1d4 rounds. A reagent item that allows a creature to breathe poisonous gas might cause the poisoned condition in the user for 1d4 rounds afterward, a flame breathing reagent item might cause 1d4 levels of exhaustion that last for 1d4 rounds, a freezing spray reagent item might halve the user's Speed for 1d4 rounds, a thunderous shout reagent item could remove the user's reactions for 1d4 rounds, and so on.

### HARVESTING MONSTERS AND CR

CREATURE CR	CREATURE RARITY	REAGENT LEVEL
4 or less	Common	Minor
5-12	Uncommon	Moderate
13 or more	Rare	Major

## CREATING REAGENT ITEMS

REAGENT TYPE	REAGENT LEVEL	TIME FOR CREATION	DC	SUGGESTED SKILLS/TOOLS
Spell Enhancer	Minor	1 day	13	Arcana/Alchemist's Supplies
Spell Enhancer	Moderate	5 days	15	Arcana/Alchemist's Supplies
Spell Enhancer	Major	2 weeks	17	Arcana/Alchemist's Supplies
Poison	Minor	1 day	14	Arcana/Poisoner's Kit
Poison	Moderate	3 days	16	Arcana/Poisoner's Kit
Poison	Major	1 weeks	18	Arcana/Poisoner's Kit
Potion or Oil	Minor	1 day	12	Arcana/Alchemist's Supplies
Potion or Oil	Moderate	3 days	16	Arcana/Alchemist's Supplies
Potion or Oil	Major	2 weeks	20	Arcana/Alchemist's Supplies
Item	Minor	2 days	13	Arcana/Tinker's Tools
Item	Moderate	1 week	17	Arcana/Tinker's Tools
Item	Major	2 weeks	21	Arcana/Tinker's Tools

## REAGENT ITEM BENEFITS

REAGENT TYPE	BENEFIT	VALUE	EXAMPLES
Spell Enhancer	When used as an additional spell component, the spell deals 1d4 extra damage for every 1 point of the harvested creature's CR (minimum 1d4 extra damage).	15 gold per CR	Purple Worm Stinger
Poison	The poison either: <ul style="list-style-type: none"> <li>• (a) inflicts the condition of a poisoned attack the harvested creature had (such as poisoned, paralyzed, or stunned; save DC equal to 10 + ½ the harvested creature's CR).</li> <li>• or (b) deals 1d6 poison damage for every 1 point of the harvested creature's CR (minimum 1d6 poison).</li> </ul>	20 gold per CR	Wight Drain
Potion or Oil	This potion either: <ul style="list-style-type: none"> <li>• (a) replicates a trait possessed by the harvested creature. The trait has the same duration as when used by the harvested creature, up to a maximum of 1 minute.</li> <li>• or (b) grants a bonus to the same ability score as the harvested creature's highest ability score (+2 for minor, +4 for moderate, +6 for major).</li> </ul>	50 gold per CR	Hydra Blood Potion
Items	When this item is used, it replicates an attack possessed by the harvested creature. The damage dice, area of effect, or range do not change, but any saving throw DCs are equal to 10 + ½ the harvested creature's CR.	25 gold per CR	Dragon's Presence, Medusa's Gaze



## SAMPLE REAGENT ITEMS

### DRAGON'S PRESENCE

*Major reagent*

This distilled dragons' essence can be used to empower already substantial magic. When casting a spell that uses a 5th-level or higher spell slot, you can add this reagent item as an extra component and creatures damaged or affected by the spell must make a DC 15 Wisdom saving throw. On a failure, a creature becomes frightened of you for 1 minute. In addition, any other enemy creatures within 30 feet must also make this save or become frightened of you for the duration of the effect. At the end of its turn, if a frightened creature cannot see you it makes a new saving throw to end the effect.

### HYDRA BLOOD POTION

*Moderate reagent*

After using an action to drink this potion, once in the next hour you can take an additional action on your turn. After the additional action is taken you cannot be affected by another dose of *hydra blood potion* until you finish a long rest. In addition, you become famished afterward and must eat meat of some kind within 10 minutes or gain a level of exhaustion.

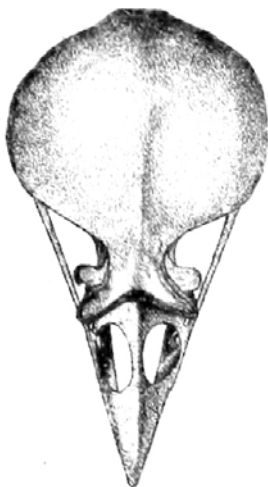


Fig 25.

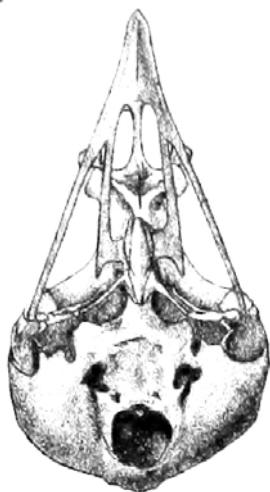


Fig 26.

### MEDUSA'S GAZE

*Moderate reagent*

This serpent harvested from the hair of a medusa holds great power within. By using an action to consume it, you gain a gaze attack until the end of your next turn. When a creature that can see your eyes starts its turn within 30 feet of you, you can force it to make a DC 14 Constitution saving throw if you aren't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. When the gaze attack fades, your Speed is halved for 10 minutes.

### PURPLE WORM STINGER

*Major reagent*

When casting a spell that deals damage, you can add this reagent item as an extra component and change the damage type of the spell to poison. In addition, the spell deals an extra 4d6 poison damage. After you cast the spell you are poisoned for 1d4 rounds.

### WIGHT DRAIN

*Minor reagent*


The essence drained from a wight is particularly valuable to assassins. This poison causes a life drain effect. The target must succeed on a DC 13 Constitution saving throw or it is poisoned for 1d4 rounds and its hit point maximum is reduced by 3d6. After applying this poison to a weapon, for 1 hour you have sunlight sensitivity (disadvantage on attack rolls and ability checks that rely on sight while in direct sunlight). 



Fig 26