Harvesting

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Locate > Acquire > Quantity

Circumstance bonus / penalties when up to 1 additional player aids either a **Locate** or **Acquire** check.

Resource	Found In	Rarity	Location Skill (DC)	Acquisition Skill (DC)	Quantity
Bitterleaf	Coastal scrub, cliff edges	Common	Survival (Forage) DC 13	Herbalism DC 13	d6
Mooncap Fungus	Damp caves, tide pools at night	Common	Survival DC 12 (low light grants +1 circumstance)	Herbalism DC 13	d6
Saltbloom Crystals	Evaporated tide pools	Uncommon	Survival or Athletics DC 15	Inscribing DC 15	d4
Ash Lichen	Burned ruins, abandoned fire pits	Uncommon	Survival DC 14	Herbalism DC 14	d4
Bloodmoss	Shaded forest floors	Uncommon	Nature DC 15	Herbalism DC 15	d4
Glow Algae	Night shoreline, sea caves	Uncommon	Survival DC 14	Herbalism DC 14	d4
Beast Blood	Any hunted creature	Common	Survival DC 12	Alchemy DC 12	d6
Venom Glands	Snakes, spiders, insects	Common	Survival DC 13	Alchemy DC 14	d4
Bone Ash	Burned bones, ritual sites	Rare	Nature DC 17	Woodworking DC 17 + fire source	d3
Chitin Shards	Crabs, beetles, reef creatures	Uncommon	Survival DC 14	Woodworking DC 14	d4
Moonrest Timber	Southern pine forests, driftwood shores	Common	Nature DC 12	Woodworking DC 12	d8
Beast Materials	Frost Elk, Wolves, Seals, Reef Stalkers	Common	Survival DC 12	Leatherworking DC 13	d6
Ironstone	Rocky cliffs, exposed hills	Uncommon	Survival or Nature DC 15	Blacksmithing DC 15	d4
Bog Iron	Marshlands, stagnant pools	Rare	Survival DC 17	Blacksmithing DC 17	d3

Frostglass Shards	Tidal caves, Shrouding impact sites	Rare	Occultism or Nature DC 18	Inscribing DC 18	d3
Cloth	Salvaged clothing, sailcloth, old ruins	Common	Society or Survival DC 13	Tailoring DC 13	d6
Stone	Rocky ground, cliffs, riverbeds	Common	Survival or Nature DC 11	Woodworking DC 11	d8