

# Harvesting and Crafting

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# Harvesting

# Moonrest Isle - Harvesting

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

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

# Crafting

# Crafting Specialisations

Skill	Harvest Role
<b>Herbalism</b>	plants & reagents
<b>Alchemy</b>	biological reagents
<b>Woodworking</b>	bones, chitin, timber
<b>Leather-working</b>	hides & animal materials
<b>Blacksmithing</b>	metals & ore
<b>Tailoring</b>	cloth & fibers
<b>Inscribing</b>	magical minerals & strange materials

## Craft Skills

<p><b>Blacksmithing (STR)</b></p> <p>Covers: shaping, forging, repairing, and reinforcing metal items.</p> <p>Use for:</p> <ul style="list-style-type: none"> <li>• weapons with metal heads or blades</li> <li>• metal armor</li> <li>• shield bosses, buckles, hinges, spikes, nails, hooks</li> <li>• chain, fittings, locks, basic metal tools</li> <li>• salvaging and reforging scrap metal</li> </ul> <p>Also absorbs:</p> <ul style="list-style-type: none"> <li>• metal elements that might otherwise fall under a separate “armorsmithing” or “weaponsmithing”</li> <li>• metal fasteners used in leather, wood, or cloth items</li> </ul> <p>Default feel: force, heat, shaping, endurance.</p>	<p><b>Leatherworking (DEX)</b></p> <p>Covers: cutting, shaping, stitching, curing, and fitting hide, leather, fur, sinew, and similar treated animal materials.</p> <p>Use for:</p> <ul style="list-style-type: none"> <li>• leather armor</li> <li>• straps, belts, sheaths, harnesses, pouches</li> <li>• slings, wraps, bindings</li> <li>• tanning hides into usable materials</li> <li>• fine fitting of flexible protective gear</li> <li>• fur-lined cold weather items</li> </ul> <p>Also absorbs:</p> <ul style="list-style-type: none"> <li>• bone needles and small hideworking tools where the focus is leather/fur work</li> <li>• sinew cord, hide lashings, and related wilderness craft</li> </ul> <p>Default feel: precision, fit, stitching, flexible materials.</p>
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## Woodworking (STR)

Covers: carving, shaping, joining, and repairing wood, antler, horn, bone, and other rigid natural non-metal materials.

Use for:

- bows, arrows, spear shafts, clubs, staves
- shields and wooden handles
- crates, sled parts, poles, stakes, furniture
- carved tools, pegs, frames
- fishing gear structures, traps, simple structures
- worked bone and antler items

Also absorbs former Bonecraft, including:

- bone needles
- bone hooks
- carved bone charms
- antler tools
- horn combs, pins, toggles
- simple scrimshaw or practical bone carving

Reason: bone/antler work is materially and functionally closer to carving rigid natural material than to leather or cloth work.

Default feel: shaping durable natural material through force and practical craftsmanship.

## Tailoring (DEX)

Covers: cutting, stitching, fitting, repairing, and layering cloth, thread, felt, woven fibers, and padded garments.

Use for:

- clothes, robes, cloaks, gloves, blankets
- padded armor
- backpacks, sacks, bedrolls
- banners, wrappings, coverings
- cold-weather layered garments
- mending torn fabric goods

Also absorbs:

• embroidery and sewn insignia when the main task is clothwork

- stuffing, lining, quilting, and fabric reinforcement

Default feel: careful hands, fit, layering, construction from flexible fibers.

## Alchemy (INT)

Covers: preparing, refining, mixing, preserving, and testing chemical, mineral, and alchemical substances.

Use for:

- potions, poultices, oils, acids, adhesives, bombs
- extraction and refining of reagents
- preserving delicate materials
- combining volatile ingredients safely
- testing unknown compounds
- making soap, tallow blends, lamp mixtures, solvents

Also absorbs:

- non-herbal medicinal compounds
- mineral powders, salts, ash compounds, distilled extracts

Default feel: formula, process, controlled reactions.

## Herbalism (WIS)

Covers: identifying, harvesting, preparing, and applying plants, fungi, mosses, roots, and natural medicinal ingredients.

Use for:

- gathering medicinal or useful plants
- drying, storing, bundling, and basic preparation
- making teas, salves, poultices, smoke blends, field remedies
- recognizing seasonal and regional plant uses
- treating natural ingredients respectfully and efficiently

Also absorbs:

• practical folk medicine based primarily on gathered natural ingredients

- natural dyes, resins, aromatic bundles, and survival plant use

Boundary with Alchemy:

- Herbalism is about finding and preparing natural ingredients
- Alchemy is about refining and combining substances into formulated products

Default feel: instinct, observation, practical natural knowledge.

## Inscribing (INT)

Covers: marking, engraving, etching, illuminating, patterning, symbolic layout, and technical decorative work.

Use for:

- rune-like markings
- ritual circles, engraved symbols, ward signs
- etched tablets, marked slates, carved records
- map-making, notation, copied diagrams
- decorative engraving on crafted items
- pattern drafting for complex work
- Scroll creation
- Talismans etc

Also absorbs:

- fine detail work that is primarily symbolic, informational, or ritual
- scrimshaw-like decorative bone engraving when the

focus is the inscription rather than shaping the item

Default feel: knowledge, precision, planning, symbolic meaning.

Crafting

# Moonrest Isle - Specific Rules

# Component Resources

Component Resources

# Tier - 0 - Immediately Gatherable

Moonrest Isle

Item	Unlocks
<input type="checkbox"/> Moonrest Timber	<p>Timber Processing:</p> <ul style="list-style-type: none"> <li>• Wooden Planks</li> <li>• Shield Blanks</li> <li>• Bow Staves</li> </ul> <p>Equipment Crafting:</p> <ul style="list-style-type: none"> <li>• Wooden Shield</li> <li>• Simple Weapons</li> <li>• Arrows</li> <li>• Carpenters Tools</li> </ul>
<input type="checkbox"/> Beast Hides	<p>Hides:</p> <ul style="list-style-type: none"> <li>• Treated Leather</li> <li>• Leather Wraps</li> <li>• Cold Weather Gear</li> </ul> <p>Equipment Crafting:</p> <ul style="list-style-type: none"> <li>• Padded Armor</li> <li>• Leather Armor</li> </ul>
<input type="checkbox"/> Beast Bones	<p>Components:</p> <ul style="list-style-type: none"> <li>• Bone Needles</li> <li>• Bone Tools</li> <li>• Primitive Weapons</li> </ul>
<input type="checkbox"/> Iron Ore (From Ironstone)	<p>Equipment Crafting:</p> <ul style="list-style-type: none"> <li>• Arrows</li> <li>• Carpenters Tools</li> </ul>
<input type="checkbox"/> Reed / Plant Fiber	<p>Components:</p> <ul style="list-style-type: none"> <li>• Rope</li> <li>• Rough Cloth</li> <li>• Thread</li> </ul>
<input type="checkbox"/> Seabird Feathers + <input type="checkbox"/> Tree Resin	<p>Components:</p> <ul style="list-style-type: none"> <li>• Feather Fetching</li> </ul>

Component Resources

# Tier 1 - Basic Processing

Component Resources

# Tier 2

Component Resources

# Tier 3

Component Resources

# Tier 4

Component Resources

# Tier 5

# Alchemical Recipes

# Level 1

<p><b>Healing Potion (Minor)</b></p> <table border="1"> <thead> <tr> <th>Component</th> <th>Qty</th> </tr> </thead> <tbody> <tr> <td>Bitterleaf Extract</td> <td>1</td> </tr> <tr> <td>Beast Blood (any)</td> <td>1</td> </tr> <tr> <td>Clean Water</td> <td>1</td> </tr> <tr> <td>Glass or Clay vial</td> <td>1</td> </tr> </tbody> </table>	Component	Qty	Bitterleaf Extract	1	Beast Blood (any)	1	Clean Water	1	Glass or Clay vial	1	<p><b>Cheetah's Elixir (Lesser)</b></p> <table border="1"> <thead> <tr> <th>Component</th> <th>Qty</th> </tr> </thead> <tbody> <tr> <td>Bloodmoss</td> <td>1</td> </tr> <tr> <td>Saltbloom Crystals</td> <td>1</td> </tr> <tr> <td>Boiled Water</td> <td>1</td> </tr> <tr> <td>Glass or Clay vial</td> <td>1</td> </tr> </tbody> </table>	Component	Qty	Bloodmoss	1	Saltbloom Crystals	1	Boiled Water	1	Glass or Clay vial	1	<p><b>Alchemists Fire (Lesser)</b></p> <table border="1"> <thead> <tr> <th>Component</th> <th>Qty</th> </tr> </thead> <tbody> <tr> <td></td> <td></td> </tr> <tr> <td></td> <td></td> </tr> <tr> <td></td> <td></td> </tr> <tr> <td></td> <td></td> </tr> </tbody> </table>	Component	Qty								
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**Energy Mutagen (Lesser)**

Component	Qty

**Spear Frog Poison**

Component	Qty

**Sanguine Mutagen (Lesser)**

Component	Qty

**Leapers Elixer (Lesser)**

Component	Qty

**Dread Ampoule (Lesser)**

Component	Qty

**Animal Repellent (Minor)**

Component	Qty

# Level 2

<p><b>Cooperative Waffles</b></p> <table border="1"> <thead> <tr> <th>Component</th> <th>Qty</th> </tr> </thead> <tbody> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </tbody> </table>	Component	Qty									<p><b>Black Adder Venom</b></p> <table border="1"> <thead> <tr> <th>Component</th> <th>Qty</th> </tr> </thead> <tbody> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </tbody> </table>	Component	Qty									<p><b>Silver Salve</b></p> <table border="1"> <thead> <tr> <th>Component</th> <th>Qty</th> </tr> </thead> <tbody> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </tbody> </table>	Component	Qty								
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# Equipment Recipes

Equipment Recipes

# Level 1

Equipment Recipes

# Level 2

# Crafting Specialisation

Crafting Specialisations: