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
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

Crafting

Crafting Specialisations

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

Craft Skills

Blacksmithing (STR)

Covers: shaping, forging, repairing, and reinforcing metal items.
Use for:
- weapons with metal heads or blades
- metal armor
- shield bosses, buckles, hinges, spikes, nails, hooks
- chain, fittings, locks, basic metal tools
- salvaging and reforging scrap metal

Also absorbs:
- metal elements that might otherwise fall under a separate “armorsmithing” or “weaponsmithing”
- metal fasteners used in leather, wood, or cloth items

Default feel: force, heat, shaping, endurance.

Leatherworking (DEX)

Covers: cutting, shaping, stitching, curing, and fitting hide, leather, fur, sinew, and similar treated animal materials.
Use for:
- leather armor
- straps, belts, sheaths, harnesses, pouches
- slings, wraps, bindings
- tanning hides into usable materials
- fine fitting of flexible protective gear
- fur-lined cold weather items

Also absorbs:
- bone needles and small hideworking tools where the focus is leather/fur work
- sinew cord, hide lashings, and related wilderness craft

Default feel: precision, fit, stitching, flexible materials.

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

Tier - 0 - Immediately Gatherable

Moonrest Isle

Item	Unlocks
□□ Moonrest Timber	Timber Processing: • Wooden Planks • Shield Blanks • Bow Staves Equipment Crafting: • Wooden Shield • Simple Weapons • Arrows • Carpenters Tools
□□ Beast Hides	Hides: • Treated Leather • Leather Wraps • Cold Weather Gear Equipment Crafting: • Padded Armor • Leather Armor
□□ Beast Bones	Components: • Bone Needles • Bone Tools • Primitive Weapons
□□ Iron Ore (From Ironstone)	Equipment Crafting: • Arrows • Carpenters Tools
□□ Reed / Plant Fiber	Components: • Rope • Rough Cloth • Thread
□□ Seabird Feathers + □□ Tree Resin	Components: • Feather Fetching

Tier 1 - Basic Processing

Component Resources

Tier 2

Component Resources

Tier 3

Component Resources

Tier 4

Component Resources

Tier 5

Alchemical Recipes

Level 1

Healing Potion (Minor)

Component	Qty
Bitterleaf Extract	1
Beast Blood (any)	1
Clean Water	1
Glass or Clay vial	1

Cheetah's Elixir (Lesser)

Component	Qty
Bloodmoss	1
Saltbloom Crystals	1
Boiled Water	1
Glass or Clay vial	1

Alchemists Fire (Lesser)

Component	Qty

Snake Oil

Component	Qty

Acid Flask

Component	Qty

Antidote (Lesser)

Component	Qty

Antiplague (Lesser)

Component	Qty

Acid Flask

Component	Qty

Elixir of Life (Minor)

Component	Qty

Frost Vial (Lesser)

Component	Qty

Ghost Charge (Lesser)

Component	Qty

Vaccine (Minor)

Component	Qty

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

Cooperative Waffles

Component	Qty

Black Adder Venom

Component	Qty

Silver Salve

Component	Qty

Antivenom

Component	Qty
Mooncap Fungus	2
Venom Gland (any)	1
Ash Lichen	1
Glass or Clay Vial	1

Bottled Sunlight (Lesser)

Component	Qty

Darkvision Elixir (Lesser - Item Level 2)

Component	Qty
Glow Algae	1
Mooncap Fungus	1
Chitin Ash	1
Glass or Clay vial	1

Soothing Tonix

Component	Qty

Bravo’s Brew (Lesser)

Component	Qty

Cat’s Eye Elixir

Component	Qty

Comprehension Elixier (Lesser)

Component	Qty

TBC

Component	Qty

TBC

Component	Qty

Equipment Recipes

Level 1

Level 2

Crafting Specialisation

Crafting Specialisations: