

HUNTING

Time Requirements: 4 hours per roll

Advantage: If you have proficiency in **Survival** or **Stealth**, you can roll with **advantage**

Equipment Requirements: Normal combat

Terrain	4 hours hunting	1 hour (Short Rest)	Traveling (4 hours)
Forest	10	16	18
Plains	10	16	18
Jungle	12	18	19
Hills/Mountains	15	19	20
Sandy Desert	20	20	20
Arctic	20	20	20

1 hour (Short Rest) - assumes no other party member is making noises and hunter is off by themselves away from campsite.

Traveling (4 hours) - Does not roll with advantage, rolls with disadvantage if party is traveling together at normal or fast pace. This counts as “random wandering encounter” roll and may be friendly, hostile, an event, or NPC.

FOREST

1d20	Prey	Num	Meat
1-3	Rabbit	1d2	1d2
4-5	Deer/Elk	1d8	20+1d8
7-9	Squirrel	1d8	1/2
10	Boar	1d2	20+1d8
11	Black Bear	1d2	40+1d12
12	Brown Bear	1d2	60+1d12
13-14	Small Bird	1d20	1/2
15	Turkey	1d8	2+1d4
16	Lizard	1d4	1
17	Small Viper	1d2	1
18-19	Toad	1d8	1/2
20	Turtle	1d2	1

PLAINS

1d10	Prey	Num	Meat
1-2	Rabbit	1d2	1d2
3-4	Deer/Elk	1d8	20+1d8
5	Small Bird	1d20	1/2
6	Turkey	1d8	2+1d4
7	Lizard	1d4	1
8-9	Prairie Dog	1d4	1d2
10	Bison	1d8	40+1d20

JUNGLE

1d10	Prey	Num	Meat
1-2	Snake	1d2	4+1d8
3	Deer	1d8	20+1d8
4-6	Small Bird	1d20	1/2
7	Alligator	1d2	10+1d8
8	Lizard	1d4	1
9	Toad	1d8	1/2
10	Turtle	1d2	1

HILLS AND MOUNTAINS

1d10	Prey	Num	Meat
1-3	Small Bird	1d20	1/2
4	Goat	1d4	10+1d8
5	Small Viper	1d2	1
6	Lizard	1d4	1
7	Boar	1d2	20+1d8
8-9	Black Bear	1d2	40+1d12
10	Brown Bear	1d2	60+1d12

SANDY DESERT

1d8	Prey	Num	Meat
1-2	Lizard	1d4	1
3	Camel	1d10	20+1d8
4-5	Small Viper	1d2	1
6-8	Small Bird	1d20	1/2

ARCTIC

1d8	Prey	Num	Meat
1-2	Hare	1d4	1d2
3-4	Small Bird	1d20	1/2
5-6	Walrus	1d2	60+1d12
7-8	Seal	1d6	40+1d6
9-10	Polar Bear	1d2	80+1d12

FISHING

Time Requirements: 4 hours per roll

Advantage: If you have proficiency in **Survival**, you can roll with **advantage**

Equipment Requirements: fishing gear (fishing tackle, bowfishing, spearfishing, netfishing).

Freshwater Fishing DCs

Season	Morning	Midday	Afternoon	Night
Spring	15	14	12	18
Summer	10	14	10	15
Fall	12	13	10	15
Winter	20	18	18	22

-2 to the DC when it's raining/overcast.

+2 to the DC if it's unusually hot.

Saltwater Fishing

It is easiest to catch a fish when that fish is in feeding-mode, which will be when the tide is changing and moving all the confused smaller fish around in the drink. As far as clams, crabs, etc. go it is obviously best to look for them when the tide is out.

d4	Tide	Fishing DC
1	High	14
2	Falling	12
3	Low	14
4	Rising	12

FISH

1d20	Freshwater Type	Lbs. of meat	Saltwater Type	Lbs. of meat
1	Bass	2d4	Bass	2d4
2	Catfish	2d4	Catfish	2d4
3	Cod	2d4	Cod	2d4
4	Bluegill	1d4	Flounder	2d4
5	Carp	1d8	Grouper	2d4
6	Sunfish	1d4	Haddock	2d4
7	Walleye	2d4	Halibut	2d6
8	Herring	2d4	Herring	2d4
9	Perch	2d4	Mackerel	2d4
10	Sucker	2d4	Mullet	2d6
11	Bowfin	2d4	Orange Roughy	2d6
12	Pike	2d6	Bluefish	2d6
13	Salmon	2d6	Salmon	2d6
14	Drum	2d4	Sardine	1/4
15	Sturgeon	2d6	Snapper	2d4
16	Sole	1d4	Sole	1d4
17	Paddlefish	2d10	Swordfish	2d12
18	Trout	2d4	Redfish	2d6
19	Bloater	2d4	Tuna	2d6
20	Chub	2d4	Whiting	2d4

SEAFOOD

Harvesting seafood usually requires **placing a trap** of some kind. To harvest seafood you must have a **(seafood) hunting trap** (cost same as hunting trap in PHB). If you have **proficiency in Survival** you can make this check with advantage. You must succeed on a skill check with a DC of 12. You can place as many traps as you like, but you cannot harvest them **until 24 hours** have passed.

1d12	Seafood Types	Number	Lbs. of meat
1	Crab	1d8	1d4
2	Crayfish	1d12	1d2
3	Lobster	1d12	1d2
4	Shrimp/Prawns	2d20	1/4
5	Molluscs	1d12	1/4
6	Cockle	1d12	1/4
7	Cuttlefish	1d2	1d2
8	Mussel	1d12	1/4
9	Octopus	1d2	1d4
10	Oyster	1d6	1/4
11	Scallops	1d12	1/4
12	Squid	1d4	1d4