

VOL. IV: ELEMENTALS

CREATURE HARVEST INDEX



INTRODUCTION

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THANK YOU ALL FOR THE LOVE AND SUPPORT!

I have been loving speaking with you about your thoughts and feedback, and how you have used these supplements within your own games. I hope the following volumes continue to be helpful and enjoyable! **Up next, Vol V: Dragons!**



CREATURE HARVEST

Creature	Possible Loot	Value (GP)	Use
Air Elemental	Heart Eyes Mote of Air	4gp 2gp 3gp	Practical Practical Trophy, Practical
Air Elemental Myrmidon	Myrmidon Plate Eyes Heart Mote of Air	650gp 2gp 4gp 3gp	Trophy, Practical Practical Practical Trophy, Practical
Azer	Heart Eyes Mote of Fire	4gp 2gp 3gp	Practical Practical Trophy, Practical
Chwinga	Chitinous Mask	8sp	Trophy, Practical
Dao	Crystalline Powder	9gp	Practical
Djinni	Mote of Air	3gp	Trophy, Practical
Dust Mephit	Sleep Dust Claws	10gp 6sp	Practical Trophy, Practical
Earth Elemental	Elemental Stone Eyes Heart	15gp 2gp 4gp	Trophy, Practical Practical Practical
Earth Elemental Myrmidon	Myrmidon Plate Elemental Stone Heart Eyes	650gp 15gp 4gp 2gp	Trophy, Practical Trophy, Practical Practical Practical
Efreeti	Elemental Ash Mote of Fire	15gp 3gp	Practical Trophy, Practical
Elder Tempest	Storm Feather Heart Eyes	6gp 4gp 2gp	Trophy, Practical Practical Practical
Fire Elemental	Heart Eyes Mote of Fire	4gp 2gp 3gp	Practical Practical Trophy, Practical

CREATURE HARVEST

Creature	Possible Loot	Value (GP)	Use
Fire Elemental Myrmidon	Myrmidon Plate	650gp	Trophy, Practical
	Eyes	2gp	Practical
	Heart	4gp	Practical
	Mote of Fire	3gp	Trophy, Practical
Fire Snake	Teeth	6sp	Trophy
	Medium Snakeskin	5gp	Trophy, Practical
	Heart	4gp	Practical
	Mote of Fire	3gp	Trophy, Practical
Flail Snail	Tentacle	3sp	Practical
	Shell (pieces)	150gp	Trophy, Practical
	Shell (intact)	5,000gp	Trophy, Practical
	Heart	4gp	Practical
	Mote of Fire	3gp	Trophy, Practical
Frost Salamander	Teeth	8sp	Trophy
	Claws	1gp	Trophy
	Skin	40gp	Trophy, Practical
	Heart	4gp	Practical
	Mote of Ice	3gp	Trophy, Practical
Galeb Duhr	Elemental Stone	15gp	Trophy, Practical
	Heart	4gp	Practical
	Eyes	2gp	Practical
Gargoyle	Teeth	4sp	Trophy
	Claws	1gp	Trophy
	Heart	4gp	Practical
	Horns	15gp	Trophy, Practical
Geonid	Elemental Stone	15gp	Trophy, Practical
Giant Four-Armed Gargoyle	Teeth	1gp	Trophy
	Claws	6gp	Trophy
	Heart	4gp	Practical
	Horns	15gp	Trophy, Practical
Ice Mephit	Claws	6sp	Trophy
	Elemental Gland	75gp	Practical
	Mote of Ice	3gp	Trophy, Practical
Invisible Stalker	Mote of Air	3gp	Trophy, Practical
	Heart	4gp	Practical
Leviathan	Cursed Waters	N/A	Practical
Magma Mephit	Claws	6sp	Trophy
	Elemental Gland	75gp	Practical
	Mote of Fire	3gp	Trophy, Practical
Magmin	Mote of Fire	3gp	Trophy, Practical
	Heart	4gp	Practical
	Eyes	2gp	Practical
Marid	Mote of Water	3gp	Trophy, Practical
	Heart	4gp	Practical
Mud Mephit	Claws	6sp	Trophy, Practical
	Elemental Gland	75gp	Trophy
	Sticky Mud	2gp	Practical
Phoenix	Elemental Feathers	4gp	Trophy, Practical
	Talons	6sp	Trophy
	Heart	4gp	Practical
	Eyes	2gp	Practical
	Mote of Fire	3gp	Trophy, Practical
Salamander	Large Skin	10gp	Trophy, Practical
	Heart	4gp	Practical
	Eyes	2gp	Practical
	Mote of Fire	3gp	Trophy, Practical
Smoke Mephit	Claws	6sp	Trophy
	Elemental Gland	75gp	Practical
	Mote of Air	3gp	Trophy, Practical

CREATURE HARVEST

Creature	Possible Loot	Value (GP)	Use
Steam Mephit	Claws Elemental Gland Mote of Air	6sp 75gp 3gp	Trophy Practical Trophy, Practical
Water Elemental	Heart Mote of Water	4gp 3gp	Practical Trophy, Practical
Water Elemental Myrmidon	Myrmidon Plate Heart Eyes Mote of Water	650gp 4gp 2gp 3gp	Trophy, Practical Practical Practical Trophy, Practical
Water Weird	Mote of Water	3gp	Trophy, Practical
Xorn	Teeth Claws Eye Elemental Stone	4sp 8sp 8gp 15gp	Trophy Trophy, Practical Trophy, Practical

SKINNER'S TOOLS

Each toolkit contains a skinning knife, a whetstone, two sets of hempen rope (25 feet long), a flask of oil, 1 lb of salt, and two hunting traps. **25gp, 30lbs**

USING THE TOOLS (SURVIVAL)

Activity	Time Spent	DC
Skinning tiny & small game	15 Minutes	10
Skinning medium game	45 Minutes	15
Skinning large game	1 Hour	20
Skinning huge game	8 Hours	25
Skinning gargantuan game	1 Week	30

On a successful check, the amount of meat harvested is determined above. The other parts, such as pelts and claws, are also included in these DC checks.

A failed Survival check will result in half the meat being worthless and ruining the pelt or hide in question.

You are proficient with Skinner's Tools if you are proficient with Leatherworker's Tools.

Game Size

Harvestable Meats (lbs)

Tiny	1d4 lbs
Small	1d6+10 lbs
Medium	3d10+30 lbs
Large	8d10+50 lbs
Huge	12d10+100 lbs

AN INTRODUCTION TO SKINNING

The parts I have listed here are by no means the **ONLY** parts you can use from a creature, but I have listed the most common and easily sold pieces. Each creature will likely possess some of the following, as described by the table below:

- **Meat**- how much, how to store it, and how much a vendor may pay for it.
- **Eggs**- for applicable creatures, eggs can be eaten or sold as future pets.
- **Pelts, Skins, and Hides** - pelts and hides can be worked into cloaks, bags, or leathers, or sold to vendors.
- **Claws, Fangs, and Teeth** - these parts are typically only used as trophies, but can often be made into jewelry or sold to vendors.
- **Venom** - certain serpents and arachnids (such as scorpions and spiders) possess venom glands that can be carefully extracted or bled into containers. This venom can be sold to vendors (as is illegal in many cities) or kept for personal use.

THE HARVESTING OF MEAT

In rare cases, an elemental possesses flesh that some may consider edible..

Innkeepers and taverns may be interested in purchasing raw meat from players. Standard game, such as rabbits, deer, bear, etc will likely be purchased at 5cp per lb. More exotic meats, such as tiger, crocodile, and shark will be worth much more, depending on the location and the rarity of the creature whose meat you are trying to sell. I suggest 5sp per lb, with a x2 or x3 exoticism modifier per DM discretion. For more exotic sales, keeping a trophy to prove what the meat came from may be useful.

Meats harvested must be either salted or sold within 2 days of the kill, otherwise the meat will spoil.



PRACTICAL PARTS & How To Use Them

Many hunters take trophies from their quarry, especially from beasts- but to harvest the organs and extremities from abominations and monsters (and to craft them into something useful or valuable) is another practice altogether.

How To Use This Guide

While the following crafting guide is full of ideas and suggestions of my own, I do encourage DMs using this index to embrace the ingenuity of their players and think outside the box! This guide, as all my others, is meant to be the foundation for your own marvelous ideas... and to help your players bring life to theirs.

- **Elemental Motes and Stones.** One of the most underappreciated items to be harvested from an elemental is the very essence of the element itself. Small, undying pieces of the element often shed from the elemental in its death, and can be placed within a glass container either as a trophy or as components for certain spells and rituals.
- **Hearts.** The heart of an elemental can sometimes contain traces of the magic used in their summoning. Other times, it carries the raw power of the element they were created from.

The heart is not overly difficult to remove (DC 16), but it must be stored in a clean glass container to avoid contamination and be used within 8 hours of its removal.

- **Chitin Fragments and Skins.** Depending on the size of them, these materials have a variety of practical uses, such as crafting bags and equipment, armor, eating utensils, etc.

Chitin makes for a decent carapace shield, as it is lighter than most metals but often just as durable. Harvesting a big enough piece in good enough condition to create such a shield will require 1 hour and a Survival check (DC 15).

- **Eyes.** These parts expire rapidly once the creature has died, so properly storing them in jars as soon as possible is crucial. They have a small variety of unique uses, mostly for those dabbling in the arts of grafting and certain spell-casters.

Turning the main eye of an applicable creature into a focus or arcane item is much harder than mere boiling, as it must be magically shrunk to easily fit in one's hand. This will require 1d4 days of work, and a new Arcana check (DC 15) after each long rest, but will yield a +1 arcane focus if all DCs are met properly.

- **Tongues, Tentacles, and Tails.** Much like the hides of these creatures, the usefulness of these extremities is dependent on their size. The tail can be whittled down using Leatherworker's Tools (DC 15) and crafted into a +1 Whip. This is true for the tails of all creatures listed in the index, unless otherwise stated in the creature details below.

- **Elemental Glands.** Any creature that is capable of magical breath attacks possesses these small nodes of elemental power within their bodies. Removal of the gland requires Alchemy Supplies (DC 18). Once removed, it can be crushed and combined with small traces of oil, which can then be applied to weapons for additional damage of the element type harvested.



HARVESTING FOR USE WITH RITUAL GRAFTING

While many elemental grafts grant their wielders the powers of the elementals, others build on more spiritual connections to the elements, granting their bearers surprising and unique abilities.

Elemental grafts started becoming fashionable about half a decade back. More prevalent than other types of grafts, they are especially common among members of House Lyrandar and House Orien, whom work with elementals often. In addition to that, the scions of Zilargo all have elemental grafts that grow and transform in strength as their hosts do.

These grafts typically give their hosts an alien look, but while not all such creatures have overt physical characteristics that identify them as the recipients of a graft, the process of binding a portion of a creature from another plane to one's own flesh always has interesting side effects.

The creatures that become elemental graft donors must be summoned. Some are willing (such as those who have agreed to aid the Power of Purity organization) but others are specifically harvested for their ability to create powerful grafts.

Materials taken from summoned creatures vanish with the creatures they were taken from once the summoning spell ends if not immediately used in a graft creation process.

See my *Pay What You Want* supplement, *Ritual Grafting* for more information on this process and the required parts.

ELEMENTALS

AIR ELEMENTAL (CR 5)

An air elemental is a being made up of wind and living air. It appears as a cyclone of air that moves in any direction, even against the wind when enraged.

WHIRLWIND HEART

The hearts of air elementals are fist-sized, tightly packed spheres of tumultuous air that have been rarely documented due to their transparency.

Parts Required. Heart of an Air Elemental (DC 20 Wisdom (Perception) Check to locate it)

Effect. The heart of an elemental replaces the typical components required to cast the *Conjure Elemental* spell, but only of the same type of elemental as the one the heart came from.

ELEMENTAL MOTE - AIR

These motes are similar to an elemental's heart, but are much smaller, like the size of a marble. They can be used to replace the components of the spell *Fog Cloud*. Like the heart of an elemental, the motes must be used within 3 days of the elemental's death or they will die out.

AIR ELEMENTAL MYRMIDON (CR 7)

Stronger and smarter than your typical air elementals, Myrmidons are summoned into ritualized plate armor and given weapons to wield alongside their powerful elemental attacks.

HURRICANE PLATE

wondrous item (rare), requires attunement

This ritually-crafted breastplate was once used in the summoning of an Air Elemental Myrmidon, but upon the elemental's death, clattered to the ground and now lies unmoving.

Parts Required. Myrmidon's plate armor

Effect. This armor acts as a +1 Breastplate, is magical, and gives resistance to nonmagical attacks. **Cost.** 650gp

CONJURE ELEMENTAL MYRMIDON (AIR)

7th-level conjuration

Casting Time: 10 minutes

Range: 90 feet

Components: V S M (Mote of Air, Myrmidon Plate of an Air Elemental)

Duration: Concentration, up to 1 hour

You call forth an elemental warrior. Choose an area within range. An elemental myrmidon of air appears in an unoccupied space within 10 feet of it. The elemental disappears when it drops to 0 Hit Points or when the spell ends.

The elemental is friendly to you and your companions for the Duration. Roll Initiative for the elemental, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the elemental, it defends itself from hostile creatures but otherwise takes no Actions.

If your Concentration is broken, the elemental doesn't disappear. Instead, you lose control of the elemental, it becomes hostile toward you and your companions, and it might Attack. An uncontrolled elemental can't be dismissed by you, and it disappears 1 hour after you summoned it. The stats are the same as the Air Elemental Myrmidon statblock.

AZER (CR 2)

Humanoid elementals native to the Elemental Plane of Fire and Elemental Chaos, Azers were created by fire titans and giants for the purpose of serving them. They resemble their Dwarven ancestors, but with hair made of flames.

EYES OF A FIRE ELEMENTAL

The eyes (willingly given) of a Fire Elemental holds immense power when grafted in place of a humanoid's own eyes. For more information on this ritual and its benefits, see my **Ritual Grafting** supplement.



BLAZING HEART

The hearts of fire elementals are fist-sized, embers that are commonly mistaken for burning coals.

Parts Required. Heart of an Fire Elemental (Unless handled with proper precautions, the harvester takes 1d4 fire damage.)

Effect. The heart of an elemental replaces the typical components required to cast the *Conjure Elemental* spell, but only of the same type of elemental as the one the heart came from.

ELEMENTAL MOTE - FIRE

These motes are similar to an elemental's heart, but are much smaller, like the size of a marble. They can be used to replace the components of the spell *Burning Hands*. Like the heart of an elemental, the motes must be used within 3 days of the elemental's death or they will die out.

CHWINGA (CR 0)

Small, shy elemental spirits that typically live among the rocks, plants, and rivers of Chult.

CHITINOUS MASK

These masks are just a bit larger than coins, and are sometimes used as a rare currency between the poachers of Chult, but natives to the region will take great offense to seeing them separated from the spirits from whom they were harvested.

DAO (CR 11)

A variation of genie from the Elemental Plane of Earth, Dao typically have humanoid forms that have elemental characteristics and lean toward a neutral alignment.

CRYSTALLINE POWDER

Due to the *Elemental Demise* feature, once this elemental dies, it explodes into a crystalline powder that is volatile and unpredictable at best. That isn't to say, however, that it doesn't have its uses.

GAUNTLETS OF EARTH MOTION

wondrous item (very rare), requires attunement

Parts Required. Crystalline Powder from a fallen Dao, 25g worth of metal ingots to be smelted

Effect. Mixing the powder into the melted metal before casting gives the gauntlets a trace amount of the elemental power the Dao possessed.

While wearing these gauntlets, you gain the ability to use the spell *Move Earth* once per day, regardless of your spellcasting ability or your unlocked spell slots. The duration and casting times remain the same, but components are ignored.

Cost. 8,400gp

MINING PICK OF GEM-FINDING

melee weapon (rare), requires attunement

Parts Required. Crystalline Powder from a fallen Dao, standard War Pick.

Effect. Coating a War Pick with the Crystalline Powder imbues within it an attraction to gems and minerals.

Anyone attuned to the Pick and wielding it gains Advantage on any Wisdom (Perception) or Intelligence (Investigation) checks used to detect the presence of gems, both in their natural forms and within the settings of jewelry.

Cost. 245gp



DUST MEPHIT (CR 1/2)

Mephits are commonly referred to as Elemental Imps—they're linked to the Elemental Planes and are generally small and ornery in nature, though this can depend on which plane they are linked to.

SLEEP DUST

Due to the *Death Burst* feature, the mephitis leaves behind nothing but dust and claws in its wake. The dust carries traces of a potent magical narcotic that can fell even the strongest men (or animals).

Parts Required. The remains of a Dust Mephitis, carefully placed within a glass container.

Effect. Once a creature comes into contact with the airborne dust, it effects them as though you had cast the *Sleep* spell on them. This includes the harvester, so use (and gather) it wisely.

Cost. 175gp

EARTH ELEMENTAL (CR 5)

Earth Elementals are often servants of Gnomish and Dwarven gods, and rarely leave their home plane.

ELEMENTAL STONE

The closest thing you'll find to a Mote of Earth, an Elemental Stone is a piece of the rubble that retains some of the latent magic that the Earth Elemental once possessed.

Effect. Similar to other Elemental Motes, the Stone can be used in place of all components required to cast the spell *Earth Tremor*.

Another use, as can be seen in the description of the item below, is forging. Certain smiths have mastered the use of Elemental Stone in shaping metal objects and embedding them with traces of elemental power.

SEIGE GREAVES

wondrous item (uncommon), requires attunement

These plate boots are forged into shape with elemental stone, giving it the strength of the elemental itself.

Parts Required. Elemental Stone

Effect. While attuned to these greaves, you gain the Siege Monster trait that Earth Elementals possess, which grants you double damage to objects and structures.

Cost. 500gp

EARTH ELEMENTAL MYRMIDON (CR 7)

Just like the other myrmidons, these beings are made when an Earth Elemental is summoned into a set of ritually-crafted plate armor.

JUGGERNAUT PLATE

wondrous item (rare), requires attunement

This ritually-crafted breastplate was once used in the summoning of an Earth Elemental Myrmidon, but upon the elemental's death, clattered to the ground and now lies unmoving.

Parts Required. Myrmidon's plate armor

Effect. This armor acts as a +1 Breastplate, is magical, and gives resistance to nonmagical attacks.

Cost. 650gp

CONJURE ELEMENTAL MYRMIDON (EARTH)

7th-level conjuration

Casting Time: 10 minutes

Range: 90 feet

Components: V S M (Elemental Stone, Myrmidon Plate of an Earth Elemental)

Duration: Concentration, up to 1 hour

You call forth an elemental warrior. Choose an area within range. An elemental myrmidon of earth appears in an unoccupied space within 10 feet of it. The elemental disappears when it drops to 0 Hit Points or when the spell ends.

The elemental is friendly to you and your companions for the Duration. Roll Initiative for the elemental, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the elemental, it defends itself from hostile creatures but otherwise takes no Actions.

If your Concentration is broken, the elemental doesn't disappear. Instead, you lose control of the elemental, it becomes hostile toward you and your companions, and it might Attack. An uncontrolled elemental can't be dismissed by you, and it disappears 1 hour after you summoned it. The stats are the same as the Earth Elemental Myrmidon statblock.

EFREETI (CR 11)

Efreets are cruel and self-serving. They all consider themselves to be of noble character and assume grand titles to make themselves seem impressive, but are often seen as the "opposites" of the djinn.

ELEMENTAL ASH

Due to its *Elemental Demise* feature, all that is usually left behind when an efreeti dies is a bit of ash, the equipment it was wearing, and a mote of fire.

The ash left behind when a fiery presence dissipates often holds remnants of powerful fire magic, much like the motes, though the ash is not quite as powerful.

In this instance, the Elemental Ash can be used to replace the components for the spell *Hellish Rebuke*. The ash can be scattered onto a creature, who is affected in the same fashion as the target of the spell would be.

ELDER TEMPEST (CR 23)

A being carved from clouds, wind, rain, and lightning, the elder tempest assumes the shape of a serpent that slithers through the sky. These creatures are very rare and very dangerous.

TEMPEST FEATHER

wondrous item (legendary)

When an Elder Tempest is destroyed, it leaves behind 1d4 Tempest Feathers in its wake. They are large- often 3+ feet in length and a stormy blue color that shimmers in sunlight.

Effect. These feathers work similar to spell scrolls, in that each one holds the latent magical energy to cast the spell *Storm of Vengeance*, except one need not be a spellcaster to use it.

Cost. 20,000gp

HEART OF THE STORM

wondrous item (very rare)

The heart of an Elder Tempest is an extremely rare and sought after item. It has a variety of uses, but the most common is its ability to provide protection against lightning and thunder, as seen below.

Parts Required. Heart of an Elder Tempest

Effect. Once a portion of this heart has been carefully cut away and boiled down into a thick, silvery concoction (Alchemy Supplies, DC 20), it grants the imbiber the following immunities: lightning, thunder, and poison. This immunity lasts much longer than most creations of this type, and takes a whole week to dissipate from the creature's system completely.

FIRE ELEMENTAL (CR 5)

Often the servants of Dwarven gods, fire elementals are powerful and agile creatures. When released or summoned into the Material Plane, they are usually seen as combative and impatient.

FIERY GAZE

For a more detailed use of the eyes of a Fire Elemental, take a look at my **Ritual Grafting** supplement, which is Pay What You Want!

FIRE ELEMENTAL MYRMIDON (CR 7)

As with the other myrmidons, the fire elemental myrmidon is a vicious, intelligent creature.

INFERNO PLATE

wondrous item (very rare), requires attunement

This ritually-crafted breastplate was once used in the summoning of a Fire Elemental Myrmidon, but upon the elemental's death, clattered to the ground and now lies unmoving.

Parts Required. Myrmidon's plate armor

Effect. This armor acts as a +1 Breastplate, is magical, and gives resistance to nonmagical attacks.

In addition to this, while wearing the armor, you have the ability to cast *Scorching Ray* once per day.

Cost. 800gp

CONJURE ELEMENTAL MYRMIDON (FIRE)

7th-level conjuration

Casting Time: 10 minutes

Range: 90 feet

Components: V S M (Mote of Fire, Myrmidon Plate of a Fire Elemental)

Duration: Concentration, up to 1 hour

You call forth an elemental warrior. Choose an area within range. An elemental myrmidon of flame appears in an unoccupied space within 10 feet of it. The elemental disappears when it drops to 0 Hit Points or when the spell ends.

The elemental is friendly to you and your companions for the Duration. Roll Initiative for the elemental, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the elemental, it defends itself from hostile creatures but otherwise takes no Actions.

If your Concentration is broken, the elemental doesn't disappear. Instead, you lose control of the elemental, it becomes hostile toward you and your companions, and it might Attack. An uncontrolled elemental can't be dismissed by you, and it disappears 1 hour after you summoned it. The stats are the same as the Fire Elemental Myrmidon statblock.



FIRE SNAKE (CR 1)

These salamanders hatch from large eggs that are made of smoldering obsidian, and grow into adults within a year.

SMOLDERING LEATHER

medium armor (studded leather)

AC: 12 (+ Dex Modifier)

Weight: 15 lbs

Effect. This crimson and gold armor is as tough as studded leather, providing the same AC bonus (12 + Dex Mod) but with the added perks of looking awesome and providing resistance to fire damage.

While the armor itself does not shed light, it often appears to be burning slightly.

Cost. 125gp

FLAIL SNAIL (CR 3)

Flail snails are earth-based creatures that are highly sought out by hunters due to the fact that they produce a number of valuable resources. Their body parts and colorful shells can be used to produce several protective magical items.

SPELLGUARD SHIELD

shield (very rare), requires attunement

Part Required: Large shell fragment, relatively undamaged.

When a proper strap is attached to the chitin interior, it can make for a light and durable shield that retains the Flail Snail's antimagic properties.

Effect. While holding this shield, you have advantage on Saving Throws against Spells and other magical Effects, and spell attacks have disadvantage against you.

AC: +2

Weight: 6lbs

Cost. 4,000gp

ELIXIR OF HEALTH

Parts Required. Stomach and Liver of a flail snail (Alchemy Supplies, DC 18), boiled down into a liquid.

Effect. When you drink this potion, it cures any disease afflicting you, and it removes the blinded, deafened, paralyzed, and poisoned conditions. The clear red liquid has tiny bubbles of light in it.

Cost. 2,000gp

ROBE OF SCINTILLATING COLORS

wondrous item (very rare), requires attunement

Parts Required. Shell fragment, ground into a fine powder and then mixed into a dye.

Effect. This robe has 3 Charges, and it regains 1d3 expended Charges daily at dawn.

While you wear it, you can use an action and expend 1 charge to cause the garment to display a shifting pattern of dazzling hues until the end of your next turn. During this time, the robe sheds bright light in a 30-foot radius and dim light for an additional 30 feet. Creatures that can see you have disadvantage on Attack rolls against you.

In addition, any creature in the bright light that can see you when the robe's power is activated must succeed on a DC 15 Wisdom saving throw or become Stunned until the effect ends.

Cost. 24,000gp

POTION OF RESISTANCE (FIRE)

Parts Required. Mucus, boiled and mixed with some of the Flail Snail's skin (DC 16)

Effect. Drinking this potion grants you resistance to fire damage for 1 hour.

Cost. 500gp

FROST SALAMANDER (CR 9)

Natives of the Frostfell, Frost Salamanders possess an aggressive appetite for heat, and warm-blooded creatures.

POTION OF RESISTANCE (COLD)

Parts Required. The frost salamander's heart, boiled down into a frosty blue potion. (DC 16)

Effect. Drinking this potion grants you resistance to cold damage for 1 hour.

Cost. 500gp

BELT OF FROST GIANT'S STRENGTH

wondrous item (very rare), requires attunement

Parts Required. The skin of the frost salamander, 1gp worth of metal for a buckle.

Effect. While wearing this belt, your Strength score changes to 23. If your Strength is already equal to or greater than the belt's score, the item has no effect on you.

Cost. 12,000 gp

ELEMENTAL MOTE - ICE

These motes are similar to an elemental's heart, but are much smaller, like the size of a marble. They can be used to replace the components of the spell *Ice Knife*. Like the heart of an elemental, the motes must be used within 3 days of the elemental's death or they will die out.

GALEB DUHR (CR 6)

Similar to Earth Elementals, these seemingly animated boulders possess the ability to control the rocks around them.

BOULDER HEART

Parts Required. Heart of a Galeb Duhr

Effect. The heart replaces any component requirements for the *Wall of Stone* spell, and its wielder is not limited by their spellcasting ability (or lack thereof).

Cost. 150gp

GARGOYLE (CR 2)

Vicious stone creatures imbued with magic. They are often found in underground lairs or perched on tall stone buildings.

The horns of a gargoyle are highly sought after due to their alchemical properties. They are the main ingredient in the following elixirs:

POTION OF INVULNERABILITY

potion (rare)

Effect. For 1 minute after you drink this potion, you have Resistance to all damage. The potion's syrupy liquid looks like liquefied iron.

Cost. 1,500gp

POTION OF FLYING

potion (very rare)

Effect. When you drink this potion, you gain a flying speed equal to your walking speed for 1 hour and can hover. If you're in the air when the potion wears off, you fall unless you have some other means of staying aloft.

This potion's clear liquid floats at the top of its container and has cloudy white impurities drifting in it.

Cost. 2,500gp

GEONID (CR 1/4)

Also known as rocklings and rock hermits, geonids are small, intelligent cave dwellers that originated on the Elemental Plane of Earth.

ELIXIR OF STONE TELL

potion (very rare)

Parts Required. The blood of a geonid, and the dust of an elemental stone, boiled into a rust-hued concoction. (Alchemy Supplies, DC 18)

Effect. The imbiber touches a stone object or surface and knows what types of creatures have been within 10 feet of that stone in the past 24 hours. The user can also determine the number of creatures of each type, but not their identities, races, or genders.

Cost. 1,050gp

POTION OF DARKSIGHT

Parts Required: Eyes of a creature with Darkvision (at least 60ft) (DC 18)

Effect. This potion gives the imbiber Darkvision up to 60ft for 1d4 hours.

ICE MEPHIT (CR 1/2)

Comprised of water and air, ice mephits are the most cold and cruel of the mephits.

ELEMENTAL WEAPON OIL - FROST

Parts Required. The elemental gland of an applicable creature (DC 18) heated into a potent oily substance.

Effect. Anointing a bladed weapon with this oil gives the blade an elemental effect similar to the monster's original magical abilities (cold).

Creatures struck by such a blade take an extra 1d10 cold damage. The oil wears off the blade in 1 week's time, no matter how many times it's taken effect.

Cost. 650gp

MAGICAL ICE

When an ice mephit dies, it explodes into shards of ice. Due to its magical properties, this ice thaws at an extremely slow rate. These shards can be gathered and kept in a sealed container in order to preserve perishable goods like meats, fruits, or herbs.

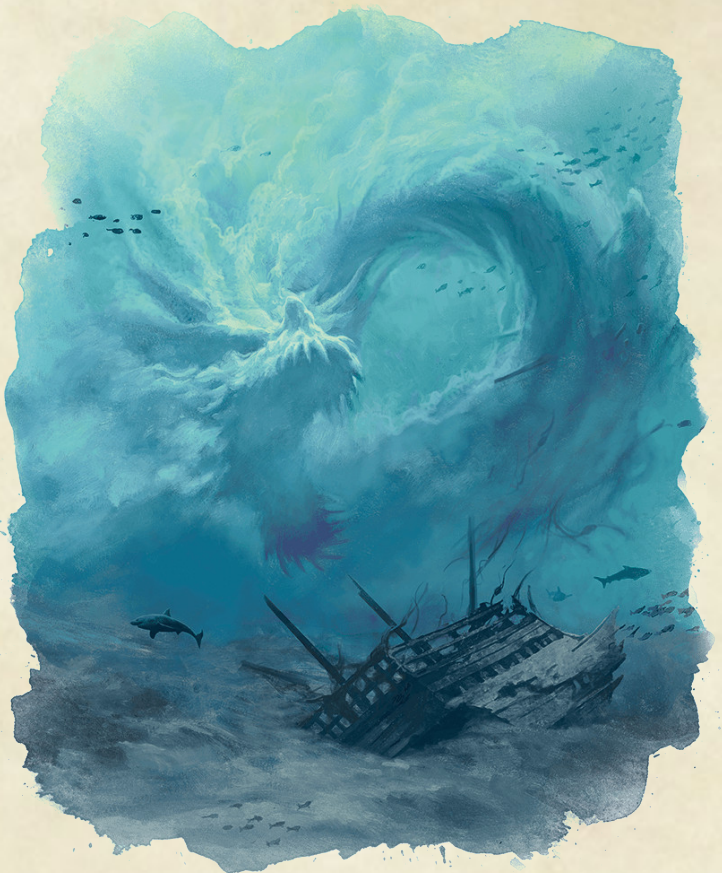
When you preserve food in this manner, and using at least 1 lbs of the ice (also assuming it is stored cleanly within the container), foods are given an extra two weeks before they expire.

Each Ice Mephit sheds 2 lbs of ice when it dies.

Cost. 60gp per lb

LEVIATHAN (CR 20)

A towering wall of water that drags ships down to the ocean's depths and washes away coastal settlements- that phenomenon typifies the destruction a leviathan can unleash on the world. When called forth, a leviathan arises from a large body of water to form an immense serpent-shaped creature.



STORMSOUL WEAPON

any +1 two-handed weapon (legendary), requires attunement

Parts Required. A +1 weapon (two-handed, melee), bathed in the cursed waters of a slain Leviathan.

Attunement. When a Leviathan dies, its rage attempts to tether itself to anything capable of causing damage and destruction. If timed right, a person could attempt to offer their own weapon for such a purpose.

The weapon must be present when the leviathan is slain, and it must not have any other effects aside from the +1 attached to it. (Flame Tongue, Giant Slayer, etc.) When the leviathan dies, any applicable weapon has a 25% chance of being attuned to the waters of the Leviathan, though no more than one weapon may successfully be bonded.

Tidal Wave. (3/Day) When submerged underwater, this weapon has the ability to summon a weaker form of the leviathan's wall of water.

You create a wall of water centered on yourself. The wall is up to 25 feet high, up to 25 feet wide, and up to 5 feet thick. When the wall appears, all other creatures must make a DC 20 Strength saving throw. The creatures take 5d10 bludgeoning damage on a failed save, or half as much on a success.

At the start of each of your turns after the wall appears, it and any creatures within the wall are moved 10 feet away from you. Any creature within the wall must make a DC 20 Strength saving throw or take 4d10 bludgeoning damage, but a creature takes this damage no more than once per turn.

A creature caught within the wall can move itself by swimming away, but must make a DC 20 Strength (Athletics) check to do so.

At the end of each turn that the wall moves, the wall's height is reduced by 5 feet and its damage reduced by 1d10. When the damage is reduced to 0, the effect ends and the wall dissipates.

Acid Tongue. Your weapon deals an extra 3d10 acid damage on a hit.

Hull Render. The rage of a Leviathan has historically been directed toward ships. This is evident in your weapon, which now deals double damage to wooden structures and objects on land and quadruple damage in the water.

Cost. 34,000gp

MAGMA MEPHIT (CR 1/2)

A magma mephit, or a lava mephit, is a mephit composed of earth and fire. They emit a red glow and are slow to understand other creatures.

MOLTEN HEART

Parts Required. Heart of a Magma Mephit

Effect. The heart replaces any component requirements for the *Heat Metal* spell, and its wielder is not limited by their spellcasting ability (or lack thereof).

Cost. 150gp

ELEMENTAL WEAPON OIL - FIRE

Parts Required. The elemental gland of an applicable creature (DC 18) heated into a potent oily substance.

Effect. Anointing a bladed weapon with this oil gives the blade an elemental effect similar to the monster's original magical abilities (fire).

Creatures struck by such a blade take an extra 1d10 fire damage. The oil wears off the blade in 1 week's time, no matter how many times it's taken effect.

Cost. 650gp

MAGMIN (CR 1/2)

Magmins are fire elementals summoned and bound into existence by magic. They crave combustion, and are known for being unpredictable.



POTION OF DARKSIGHT

Parts Required: Eyes of a creature with Darkvision (at least 60ft) (DC 18)

Effect. This potion gives the imbiber Darkvision up to 60ft for 1d4 hours.

Cost. 150gp

EYES OF A FIRE ELEMENTAL

The eyes (willingly given) of a Fire Elemental holds immense power when grafted in place of a humanoid's own eyes. For more information on this ritual and its benefits, see my **Ritual Grafting** supplement.

MARID (CR 11)

Marid are powerful genies native to the Elemental Plane of Water. They are often revered as the most benevolent of geniekind.

ELIXIR OF DETECTION

potion, very rare

Parts Required. The eyes of a Marid (DC 18), boiled down into a clear, tasteless liquid.

Effect. Much like geniekind, the effects of this elixir are unpredictable. When a creature ingests this potion, it gains one of the following effects as though it were the one casting the spell, and the effects last for an hour regardless of what it says in the spell definition:

- **Detect Thoughts.**
- **Detect Magic.**
- **Detect Good and Evil.**

Cost. 350gp

MUD MEPHIT (CR 1/4)

Mud mephits are mephits composed of water and earth. They are slow, greedy and falsely polite, constantly complaining and seeking attention.

MUD TRAP

Parts Required. The sticky mud from a mud mephit (DC 18 Dexterity (Sleight of Hand) to retrieve it).

Effect. Wherever a creature comes into contact with this mud, they must make a DC 16 Dexterity saving throw or be *restrained* for 1 minute, or until the end of their next turn if in combat.

Cost. 175gp

PHOENIX (CR 16)

Releasing a phoenix from the Inner Planes creates an explosion of fire that spreads across the sky. Phoenixes are enormous elementals that possess a need only to see the world turned to ash.



INCENDIARY FEATHER

wondrous item (legendary)

When a Phoenix is "destroyed," it leaves behind 1d4 Incendiary Feathers in its wake. They are large- often 3+ feet in length and a fiery orange color that shimmers in sunlight.

Effect. These feathers work similar to spell scrolls, in that each one holds the latent magical energy to cast the spell *Incendiary Cloud*, except one need not be a spellcaster to use it.

Cost. 17,000gp

MOLTEN EGG

When a phoenix "dies" it disappears into smoke and fire and ash, leaving behind only a few feathers, ash, and a molten egg that weighs 5 lbs and is extremely hot to the touch. Anyone who touches this cinder takes 6d6 fire damage, but lucrative players may be able to find someone foolish enough to purchase it.

SALAMANDER (CR 5)

Salamanders are large, fiery, reptilian humanoids that tend to be greedy and cruel.

FLAMESKIN CLOAK

wondrous item (rare), requires attunement

Parts Required. The skin of a Salamander (DC 20)

Effects. The cloak is a kaleidoscope of fiery colors, ranging from brilliant golden yellow to obsidian black. When it moves, the wearer almost appears to be on fire themselves.

When wearing this cloak, you have resistance to fire damage. In addition to this, you do not suffer any levels of exhaustion related to the cold, as the cloak emits enough heat to keep you warm.

Cost. 880gp

ELEMENTAL MOTE - FIRE

These motes are similar to an elemental's heart, but are much smaller, like the size of a marble. They can be used to replace the components of the spell *Burning Hands*. Like the heart of an elemental, the motes must be used within 3 days of the elemental's death or they will die out.

POTION OF DARKSIGHT

Parts Required: Eyes of a creature with Darkvision (at least 60ft) (DC 18)

Effect. This potion gives the imbiber Darkvision up to 60ft for 1d4 hours.

Cost. 150gp

WATER ELEMENTAL (CR 5)

Water elementals are elemental creatures of water who are unable to move more than 180 feet from the body of water from which they are conjured.

ELEMENTAL MOTE - WATER

These motes are similar to an elemental's heart, but are much smaller, like the size of a marble. They can be used to replace the components of the spell *Create or Destroy Water*. Like the heart of an elemental, the motes must be used within 3 days of the elemental's death or they will die out.

HEART OF THE SEA

Parts Required. The heart of a water elemental (DC 20 to locate)

Effect. The heart gives the user 3 charges of the elemental's *Whelm* ability. The heart is destroyed after 3 charges or 3 days, whichever comes first.

Whelm. (3/Day) Choose a space within 30 feet of you. Each creature in that space must make a DC 15 Strength saving throw. On a failure, a target takes 2d8 bludgeoning damage. If it is Large or smaller, it is also grappled (escape DC 14). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water.

If the saving throw is successful, the target is pushed out of the space. In this way, you can grapple one Large creature or up to two Medium or smaller creatures at one time.

At the start of each of your turns, each target grappled by it takes another 2d8 bludgeoning damage. A creature within 5 feet of you can pull a creature or object out of it by taking an action to make a DC 14 Strength and succeeding.

Cost. 120gp

WATER ELEMENTAL MYRMIDON (CR 7)

As with the other myrmidons, these elementals are made and summoned to be warriors. They possess the raw strength of their element, and the intellect to use it efficiently.

TIDAL PLATE

wondrous item (very rare), requires attunement

This ritually-crafted breastplate was once used in the summoning of a Water Elemental Myrmidon, but upon the elemental's death, clattered to the ground and now lies unmoving.

Parts Required. Myrmidon's plate armor

Effect. This armor acts as a +1 Breastplate, is magical, and gives resistance to nonmagical attacks.

In addition to this, while wearing the armor, you have the ability to cast *Misty Step* once per day.

Cost. 800gp

CONJURE ELEMENTAL MYRMIDON (WATER)

7th-level conjuration

Casting Time: 10 minutes

Range: 90 feet

Components: V S M (Mote of Water, Myrmidon Plate of a Water Elemental)

Duration: Concentration, up to 1 hour

You call forth an elemental warrior. Choose an area within range. An elemental myrmidon of water appears in an unoccupied space within 10 feet of it. The elemental disappears when it drops to 0 Hit Points or when the spell ends.

The elemental is friendly to you and your companions for the Duration. Roll Initiative for the elemental, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the elemental, it defends itself from hostile creatures but otherwise takes no Actions.

XORN (CR 5)

Strangely shaped elementals that are strongly favored by gnomish deities, and hunted as slaves by Dao.

ELEMENTAL STONE

The closest thing you'll find to a Mote of Earth, an Elemental Stone is a piece of the rubble that retains some of the latent magic that the Earth Elemental once possessed.

Effect. Similar to other Elemental Motes, the Stone can be used in place of all components required to cast the spell *Earth Tremor*.

Another use, as can be seen in the description of the item below, is forging. Certain smiths have mastered the use of Elemental Stone in shaping metal objects and embedding them with traces of elemental power.

DAGGERS OF DEFIANCE

Parts Required. The stony flesh of a Xorn (DC 15), a standard dagger, blood of a doppelganger, and the casting of the *Fear* spell.

Effect. While carrying this dagger, the user gains the following bonuses:

- They become immune to *Fear* or becoming Frightened.

- They are granted advantage to the saving throws against the effects of petrification and paralysis.
- They are granted advantage on saving throws against enchantment and illusion spells, and against polymorph effects.

Cost. 12,000gp

ORB OF MINERAL FOCUS

wondrous item (rare), requires attunement

Part Required: The large, central eye of a Xorn. Once delicately removed, this eye can be shrunk down and combined with glass or crystal to perfectly preserve the eye inside. This requires at least 8 hours and a successful Arcana check (DC 18).

Effect. While wielding the eye, the following effects are maintained:

- The eye acts as a +1 arcane focus that increases your spell damage and your spell attack bonus by 1.
- You gain insight to the location and scents of precious minerals and gems within 60 feet of you.

Cost. 1,250gp



SPECIAL THANKS

To all my readers and fans, thank you for your endless support. Life has been throwing wrenches and has great aim, but your kind words and messages throughout my troubles rekindled my motivation.

As always, stay tuned for the next exciting episode of the Creature Harvest Index! **Volume V: Dragons!** (I promise it won't take nearly as long as Elementals did!)

FENGOLOR'S GUIDE TO THE WILDS

This guide is a harvesting compendium that will have the following: 100s more items than the individual volumes, both magical and mundane; a one-shot adventure that thematically fits the harvesting theme; some lore on Omaren Fengolor, the 'author' of this guide; a full guide on mount/pet training, and more!

It has been delayed to a September release- this MAY change and release sooner, and I will keep those who follow my FB page updated as the project progresses.

Thank you for downloading!