

# **VOL. V: DRAGONS**

## **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 VI: Fey!**

### PART VALUE BY DRAGON'S AGE

| Wyrmling      | Value | Young             | Value |
|---------------|-------|-------------------|-------|
| Medium Scales | 2gp   | Large Scales      | 5gp   |
| Wings         | 10gp  | Wings             | 30gp  |
| Teeth         | 5sp   | Teeth             | 1gp   |
| Claws         | 3gp   | Claws             | 5gp   |
| Horns         | 6gp   | Horns             | 15gp  |
| Adult         | Value | Ancient           | Value |
| Huge Scales   | 10gp  | Gargantuan Scales | 25gp  |
| Wings         | 75gp  | Wings             | 180gp |
| Teeth         | 2gp   | Teeth             | 6gp   |
| Claws         | 10gp  | Claws             | 15gp  |
| Horns         | 25gp  | Horns             | 60gp  |



### PART VALUE BY CREATURE

| Ambush Drake  | Value | Dragon Turtle   | Value    |
|---------------|-------|-----------------|----------|
| Medium Scales | 2gp   | Gargantuan Hide | 30gp     |
| Teeth         | 5sp   | Turtle Shell    | 10gp/ lb |
| Claws         | 3gp   | Teeth           | 5gp      |
| Tail          | 4gp   | Claws           | 15gp     |
| Eggs          | 350gp | Eggs            | 200gp    |

| Faerie Dragon | Value | Guard Drake   | Value |
|---------------|-------|---------------|-------|
| Tiny Scales   | 3sp   | Medium Scales | 2gp   |
| Teeth         | 1sp   | Teeth         | 5sp   |
| Claws         | 5sp   | Claws         | 1gp   |
| Tail          | 8sp   | Eggs          | 300gp |
| Eggs          | 225gp | Tail          | 4gp   |

| Pseudodragon | Value | Wyvern       | Value |
|--------------|-------|--------------|-------|
| Tiny Scales  | 3sp   | Large Scales | 5gp   |
| Teeth        | 1sp   | Wings        | 30gp  |
| Claws        | 5sp   | Teeth        | 1gp   |
| Tail         | 8sp   | Claws        | 5gp   |
| Eggs         | 225gp | Eggs         | 380gp |

## 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, Scales, 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.

### 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 <b>tiny</b> & <b>small</b> game | 15 Minutes | 10 |
| Skinning <b>medium</b> game              | 45 Minutes | 15 |
| Skinning <b>large</b> game               | 1 Hour     | 20 |
| Skinning <b>huge</b> game                | 8 Hours    | 25 |
| Skinning <b>gargantuan</b> 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.

## THE HARVESTING OF MEAT

Unlike aberrant meat, the meat of monstrosities is relatively edible. Certain exceptions exist, where the meat itself may contain a toxicity that cannot be cooked, or the creature's form doesn't actually possess meat (such as mimics).

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.

| Game Size | Harvestable Meats (lbs) |
|-----------|-------------------------|
| Tiny      | 1d4 lbs                 |
| Small     | 1d6+10 lbs              |
| Medium    | 3d10+30 lbs             |
| Large     | 8d10+50 lbs             |
| Huge      | 12d10+100 lbs           |

## 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.

- **Brain Matter.** While not many dragons have latent psychic abilities, there are still rare instances where astral links and mental abilities can be found traced back to the brain matter of the creature.

Extracting brain matter properly requires using Alchemy Supplies (DC 18), with which one can then boil down the tissue into a concentrated liquid. This potion, when ingested, will give the imbiber the intended effects.

- **Blood.** The blood of creatures can sometimes contain traces of the magic used in their creation. Other times, it carries pestilence and poison.

Blood is easily drained from the body and thus requires no check (unless specifically stated), but it must be stored in a clean glass container to avoid contamination.

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

Scales make for a decent armor, as it is lighter than most metals but often just as durable. Harvesting a large enough quantity in good enough condition to create the armor 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 of salt water as soon as possible is crucial. They have a small variety of unique uses, mostly for those interested in their magical properties. The eyes of monsters who dwell in darkness can be boiled down into a thick elixir that grants Darkvision.
- **Tongues, Tentacles, and Tails.** Much like the scales 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 or nonmagical 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. This is also true for Poison and Acid Glands.

## UNIVERSAL CRAFTS

No matter the color of their scales, one thing to be sure of is that no one dragon is the same as the next. Dragons are sentient, intelligent creatures (with perhaps White Dragons being the exception, but don't tell them that), and each one possesses its own personality and mannerisms.

Despite this, there are a few things every dragon has in common, like their bone structure, claws, wings, and teeth. Because of this, there are multiple items and harvestable parts that are universal among dragonkin, and will be listed here instead of beneath the individual dragon entries.

## DRAGON SKULLS

As one might imagine, the skull of a defeated dragon, no matter its age (or size) is often perceived as quite a valuable trophy. Dragonbone is often harder than metal and steeped in magic, and the skulls are no different. Whether used as barding for a mount or intimidating decor, there's no question that you can likely find someone willing to pay handsomely for such a prize.

### DRAGONSKULL BARDING

*mount armor (very rare)*

**Parts required.** Skull of a young or larger dragon (DC 20)

**Effect.** While wearing this barding, a medium or large sized mount has a +2 bonus to AC, and has advantage when making saves against a dragon's Frightful Presence or breath weapon attacks.

**Cost.** 2,500gp

## DRAGON EGGS

*See the end of this supplement for a sneak peek into Omaren Fengolor's guide to hatching dragon eggs!*

A dragon's eggs are notoriously difficult to steal (or otherwise come by), and as such are considered quite valuable. Despite this, most of the people willing to purchase dragon eggs are either doing so as a trophy- dragon eggs lay dormant as though made of stone until they are incubated- or are not aware as to the resources needed to hatch these powerful beasts.

As they are, dragon eggs will fetch anywhere from 1,000 to 10,000gp, depending on the egg color, size, and the buyer's greed.

## DRAGON CLAWS

These natural weapons, when harvested and crafted properly, can become powerful UNnatural weapons for those brave enough to take on a dragon in the first place.

### DRAGONCLAW BLADE

*weapon (melee blade), rare*

**Parts Required.** Claw of a dragon, young or older, carved into a blade.

**Effect.** This blade is powerful, and is sharper than most mastercrafted weapons. It gives a +2 bonus to attack and damage.

**Cost.** 2,750gp

### DRAGONCLAW BLADE DAMAGE

| Age     | Weapon Type    |
|---------|----------------|
| Young   | Shortsword, +2 |
| Adult   | Longsword, +2  |
| Ancient | Greatsword, +2 |

With Dragonclaw Blades, the +2 damage is always a subtype that is consistent with the breed of dragon. For example, a shortsword forged from the claw of a Young Gold Dragon will do +2 fire damage on top of its 1d6 piercing.

| Dragon | Damage Type | Dragon | Damage Type |
|--------|-------------|--------|-------------|
| Black  | Acid        | Gold   | Fire        |
| Blue   | Lightning   | Green  | Poison      |
| Brass  | Fire        | Red    | Fire        |
| Bronze | Lightning   | Silver | Cold        |
| Copper | Acid        | White  | Cold        |

## DRAGON TEETH

Stained with the blood of many adventurers, these weapons have been found as perfect for smaller, more intricate tools and ammunition.

### DRAGONTOOTH ARROWS

*weapon (ammunition), uncommon*

**Parts Required.** Teeth from a dragon (Young or older), attached to arrow shafts (DC 16)

**Effect.** These arrows deal +1 bonus damage.

**Cost.** 10gp (20)

### DRAGONFANG LOCKPICKS

*adventuring gear (lockpick), rare*

A dragon's hunger for treasure is rooted even in their bones, and such hunger remains even after they have passed. This was discovered to be an invaluable trait when it comes to finding gold.

**Parts Required.** Fangs of a dragon (Young or older), carved into a set of lockpicks (DC 18)

**Effect.** Using these lockpicks to open chests and other

similar containers reduces the DC by 5, and they give you advantage when opening doors.

**Cost.** 380gp

## DRAGONBONE

While the majority of dragon bones are hollow, they still hold an incredible tensile strength and durability.

### DRAGONBONE BOW

*weapon (longbow), rare*

**Parts Required.** Thigh bone (or similar) of a dragon

**Effect.** This bow displays superior strength and is of masterwork quality. It grants a +1 to attack and damage, which stacks with the +1 damage granted by *Dragontooth Arrows*.

**Cost.** 650gp

### DRAGOSCYTHE

*weapon (war pick), rare*

**Parts Required.** The claw of a dragon young or older, an intact leg bone (DC 18)

**Effect.** Much like a war pick, this weapon features a curved blade which has been fastened to the end of a long handle at an angle. This weapon is two-handed, and grants an additional +1 bonus to attacks and damage made with it.

**Cost.** 800gp

### DRAKESONG OCARINA

*adventuring gear (musical instrument), very rare*

**Parts Required.** Boney vocal plate of a dragon (any age) carved into an ocarina-esque shape (DC 20)

**Effect.** This instrument possesses several unique effects which can only be used once a day and are listed below:

- **Song of Rest.** When a character uses this instrument while performing their Bardic *Song of Rest*, any creatures affected by the song roll an extra die according to the Bard's level (1d6 becomes 2d6 at 2nd level, etc)
- **Frightful Roar.** With a successful Intelligence (Nature) check, the user can blow into the instrument and perfectly mimic a roar from the dragon it was harvested from. This affects creatures similarly to how *Frightful Presence* works:

Each creature of your choosing that is within 120 feet of you and can hear the roar of the ocarina must succeed on a DC 16 Wisdom saving throw or become Frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the ocarina's *Frightful Roar* affect for the next 24 hours.

- **Inspiring Dragonsong.** When using the Ocarina to invoke *Bardic Inspiration*, you may choose an extra target to bestow the inspiration dice upon.

**Cost.** 1,725gp

## DRAGON HIDE

A dragon's hide or wings are typically flexible yet tough enough to be crafted into cloaks, bags, or even light armor.

### CLOAK OF PROTECTION

*wondrous item (uncommon), requires attunement*

**Parts Required.** Dragon hide (DC 16)

**Effect.** You gain a +1 bonus to AC and Saving Throws while you wear this cloak.

**Cost.** 400gp

### DRAGONWING CLOAK

*wondrous item (very rare), requires attunement*

**Parts Required.** Wings of a dragon wyrmling (DC 20)

**Effect.** This cloak makes the wearer appear to have wings of whatever color dragon they were harvested from. It grants +1 to AC, and resistance to the damage type related to their color as shown in the *Dragonblade Damage* table.

In addition to this, the cloak has a once-per-day use of its Command Word, which can be spoken as a bonus action. The wings give you a flying speed of 60 feet. When they disappear (after 10 minutes or when you use an action to once again speak the Command Word), you can't use them again until the next dawn.

**Cost.** 4,275gp

### DRAGONHIDE SATCHEL

*adventuring gear (bag), rare*

**Parts Required.** Any dragon's hide, 1gp worth of metal buckles and clasps (DC 16)

**Effect.** This bag can hold 1.5 cubic feet or 60lbs of equipment. The satchel cannot be destroyed by magical means.

**Cost.** 140gp

## DRAGON PROFILES

### AMBUSH DRAKE

Wolf-like drakes that travel in packs and are concerned mostly with hunting and killing and basically surviving life.

### 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

### TELEPATHIC PHEROMONE

Ambush Drakes naturally produce this chemical that allows them to communicate within a pack and bond with their young.

The pheromone is required for the taming and raising of drakes, and can be quite valuable if sold alongside an egg.

**Cost.** 10gp

### POISON MASK

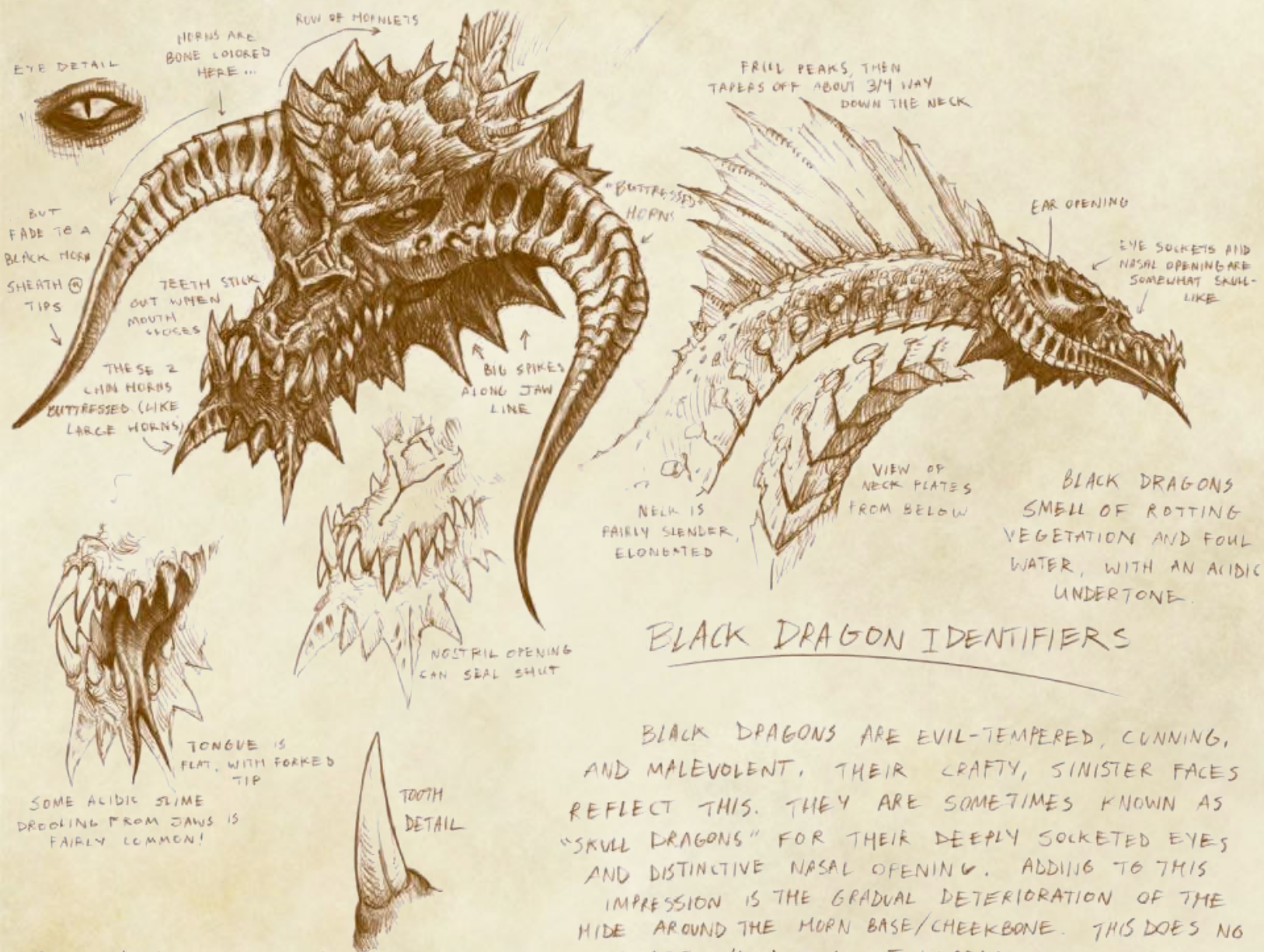
*wondrous item (uncommon), requires attunement*

**Parts Required.** The skull and face of an ambush drake, carefully preserved with petrification magic

**Effect.** While wearing this mask, you become immune to all poisons that are airborne. For all other poisons, you have resistance. This resistance does not stack with resistances from other sources.

**Cost.** 340gp

# BLACK DRAGONS



## BLACK DRAGON IDENTIFIERS

BLACK DRAGONS ARE EVIL-TEMPERED, CUNNING, AND MALEVOLENT. THEIR CRAFTY, SINISTER FACES REFLECT THIS. THEY ARE SOMETIMES KNOWN AS "SKULL DRAGONS" FOR THEIR DEEPLY SOCKETED EYES AND DISTINCTIVE NASAL OPENING. ADDING TO THIS IMPRESSION IS THE GRADUAL DETERIORATION OF THE HIDE AROUND THE HORN BASE/CHEEKBONE. THIS DOES NO HARM TO THE DRAGON BUT INCREASES WITH AGE.

### ACID BOMB

**Parts Required:** Acid Sac, extracted carefully with Alchemy Supplies (DC 18).

The acid sac must be extracted whole. A failed check destroys the sac and causes the harvester to take 2d6 acid damage.

**Effect.** Once removed, the acid sac makes for a great trap, but is highly flammable and must be handled with caution. When the sac is ignited, it explodes with a blast radius of 20 feet, and every creature in the area must make a Dexterity saving throw (DC 18) or take 6d6 acid damage.

**Cost.** 625gp

### BLACKSCALE ARMOR

armor (scale mail), very rare (requires attunement)

**Parts Required.** Dragonscales of a black dragon, 25gp worth

of leather straps and metal buckles.

**Effect.** While wearing this armor, you gain +1 bonus to AC, you have advantage on saving throws against the Frightful Presence and breath weapons of dragons, and you have resistance to one damage type that is determined by the kind of dragon that provided the scales. In this case, you have resistance to Acid damage.

**Cost.** 12,500gp

### RING OF RESISTANCE - ACID

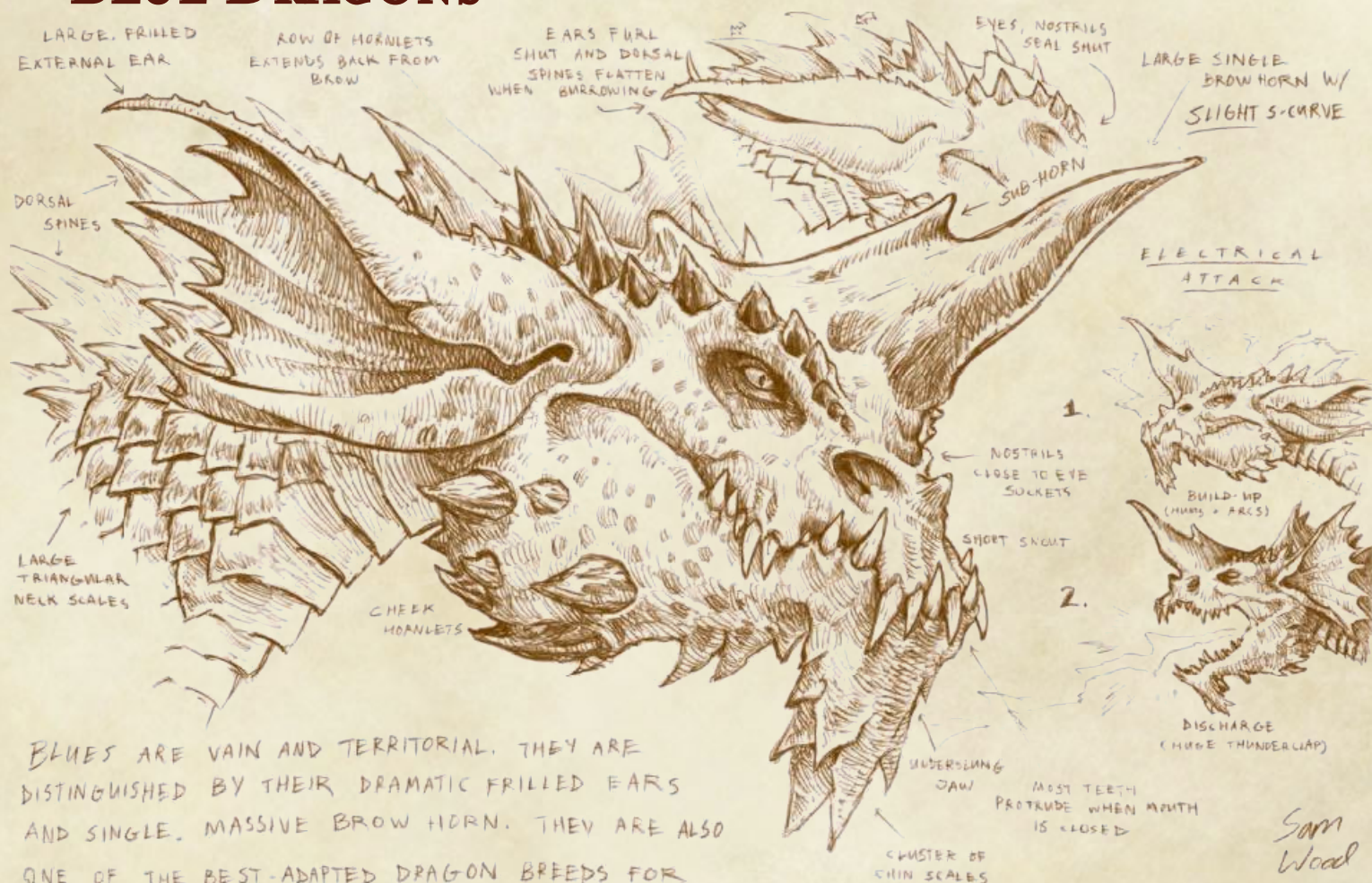
ring, rare (requires attunement)

**Parts Required.** The horn of a dragon, hollowed out and cut into a ring, one pearl (100gp)

**Effect.** You have resistance to the specified damage type while wearing this ring.

**Cost.** 3,100gp

# BLUE DRAGONS



BLUES ARE VAIN AND TERRITORIAL. THEY ARE DISTINGUISHED BY THEIR DRAMATIC FRILLED EARS AND SINGLE, MASSIVE BROW HORN. THEY ARE ALSO ONE OF THE BEST-ADAPTED DRAGON BREEDS FOR DIGGING INTO SAND. THEIR HIDES TEND TO HUM AND CRACKLE FAINTLY WITH BUILT-UP STATIC ELECTRICITY, AND TO EMIT SMALL ARCS OF ELECTRICITY. THESE EFFECTS INTENSIFY WHEN THE DRAGON IS ANGRY OR ABOUT TO ATTACK. THEY SMELL OF OZONE + SAND.

## JAVELIN OF LIGHTNING

weapon (javelin), uncommon

**Parts Required:** Horn of a blue dragon, carved into a javelin.

**Effect.** As seen in the DMG (p. 178) this javelin is a magical item. When you hurl it and speak its command word, it transforms into a bolt of lightning, forming a line 5 feet wide that extends to a target within 120 feet of you. Each creature in that line must make a DC 13 Dexterity saving throw, taking 4d6 lightning damage on a failed save, or half as much on a successful one. The lightning bolt turns back into a javelin when it reaches the target. On a hit, the target takes damage from the javelin plus 4d6 lightning damage.

The javelin's property can't be used again until the next dawn, but it can still be used as a magical weapon in the meantime.

**Cost.** 355gp

## BLUESCALE ARMOR

armor (scale mail), very rare (requires attunement)

**Effect.** While wearing this armor, you gain +1 bonus to AC,

you have advantage on saving throws against the Frightful Presence and breath weapons of dragons, and you have resistance to one damage type that is determined by the kind of dragon that provided the scales. In this case, you have resistance to Lightning damage.

**Cost.** 12,500gp

## ELEMENTAL WEAPON OIL - LIGHTNING

**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 (lightning). Creatures struck by such a blade take an extra 1d10 lightning damage.

The oil wears off the blade in 1 week's time, no matter how many times it's taken effect.

**Cost.** 650gp

BLUE DRAGON  
IDENTIFIERS

# BRASS DRAGONS



POWER FLAPPING MOTION. WHEN GLIDING OR SOARING, THE WINGS WILL EXTEND FLAT TO EITHER SIDE, EXHIBITING A MANTA-LIKE RIPLE -



NECK FRILL CONSISTS OF BRASSY SPINES MAINTAINING A MEMBRANE OF ANTIQUE-COLOR



SKULL PLATE IS VERY SMOOTH AND BRASSY

BRASS GREAT WYRM

LONG FLAT, POINTED TONGUE - NOT FORKED

CHIN HORNS BECOME MORE BLADE-LIKE WITH AGE

## BRASS DRAGON IDENTIFIERS

BRASS DRAGONS ARE TALKATIVE, AND SO HAVE SUPPLE, EXPRESSIVE LIPS. AS THEY AGE, THEIR PUPILS FADE, UNTIL THE OLDEST SEEM TO HAVE EYES THAT ARE MOLTEN ORBS.

THE HEAD PLATE IS GRAND AND SMOOTH, AND MAY VARY FROM DRAGON TO DRAGON IN EDGE ARCHITECTURE. HOWEVER, ALL DERIVE FROM TWO BACKSWEEP PROCESSES OF BROW RIDGE AND CHEEK BONE

THEIR WINGS AND FRILL ARE MOTTLED GREEN TOWARD THE EDGES, DEEPENING WITH AGE.

BRASS DRAGONS HAVE AN ACTINIC SANDY OR METALLIC ODOR.

LOCKWOOD

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### FLAME TONGUE

weapon (any sword), rare

**Parts Required:** Chin horn of an adult or ancient brass dragon, carved into a sword. (DC 18)

**Effect.** You can use a Bonus Action to speak this magic sword's Command Word, causing flames to erupt from the blade. These flames shed bright light in a 40-foot radius and dim light for an additional 40 feet. While the sword is ablaze, it deals an extra 2d6 fire damage to any target it hits. The flames last until you use a Bonus Action to speak the Command Word again or until you drop or sheathe the sword.

**Cost.** 5,075gp

### BRASS ARMOR

armor (scale mail), very rare (requires attunement)

**Effect.** While wearing this armor, you gain +1 bonus to AC, you have advantage on savings throws against the Frightful Presence and breath weapons of dragons, and you have

resistance to one damage type that is determined by the kind of dragon that provided the scales. In this case, you have resistance to Fire damage.

**Cost.** 12,500gp

### ELEMENTAL WEAPON OIL - FIRE

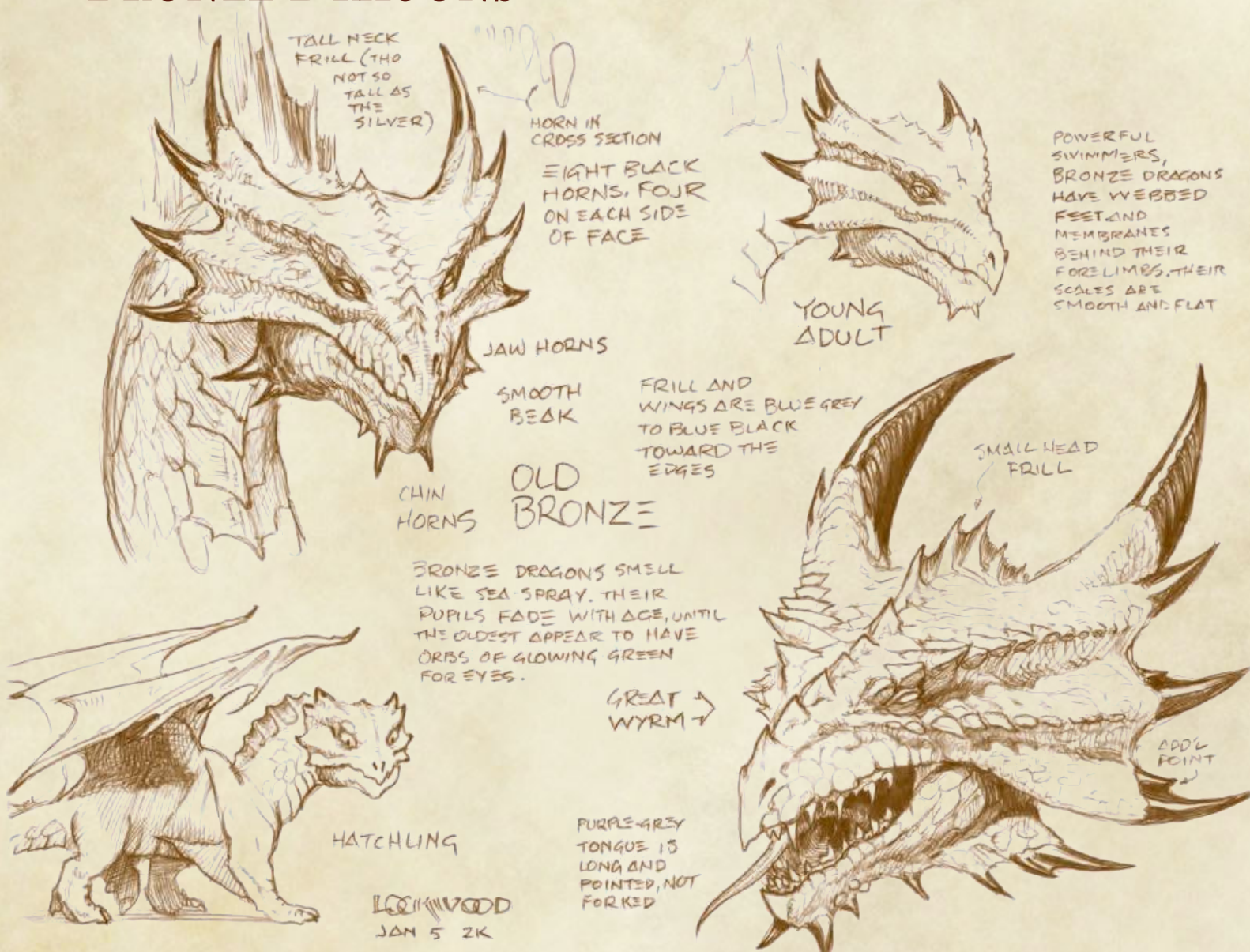
**Parts Required.** The elemental gland of an applicable creature (DC 18) heated into a potent oily substance.

**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

# BRONZE DRAGONS



## RING OF RESISTANCE - LIGHTNING

ring, rare (requires attunement)

**Parts Required.** The horn of a dragon, hollowed out and cut into a ring, one citrine. (50gp)

**Effect.** You have resistance to the specified damage type while wearing this ring.

**Cost.** 3,100gp

## BRONZE ARMOR

armor (scale mail), very rare (requires attunement)

**Parts Required.** Scales of a bronze dragon (DC 15)

**Effect.** While wearing this armor, you gain +1 bonus to AC, you have advantage on savings throws against the Frightful Presence and breath weapons of dragons, and you have resistance to one damage type that is determined by the kind of dragon that provided the scales. In this case, you have resistance to Lightning damage.

**Cost.** 12,500gp

## FIGURINE OF WONDROUS POWER - BRONZE GRIFFON

wondrous item, rare

**Parts Required.** Bronze dragon scale, carved into a small statuette of a griffon rampant (DC 18)

**Effect.** This figurine can become a griffon for up to 6 hours. Once it has been used, it can't be used again until 5 days have passed.

**Cost.** 3,650gp

## STAFF OF THUNDER AND LIGHTNING

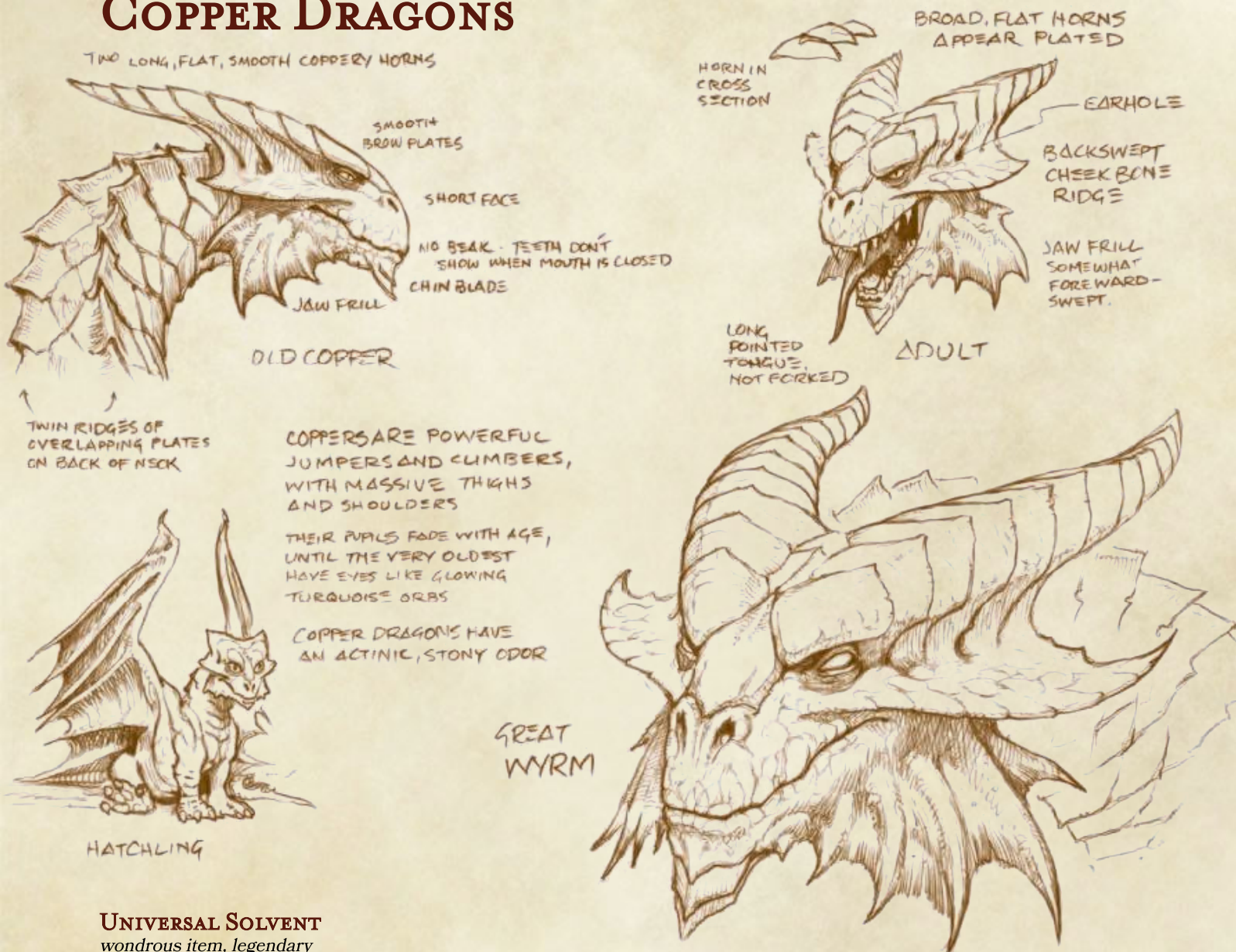
Staff (very rare), requires attunement

**Parts Required.** A bone carved into a metallic staff (DC 20)

**Effect.** This weapon is a magical quarterstaff that grants a +2 bonus to attacks and damage rolls made with it. It also has additional properties that can be found on pages 204-205 of the DMG.

**Cost.** 28,000gp

# COPPER DRAGONS



## UNIVERSAL SOLVENT

wondrous item, legendary

**Parts Required.** The metallic acid gland of a Copper dragon (DC 18)

**Effect.** A milky, coppery liquid with a strong alcohol smell. You can use an action to pour the solvent onto a surface within reach. The liquid instantly dissolves up to 1 square foot of adhesive it touches, including *Sovereign Glue*.

**Cost.** 5,000gp

## COPPERSCALE ARMOR

armor (scale mail), very rare (requires attunement)

**Parts Required.** Scales of a copper dragon (DC 15)

**Effect.** While wearing this armor, you gain +1 bonus to AC, you have advantage on saving throws against the Frightful Presence and breath weapons of dragons, and you have resistance to one damage type that is determined by the kind of dragon that provided the scales. In this case, you have resistance to Acid damage.

**Cost.** 12,500gp

## HORN OF LAG

wondrous item (rare), requires attunement

**Parts Required.** The horn of a copper dragon, and its gas gland which must be removed very carefully with Alchemy Supplies (DC 18)

**Effect.** When you use an action to blow into this horn, it expels gas in a 60-foot cone. Each creature in that area must succeed on a DC 18 Constitution saving throw. On a failed save, the creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn.

In addition, the creature can use either an action or a Bonus Action on its turn, but not both. These Effects last for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save.

This effect may only be used once per long rest.

**Cost.** 585gp

## DRAGON TURTLE

Dragon turtles are aquatic creatures that are related to dragons. They are considered among the most dangerous aquatic creatures in existence and are even worshiped by some.

Due to its immense strength and opalescent coloring, the shell of a dragon turtle is prized among coastal merchants. It has a variety of known uses, from book covers, jewelry, and building materials, to spell components, armor, and even furniture.

### DRAGONSHIELD SHIELD

*shield (very rare), requires attunement*

**Parts Required.** A piece of a dragon turtle's shell (DC 16)

**Effect.** Due to the shell's immense strength, shields made from dragon turtle shells are exceptionally tough and grant resistance to all damage relating to fire, heat, or steam.

In addition to this, the shield itself grants a bonus +3 to AC.  
**Cost.** 24,500gp

### TURTLE SHELL NECKLACE

*treasure (necklace), uncommon*

**Parts Required.** Small pieces of dragon turtle shell, a cord, and a pearl (100g)

**Cost.** 350gp

### SCALDING COLLAR

*wondrous item, neck (very rare), requires attunement*

**Parts Required.** Dragon turtle bone, carved into a simple pearlescent collar worn around the neck (DC 20)

**Effect.** When wearing this collar, as an action you can exhale scalding steam in a 60-foot cone. Each creature in that area must make a DC 18 Constitution saving throw, taking 8d6 fire damage on a failed save, or half as much damage on a successful one. Being Underwater doesn't grant Resistance against this damage.

This effect may only be used once per long rest.  
**Cost.** 6,400gp

### TURTLE HIDE ARMOR

*armor, hide (rare)*

**Parts Required.** Turtle hide (DC 18)

**Effect.** This hide possess a naturally elastic texture that does not take away from its hardness. As such, it does not have the (max 2) Dexterity limit and is considered a *Light* armor instead of a *Medium* one.

In addition to this, the armor grants a +1 bonus to AC.  
**Cost.** 3,300gp

### BONEBLADE OF THE ABYSS

*weapon (any blade), very rare (requires attunement)*

**Parts Required.** Any bone, tooth, or claw of a dragon turtle carved into any type of blade (DC 20)

**Effect.** This blade is stronger than most mastercrafted weapons. It gives a +2 bonus to attack and damage, and attacks with this weapon have advantage underwater.

**Cost.** 2,550gp

## FAERIE DRAGONS

Known as tricksters of the wild, Faerie Dragons are tiny cousins to the dragon family, and are roughly the size of a house cat. Their scale coloring varies based on their age.

### EUPHORIA BOMB

*equipment, very rare*

**Parts Required.** The gas gland of a faerie dragon, any age (DC 18), placed into a glass vial that can be thrown or otherwise shattered.

**Effect.** When this bomb is shattered, every creature within 5ft must succeed on a (DC 13) Wisdom saving throw or be unable to make reactions and must roll a d6 at the start of each of its turns to determine its behavior for 1 minute.

- **1 - 4** The creature takes no action or bonus action, and uses all its movement to wander in a random direction.
- **5 - 6** The target doesn't move, and the only thing it can do is make a (DC 13) Wisdom saving throw to end the effects of the bomb.

**Cost.** 1,650gp

### SCALE COMPONENTS

*spell component, rare*

**Parts Required.** Scales of a faerie dragon can be used as a substitute for spell components for certain spells due to their latent magic. The spell they can cast is determined by the faerie dragon's age (and therefore the color of the scales.)

**Effect.** The spells are cast similarly to how spell scrolls are used. The spellcasting DC is based on Charisma. For the spells, the costs, and the scale color required, see the table below.

| Age (Years) | Scale Color | Spell(s)                                         | Cost  |
|-------------|-------------|--------------------------------------------------|-------|
| < 5         | Red         | <i>Dancing Lights, Mage Hand, Minor Illusion</i> | 15gp  |
| 6 - 10      | Orange      | <i>Color Spray</i>                               | 25gp  |
| 11 - 20     | Yellow      | <i>Mirror Image</i>                              | 150gp |
| 21 - 30     | Green       | <i>Suggestion</i>                                | 25gp  |
| 31 - 40     | Blue        | <i>Major Image</i>                               | 400gp |
| 41 - 50     | Indigo      | <i>Hallucinatory Terrain</i>                     | 800gp |
| 50 +        | Violet      | <i>Polymorph</i>                                 | 800gp |

### CLOAK OF INVISIBILITY

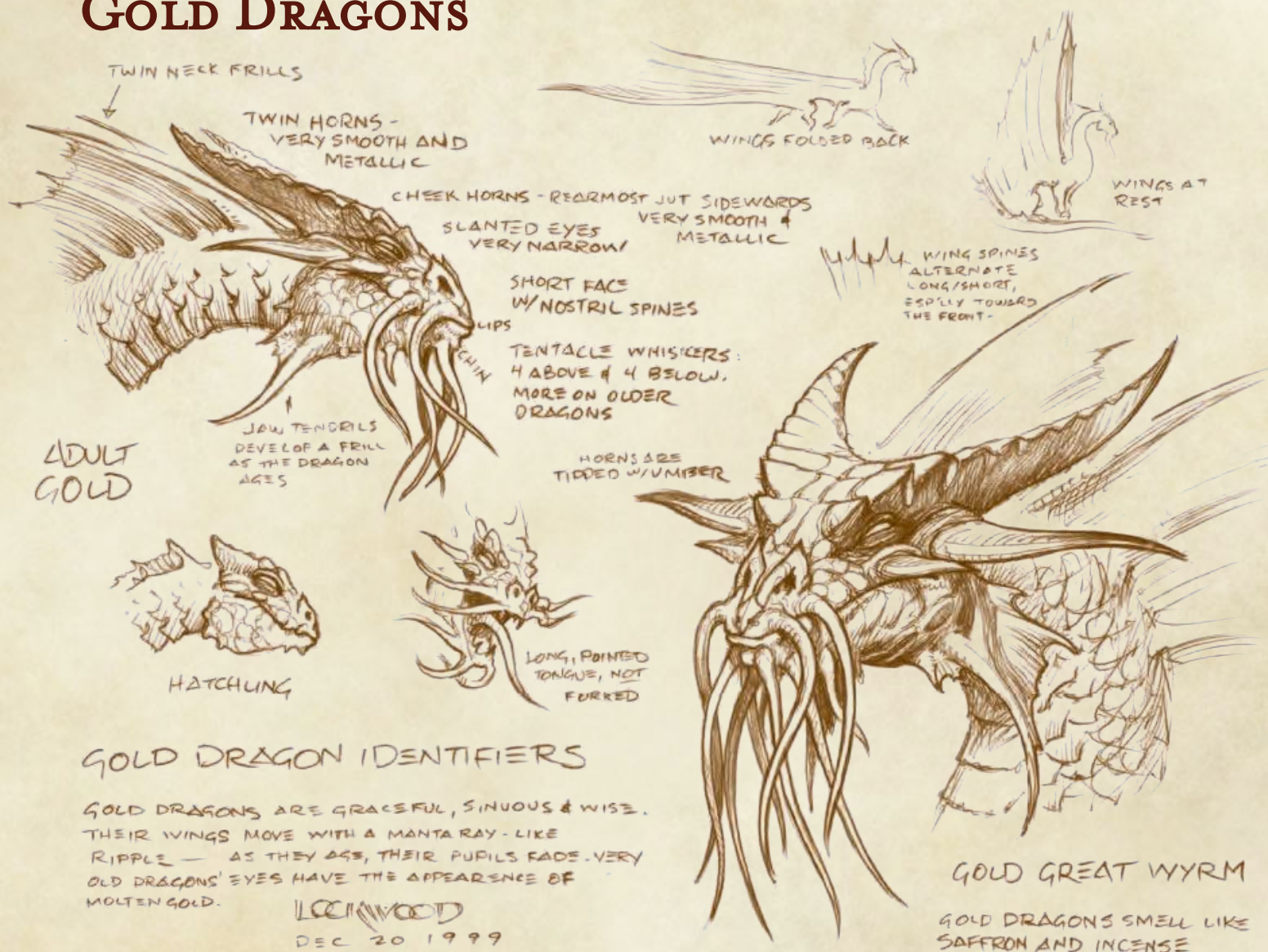
*wondrous item (legendary), requires attunement*

**Parts Required.** The hides of 7 faerie dragons, each one a different color (age), stitched together into a hooded cloak, .

**Effect.** While wearing this cloak, you can pull its hood over your head to cause yourself to become invisible. While you are invisible, anything you are carrying or wearing is invisible with you. You become visible when you cease wearing the hood. Pulling the hood up or down requires an action.

**Cost.** 53,000gp

# GOLD DRAGONS



## RING OF RESISTANCE - FIRE

ring, rare (requires attunement)

**Parts Required.** The horn of a dragon, hollowed out and cut into a ring, one garnet. (100gp)

**Effect.** You have resistance to the specified damage type while wearing this ring.

**Cost.** 3,100gp

## GOLDEN ARMOR

armor (scale mail), very rare (requires attunement)

**Parts Required.** Scales of a gold dragon (DC 15)

**Effect.** While wearing this armor, you gain +1 bonus to AC, you have advantage on saving throws against the Frightful Presence and breath weapons of dragons, and you have resistance to one damage type that is determined by the kind of dragon that provided the scales. In this case, you have resistance to Fire damage.

**Cost.** 12,500gp

## GOLDEN DRAGON COMB SET

treasure, rare

**Parts Required.** Bronze dragon scale, carved into a small set

of combs, small garnets for the eyes (DC 18)

**Cost.** 750gp

## NECKLACE OF FIREBALLS

wondrous item (rare)

**Parts Required.** A golden scale delicately carved into a small metallic chain, then affixed with glass beads that have been bathed in gold dragon blood (DC 20)

**Effect.** This necklace can hold up to 9 beads, and possesses a number of charges equal the number of beads used in its crafting.

You can use an action to detach a bead and throw it up to 60 feet away. When it reaches the end of its trajectory, the bead detonates as a 3rd-level *Fireball* spell (save DC 15).

You can hurl multiple beads, or even the whole necklace, as one action. When you do so, increase the level of the *Fireball* by 1 for each additional bead beyond the first.

**Cost.** 28,000gp

# GREEN DRAGONS



GREEN DRAGONS ARE BELLIGERENT AND TEND TO ATTACK WITHOUT PROVOCATION. THEIR FIERCE TOOTHY JAWS AND ARROGANT CRESTS WARN OTHER CREATURES OF THEIR AGGRESSIVE NATURE. CLUSTERS OF HORNLETS AT BROWS AND CHIN ADD TO THE DISPLAY. THEY CAN BE DETECTED BY THE STINGING ODOR OF CHLORINE GAS.

## RING OF RESISTANCE - POISON

ring, rare (requires attunement)

**Parts Required.** The horn of a dragon, hollowed out and cut into a ring, one garnet. (100gp)

**Effect.** You have resistance to the specified damage type while wearing this ring.

**Cost.** 3,100gp

## GREENSCALE ARMOR

armor (scale mail), very rare (requires attunement)

**Parts Required.** Scales of a green dragon (DC 15)

**Effect.** While wearing this armor, you gain +1 bonus to AC, you have advantage on savings throws against the Frightful Presence and breath weapons of dragons, and you have resistance to one damage type that is determined by the kind of dragon that provided the scales. In this case, you have resistance to Poison damage.

**Cost.** 12,500gp

## WYVERN POISON

poison, rare

**Parts Required.** The poison gland of a green dragon (DC 18)

**Effect.** A creature subjected to this poison (through injury only) must make a DC 15 Constitution saving throw, taking 7d6 poison damage on a failed save, or half as much on a successful one.

**Cost.** 1,200gp

## BRACELET OF DECEPTION

wondrous item (rare), requires attunement

**Parts Required.** The forked tongue of a green dragon (DC 18) around the wrist

**Effect.** This bracelet imbues its wearer with the manipulative energy of a green dragon. While wearing this item, you have advantage on all Charisma (Deception) and (Persuasion) skill checks made while touching the target you are trying to sway.

In addition to this, the bracelet gives you expertise in the Wisdom (Insight) skill.

**Cost.** 1,150gp

## GUARD DRAKES

Guard drakes resemble the type of dragon they are created from in appearance, except stunted and wingless, with a squat and muscular build. Drakes are incapable of reproducing.

### DRAKETAIL CLUB

*weapon (club), uncommon*

**Parts Required.** Tail of a guard drake, petrified and mounted to a handle (DC 16)

**Effect.** This club is a bit weightier than its wooden kin, and as such it does 1d6 bludgeoning damage instead of 1d4.

**Cost.** 25gp

### AIR BLADDER

The air bladder of a guard drake (and any other creature that possesses one) can be used underwater as a secondary air supply. Each air bladder holds 5 minutes worth of air.

**Cost.** 10gp

### DRAKESKIN ARMOR

*armor (scale mail)*

**Parts Required.** Scaleskin of a drake (DC 16)

**Effect.** This armor gives a +1 to AC on top of its base AC of 14 + Dex (max 2).

**Cost.** 125gp

## PSEUDODRAGONS

A pseudodragon is a small dragon-kin known to be playful but shy. Pseudodragons are not true dragons, but are highly valued for their use as wizard's familiars.

### ESSENCE OF PSEUDO-ETHER

*poison (rare)*

**Parts Required.** The stinger and venom sac of a pseudodragon (DC 18)

**Effect.** Unlike the true *Essence of Ether*, this poison is transferred through injury and not inhalation.

When this venom is introduced into the bloodstream, the target must succeed on a DC 15 Constitution saving throw or become Poisoned for 1 hour. If the saving throw fails by 5 or more, the target falls Unconscious for the same Duration, or until it takes damage or another creature uses an action to shake it awake.

**Cost.** 200gp

### MEDALLION OF THOUGHTS

*wondrous item (uncommon), requires assistance*

**Parts Required.** Any golden medallion bathed in the blood of a pseudodragon (DC 18)

**Effect.** The medallion has 3 charges. While wearing it, you can use an action and expend 1 charge to cast the *detect thoughts* spell (save DC 13) from it. The medallion regains 1d3 expended charges daily at dawn.

**Cost.** 325gp

### COIN PURSE OF CAMOUFLAGE

*equipment (small bag), very rare*

**Parts Required.** The hide of a pseudodragon sewn into a coin purse. (DC 16)

**Effect.** This coin purse is typically a rusty brown color, but can change colors at the wearer's will. In addition to this, the coin purse is resistant to all magical effects, including damage.

**Cost.** 80gp

## WYVERNS

These creatures are large winged lizards with a stinging tail and sharp teeth. They have dark brown or grey bodies, around 15' in length, weighing around a ton. They are not greatly intelligent although they do speak Draconic fluently.

### WYVERNSTING SCYTHE

*weapon (war pick), very rare*

**Parts Required.** The tail stinger of a wyvern affixed to a metal staff (DC 16)

**Effect.** Much like a war pick, this weapon features the curved stinger of a wyvern which has been fastened to the end of a long handle at an angle. This weapon is two-handed, and grants an additional +1 bonus to attacks and damage made with it.

In addition to this, each hit with the weapon has a chance to poison your target. The target must make a DC 15 Constitution saving throw, taking 7d6 poison damage on a failed save, or half as much damage on a successful one.

**Cost.** 1,450gp

### WYVERNBOUND JOURNAL OF TRANSLATION

*wondrous item (tome), very rare*

**Parts Required.** Wyvern skin, tanned and used to bind sheets of parchment that have been enchanted with *Illusory Script* (DC 18)

**Effect.** This type of journal is well-known in the libraries for its teaching capabilities. When you write an entry into the journal, it automatically translates into Draconic. Likewise, if you write a Draconic passage in the journal, it will translate it into common.

**Cost.** 675gp

### SKYFLIGHT SADDLE

*equipment (saddle), legendary*

**Parts Required.** The wings, bones and hide of a wyvern (enchanted with the *Fly* spell), 50gp worth of metal buckles and clasps (DC 24)

**Effect.** This saddle is uniquely designed, capable of granting any medium or large mount the gift of flight.

Once attached, the wyvern wings remain folded into the side of the saddle, but can be released with the saddle's command word. When the command word is spoken, the wings release and the mount is able to control them as if their own, and is granted a fly speed of 60ft for 1 hour.

When the spell ends, the mount will fall if it is still aloft. This effect can only be used once per 24 hours.

**Cost.** 46,000gp

# RED DRAGONS

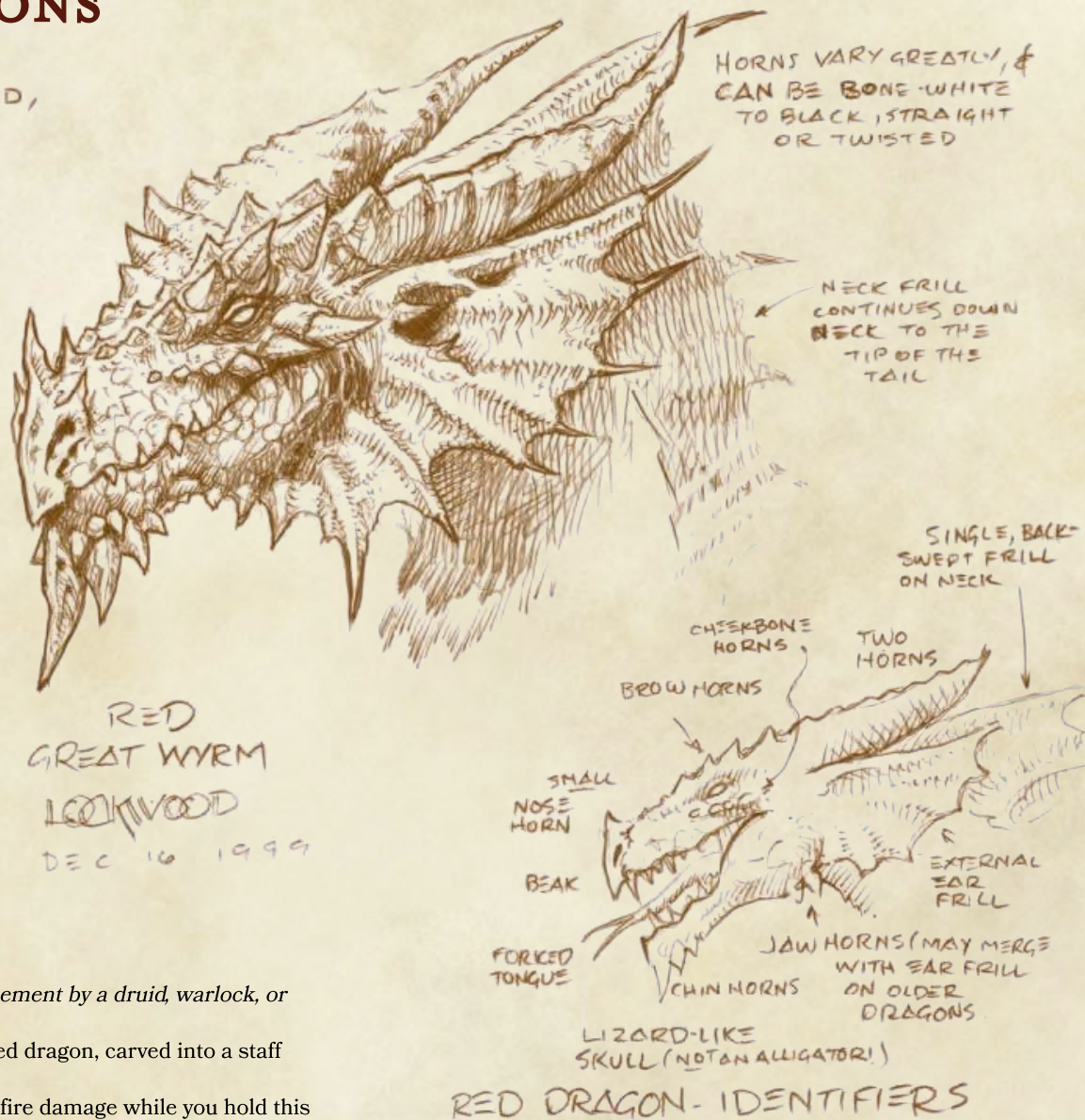
RED DRAGONS ARE VAIN, REFLECTED IN THEIR PROUD, UPRIGHT BEARING AND DISDAINFUL EXPRESSION

THEIR PUPILS FADE AS THEY AGE, UNTIL THE OLDEST HAVE EYES WITH THE APPEARANCE OF MOLTEN ORBS -

AN ANGRY RED MAY HAVE FLAMES LICKING UP FROM EYES AND NOSTRILS - AND AN ENVELOPE OF HEAT-SHIMMER AROUND THEM

THEIR FRILL AND WINGS ARE AN ASHY BLUE OR PURPLE GREY TOWARD THE EDGES, BECOMING DARKER WITH AGE - NEARLY BLACK ON OLDER SPECIMENS.

REDS SMELL LIKE SMOKE AND SULPHUR



## STAFF OF FIRE

staff (very rare), requires attunement by a druid, warlock, or wizard)

**Parts Required.** A bone of a red dragon, carved into a staff (DC 18)

**Effect.** You have resistance to fire damage while you hold this staff.

The staff has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC: burning hands (1 charge), fireball (3 charges), or wall of fire (4 charges).

The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff blackens, crumbles into cinders, and is destroyed.

**Cost.** 16,000gp

## REDSKALE ARMOR

armor (scale mail), very rare (requires attunement)

**Parts Required.** Scales of a red dragon (DC 15)

**Effect.** While wearing this armor, you gain +1 bonus to AC, you have advantage on saving throws against the Frightful Presence and breath weapons of dragons, and you have resistance to one damage type that is determined by the kind of dragon that provided the scales. In this case, you have resistance to Fire damage.

**Cost.** 12,500gp

## POTION OF FIRE BREATH

potion, uncommon

**Parts Required.** The elemental gland of a red dragon (DC 18) **Effect.** After drinking this potion, you can use a bonus action to exhale fire at a target within 30 feet of you. The target must make a DC 13 Dexterity saving throw, taking 4d6 fire damage on a failed save, and half as much on a successful one. The effect ends after you exhale the fire three times or when 1 hour has passed.

This potion's orange liquid flickers, and smoke fills the top of the container and wafts out whenever it is opened.

**Cost.** 370gp

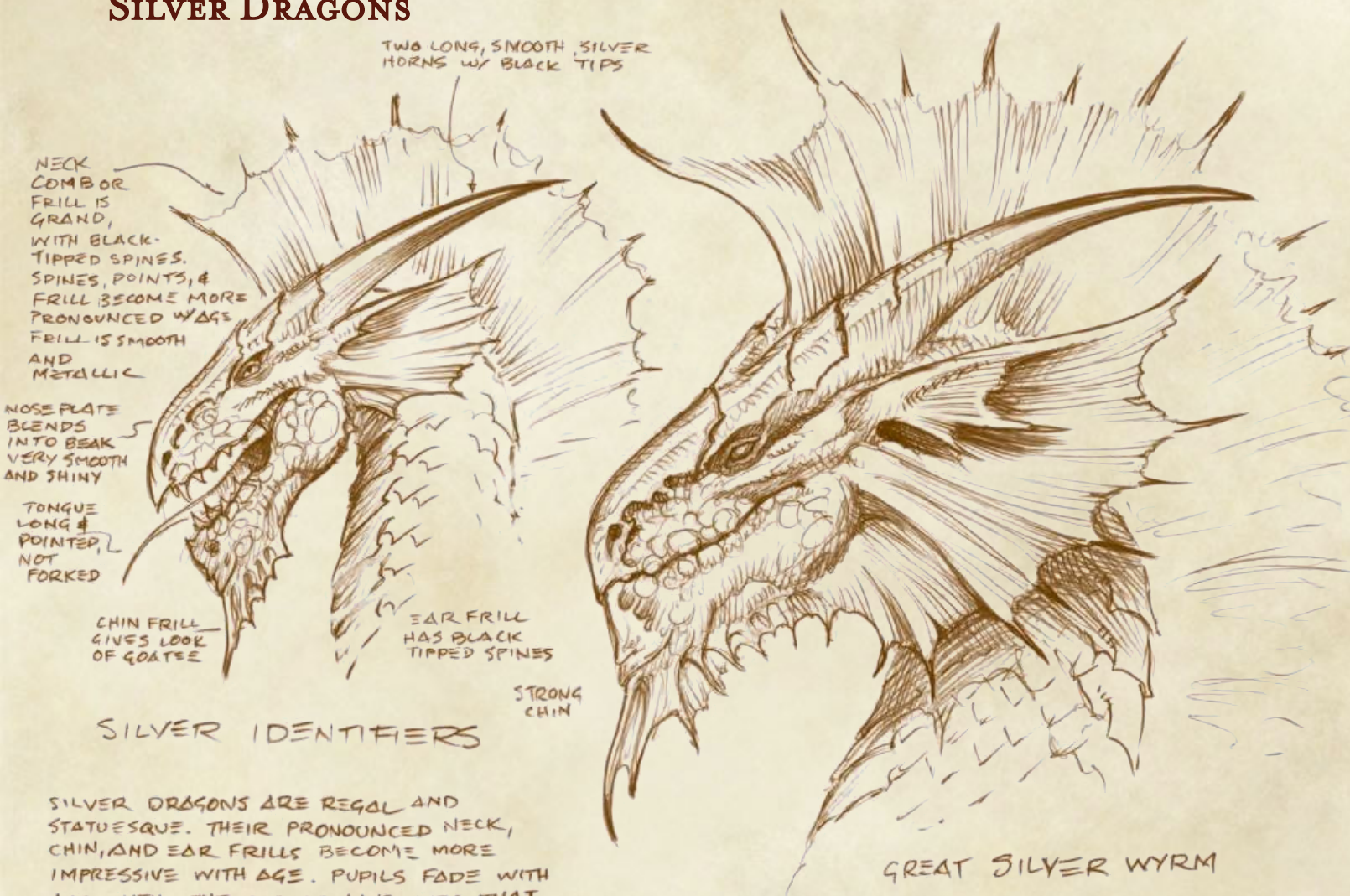
## CRIMSONSCALE CROWN

treasure (crown), rare

**Parts Required.** A red dragon scale, carved into a tiara and affixed with small decorative gems worth 100gp (DC 14)

**Cost.** 425gp

# SILVER DRAGONS



GREAT SILVER WYRM

SILVER DRAGONS ARE REGAL AND STATUESQUE. THEIR PRONOUNCED NECK, CHIN, AND EAR FRILLS BECOME MORE IMPRESSIVE WITH AGE. PUPILS FADE WITH AGE, UNTIL THE OLDEST HAVE EYES THAT APPEAR TO BE ORBS OF MERCURY.

SILVER DRAGONS ARE ALSO CALLED "SHIELD DRAGONS" DUE TO THE PLATES ON THEIR HEADS

## FROST BRAND

weapon (any sword), very rare (requires attunement)

**Parts Required.** Horn of a silver dragon, carved into any sword (DC 18)

**Effect.** When you hit with an Attack using this magic sword, the target takes an extra 1d6 cold damage. In addition, while you hold the sword, you have Resistance to fire damage.

In freezing temperatures, the blade sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

When you draw this weapon, you can extinguish all nonmagical flames within 30 feet of you. This property can be used no more than once per hour.

**Cost.** 11,200gp

## SILVERFROST ARMOR

armor (scale mail), very rare (requires attunement)

**Parts Required.** Scales of a silver dragon (DC 15)

**Effect.** While wearing this armor, you gain +1 bonus to AC, you have advantage on saving throws against the Frightful

TEETH DON'T SHOW WHEN THE MOUTH IS CLOSED

SILVER DRAGONS SMELL LIKE RAIN

Presence and breath weapons of dragons, and you have resistance to one damage type that is determined by the kind of dragon that provided the scales. In this case, you have resistance to Cold damage.

**Cost.** 12,500gp

## ICE WARDER SHIELD

shield (very rare) requires attunement

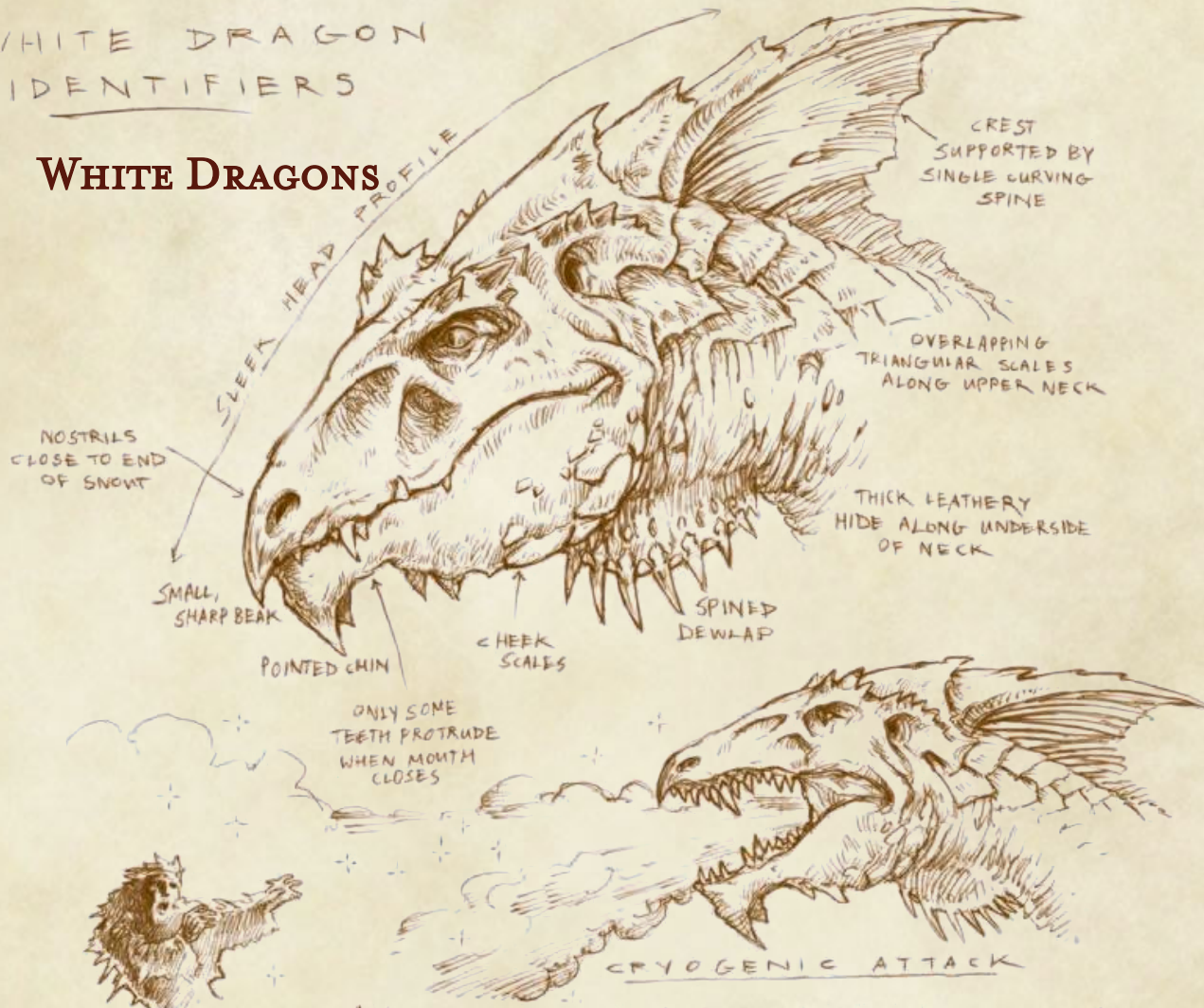
**Parts Required.** Scales of a silver dragon fashioned into a shield. (DC 18)

**Effect.** While holding this shield, you have a +1 bonus to AC. This bonus is in addition to the shield's normal bonus to AC. When you and/or an ally within 10ft of you would take Cold damage, you can use a reaction to reduce the Cold damage you and all allies within 10ft of you would normally take by 1d6 + your Dex modifier.

**Recharge 5-6.** When you use the shield's effect, roll 1d6. If you roll 1 - 4, you cannot use this ability again until your next Short Rest. On a 5 - 6, you gain another charge.

# WHITE DRAGON IDENTIFIERS

## WHITE DRAGONS



AMONG THE SMALLEST AND LEAST INTELLIGENT OF DRAGONKIND, MOST WHITE DRAGONS ARE SIMPLY ANIMALISTIC PREDATORS. THEIR FACES EXPRESS A HUNTER'S SINGLE-MINDEDNESS AND FEROCITY RATHER THAN THE SHREWDNESS AND INSIGHT OF THE MORE POWERFUL EVIL DRAGONS. THEIR BEAKED, CRESTED HEADS ARE DISTINCTIVE. (A CRISP FAINTLY CHEMICAL ODOR)

### RING OF RESISTANCE - COLD

ring, rare (requires attunement)

**Parts Required.** The horn of a white dragon, hollowed out and cut into a ring, one tourmaline. (100gp)

**Effect.** You have resistance to the specified damage type while wearing this ring. In this case, it is Cold damage.

**Cost.** 3,100gp

### WHITESCALE ARMOR

armor (scale mail), very rare (requires attunement)

**Parts Required.** Scales of a white dragon (DC 15)

**Effect.** While wearing this armor, you gain +1 bonus to AC, you have advantage on saving throws against the Frightful Presence and breath weapons of dragons, and you have resistance to one damage type that is determined by the kind of dragon that provided the scales. In this case, you have resistance to Cold damage.

**Cost.** 12,500gp

### CLOAK OF THE WINTER SOLDIER

wondrous item (rare), requires attunement

**Parts Required.** A pure white cloak embroidered with shavings of white dragon scales, bear fur (DC 18)

**Effect.** You have advantage on saves against exhaustion relating to the cold, and have resistance to Cold damage.

Once per long rest, if you take damage from a melee attack, you can use a reaction to release a swirl of freezing snow. The attacking creature must make a DC 15 Dexterity saving throw. On a failed save, the creature takes 2d8 Cold damage and you can teleport to an unoccupied space within 30ft. On a successful save, it takes half damage and you cannot teleport.

**Cost.** 3,800gp

### ICEFANG

weapon (greataxe), very rare (requires attunement)

**Parts Required.** A +1 greataxe bathed in the blood of a white dragon (DC 16)

**Effect.** This axe grants a +2 bonus to attack and damage. When you hit a creature with this weapon, you can spend up to 3 charges (out of 10 total) to deal additional damage to the target. You deal an extra 1d8 Cold for every charge spent.

The weapon regains 1d6 + 2 charges at each dawn. On the axe's last charge, roll 1d20. On a 1, this weapon becomes a magical greataxe with no additional properties.

**Cost.** 2,675gp

# HOW TO TRAIN YOUR DRAGON

There are few brave enough to attempt the theft of a dragon's clutch of eggs, and fewer still who possess the knowledge and resources to keep the egg safe and healthy until it hatches. Of those remaining, I find the most common result to be the would-be dragon tamer's timely demise to a hungry whelp." - **Omaren**

**Fengolor, Speaker of the Wilds.**

## EGGS

Just as their adult counterparts, each species of dragon is vastly different from the next and requires a stable growth environment in order to hatch. This is not something that is negotiable, as some thieves and poachers have unfortunately discovered in their pursuits of wealth and power.

### INCUBATION PERIOD FOR DRAGON EGGS

| Color  | Ready to Lay (Days) | Total Incubation Period (Days) | Egg Size |
|--------|---------------------|--------------------------------|----------|
| Black  | 120                 | 480                            | Tiny     |
| Blue   | 150                 | 600                            | Small    |
| Brass  | 120                 | 480                            | Tiny     |
| Bronze | 150                 | 600                            | Small    |
| Copper | 135                 | 540                            | Tiny     |
| Gold   | 180                 | 720                            | Medium   |
| Green  | 120                 | 480                            | Small    |
| Red    | 165                 | 660                            | Medium   |
| Silver | 165                 | 660                            | Small    |
| White  | 105                 | 420                            | Tiny     |

## RESOURCES NEEDED

Each egg requires a certain environment to grow, and some are certainly more challenging to recreate than others. Found below are the various resources required to successfully hatch dragons of different types. While I cannot condone such things, I can at least assist you in keeping the poor creatures alive long enough to devour you upon hatching.

They are generally the same color as the dragon that laid them and the have the same energy immunities as the dragon that laid them (for example, black dragon eggs are black or dark gray and impervious to acid). A dragon egg has an elongated ovoid shape and a hard, stony shell.

**FOR MORE INFORMATION ON HATCHING AND INCUBATING EGGS, AS WELL AS TAMING THE WHELPS THAT SURVIVE, BE SURE TO STAY TUNED FOR MY UPCOMING HARVESTING COMPENDIUM!**

While I will be continuing the \$1 volumes, the compendium will have the following: 100s more items, both magical and mundane; a one-shot adventure that fits the harvesting theme; some lore on Omaren Fengolor, the 'author' of this guide; a full guide on mount/pet training, and more!

### DRAGON EGG STATISTICS

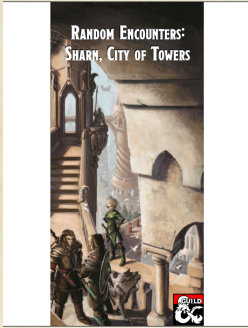
| Size   | Length | Hit Points | AC |
|--------|--------|------------|----|
| Tiny   | 1 ft.  | 10         | 10 |
| Small  | 2 ft.  | 15         | 11 |
| Medium | 4 ft.  | 20         | 13 |

While the dragon fetus is still within the egg, it is considered an inanimate object. Unless you know the exact date which the female dragon mated to create her clutch, it is very unlikely that you will know the exact time for which you must recreate the needed environment to hatch the egg. I have listed the incubation periods below so that you have an idea as to how long you may have to pull off such a feat.

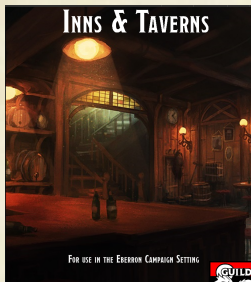


**ESTIMATED RELEASE DATE: JULY 2019! STAY TUNED, AND ALWAYS, THANK YOU FOR THE SHARES AND SUPPORT!**

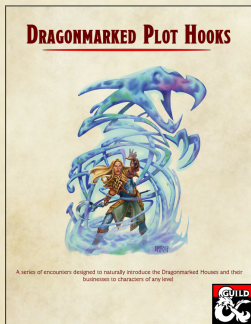
# CHECK OUT MY OTHER WORK HERE!



<https://www.dmsguild.com/product/259714/Random-Encounters-Sharn> (Pay What You Want)



<https://www.dmsguild.com/product/260856/20-Pubs-Taverns> (\$0.99)



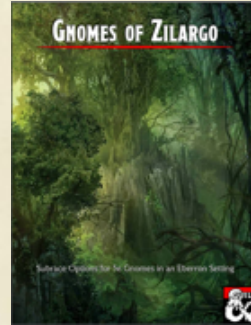
<https://www.dmsguild.com/product/262672/Dragonmarked-Houses-Plot-Hooks> (\$0.99)



<https://www.dmsguild.com/product/263060/Ritual-Grafting> (Pay What You Want)



<https://www.dmsguild.com/product/261099/Glacier-Dwarves-Subrace-Option> (Pay What You Want)



<https://www.dmsguild.com/product/261441/Gnomes-of-Zilargo-Subrace-Options> (Pay What You Want)

## AND MY OTHER CREATURE HARVEST INDEX VOLUMES!

### DINOSAURS (FREEBIE PREVIEW):

<https://www.dmsguild.com/product/264271/Creature-Harvest-Index-Dinosaurs> (Electrum Best Seller)

### VOL 1: BEASTS: (01.16.2019)

<https://www.dmsguild.com/product/264272/Creature-Harvest-Index-Beasts> (Platinum Best Seller, only a few sales away from Mithral!!!)

### VOL 2: ABERRATIONS: (01.23.2019)

<https://www.dmsguild.com/product/264843/Creature-Harvest-Index-Aberrations> (Platinum Best Seller)

### VOL 3: MONSTROSITIES: (02.17.2019)

<https://www.dmsguild.com/product/266906/Creature-Harvest-Index-Monstrosities> (Gold Best Seller, almost to Platinum!)

### VOL 4: ELEMENTALS: (04.28.2019)

<https://www.dmsguild.com/product/274292/Creature-Harvest-Index-Elementals> (Silver Best Seller within TWO days!)