

VOL. VI: FEY

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 VII: Humanoids!**



CREATURE HARVEST

Creature	Possible Loot	Value (GP)	Use
Annis Hag	Eyes	15gp	Practical
	Teeth	2sp	Practical
	Claws	4sp	Trophy, Practical
	Bones	6sp	Trophy, Practical
Autumn Eladrin	Heart	5gp	Trophy, Practical
	Hair	8gp	Practical
	Eyes	4sp	Practical
	Eladrin Armor	4,600gp	Trophy, Practical
Bheur Hag	Teeth	2sp	Practical
	Eyes	15gp	Practical
	Claws	4sp	Trophy, Practical
	Skull	25gp	Trophy, Practical
Blink Dog	Claws	8sp	Practical
	Teeth	5sp	Practical
	Medium Pelt	1gp	Trophy, Practical
	Tail	2gp	Trophy, Practical
Boggle	Oily Excretion	5gp	Practical
	Eyes	8sp	Practical
	Foot	1gp	Practical
Dryad	Heart	1gp	Trophy, Practical
	Eyes	3sp	Practical
	Leaves	2gp	Trophy, Practical
Green Hag	Eyes	15gp	Practical
	Fingers	3gp	Trophy, Practical
	Heart	5gp	Practical
	Hair	1gp	Practical
Korred	Hair	1gp	Trophy, Practical
	Teeth	4sp	Practical
Meenlock	Heart	4gp	Practical
	Claws	2gp	Trophy, Practical
Pixie	Wings	225gp	Trophy, Practical

CREATURE HARVEST

Creature	Possible Loot	Value (GP)	Use
Quickling	Heart	3gp	Practical
Redcap	Red Cap	50gp	Practical
	Teeth	2sp	Practical
	Iron Boots	220gp	Trophy, Practical
Satyr	Eyes	6sp	Practical
	Horns	15gp	Trophy, Practical
	Heart	7sp	Practical
Sea Hag	Eyes	15gp	Practical
	Claws	4sp	Trophy, Practical
	Bones	2gp	Trophy, Practical
Spring Eladrin	Heart	5gp	Trophy, Practical
	Hair	8gp	Practical
	Eyes	4sp	Practical
	Eladrin Armor	4,600gp	Trophy, Practical
Sprite	Wings	35gp	Trophy, Practical
Summer Eladrin	Heart	5gp	Trophy, Practical
	Hair	8gp	Practical
	Eyes	4sp	Practical
	Eladrin Armor	4,600gp	Trophy, Practical
Winter Eladrin	Heart	5gp	Trophy, Practical
	Hair	8gp	Practical
	Eyes	4sp	Practical
	Eladrin Armor	4,600gp	Trophy, Practical
Yeth Hound	Teeth	6sp	Practical
	Claws	1gp	Trophy, Practical
	Large Pelt	4gp	Trophy, Practical

THE RULES OF HARVESTING

THE HARVESTING OF MEAT

In rare cases, a Fey creature 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 exo-tic 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

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 list below:

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.

- **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.

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.

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.

HEARTSTONE OF THE FEYWILD

The hearts of most Fey creatures are created from and saturated with the intense magicks of the Feywild, even after death. This allows the harvester to use them for a burst of unpredictable magic.

HEARTSTONE OF THE FEYWILD

wondrous item, very rare

Parts Required. The heart of a fallen Fey creature, used within an hour of the creature's death.

Effect. When this item is clenched in the fist of its wielder, it explodes into a mix of colorful powders that bring on a random effect, rolled for on the table below.

HEARTSTONE EFFECTS

d10 Feywild Effect

- 1 All water within a 40ft radius is transformed into alcohol, but still tastes like water.
- 2 1d6 **Pixies** appear before you
- 3 The entire present party is transformed into woodland creatures for 1 hour.
- 4 For 24 hours, you and the nearest ally switch appearances.
- 5 You and anyone within 20ft of you is sucked into the Feywild

d10 Feywild Effect

- 6 You become fluent in *Sylvan* for 48 hours.
- 7 A satyr appears before you, intent on following you and playing theme music.
- 8 You and anyone within 20ft of you is sucked into the Feywild.
- 9 1d4 **Quicklings** are summoned to your location.
- 10 A random magical item appears at your feet from *Magic Item Table B* of the DMG.

PIXIE AND SPRITE DUST

The wings of pixies and sprites can be crushed into a fine, shimmery powder that has many unpredictable uses. It is highly sought after as gifts for noble children who get bored easily with standard toys and pets.

PIXIE DUST

wondrous item, very rare

Parts Required. One dose of Pixie Dust requires 2 sets of pixie wings.

Effect. When lightly dusted with this shimmery golden powder, a character has one of the following events happen to them:

PIXIE DUST EFFECTS

1d10 Effect

- 1 - 3 The creature gains a flight speed of 40ft for 1 hour.
- 4 - 6 For 24 hours, the creature switches their highest and lowest ability scores.
- 7 The creature becomes one size larger for 1 hour.
- 8 The creature becomes one size smaller for 1 hour.
- 9 The creature must succeed on a DC 13 Wisdom saving throw or fall unconscious for 10 minutes, and cannot wake unless it takes damage or is slapped awake.
- 10 The creature becomes invisible for 1 hour. Anything it is wearing or carrying also becomes invisible while on their person, and the effect ends if the creature attacks, deals damage, or casts a spell.

Cost. 450gp

SPRITE DUST

wondrous item, rare

Parts Required. One dose of Sprite Dust requires 2 sets of sprite wings.

Effect. When lightly dusted with this silver powder, you gain the sprite's *Heart Sight* ability, which allows you to touch a creature and learn its current emotional state. If the target fails a DC 11 saving throw, you also know its alignment. (Fiends, Undead, and Celestials automatically fail the saving throw.)

Cost. 75gp



CRAFTABLE ITEMS

ANNIS HAG

Of all the hags, Annis hags are the most brutish and physically powerful, often manipulating others by bullying them.

IRON CHOKER OF COMMAND

wondrous item, very rare

Parts Required. The claws and/or teeth of an annis hag strung into a necklace. The choker requires a minimum of 7 tokens of iron.

Effect. While wearing this choker, you gain knowledge of what creatures the annis hag was communing with and their whereabouts, provided they are within 10 miles of you and on the same Plane.

While using the choker, you can hold whispered conversations with the creatures who must pass a DC 13 Wisdom (Insight) check or believe you are the Hag and follow your instructions, provided they are reasonable. Every time a command is given, the creature can make another Wisdom (Insight) check.

Cost. 140gp

EYE OF THE COVEN

wondrous item, very rare (requires attunement)

Parts Required. A hag's eye, if part of a coven, coated in varnish and attached to a pendant or chain.

Effect. A Hag Coven often keeps their Hag Eye on a minion for safe keeping. As such, you may also place the Eye of the Coven on another person or in another place. When attuned to this item, you can take an action to see what the Eye sees if the Eye is on the same plane of existence. A Eye has AC 10, 1 hit point, and Darkvision with a radius of 60 feet. If it is destroyed, you take 2d10 psychic damage and are Blinded for 24 hours.

Cost. 450gp

AUTUMN ELADRIN

These eladrin take on the colors of fall; rusts, oranges, browns, etc. They reflect a time of peace.

ELADRIN ARMOR

armor (breastplate), very rare (requires attunement)

Parts Required. The armor of a fallen Eladrin.

Effect. While attuned to and wearing this armor, you gain a +1 bonus to AC and gain the use of *Misty Step* as a bonus action.

In addition to this, you gain resistance to psychic damage.

Cost. 4,600gp

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

CORD OF THE AUTUMN COURT

wondrous item (rare), requires attunement

Parts Required. Strands of an Autumn Eladrin's hair woven into a bracelet. (DC 14)

Effect. While attuned to this bracelet, the wearer can use that hand to cast *Cure Wounds* as a bonus action. The bracelet has 5 charges until the hair turns gray and brittle, and permanently loses its magic.

Cost. 150gp

BHEUR HAG

These hags live in cold conditions and have the power to manipulate the winter environment around them.

SKULL HELM OF WINTER

wondrous item (head), very rare (requires attunement)

Parts Required. Skull of a Bheur Hag, lower jaw removed.

Effect. While attuned to and wearing this helm, you gain the ability to cast the *Ray of Frost* cantrip as well as use of the *Ice Storm* spell once per long rest. Using this spell does not require nor spend a spell slot.

Curse. While wearing this helm, a slow but maddening hunger begins to take you that cannot be sated. After 7 consecutive days of wearing the helm have passed, and you have dropped below half your maximum hit points, you partake in a *Maddening Feast*. This helm cannot be removed except by the *Remove Curse* spell.

Maddening Feast. You feast on the corpse of one enemy within 5 feet of you. Each creature that is within 60 feet of you and able to see them must succeed on a DC 15 Wisdom saving throw or be frightened of you for 1 minute. While frightened in this way, a creature is incapacitated, can't understand what others say, can't read, and speaks only in gibberish; the DM controls the creature's movement, which is erratic. 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 sight of your *Maddening Feast* for the next 24 hours.

Cost. 250gp

BLINK DOG

A blink dog is a mysterious, intelligent canine creature. Most blink dogs have yellow-brown fur and large ears. They are well known for their ability to blink—a supernatural teleportation ability.

BLINKING CAPE

wondrous item (very rare), requires attunement

Parts Required. Blink Dog hide, fashioned into a cape with *Leatherworker's Tools* (DC 14)

Effect. This cloak has 3 charges. As an action, the wearer can cast the *Teleport* spell. Whenever this effect is used, the wearer also rolls a d20. On a 1 or a 20, the wearer is teleported to the Feywilds. The cape regains 1d3 expended charges each dawn.

Cost. 5,600gp

FEY WHIP

melee weapon (martial, whip), common

Parts Required. Blink dog tail, treated and affixed to a leather handle.

Effect. This whip deals 1d6 slashing damage when the target creature is also of the Fey subtype.

Damage. 1d4 (1d6) slashing

Properties. Finesse, Reach

Cost. 5gp

BOGGLE

Boggles are creatures born out of feelings of loneliness, materializing where the Feywild touch the world in proximity to an intelligent being that feels isolated or abandoned.

BOGGLE FOOT OF BAD LUCK

cursed item, rare

Parts Required. A boggle foot, shrunken down and preserved.

Effect. When a person has this item in their possession, bad luck seems to follow them around like an invisible force until they pass the object on to another unsuspecting victim.

While the character is under the negative influence of this item, some (or all) of the following unlucky events may occur:

- **Loose Change.** A hole rips in your coin purse, causing you to lose 1d10 gp every day.
 - **Quiver of Anticipation.** Once per combat session, when you fire off an arrow, it takes its time find your target, instead dealing the damage during the next turn.
 - **Shrinking Weapon.** Every time you strike a target with a melee weapon, it becomes smaller in your hand until it eventually disappears. For example, a long sword would first shrink into a short sword, then a dagger, etc. At dawn, the weapon returns to normal- but once it disappears, it is gone forever.
 - **Face Change.** Every night while you sleep, a facial trait changes ever so slightly. Ears growing or shrinking, nose taking on a different shape, eye color changing, etc.
 - **Language Barrier.** When you wake in the morning, roll a d20. On a 1, you are no longer fluent in Common and must speak a different language with which you are proficient until the next morning. If you aren't proficient in another language, what comes out of your mouth is pure gibberish.
- Cost.** 50gp

OIL TRAP

adventuring gear (trap)

Parts Required. The oily excretion from a boggle's skin (DC 16 Dexterity (Sleight of Hand) check)

Effect. Depending on the type of oil you extract from the boggle, the trap will either be Sticky Oil or Slippery Oil.

Sticky Oil. This oil can be spilled upon the ground, where it remains a glue-like puddle. A creature who steps into the puddle must make a DC 16 Strength saving throw or become *restrained* for 1 minute. The creature may repeat the saving throw at the end of each of its turns.

Slippery Oil. When spilled on a flat surface, this oil is nearly impossible to tread across. Any creature that sets foot in the oil (or begins their turn within it) must make a DC 16 Dexterity saving throw or be *knocked prone*.

Both oils last 24 hours.

Cost. 175gp

DARKLING

Note. The *Death Flash* feature causes everything worth harvesting to be destroyed.

DRYAD

Fey-maidens who act as protectors of the forests and trees, typically in the shape of beautiful women made of wood.

TREE STRIDER ELIXIR

potion (rare)

Parts Required. The foliage of a dryad, boiled into a sweet tea (DC 15, Alchemist's Supplies)

Effect. For 1 hour, you may use 10ft of your movement to step magically into a living tree within reach and emerge from a second living tree within 60ft of the first, appearing in an unoccupied space within 5ft. Both trees must be Large or bigger.

Cost. 600gp

DRYAD HEART

Effect. Eating the heart of a dryad within an hour of its death imbues within you its power, granting you the ability to cast *Druidcraft* at will for 24 hours.

GREEN HAG

Horrible, monstrous humanoids who are notorious for luring unsuspecting people into their traps.

HAG FINGERS

Parts Required. At least 8 fingers from any hag, which must then be sewn in place of your own fingers. (DC 16 Medicine Check)

Effect. You gain a *Claw* ability that deals 1d8 slashing damage.

MASK OF TOTAL MIMICRY

wondrous item (head), very rare (requires attunement)

Parts Required. The skinned face of a green hag, preserved into a leathery mask (DC 18 Leatherworker's Tools)

Effect. When attuned to (and wearing) this mask, you can mimic animal sounds and humanoid voices that you have heard. A creature must make a DC 14 Wisdom (Insight) check in order to discern the sound as an imitation. If the creature fails the Insight check, you gain advantage on Charisma checks while using the mimicry against the creature.

In addition to this, you gain the hag's *Illusory Appearance* trait: you cover yourself and anything you are wearing or carrying with a magical Illusion that makes you look like another creature of your general size and humanoid shape. The Illusion ends if you take a Bonus Action to end it, if you become unconscious or dead, or after 8 hours. When the illusion fades, it cannot be reapplied for 24 hours.

The changes wrought by this effect fail to hold up to physical inspection. For example, you could appear to have fiery hair, but touching it would reveal that you have regular hair (if any). Otherwise, a creature must take an action to visually inspect the Illusion and succeed on a DC 20 Intelligence (Investigation) check to discern that you are disguised.

Cost. 9,850gp

KORRED

A type of small fun-loving satyr that values hair and mundane objects above all.

ROPE OF COMMANDING

adventuring gear (rope), very rare

Parts Required. The severed hair of a Korred, bathed in its blood.

Effect. This counts as 50ft of rope. As a Bonus Action, you may command the rope to move up to 20ft away and entangle a Large or smaller creature that you can see. The creature must make a DC 14 Dexterity saving throw or become *grappled* (escape DC 14). The character becomes *restrained* until the grapple ends.

As a Bonus Action, you may release the creature from the grapple. The rope has an AC of 20 and 20 hit points.

TERRAN CALTROPS

adventuring gear (caltrops), rare

Parts Required. 1d10 Korred teeth

Effect. These are used in the same way that regular caltrops are used, but are made of a strange stone and bone hybrid.

Cost. 15gp

MEENLOCK

A deformed, insect-looking fey creature that exists purely to destroy good and spread evil.

DAGGER CLAW

weapon (dagger), rare

Parts Required. An intact claw from a meenlock (DC 16 Dexterity (Sleight of Hand) check while removing the claw, or be affected by the paralyzing agent.)

Effect. On a hit, the target of this weapon's attack must succeed on a DC 14 Constitution saving throw or be *paralyzed* for 1 minute. The target can repeat the saving throw at the end of each of its turn. Once this effect is successfully used, the dagger loses its paralytic property.

Damage. Like other daggers, this claw does 1d4 (plus modifier) piercing damage.

Cost. 90gp

POTION OF SHADOW TELEPORTATION

potion, very rare

Parts Required. A Meenlock heart, boiled into a deep black liquid

Effect. When drank, this potion gives the imbiber the ability to teleport to an unoccupied space within 30ft, provided both spaces are either in dim light or darkness. The effect of this draught lasts 30 minutes.

Cost. 120gp

QUICKLING

A distant relative of pixies, Quicklings thrive wherever there are remnants of chaos and evil.

QUICKLING HEART

Effect. This item can be consumed as an action within 1 hour of the Quickling's death. A creature that consumes the heart has its speed increased by 30 feet, and is under the

effect of a *Blur* spell (which doesn't require concentration) for 1 minute. At the end of this time, the creature ages 2d8 years.

Cost. 10gp

REDCAP

These murderous fey creatures resemble small, tough, and elderly human men or undersized wizened gnomes.

CAP OF BLOODLUST

wondrous item (head), rare (requires attunement)

Parts Required. The crimson cap of a Redcap

Effect. An attuned creature is considered one size larger when grappling, and if the creature is small, they may use heavy weapons without penalty.

Curse. The cap is covered in blood, which must be replenished. If the cap is not coated in fresh blood at least once every three days, it vanishes. If a creature is attuned to the cap when it vanishes, the creature disappears as well into the Feywild.

Cost. 300gp

IRON ROACH-STOMPERS

wondrous item (rare), requires attunement

Parts Required. A Redcap's iron boots, which grow or shrink to fit once attuned.

Effect. The boots have the *Heavy* property. A creature wearing the boots can make a weapon attack using their Strength modifier in order to stomp or kick something. The creature is always proficient in this attack. The boots deal 1d10 bludgeoning damage on a hit.

Cost. 220gp

SATYR

Faun-like creatures who delight in singing, dancing, feasting, and debauchery. They're known both for their smooth-talking and the pregnancies that result from it.

PIPE OF CHARMING SMOKE

wondrous item (uncommon), requires attunement

Parts Required. Satyr Horn, carved into a smoking pipe (DC 14)

Effect. This pipe releases a pleasant odor no matter what is being smoked. Once per day, the user may use the *Charm Person* spell against any creature that can smell the smoke.

Cost. 265gp

FLUTE OF THE FEYWILD

wondrous item (rare), requires attunement

Parts Required. Satyr Horn, carved into a flute or similar instrument (DC 16)

Effect. This flute plays gentle, lulling music that relaxes even the most enraged creatures. Once per day, you may play one of two songs:

- **Lullaby.** This song acts the same as the *Sleep* spell being cast.
- **Song of Contentment.** This song acts the same as the *Calm Emotions* spell being cast.

Cost. 850gp

SEA HAG

These hags are found along shores and islands and are revolting to look upon.

SEASHELL CHOKER OF ILLUSION

wondrous item (neck), rare (requires attunement)

Parts Required. 10 finger bones of a Sea Hag, 2 pearls (100gp each), and at least 5 intact seashells, strung into a necklace (DC 13)

Effect. A creature attuned to this item is granted the ability to cast *Alter Self* once per day.

Cost. 160gp

SPRING ELADRIN

These eladrin take on the colors of spring; greens, blues and yellows. They reflect a time of joy.

ELADRIN ARMOR

armor (breastplate), very rare (requires attunement)

Parts Required. The armor of a fallen Eladrin.

Effect. While attuned to and wearing this armor, you gain a +1 bonus to AC and gain the use of *Misty Step* as a bonus action.

In addition to this, you gain advantage when attempting to resist Charm effects.

Cost. 4,600gp

CORD OF THE SPRING COURT

wondrous item (rare), requires attunement

Parts Required. Strands of a Spring Eladrin's hair woven into a cord. (DC 14)

Effect. A creature can tie the cord around the finger of a charmed, willing, or incapacitated creature while speaking to them to cast the *Suggestion* spell (save DC 16) on the creature. The spell's duration is now as long as the hair remains tied around the creature's finger. Removing the cord breaks it.

Cost. 190gp

SUMMER ELADRIN

These eladrin take on the colors of Summer; greens, reds, and yellows etc. They reflect a time of heat and wrath.

ELADRIN ARMOR

armor (breastplate), very rare (requires attunement)

Parts Required. The armor of a fallen Eladrin.

Effect. While attuned to and wearing this armor, you gain a +1 bonus to AC and gain the use of *Misty Step* as a bonus action.

In addition to this, you gain resistance to fire damage.

Cost. 4,600gp

CORD OF THE SUMMER COURT

wondrous item (rare), requires attunement

Parts Required. Strands of a Summer Eladrin's hair woven into a cord. (DC 14)

Effect. While attuned to this bracelet, the wearer can wrap the cord around the hilt of a weapon. The next time the weapon would damage a creature, the attack automatically becomes a critical hit, and the strands of hair break.

Cost. 150gp

WINTER ELADRIN

These eladrin take on the colors of Winters; pale blues, grays, white etc. They reflect a time of sorrow.

ELADRIN ARMOR

armor (breastplate), very rare (requires attunement)

Parts Required. The armor of a fallen Eladrin.

Effect. While attuned to and wearing this armor, you gain a +1 bonus to AC and gain the use of *Misty Step* as a bonus action.

In addition to this, you gain resistance to cold damage.

Cost. 4,600gp

BOWSTRING OF THE WINTER COURT

wondrous item (rare), requires attunement

Parts Required. Strands of a Winter Eladrin's hair woven into a bowstring. (DC 14)

Effect. A creature struck by an arrow shot from a bow strung with this bowstring takes no damage, but must succeed on a DC 16 Constitution saving throw or take 11 (2d10) cold damage.

Cost. 150gp

YETH HOUND

An intelligent, dog-like creature that hunts in the night and has a humanoid face.

WINGED BOOTS OF NIGHT

wondrous item (uncommon), requires attunement

Parts Required. Hide of a Yeth Hound, prepared into boots (DC 18 Leatherworker's Tools), two sets of crow wings affixed to the heels.

Effect. While you wear these boots, you have a flying speed equal to your walking speed, but only when in darkness or dim light. You can use the boots to fly for up to 4 hours, all at once or in several shorter flights, each one using a minimum of 1 minute from the duration. If you are flying when the duration expires, you descend at a rate of 30 feet per round until you land.

The boots regain 2 hours of flying capability for every 12 hours they aren't in use.

Cost. 500gp

HORN OF BALEFUL BAYING

wondrous item (rare), requires attunement

Parts Required. The vocal cords and neckbone of a Yeth Hound, crafted into a horn (DC 16)

Effect. A creature holding the horn can use its action to blow into it. Each hostile creature within 300 feet of the horn that can hear it must succeed on a DC 15 Wisdom saving throw or be *frightened* until the end of the horn blower's next turn or until the horn is destroyed. The horn has AC 13 and 5 hit points.

A frightened creature that starts its turn within 30 feet of the horn must use all its movement on that turn to get as far from the hound as possible, must finish its move before taking an action, and must take the most direct route possible, even if hazards lie that way. A target that successfully saves is immune to the horn's effects for the next 24 hours.

Cost. 135gp

THANK YOU FOR READING!

o be continued in Volume VII: Humanoids! And keep an eye out for Perebuc Lander's Guide to the Wilds! A full compendium that will contain the following: 100s more items, both magical and mundane; a one-shot adventure that thematically fits the harvesting theme; some lore on Perebuc Landers, the 'author' of this guide; a full guide on mount/pet training, egg-hatching, and more!

DRAGONMARKED PLOT HOOKS (BEST COPPER SELLER):

[HTTPS://WWW.DMSGUILD.COM/PRODUCT/262672/Dragon-Houses-Plot-Hooks](https://www.dmsguild.com/product/262672/Dragon-Houses-Plot-Hooks)

RITUAL GRAFTING (BEST SILVER SELLER):

[HTTPS://WWW.DMSGUILD.COM/PRODUCT/263060/RITUAL-GRAFTING](https://www.dmsguild.com/product/263060/Ritual-Grafting)

PREVIOUS VOLUMES...

VOL. I - BEASTS (CURRENTLY BEING UPDATED, AND SO CLOSE TO MITHRAL BEST SELLER!):

(Released January 16, 2019)

[HTTPS://WWW.DMSGUILD.COM/PRODUCT/264272/CREATURE-HARVEST-INDEX--BEASTS](https://www.dmsguild.com/product/264272/Creature-Harvest-Index--Beasts)

VOL. II - ABERRATIONS (PLATINUM BEST SELLER):

(Released January 23, 2019)

[HTTPS://WWW.DMSGUILD.COM/PRODUCT/264843/CREATURE-HARVEST-INDEX--ABERRATIONS](https://www.dmsguild.com/product/264843/Creature-Harvest-Index--Aberrations)

VOL. III - MONSTROSITIES (GOLD BEST SELLER):

(Released February 17, 2019)

[HTTPS://WWW.DMSGUILD.COM/PRODUCT/266906/CREATURE-HARVEST-INDEX--MONSTROSITIES](https://www.dmsguild.com/product/266906/Creature-Harvest-Index--Monstrosities)

VOL. IV - ELEMENTALS (ELECTRUM BEST SELLER):

(Released April 28, 2019)

[HTTPS://WWW.DMSGUILD.COM/PRODUCT/274292/CREATURE-HARVEST-INDEX--ELEMENTALS](https://www.dmsguild.com/product/274292/Creature-Harvest-Index--Elementals)

VOL. V - DRAGONS (SILVER BEST SELLER):

(Released May 21, 2019)

[HTTPS://WWW.DMSGUILD.COM/PRODUCT/277463/CREATURE-HARVEST-INDEX--DRAGONS](https://www.dmsguild.com/product/277463/Creature-Harvest-Index--Dragons)

EBERRON-FRIENDLY PRODUCTS

RANDOM ENCOUNTERS: SHARN

[HTTPS://WWW.DMSGUILD.COM/PRODUCT/259714/RANDOM-ENCOUNTERS-SHARN](https://www.dmsguild.com/product/259714/Random-Encounters-Sharn)

20 PUBS & INNS (BEST ELECTRUM BEST SELLER):

[HTTPS://WWW.DMSGUILD.COM/PRODUCT/260856/20-PUBS--TAVERNS](https://www.dmsguild.com/product/260856/20-Pubs--Taverns)