

VOLUME 3

MONSTER LOOT

MORDENKAINEN'S TOME OF FOES



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Harvesting Check DC = 10 + monster CR (not lower than 10 and not higher than 30)

If the character fails the check by 5 or more, a mishap will happen during the harvesting process. This could be anything from piercing a gland of acid to an environmental accident such as a rock slide covering the creature. Regardless of the nature of the mishap, all loot is lost if one occurs.

Remember that two characters can help one another with harvesting a creature. This means that one of them gets advantage on their roll, thereby increasing their chances of successfully getting the loot from the monster.

TOOL CHECK

Without the necessary tools, the characters might be unable to fully harvest the monster in question. What set of tools is needed to harvest the creature is up to the DM and can vary from monster to monster. Whether or not the loot needs tools to be harvested is also decided by the DM. Weapons and armor can simply be picked up from the ground, while organs and hide need more finesse to obtain.

Alternatively, the DM can introduce the idea of **Harvester's Tools**, a set of tools that are required when harvesting certain resources from a creature such as their hide and organs. The harvester's tools come in a leather satchel that can be rolled out for easy use while in the field. The tool set includes a bonesaw, a thinly bladed knife, a whetstone, a scraper, and a mincing blade. The price for a set of Harvester's Tools is 30 gp.

HARVEST TIME

The size of the creature being harvested can heavily impact how long it takes to completely loot the monster. If the adventurers are unwilling to harvest for the entire duration or they are somehow interrupted, they only get a portion of the loot. The amount of loot they get in this situation varies and is decided by the DM.

TIME SPEND HARVESTING

Monster Size	Time to Fully Harvest
Tiny	Less than ½ hour
Small	½ hour
Medium	1 hour
Large	2 hours
Huge	4 hours
Gargantuan	8+ hours

TIME OF DEATH

The amount of loot available on a creature can vary depending on when it died. If the characters just killed it, all the loot will be available to them if they wish to harvest the creature. This is not the case if they stumble upon a carcass that has been rotting away in the wild for several weeks.

The amount of loot left on a monster should be considered by the DM if the party stumbles upon a dead creature. In most cases, it will be impossible to harvest food from creatures that are entering a state of decay. There are exceptions to this such as a character using the spell *purify food and water* on the carcass, which might purify the flesh enough that rations can be harvested from it.

TYPES OF LOOT

Some creatures are able to use armor and weapons, but they don't always take the best care of them. If an item has the Broken descriptor, this means that the item was damaged either prior to fighting or during the fight where the creature died. A broken item does not function until it has been repaired by an artisan or by a creature with proficiency in the required set of tools. To repair the item, the characters must pay half of the cost of the item. For instance, a broken glaive with an initial cost of 20 gp would cost 10 gp to repair.

Other items, such as blood or other liquids, are harvested in **Vials**. This means that unless a character has some sort of container to gather the item they cannot harvest it from

SECTION A

ALLIP

- 1d4 Ounces of Phantom Dust. As an action, you can blow this dust into the face of a creature standing within 5 feet of you. The creature must succeed on a DC 13 Wisdom saving throw or be frightened of you for one minute for one minute on a failed save. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.
- 1 Spirit Cloth. Can be crafted into a *bag of holding* (DMG p. 153) (200 gp, 14 days).
- 1d6 Strips of Allip Essence. As an action, you can wrap this strip of essence around a melee weapon. For one minute, each successful attack made with that weapon deals an additional 1d8 psychic damage. The essence then turns into black mist and vanishes.
- 1d6 Vials of Ectoplasm. When consumed, you can see into the Ethereal Plane for one hour.
- 1d6 Vials of Shadow Flux. As an action, you can throw this vial up to 30 feet away where it will shatter in a vapor of darkness. The area within a 15 foot radius of where the vial landed becomes pitch black, as if affected by the *darkness* spell for one minute. When consumed, you have advantage on Dexterity (Stealth) checks made while in dim light or darkness.

ASTRAL DREADNOUGHT

- 4d8 Astral Dreadnought Brain Chunks. When consumed, you have advantage on saving throws against being charmed, frightened, paralyzed, and poisoned for one hour.
- 1 Astral Dreadnought Eye. Can be crafted into an antimagic shield (2500 gp, 75 days). Requires attunement. Once per day, you can use an action to cast the *antimagic field* spell using the shield with the following changes: the duration of the spell is one minute and the effects of the spell only exist in a 60 foot cone originating from the shield. Two shields can be crafted from this eye.
- 1d4 Astral Dreadnought Fangs. Can be crafted into a greatsword (2000 gp, 30 days). On a hit, this weapon deals an additional 2d6 damage.
- 1 Astral Dreadnought Hide. Can be crafted into a set of light armor (3000 gp, 75 days). Requires attunement. While wearing the armor, you are resistant to bludgeoning, piercing, and slashing damage from nonmagical attacks. Six sets of armor can be crafted from this hide.
- 30d6 Rations
- 3d12 Small Astral Dreadnought Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 1d10 damage. After the ammunition has been fired, it loses this property.
- 3d12 Vials of Astral Dreadnought Blood. When consumed, you can't leave nor can you be banished or otherwise



When used in this way, you deal an additional 1d6 necrotic damage when you cast the spell.

- 1d4 Boneclaw Claws. Can be crafted into a shortsword (150 gp, 9 days). On a hit, you deal an additional 1d6 damage with this weapon.

- 2d10 Vials of Shadow Flux. As an action, you can throw this vial up to 30 feet away where it will shatter in a vapor of darkness. The area within a 15 foot radius of where the vial landed becomes pitch black, as if affected by the *darkness* spell for one minute. When consumed, you have advantage on Dexterity (Stealth) checks made while in dim light or darkness.

SECTION C

CADAVER COLLECTOR

- 1d2 Broken Glaives.
- 1d2 Broken Longswords.
- 1 Broken Half-Plate Armor (size Medium).
- 1d3 Broken Shields.
- 1d2 Broken Shortswords.
- 1d4 Broken Spears.
- 1 Broken Studded Leather Armor (size Medium).
- 1d4 Ounces of Phantom Dust. As an action, you can blow this dust into the face of a creature standing within 5 feet of you. The creature must succeed on a DC 13 Wisdom saving throw or be frightened of you for one minute on a failed save. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.
- 2d6 Vials of Paralyzing Gas. As an action, you can throw this vial up to 20 feet away where it will shatter into a cloud of gas. Each creature within 10 feet of where the vial landed must succeed on a DC 18 Constitution saving throw, or become paralyzed for one

minute. A paralyzed creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

- 1d6 Vials of Ectoplasm. When consumed, you can see into the Ethereal Plane for one hour.

CHOKER

- 1d2 Choker Feet. Two feet can be crafted into a pair of *boots of spider climbing* (1000 gp, 30 days). Requires attunement. While wearing these boots, you are under the effects of the *spider climb* spell.
- 1d2 Choker Tentacles. Can be crafted into a whip (200 gp, 14 days). When attacking with this weapon, you can try to grapple a creature you're fighting. On a hit, you can choose to forgo doing damage and instead grapple the creature (escape DC 15) if it is Medium or smaller. The grappled creature can use its action on its turn to attempt to free itself from the grapple. Until this grapple ends, you can't use this weapon on another target.
- 1d4 Vials of Choker Slime. When consumed, you can take an extra action on your next turn.

ZARIEL

- 1d2 Devil Eyes. When consumed, you gain darkvision out to a range of 60 feet for one hour. Magical darkness does not impede this darkvision.
- 1 Heart of Zariel. As an action, you can crush this heart and magically teleport, along with any equipment you are wearing or carrying up to 120 feet to an unoccupied space you can see.
- 1 Hellish Longsword. Functions as a magic longsword that deals an additional 1d8 fire damage on a hit.
- 1 Hide of Zariel. Can be crafted into a set of light armor (3000 gp, 70 days). Requires attunement. This armor grants resistance to cold and fire damage.
- 1d4 Infernal Javelins. This functions as a *javelin of lightning* (DMG p. 178) except it deals fire damage instead of lightning damage.
- 1d10 Nails of Zariel. Can be used as an additional material component when casting spells that deal necrotic damage. When used in this way, you deal an additional 4d10 necrotic damage when you cast the spell.
- 2d12 Vials of Devil Blood. This functions as a vial of acid. Can be used as an additional material component when casting spells that deal acid damage. When used in this way, you deal an additional 1d6 acid damage when you cast the spell.
- 3d6 Vials of Fire Essence. This liquid glows in the dark, shedding bright light in a 10-foot radius and dim light for an additional 10 feet if not covered. As an action, the essence can be applied to a weapon made of metal and imbue it with magical fire. For one minute, when the weapon hits a target it deals an additional 1d6 fire damage. The essence then evaporates.

DROW

DROW ARACHNOMANCER

- 1 Broken Studded Leather Armor (size Medium).
- 1d6 Vials of Basic Poison.

DROW FAVORED CONSORT

- 1 Broken Hand Crossbow.
- 1 Broken Scimitar.
- 4d6 Poisoned Crossbow Bolts. When you hit a creature using this piece of ammunition, the target must succeed on a DC 13 Constitution saving throw or be poisoned for one hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature uses an action to shake it awake.
- 1 Spellbook. It has in it the following spells: *cone of cold*, *gust of wind*, *misty step*, *shatter*.

DROW HOUSE CAPTAIN

- 1 Broken Chain Mail (size Medium).
- 1 Broken Hand Crossbow.
- 1 Broken Scimitar.
- 1 Broken Whip.
- 2d6 Poisoned Crossbow Bolts. When you hit a creature using this piece of ammunition, the target must succeed on a DC 13 Constitution saving throw or be poisoned for one hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature uses an action to shake it awake.

DROW INQUISITOR

- 1 Broken Breastplate (size Medium).
- 1 Death Lance. Functions as a martial weapon that deals 1d6 piercing damage plus 1d8 necrotic damage on a hit. The target's hit point maximum is reduced by an amount equal to the necrotic damage

DUERGAR MIND MASTER

- 1 Broken Leather Armor (size Medium).
- 1 Mind-Poison Dagger. Requires attunement. Functions as a dagger that deals an additional 1d6 psychic damage.
- 1d6 Vials of Duergar Blood. Can be used as an additional material component when casting the spell *enlarge/reduce*. When using the spell to enlarge a creature, the creature deals an additional 1d8 damage with its enlarged weapons instead of the written 1d4 damage.

DUERGAR SCREAMER

- 1 Duergar Screamer Drill. Functions as a martial weapon that deals 1d12 piercing damage.
- 1 Duergar Screamer Shell. Can be crafted into a set of plate armor (1500 gp, 4 days).

DUERGAR SOULBLADE

- 1 Broken Leather Armor (size Medium).
- 1d4 Vials of Duergar Blood. Can be used as an additional material component when casting the spell *enlarge/reduce*. When using the spell to enlarge a creature, the creature deals an additional 1d8 damage with its enlarged weapons instead of the written 1d4 damage.

DUERGAR STONE GUARD

- 1 Broken Chain Mail (size Medium).
- 1 Broken Shield.
- 1d6 Javelins.
- 1 King's Knife. Functions as a shortsword which deals 2d6 piercing damage when it's enlarged.
- 1d6 Vials of Duergar Blood. Can be used as an additional material component when casting the spell *enlarge/reduce*.

When using the spell to enlarge a creature, the creature deals an additional 1d8 damage with its enlarged weapons instead of the written 1d4 damage.

DUERGAR WARLORD

- 1 Broken Plate Armor (size Medium).
- 1 Broken Shield.
- 1d6 Javelins.
- 1 Psychic-Attuned Hammer. Requires attunement. Functions as a martial melee weapon that deals 1d10 bludgeoning damage plus 1d10 psychic damage.
- 1d8 Vials of Duergar Blood. Can be used as an additional material component when casting the spell *enlarge/reduce*. When using the spell to enlarge a creature, the creature deals an additional 1d8 damage with its enlarged weapons instead of the written 1d4 damage.

DUERGAR XARRORN

- 1 Broken Plate Armor (size Medium).
- 1d4 Vials of Duergar Blood. Can be used as an additional material component when casting the spell *enlarge/reduce*. When using the spell to enlarge a creature, the creature deals an additional 1d8 damage with its enlarged weapons instead of the written 1d4 damage.
- 2d4 Vials of Fire Essence. This liquid glows in the dark, shedding bright light in a 10-foot radius and dim light for an additional 10 feet if not covered. As an action, the essence can be applied to a weapon made of metal and imbue it with magical fire. For one minute, when the weapon hits a target it deals an additional 1d6 fire damage. The essence then evaporates.

SECTION E

EIDOLON

- 3d6 Ounces of Phantom Dust. As an action, you can blow this dust into the face of a creature standing within 5 feet of you. The creature must succeed on a DC 13 Wisdom saving throw or be frightened of you for one minute on a failed save. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.
- 1d3 Spirit Cloths. Can be crafted into a *bag of holding* (DMG p. 153) (200 gp, 14 days).
- 3d6 Vials of Ectoplasm. When consumed, you can see into the Ethereal Plane for one hour.

SACRED STATUE

- 1 Ounce of Phantom Dust. As an action, you can blow this dust into the face of a creature standing within 5 feet of you. The creature must succeed on a DC 13 Wisdom saving throw or be frightened of you for one minute on a failed save. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

ELADRIN

AUTUMN ELADRIN

- 3d6 Arrows.
- 1 Broken Longbow.
- 1 Broken Longsword.
- 2d10 Locks of Autumn Eladrin Hair. Over the course of one minute, you can weave this lock into your own hair. For the next 10 minutes, any non-eladrin

creature that starts its turn within 60 feet of you must make a DC 16 Wisdom saving throw. On a failed save, the creature becomes charmed by you for one minute. On a successful save, the creature becomes immune to the enchanting qualities of eladrin locks for 24 hours. Whenever you deal damage to the charmed creature, the creature can repeat the saving throw, ending the effect on itself on a success.

- 2d8 Ounces of Fey Dust. As an action, you can blow this dust into the face of a creature standing within 5 feet of you. The creature must succeed on a DC 10 Wisdom saving throw or become confused as with the *confusion* spell until the end of their next turn.
- 2d8 Vials of Eladrin Blood. When consumed, you can use a bonus action within the next minute to teleport up to 30 feet to an unoccupied space you can see.

SPRING ELADRIN

- 3d6 Arrows.
- 1 Broken Longbow.
- 1 Broken Longsword.
- 2d10 Locks of Spring Eladrin Hair. Over the course of one minute, you can weave this lock into your own hair. For the next 10 minutes, any non-eladrin creature that starts its turn within 60 feet of you must make a DC 16 Wisdom saving throw. On a failed save, the creature becomes charmed by you for one minute. On a successful save, the creature becomes immune to the enchanting qualities of eladrin locks for 24 hours. Whenever you deal damage to the charmed creature,



- 6d6 Vials of Water Essence. When consumed, the pure water cleanses the body. If you are suffering from either the blinded, deafened, paralyzed, or the poisoned condition, you can choose one of these conditions and end its effects on you. Alternatively, the essence can also remove one disease that is afflicting you.
- 4d6 Vials of Leviathan Gel. Can be used as an additional material component when casting spells that deal cold damage. When used in this way, you deal an additional 2d8 cold damage when you cast the spell.

PHOENIX

- 5d6 Ounces of Arcane Dust. Can be used as an additional material component when casting spells that deal damage. When used in this way, you can choose to reroll one of the rolled damage dice and must keep the second result.
- 1d6 Phoenix Talons. Can be crafted into a shortsword or a longsword (175 gp, 10 days). On a hit, this weapon deals an additional 1d8 fire damage.
- 6d6 Vials of Fire Essence. This liquid glows in the dark, shedding bright light in a 10-foot radius and dim light for an additional 10 feet if not covered. As an action, the essence can be applied to a weapon made of metal and imbue it with magical fire. For one minute, when the weapon hits a target it deals an additional 1d6 fire damage. The essence then evaporates.

ELDER TEMPEST

- 5d6 Ounces of Arcane Dust. Can be used as an additional material component when casting spells that deal damage. When used in this way, you can choose to reroll one of the rolled damage dice and must keep the second result.
- 6d6 Vials of Air Essence. When consumed, for one minute your jumping and leaping distance is doubled and your speed is increased by 10 feet.

- 4d6 Vials of Elder Tempest Cloud Matter. Can be used as an additional material component when casting spells that deal lightning damage. When used in this way, you deal an additional 2d8 lightning damage when you cast the spell.

ZARATAN

- 6d6 Chunks of Earth Essence. As an action, this essence can be rubbed on a weapon where it solidifies. For one minute, the weapon is magical, attacks with the weapon deal an additional 1d6 bludgeoning damage, and the weapon deals double damage to objects and structures.
- 5d6 Ounces of Arcane Dust. Can be used as an additional material component when casting spells that deal damage. When used in this way, you can choose to reroll one of the rolled damage dice and must keep the second result.
- 4d6 Vials of Zaratan Soil. Can be used as an additional material component when casting spells that deal lightning damage. When used in this way, you deal an additional 2d8 lightning damage when you cast the spell.

ELEMENTAL MYRMIDONS

AIR ELEMENTAL MYRMIDON

- 1 Myrmidon Plate Armor. While wearing this set of magical armor, you are immune to the paralyzed and petrified conditions.
- 2d6 Ounces of Arcane Dust. Can be used as an additional material component when casting spells that deal damage. When used in this way, you can choose to reroll one of the rolled damage dice and must keep the second result.
- 2d8 Vials of Air Essence. When consumed, for one minute your jumping and leaping distance is doubled and your speed is increased by 10 feet.

SECTION H

HOWLER

- 1 Howler Hide. Can be crafted into a set of light armor (4000 gp, 90 days). Requires attunement. This armor grants resistance to cold, fire, and lightning damage.
- 2d6 Howler Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 1d6 damage, plus 2d10 psychic damage if the target is frightened. Attacks made with this ammunition ignores damage resistances. After the ammunition has been fired, it loses these properties.
- 1 Set of Howler Vocal Cords. Can be crafted into a *horn of howling* (1000 gp, 30 days). Once per day, you can use an action to blow into this horn and emit a keening howl in a 60-foot cone. Each creature in that area that isn't deafened must succeed on a DC 16 Wisdom saving throw or be frightened of you until the end of your next turn. While a creature is frightened in this way, its speed is halves, and it is incapacitated. A target that successfully saves is immune to the effects of a *horn of howling* for the next 24 hours.

SECTION K

KRUTHIKS

YOUNG KRUTHIK

- 1d4 Rations.
- 1d2 Small Kruthik Legs. Can be crafted into a dagger (2 gp, 1 day).

ADULT KRUTHIK

- 1 Kruthik Hide. Can be crafted into a set of heavy armor (1600 gp, 15 days). While wearing this armor, you have a burrow speed of 20 feet.
- 1d4 Kruthik Legs. Can be crafted into a shortsword (10 gp, 2 days).
- 1d6 Rations.

KRUTHIK HIVE LORD

- 1 Kruthik Hide. Can be crafted into a set of heavy armor (1600 gp, 15 days). While wearing this armor, you have a burrow speed of 20 feet.
- 1d4 Kruthik Legs. Can be crafted into a shortsword (10 gp, 2 days).
- 2d6 Rations.
- 1d6 Vials of Acid.

SECTION M

MARUT

- 1 Marut Control Core. As an action, you can throw this core up to 30 feet away where it will burst in a bright explosion. Each creature within 30 feet of where the core landed takes 45 radiant damage. Each creature that takes damage must succeed on a DC 20 Wisdom saving throw or be stunned until the end of your next turn. The core is fragile and will burst 3d6 hours after being harvested, regardless of if it was thrown or not.
- 1 Marut Shell. Can be crafted into a set of plate armor (2000 gp, 16 days). Requires attunement. While wearing the armor, you are resistant to thunder damage.
- 2d12 Ounces of Arcane Dust. Can be used as an additional material component when casting spells that deal damage. When used in this way, you can

choose to reroll one of the rolled damage dice and must keep the second result.

- 4d6 Vials of Golem Grease. When consumed, you become immune to any spell or effect that would alter your form for one hour.

MEAZEL

- 1 Broken Shortsword.
- 1 Garrote. Functions as a martial melee weapon that deals 1d6 bludgeoning damage on a hit. On a hit, the target is grappled (escape DC 13 with disadvantage). Until the grapple ends, the target takes 1d6 bludgeoning damage at the start of each of your turns. You can't make weapon attacks while grappling a creature in this way. The weapon as the two handed property.

SECTION N

NAGPA

- 1 Arcane Focus.
- 1 Broken Quarterstaff.
- 1 Spellbook. It has in it the following spells: *detect magic*, *disintegrate*, *fireball*, *hold person*.

make a DC 21 Wisdom saving throw. On a failed save, the creature takes 4d12 necrotic damage and becomes frightened until the end of your next turn. While frightened in this way, the creature is also paralyzed. On a successful save, the creature takes no damage, is not frightened, and is immune to the effects of the *staff of doom* for 24 hours.

NIGHTWALKER

- 1d6 Nightwalker Fingers. Can be crafted into a *staff of doom* (1500 gp, 40 days). Requires attunement. This staff has 4 charges and it recharges any expended charges each day at dawn. As an action, you can target a creature you can see within 300 feet of you and force it to

- 1 Nightwalker Skull. Can be crafted into a *helm of the nightwalker* (2000 gp, 60 days). Requires attunement. While wearing this helmet, you can activate its annihilating aura as an action. This aura lasts for one minute. While active, any creature that starts its turn within

SECTION S

SALAMANDER, FROST

- 1 Frost Salamander Hide. Can be crafted into a set of light armor (2000 gp, 60 days). Requires attunement. While wearing this armor, you have resistance to cold damage.
- 2d10 Frost Salamander Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 1d10 cold damage. After the ammunition has been fired, it loses this property.
- 2d6 Vials of Frost Essence Shards. Can be used as an additional material component when casting spells that deal cold damage. When used in this way, you deal an additional 1d6 cold damage when you cast the spell.

SHADAR-KAI

GLOOM WEAVER

- 1 Component Pouch.
- 1d2 Shadow Spears. This functions as a spear that deals an additional 1d6 necrotic damage on a hit.

SHADOW DANCER

- 1 Broken Studded Leather Armor (size Medium).
- 1 Spiked Chain. Requires attunement. Functions as a martial melee weapon that deals 2d6 piercing damage on a hit. The weapon has the reach property. On a hit, the target must succeed on a DC 14 Dexterity saving throw or suffer one additional effect of your choice:
 - The target is grappled (escape DC 14) if it is a Medium or smaller creature. Until the grapple ends, the

target is restrained, and you can't grapple another target.

- The target is knocked prone.
- The target takes 1d10 necrotic damage.

SOUL MONGER

- 1 Broken Studded Leather Armor (size Medium).
- 1 Phantasmal Dagger. Requires attunement. This functions as a dagger that deals an additional 1d12 necrotic damage on a hit. On a hit, the target has disadvantage on saving throws until the start of your next turn.

SKULK

- 1d2 Skulk Claws. Can be crafted into a dagger (120 gp, 9 days). On a hit, you deal an additional 1d6 necrotic damage with this weapon.

SKULL LORD

- 1 Broken Plate Armor (size Medium).
- 1 Bone Staff. Requires attunement. Functions as a martial melee weapon that deals 1d8 bludgeoning damage plus 2d6 necrotic damage on a hit.
- 1 Decayed Skull Lord Heart. As an action, you can crush this heart and summon a group of undead to your side. Up to five skeletons or zombies appear in unoccupied spaces within 30 feet of you and remain until destroyed. Undead summoned in this way act as allies to you, roll their own initiative, and act in the next available turn.
- 3d12 Skull Lord Bones. Can be used as an additional material component

STEEDERS

FEMALE STEEDER

- 2d6 Rations.
- 1d8 Steeder Legs. Two steeder legs can be crafted into a set of *boots of striding and springing* (DMG p. 156) (200 gp, 14 days).
- 1d8 Vials of Steeder Goo. As an action, you can rub this goo on your hands and feet. For one minute, you can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

MALE STEEDER

- 1d6 Rations.
- 1d6 Steeder Legs. Two steeder legs can be crafted into a set of *boots of striding and springing* (DMG p. 156) (200 gp, 14 days).
- 1 Vial of Steeder Goo. As an action, you can rub this goo on your hands and feet. For one minute, you can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

STEEL PREDATOR

- 4d6 Ounces of Arcane Dust. Can be used as an additional material component when casting spells that deal damage. When used in this way, you can choose to reroll one of the rolled damage dice and must keep the second result.
- 1 Steel Predator Hide. Can be crafted into a set of heavy armor (4000 gp, 90 days). Requires attunement. This armor grants resistance to cold, lightning, and necrotic damage.
- 1 Steel Predator Roar Component. As an action, you can strike the side of this steel component and activate the contained charge inside. Each creature within 30 feet of the component must make a DC 19 Constitution saving throw. On a failed save, a creature takes 5d10 thunder damage, drops everything it's

holding, and is stunned for one minute. On a successful save, a creature takes half as much damage. The stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once the component has been used in this way, it stops functioning.

- 2d10 Steel Predator Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 2d6 damage. After the ammunition has been fired, it loses this property.

STONE CURSED

- 1d8 Ounces of Cursed Stone Dust. As an action, you can blow this dust into the face of a creature standing within 5 feet of you. The creature must succeed on a DC 12 Constitution saving throw, or it begins to turn into stone and is restrained until the end of its next turn, when it must repeat the saving throw. The effect ends if the second save is successful; otherwise the target is petrified for 24 hours.

SWORD WRAITH

SWORD WRAITH COMMANDER

- 2d6 Ounces of Phantom Dust. As an action, you can blow this dust into the face of a creature standing within 5 feet of you. The creature must succeed on a DC 13 Wisdom saving throw or be frightened of you for one minute on a failed save. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.
- 1 Spirit Cloth. Can be crafted into a *bag of holding* (DMG p. 153) (200 gp, 14 days).
- 1d2 Sword Wraith Eyes. When consumed, you become imbued with martial fury. For one minute, as a bonus action, you can make one weapon attack,

- 1d5 Yagnoloth Fingers. Can be used as an additional material component when casting spells that deal lightning damage. When used in this way, you deal an additional 4d8 lightning damage when you cast the spell.
- 1 Yagnoloth Hide. Can be crafted into a set of light armor (4000 gp, 90 days). Requires attunement. This armor grants resistance to cold, fire, and lightning damage.
- 1 Yugoloth Heart. When consumed, you magically teleport up to 60 feet to an unoccupied space you can see. Any equipment you are wearing or carrying is teleported with you.