

BALDUR'S GATE
MONSTER LOOT
DESCENT INTO AVERNUS



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- 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

BLACK GAUNTLET OF BANE

- 1 Broken Chain Mail (size Medium).
- 1 Broken Mace.

BONE WHELK

- 2d6 Rations.
- 1 Vial of Adhesive Glue. This glue can be rubbed on a set of armor as an action. For the next minute, when a Medium or smaller creature touches the armor, it adheres to it and is grappled (escape DC 10).

BULEZAU

- 1 Bulezau Tail. Can be crafted into a lance (150 gp, 10 days). Once per day when you hit a creature with this weapon, you can activate the demonic disease resting within the lance. If the target of this effect is a creature, it must succeed on a DC 13 Constitution saving throw against disease or become poisoned until the disease ends. While poisoned in this way, the target sports festering boils, coughs up flies, and sheds rotting skin, and the target must repeat the saving throw after every 24 hours that elapse. On a successful save, the disease ends. On a failed save, the target's hit point maximum is reduced by 1d8. The target dies if its hit point maximum is reduced to 0.
- 1d6 Vials of Bulezau Rot. As an action, the rot can be used to coat one slashing or piercing weapon, or up to three pieces of ammunition. A creature hit by the

weapon or ammunition must make a DC 13 Constitution saving throw or take 1d6 necrotic damage. Once applied, the rot sticks for one minute before flaking off.

- 1d6 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.

CROKEK'TOECK

- 1 Crokek'toeck 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. Three sets of armor can be crafted from this hide.
- 4d12 Crokek'toeck 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. After the ammunition has been fired, it loses this property.
- 3d8 Vials of Crokek'toeck Mind Fluid. When consumed, your mind is strengthened for one hour. You are immune to the waters of the River Styx as well as any effect that would steal or modify your memories or detect or read your thoughts.
- 1d2 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.

DEATH'S HEAD OF BHAAL

- 1d4 Broken Daggers.

DUKE THALAMRA VANTHAMPUR

- 1 Component Pouch.

FIENDISH FLESH GOLEM

- 1d8 Flesh Golem Strips. When consumed, you gain resistance to lightning damage for one hour.
- 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.

- 2d6 Vials of Golem Grease. When consumed, you become immune to any spell or effect that would alter your form for one hour.

FIST OF BANE

- 2d6 Arrows.
- 1 Broken Chain Mail (size Medium).
- 1 Broken Longbow.
- 1 Broken Mace.
- 1 Broken Shield.

FLYING DAGGER

- 1 Broken Dagger.
- 1 Ounce 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.

GIDEON LIGHTWARD

- 1d2 Eyes of Withering. 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.

HELLWASP

- 1d2 Hellwasp Talons. Can be crafted into a shortsword (10 gp, 2 days).
- 1 Hellwasp Stinger. Can be crafted into a shortsword (250 gp, 9 days). On a hit, you deal an additional 1d6 fire damage with this weapon. The first time you hit a creature with this weapon, the creature must make a DC 12 Constitution saving throw. On a failed save, the creature is poisoned for one minute. While poisoned in this way, the creature is

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

HOLLYPHANT

- 1d6 Celestial Feathers. Two feathers can be used as fletching on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these feathers deal an additional 1d8 radiant damage on a hit. After the ammunition has been fired, it loses this property.
- 1 Hollyphant Trunk. Requires attunement. As an action, you can blow air through this trunk, creating a trumpet sound that can be heard out to a range of 600 feet. Once you've blown the trunk, you can't do so again until you finish a long rest. The trumpet also creates a 30-foot cone of energy that has one of the following effects, chosen by you:
 - » *Trumpet of Blasting.* Each creature in the cone must make a DC 14 Constitution saving throw. On a failed save, a creature takes 5d6 thunder damage and is deafened for 1 minute. On a successful save, a creature takes half as much damage and isn't deafened. Nonmagical objects in the cone that aren't being held or worn take 10d6 thunder damage.
 - » *Trumpet of Sparkles.* Creatures in the cone must make a DC 14 Constitution saving throw, taking 4d8 radiant damage on a failed save, or half as much damage on a successful one. Evil creatures have disadvantage on the saving throw. Good creatures in the cone take no damage.

IRON CONSUL

- 1 Broken Chain Mail.
- 1d3 Broken Spears.

KOSTCHTCHIE

- 1d10 Kostchtchie Fingers. As a bonus action, you can break this finger and curse a single creature you can see within 60 feet of you. The cursed creature gains vulnerability to all damage dealt by you until the end of your next turn.
- 1 Kostchtchie 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.
- 3d8 Kostchtchie 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. After the ammunition has been fired, it loses this property.
- 4d12 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.
- 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. When consumed, you have advantage on Dexterity (Stealth) checks made while in dim light or darkness.

KRULL

- 1 Holy Symbol.
- 1 +1 Maul.

LIARA PORTYR

- 1 Broken Battle Axe.
- 1 Broken Heavy Crossbow.
- 1 Broken Shield.
- 1 Broken Studded Leather Armor (size Medium).
- 3d6 Crossbow Bolts.

MADCAP

- 1d4 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.
- 1 Set of Iron Boots. Requires attunement. While wearing these boots and you are a Small creature, your size is considered Medium for the purposes of grappling other targets. Also, wielding a heavy weapon doesn't impose disadvantage on your attack rolls. You also have disadvantage on Dexterity (Stealth) checks made while moving.
- 1 Wicked Sickle. Functions as a martial weapon that deals 2d4 slashing damage.

MAHADI THE RAKSHASA

- 1 Rakshasa Heart. When consumed, you gain the benefits of the true seeing spell for one hour.
- 1d2 Rakshasa Hands. Requires attunement by a spellcaster. Can be used as an arcane focus. You may cast each of the spells *charm person*, *detect thoughts*, *major image*, and *suggestion* once per day. You use your own spellcasting ability and spell save DC when casting these spells, and any spent uses recharge every day at dawn.
- 1d8 Rakshasa Claws. One claw can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these claws put a magical curse on the target they hit. The magical curse takes effect whenever the target takes a short or long rest, filling the target's thoughts with horrible images and dreams. The cursed target gains no benefit from finishing a short or long rest. The curse lasts until it is lifted.

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

- 2d12 Necrotic Centipede 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 necrotic damage. After the ammunition has been fired, it loses this property.
- 4d6 Rations.

NIGHT BLADE

- 1d3 Broken Daggers.

NINE-FINGERS KEENE

- 1 Broken Leather Armor (size Medium).
- 1d8 Broken Daggers.

NUPPERIBO

- 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.
- 1d4 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.

REAPER OF BHAAL

- 1d4 Broken Daggers.

REDCAP

- 1d4 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.

- 1 Set of Iron Boots. Requires attunement. While wearing these boots and you are a Small creature, your size is considered Medium for the purposes of grappling other targets. Also, wielding a heavy weapon doesn't impose disadvantage on your attack rolls. You also have disadvantage on Dexterity (Stealth) checks made while moving.
- 1 Wicked Sickle. Functions as a martial weapon that deals 2d4 slashing damage.

RILSA RAEI

- 1d4 Broken Daggers.
- 1 Broken Leather Armor (size Medium).
- 1 Broken Shortsword.

SKULL LASHER OF MYRKUL

- 1 Iron Skull Flail. Requires attunement. This iron flail deals an additional 1d6 necrotic damage on a hit. If hit, the target has disadvantage on all saving throws until the end of your next turn.

SMILER THE DEFILER

- 2d4 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.
- 1 Set of +2 Leather Armor (size Medium).
- 1 +1 Shortsword.
- 7 Soul Coins.
- 1d6 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.

SYLVIRA SAVIKAS

- 1 Arcane Focus.
- 1 Broken Dagger.
- 1 Spellbook. It has in it the following spells: *banishment, detect magic, fire shield, identify, globe of invulnerability, scrying*

THAVIUS KREEG

- 1 Broken Mace.

THURSTWELL VANTHAMPUR

- 1 Holy Symbol.

TOROGAR STEELFIST

- 1 Broken Scimitar.
- 1 Minotaur Heart. When consumed, you can perfectly recall any path you have traveled within the past seven days. This effect lasts for 24 hours.
- 2d6 Rations.
- 4d6 Vials of Minotaur Blood. When consumed, you gain advantage on all melee weapon attack rolls you make, but attack rolls against you have advantage. This effect lasts until the beginning of your next turn. This item can be consumed as a bonus action instead of the usual action.

TRAXIGOR

- 1 Broken Dagger.
- 1 Ration.
- 1 Spellbook. It has in it the following spells: *banishment, detect thoughts, lightning bolt, identify, globe of invulnerability, stoneskin*

TRESSYM

- 1 Ration.
- 1d2 Tressym Eyes. When consumed, you see invisible creatures and objects within 60 feet of you for one minute.

- 1 Tressym Tongue. When consumed, you can detect whether a substance is poisonous by taste or smell. This effect lasts for one hour.

ULDER RAVENGARD

- 1 Broken Plate Armor (size Medium).
- 1 Broken Shield.
- 1 +1 Longsword.

WHITE ABISHAI

- 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 Magic Longsword.
- 1d10 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.
- 1d4 White Abishai Claws. Can be crafted into a dagger (150 gp, 9 days). On a hit, this weapon deals an additional 1d6 cold damage.
- 1 White Abishai Hide. Can be crafted into a set of light armor (2000 gp, 60 days). Requires attunement. While wearing the armor, you are resistant to cold damage.
- 2d8 White Abishai 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 1d8 cold damage. After the ammunition has been fired, it loses this property.

YEENOGHU

- 1d2 Eyes of Yeenoghu. When consumed, you gain truesight out to a range of 120 feet for 10 minutes.

- 1 Heart of Yeenoghu. When consumed, you can cast the spell *teleport* once within the next minute.
- 1 Hide of Yeenoghu. 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. Two sets of armor can be crafted from this hide.
- 4d10 Teeth of Yeenoghu. 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 Tufts of Yeenoghu's Fur. As an action, you can light one of these tufts on fire and cast the spell *dispel magic*. Charisma is your spellcasting ability for this spell.
- 4d6 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.
- 4d6 Vials of Yeenoghu Bile. When consumed, you become afflicted by the savagery of Yeenoghu for one minute. At the beginning of your first turn after the savagery ends, you immediately gain one level of exhaustion and become incapacitated until the start of your next turn. When you hit a creature with a melee attack, one of the following effects occur at random.
 1. The attack deals an extra 2d12 damage.
 2. The target must succeed on a DC 17 Constitution saving throw or be paralyzed until the start of your next turn.
 3. The target must succeed on a DC 17 Wisdom saving throw or be affected by the *confusion* spell until the start of 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.

CREATURES FROM THE MONSTER MANUAL

The following creatures from the *Monster Manual* appear in *Baldur's Gate: Descent into Avernus*, alongside new monsters and enemies fit for looting. The entries below can all be found in the *Monster Loot: Monster Manual* supplement, and have been added to this document for easy reference. They are largely unchanged from how they are written in the *Monster Loot: Monster Manual* supplement.

ACOLYTE

- 1 Broken Club.
- 1 Flask of Holy Water.
- 1 Holy Symbol.

ANIMATED ARMOR

- 1 Broken Plate Armor (size Medium).
- 1 Ounce 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.

ARCANALOTH

- 1d4 Arcanaloth Claws. Can be crafted into a dagger (250 gp, 14 days). This weapon deals an additional 3 (1d6) poison damage on a hit.
- 1d2 Arcanaloth Eyes. When consumed, you gain truesight out to a range of 30 feet for 10 minutes.
- 1 Arcanaloth 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 Arcanaloth Tongue. When consumed, you gain advantage on all Charisma checks for one hour.
- 1 Spellbook. It has in it the following spells: *detect thoughts*, *contact other plane*, *identify*, *chain lightning*.
- 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.
- 1d10 Vials of Yugoloth Muk. 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. When consumed, you have advantage on Dexterity (Stealth) checks made while in dim light or darkness.
- 1d8 Vials of Yugoloth Serum. When consumed, you gain resistance to acid and poison damage for one hour.

ARCHMAGE

- 1 Arcane Focus.
- 1 Book.
- 1 Broken Dagger.
- 1 Spellbook. It has in it the following spells: *cone of cold*, *detect magic*, *fire shield*, *identify*, *teleport*.
- 1d6 Vials.

cantrip, but only when you are holding onto the hand. Charisma is your spellcasting ability for the cantrip.

- 1 Cambion Tongue. When consumed, you gain advantage on Charisma checks for one hour. It can also be used as an additional material component when casting the spells *charm person*, *command*, *suggestion*, and *mass suggestion*. When used in this way, one target of the spell has disadvantage on their saving throw against the spell's effects.
- 1d2 Cambion Wings. Two wings can be crafted into a *cloak of the bat* (DMG p. 159) (2000 gp, 60 days).

CHAIN DEVIL

- 1d2 Chains. Can be used as a martial weapon that deals 2d6 slashing damage on a hit. 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 14) 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.
- 1 Chain Devil Mask. Requires attunement. When wearing this mask, you can use your reaction to target a creature you can see within 30 feet of you. You create an illusion that looks like one of the creature's departed loved ones or bitter enemies. If the targeted creature can see you, it must succeed on a DC 14 Wisdom saving throw or be frightened until the end of its turn.
- 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.
- 1d4 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.

CHASME

- 1 Chasme Hide. Can be crafted into scale mail (50 gp, 3 days).
- 1d4 Chasme Wings. Two wings can be crafted into a *broom of flying* (DMG p. 156) (200 gp, 14 days).
- 1 Chasme Proboscis. Can be crafted into a lance (140 gp, 9 days) or into a rapier (150 gp, 9 days). On a hit, the target takes an additional 1d6 necrotic damage and the target's maximum hit points is lowered by the amount of necrotic damage dealt.
- 1d2 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.

CHIMERA

- 1d8 Chimera Claws. Can be sold for 3 gold pieces per claw.
- 1 Chimera Fire Gland. When consumed, the gland functions as a *potion of fire breathing*.
- 1d2 Chimera Hooves. These hooves can be sold for 10 gold pieces per hoof.
- 1d2 Chimera Wings. Two wings can be crafted into a *cloak of protection* (DMG p. 159) (200 gp, 14 days).
- 2d6 Rations.

COMMONER

- 1 Broken Club.

CRAWLING CLAW

- 1 Non-Crawling Claw. Can be used as an arcane focus.

the weapon hits a target it deals an additional 1d6 poison damage.

- 1d4 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.

GNOLL PACK LORD

- 3d6 Arrows.
- 1 Broken Chainmail (size Medium).
- 1 Broken Glaive.
- 1 Broken Longbow.
- 1d2 Gnoll Fangs. Can be sold for 3 gold pieces per fang.
- 1 Vial of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.

GRIFFON

- 1d6 Griffon Claws. Can be crafted into a dagger (50 gp, 3 days). This weapon deals an additional 1d4 damage against beasts.
- 1d10 Griffon Feathers. Two feathers can be used as fletching on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these feathers deal an additional 1d6 damage on a hit if the target is a beast. After the ammunition has been fired, it loses this property.
- 2d6 Rations.

GUARD

- 1 Broken Chain Shirt.
- 1 Broken Shield.
- 1d4 Broken Spears.

HALF-OGRE

- 1 Broken Battleaxe.
- 1 Broken Hide Armor (size Large).
- 1d10 Giant's Toes. Can be sold for 4 gold pieces per toe.
- 1d2 Javelins.

HELL HOUND

- 1 Hell Hound Fire Gland. When consumed, the gland functions as a potion of fire breathing.
- 1 Hell Hound Hide. Can be crafted into a resistant cloak (1000 gp, 30 days). Requires attunement. When worn, you have resistance to fire damage.
- 2d4 Hell Hound 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 fire damage on a hit. After the ammunition has been fired, it loses this property.

HELMED HORROR

- 1 Broken Longsword.
- 1 Broken Plate Armor (size Medium).
- 1 Broken Shield.
- 2d4 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.

HEZROU

- 1d4 Hezrou Claws. Can be crafted into a longsword (15 gp, 2 days), a shortsword (10 gp, 2 days), or a javelin (2 gp, 1 day).
- 1d4 Hezrou Glands. As an action, you can throw this gland up to 30 feet away where it will explode in a cloud of stinky gas. Each creature within 10 feet of

a creature you're fighting. On a hit, you can choose to forgo doing damage and instead grapple the creature (escape DC 18) 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.

- 2d4 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.

MASTIFF

- 1 Mastiff Hide. Two hides can be crafted into leather armor (10 gp, 2 days) or studded leather armor (45 gp, 3 days).
- 1d6 Rations.

MEZZOLOTH

- 1d4 Mezzoloth Claws. Can be crafted into a dagger (2 gp, 1 day).
- 1 Mezzoloth 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 Trident. This weapon is magical.
- 1d6 Vials of Yugaloth Muk. 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. When consumed, you have advantage on Dexterity (Stealth) checks made while in dim light or darkness.
- 1d4 Vials of Yugaloth Serum. When consumed, you gain resistance to acid and poison damage for one hour.
- 1 Yugaloth 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.

MINOTAUR

- 1 Broken Greataxe.
- 1 Minotaur Heart. When consumed, you can perfectly recall any path you have traveled within the past seven days. This effect lasts for 24 hours.
- 2d6 Rations.
- 1d4 Vials of Minotaur Blood. When consumed, you gain advantage on all melee weapon attack rolls you make, but attack rolls against you have advantage. This effect lasts until the beginning of your next turn. This item can be consumed as a bonus action instead of the usual action.

MUMMY

- 1 Mummy Skull. Can be crafted into a helmet of dreadful glaring (200 gp, 14 days). Requires attunement. As a bonus action, you can target one creature you can see within 60 feet of you. If the target can see you, it must succeed on a DC 11 Wisdom saving throw against this magic or become frightened until the end of your next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. Once you have used the item in this way, you can't do so again until you finish a short or long rest.
- 2d4 Mummy Wrapping Strips. Can be used as an additional material component when casting spells that deal necrotic damage. When used in this way, you may reroll any 1s and 2s rolled on the damage dice and must keep the second result.

NALFESHNEE

- 1d2 Abyssal Armrings. Requires attunement. When wearing two of these armrings, you have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.
- 1d4 Nalfeshnee Claws. Can be crafted

into a dagger (200 gp, 14 days). This functions as a +1 magical weapon.

- 1 Nalfeshnee Hide. Requires attunement. 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.
- 1d2 Nalfeshnee Tusks. Can be crafted into a magical shortsword (200 gp, 14 days). This functions as a +1 magical weapon.
- 2d4 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.

NIGHT HAG

- 1d2 Night Hag Hands. Requires attunement. Can be used as an arcane focus. Once per day each, you can cast the spells *detect magic*, *magic missile*, and *sleep*. These spells are cast at their lowest level.
- 1 Soul Bag. Can be sold for 500 gold pieces.
- 1d2 Vials of Night Hag Blood. When consumed, you have advantage on saving throws against spells and other magical effects for one hour.
- 1d2 Vials of Nightmare Fuel. When consumed, you begin to feel strangely and when you fall asleep you have terrible nightmares. You gain no benefit from your rest and your hit point maximum is reduced by 1d10. If this effect reduces your hit point maximum to 0, you die. The effect can only be removed by using the *protection from good and evil* or *lesser restoration* spells.

NIGHTMARE

- 1d2 Vial 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.

- 1d2 Vials of Nightmare Fuel. When consumed, you begin to feel strangely and when you fall asleep you have terrible nightmares. You gain no benefit from your rest and your hit point maximum is reduced by 1d10. If this effect reduces your hit point maximum to 0, you die. The effect can only be removed by using the *protection from good and evil* or *lesser restoration* spells.

NOBLE

- 1 Broken Breastplate.
- 1 Broken Rapier.
- 1d4 Random Gems (Value 10 GP).

OGRE

- 1 Broken Greatclub.
- 1 Broken Hide Armor (size Large).
- 1d10 Giant's Toes. Can be sold for 4 gold pieces per toe.
- 1d4 Javelins.

PIT FIEND

- 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 Pit Fiend Hide. Can be crafted into a set of light armor (3000 gp, 75 days) or a set of medium armor (3100 gp, 75 days). Requires attunement. While wearing this armor, you have resistance to cold and fire damage.
- 1d2 Pit Fiend Horns. Requires attunement by a spellcaster. Can be used as an arcane focus. You may cast each of the spells *detect magic*, *fireball*, and *wall of fire* once per day. You use your own

