

MONSTER LOOT

DRAGON OF ICESPIRE PEAK



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TABLE OF CONTENTS

How To Use This Book?

Killing Humanoid Enemies.....	4
Harvesting Checks.....	4
Harvest Time.....	5
Time of Death.....	5
Types of Loot.....	5

NEW MONSTERS

Anchorite of Talos.....	7
Ankheg.....	7
Banshee.....	7
Blights.....	7
Needle Blight.....	7
Twig Blight.....	7
Vine Blight.....	7
Boar.....	7
Carrion Crawler.....	7
Centaur.....	7
Commoner.....	8
Cow.....	8
Don-Jon Raskin.....	8

Falcon the Hunter.....	8
Ghoul.....	8
Giant Crab.....	8
Giant Rat.....	8
Giant Spider.....	8
Gorthok the Thunder Boar.....	8
Harpy.....	9
Hunter Shark.....	9
Invisible Stalker.....	9
Manticore.....	9
Mimic.....	9
Ochre Jelly.....	9
Ogre.....	9
Orc.....	10
Riding Horse.....	10
Rock Gnome Recluse.....	10
Stirge.....	10
Veteran.....	10
Will-o'-Wisp.....	10
Wererat.....	10
Young White Dragon.....	10



How To Use This Book?

The work is half the reward, but what if you want the whole reward? After braving the dangers of an acid-spewing dragon or the petrifying gaze of a snake-headed medusa, it is reasonable that the adventurers who survived the monster's onslaught might claim some sort of prize. This document supplies a list of items and loot that traveling adventurers might find on the monsters they encounter and slay on their fantastical journeys.

What follows in this section are some light mechanics for harvesting dead creatures. There are different types of loot that can be found on a monster, not all of which are necessarily useful for a group of travelling adventures. The supplied loot tied to each monster are simply suggestions that can be changed by the DM to fit the circumstances of the campaign they are running.

The loot found within this document has been designed with the rules below in mind for two reasons. First, this prevents characters immediately picking something up from a monster and using it seconds later. Second, this document assumes that there is a body left to harvest once the creature has been killed. This should be considered when the adventurers are fighting demons and devils, which are likely to leave no corpse as they respawn on their home plane after being killed on the Material Plane.

KILLING HUMANOID ENEMIES

Many humanoid enemies exist within the worlds of DUNGEONS & DRAGONS. Some of the more popular include goblins and orcs. Opposing their wicked ways have set brave adventurers on the path to becoming legends of the realm.

When killing a humanoid enemy, the adventurers are entitled to any loot the humanoid may carry on their person. Weapons, armor, and other sparse items are listed below the humanoid's name, as with every other monster. However, harvesting body parts, such as hide and flesh, from humanoid creatures is not something this document covers because we don't encourage adventurers to tear into the bodies of people.

HARVESTING CHECKS

There are a few ways to harvest the monsters found in the worlds of DUNGEONS & DRAGONS, and doing so can impact the nature of the game being played. What follows are some suggestions as to how the characters might be able to harvest a recently deceased creature.

ABILITY CHECK

When a character attempts to harvest a creature, they must first succeed on a specific ability check to successfully harvest the components from it. The nature of the ability check depends on the monster's type. The following table should be seen as a suggestion for splitting up the checks and can be changed to better fit the nature of the game at hand.

TYPE OF ABILITY CHECK

Creature Type	Ability Check
Beast, dragon, giant, monstrosity, plant	Nature
Humanoid	Survival
Celestial, fiend, undead	Religion
Aberration, construct, elemental, fey, ooze	Arcana

The DC of the check is determined by the CR of the creature being harvested, but the harvesting check DC **cannot be lower than 10** and **cannot be higher than 30**. If a character succeeds on the ability check, they are able to harvest all available loot on the monster. If they fail the check, the character is only able to harvest half of the items.

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 occurs 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.

Remember that two characters can help one another harvest a creature. This means that one of them gains advantage on their roll, thereby increasing their chances of successfully looting the monster.

NEW MONSTERS

ANCHORITE OF TALOS

- 1 Broken Hide Armor (size Medium).
- 1d2 Clawed Gauntlets. Functions as a martial melee weapon that deals 1d4 slashing damage. It takes an action to equip a clawed gauntlet.

ANKHEG

- 1 Ankheg Hide. Can be crafted into a set of studded leather armor (45 gp, 2 days).
- 2d6 Rations.
- 2d4 Vials of Acid.

BANSHEE

- 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.
- 1 Spirit Cloth. Can be crafted into a *bag of holding* (DMG p. 153) (200 gp, 14 days).
- 1d2 Vials of Ectoplasm. When consumed, you can see into the Ethereal Plane for one hour.

BLIGHTS

NEEDLE BLIGHT

- 1d4 Needles. Functions as a dart.

TWIG BLIGHT

- 1 Twig. Can be used as an arcane focus or a druidic focus.

VINE BLIGHT

- 1d2 Vine. Can be used as a 20 foot long silk rope.
- 1d4 Blight Buds. Can be used as an additional material component when casting spells that deal acid damage. When used in this way, you deal 1d4 additional acid damage with the spell.

BOAR

- 1 Boar Hide. Two hides can be crafted into leather armor (10 gp, 2 days) or studded leather armor (45 gp, 3 days).
- 1d2 Boar Tusks. Can be crafted into a dagger (2 gp, 1 day).
- 1d6 Rations.

CARRION CRAWLER

- 1d2 Carrion Crawler Tentacle. Can be crafted into a whip (300 gp, 20 days). The whip deals an additional 1d4 poison damage on a hit. Once per day on a hit, you can force the target to make a DC 13 Constitution saving throw. On a failed save, it is poisoned for 1 minute. Until this poison ends, the creature is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the poison on itself on a success.
- 2d6 Rations.

CENTAUR

- 3d6 Arrows.
- 1 Broken Longbow.
- 1 Broken Pike.
- 1 Tuft of Centaur Hair. Two tufts be crafted into a *rope of climbing* (DMG p. 197) (200 gp, 14 days).

HARPY

- 1 Broken Club.
- 1d6 Rations.
- 1 Set of Harpy Vocal Cords. Once per day, you can blow into these vocal cords as an action and sound out a magical melody. Each creature within 150 feet of you that can hear the melody must succeed on a DC 11 Wisdom saving throw or become charmed by you until the melody ends. You can use a bonus action on your subsequent turns to continue blowing into the vocal cords, but you cannot do so for longer than one minute.

HUNTER SHARK

- 1 Hunter Shark Hide. Can be crafted into leather armor (10 gp, 2 days) or studded leather armor (45 gp, 3 days).
- 1d10 Hunter Shark 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 1d4 damage on a hit. After the ammunition has been fired, it loses this property.
- 2d6 Rations.

INVISIBLE STALKER

- 1d6 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.
- 2d4 Vials of Air Essence. When consumed, for one minute your jumping and leaping distance is doubled and your speed is increased by 10 feet.

MANTICORE

- 1d4 Manticore Claws. Can be crafted into a dagger (2 gp, 1 day).
- 2d4 Manticore Tail Spikes. One spike can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these spikes deal an additional 1d4 damage on a hit. After the ammunition has been fired, it loses this property.
- 2d6 Rations.

MIMIC

- 1d6 Rations.
- 1d4 Vials of Mimic Adhesive. When poured on a Medium or smaller creature, the creature becomes adhesive for 10 minutes. While adhesive, the creature adheres to anything that it touches or that touches it. A Medium or smaller creature adhered to the adhesive creature is also grappled by it (escape DC 13). The adhesive creature also automatically succeeds on climbing checks as long as it is adhesive.

OCHRE JELLY

- 1d6 Vials of Ooze Goop. As an action, you can throw this vial at a creature within 20 feet of you, treating the vial as an improvised weapon. On a hit, the vial shatters and covers the creature with yellow goop. For the next minute, the creature takes 1d8 acid damage at the start of each of its turns. The creature can use an action to scrape the goop off, ending the effect early.

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.



