

MONSTER LOOT

GUILDMASTER'S GUIDE TO RAVNICA



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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.

TOOL CHECK

Without the necessary tools, the characters might be unable to fully harvest the monster in question. The set of tools needed, if any, to harvest the creature is up to the DM and can vary from monster to monster. 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 type of artisan's tools that are required when harvesting certain resources from a creature, such as 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 such a 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 time since death. If the characters just killed it, all the loot is 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 DM should estimate the amount of loot left on a monster if the party stumbles upon a dead creature. In most cases, it is impossible to harvest food from creatures 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 cleanse the flesh enough that rations can be harvested.

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, the item was damaged prior to fighting or during the fight in which 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 the creature. A single vial holds four ounces of liquid. If items like dust or ash can be harvested, these also need to be stored in some sort of container if the characters wish to bring it with them.

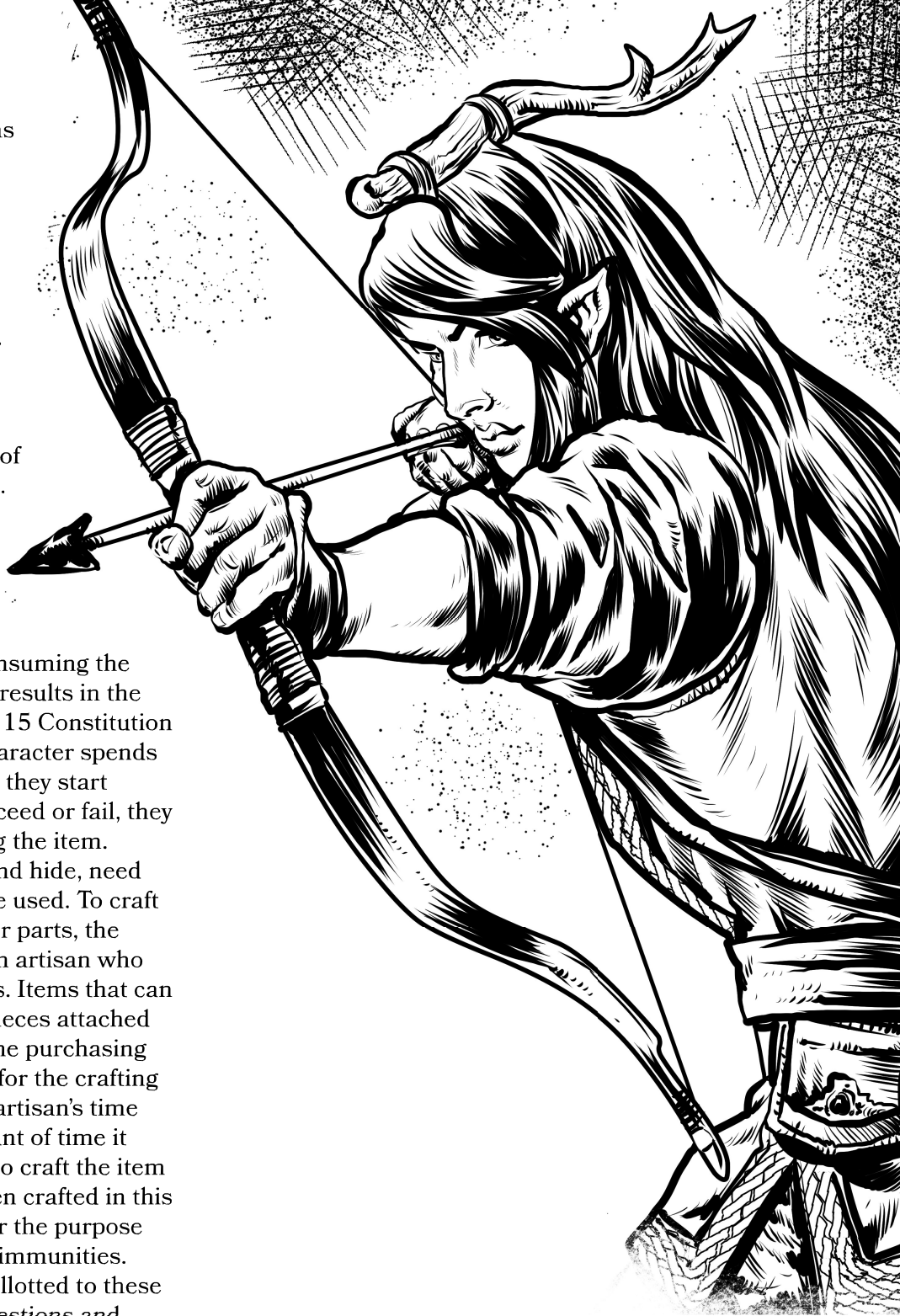
Some creatures, like beasts and monstrosities, might yield **rations**. This refers to harvesting meat from the creature that can be eaten as a day's ration. Whether or not this meat needs to be cooked before it is edible and how long it lasts before it turns rancid is determined by the DM. Most meat starts to go bad after 1-2 days, if not cooked or cured.

Certain creatures have items that can be used as an **additional material component** for spellcasters. The use of these components must be declared before any saving throws or attack rolls are made because of the spell in question. When the item is used in this way, it is consumed in the process of casting the spell and cannot be reused.

The same is the case for items that need to be **consumed** by a character. As an action, these items are eaten or drunk to gain their benefits and cannot be reused. To consume these items, they first need to be treated using a specific tool set. The consumable can be turned into a potion using alchemist's supplies, cooked using cook's utensils, or distilled into a type of alcohol using brewer's supplies. Creating one consumable takes an hour and the DC for creating the finished consumable is equal to $5 +$ monster CR (not lower than 10 and not higher than 30). Consuming the item before it has been treated results in the character having to make a DC 15 Constitution saving throw. If they fail, the character spends their next turn incapacitated as they start throwing up. Whether they succeed or fail, they gain no benefit from consuming the item.

Some things, such as teeth and hide, need to be **crafted** before they can be used. To craft an item from harvested monster parts, the materials need to be taken to an artisan who knows how to craft magic items. Items that can be crafted have a cost in gold pieces attached to them. This cost represents the purchasing of additional materials needed for the crafting process and also the the hired artisan's time working on the item. The amount of time it would take the trained artisan to craft the item is also noted. If an item has been crafted in this way, it is considered magical for the purpose of overcoming resistances and immunities. The cost and designated time allotted to these items should be seen as a suggestions and can be changed to fit the nature of the game being played.

An exception to this is when a character is using monster loot to make **ammunition**, such as arrows and crossbow bolts. When making ammunition, the character only needs to have proficiency in the weapon the ammunition is for to successfully make the item. It takes 10 minutes to make one piece of ammunition.



BESTIARY

ANGELS

BATTLEFORCE ANGEL

- 1 Broken Plate Armor (size Medium).
- 1d8 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 Divine Tongue. When consumed, you gain the benefits of the *tongues* spell for eight hours.
- 1 Holy Longsword. Requires attunement by a creature with a good alignment. This is a magical longsword which deals an additional 1d8 radiant damage on a hit. The greatsword deals an additional 1d8 radiant damage if the targeted creature is a fiend or undead.
- 1 Vial of Angel Blood. When consumed, this functions as a *potion of greater healing*.

FIREMANE ANGEL

- 1 Broken Plate Armor (size Medium).
- 1d10 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 Divine Tongue. When consumed, you gain the benefits of the *tongues* spell for eight hours.
- 1 Holy Longsword. Requires attunement by a creature with a good alignment. This is a magical longsword which deals

an additional 1d8 radiant damage on a hit. The greatsword deals an additional 1d8 radiant damage if the targeted creature is a fiend or undead.

- 1d3 Vials of Angel Blood. When consumed, this functions as a *potion of greater healing*.
- 1d8 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.

DEATHPACT ANGEL

- 2d8 Corrupt 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 necrotic damage on a hit. After the ammunition has been fired, it loses this property.
- 1 Deathpact Scythe. The scythe functions as a martial melee weapon that deals 2d4 slashing damage on a hit and has the reach property. Requires attunement by a creature with an evil alignment. This is a magical scythe which deals an additional 1d8 necrotic damage on a hit.
- 1 Divine Tongue. When consumed, you gain the benefits of the *tongues* spell for eight hours.
- 1d4 Vials of Corrupted Angel Blood. When consumed, this functions as a *potion of poison*.

ARCHON OF THE TRIUMVIRATE

- 1 Broken Plate Armor (size Medium).
- 1d2 Eyes of the Archon. As an action, you can crush the eye and force each creature that can see you within 120 feet to make a DC 18 Wisdom saving throw. On a failed save, the creature drops any weapons it is holding, ends its concentration on any spells or other effects, and becomes charmed by you for one minute. The charmed creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- 1 Hammer of Justice. This hammer functions as a martial melee weapon that deals 2d6 bludgeoning damage on a hit. Requires attunement by a creature with a good alignment. This is a magical hammer which deals an additional 1d8 force damage on a hit.
- 1d12 Locks of Archon Hair. Can be used as an additional material component when casting the *calm emotions*, *command*, and *compelled duel* spells. When used in this way, you do not expend a spell slot when you cast the spell.
- 2d8 Vials of Archon Blood. When consumed, you can target a creature you can see within 120 feet of you. When you do, you can determine which laws that creature has broken in the last 24 hours.

ARCLIGHT PHOENIX

- 3d12 Vials of Lightning Essence. This essence crackles and glows in the dark, shedding bright light in a 10-foot radius and dim light for an additional 10 feet if not covered. Can be used as an additional material component when casting spells that deal lightning damage. When used in this way, you deal an additional 1d8 lightning damage when you cast the spell.
- 1 Arclight Phoenix Egg. The egg is Tiny, warm, and has a mizzium shell. The egg

contains the embryo of a new arclight phoenix. It hatches when it is in the area of a spell that deals lightning damage, or if a creature touches the egg and expends spell slots whose combined levels equal 13 or more. When it hatches, the egg releases a new arclight phoenix that appears in the egg's space.

CONCLAVE DRYAD

- 3d6 Arrows.
- 1 Broken Longbow.
- 1 Conclave Dryad Heart. Can be used as an additional material component when casting spells that attempt to charm a creature. When used in this way, the targeted creature has disadvantage on the saving throw against being charmed.
- 4d8 Dryad Leaves. When consumed, you regain 1d4 hit points.
- 1 Dryad Tongue. When consumed, you can communicate with beasts and plants as if you shared a language for one hour.
- 1d6 Ounces of Fey Dust. As an action, you can blow this ounce of 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 Vine Staff. This functions as a martial melee weapon that deals 2d6 bludgeoning damage on a hit. This staff has 3 charges and it regains 1d2 charges each day at dawn. When you hit a creature with this staff, you can expend a charge and force the creature to make a DC 17 Dexterity saving throw. On a failed save, the creature becomes restrained by twisting vines for one minute. A creature restrained in this way can use an action to make a DC 17 Strength (Athletics) or Dexterity (Acrobatics) check, ending the effect on itself on a success.

DEMONS

CAACKLER

- 1 Broken Spiked Chain. This weapon, when repaired, functions as a simple melee weapon that deals 1d6 slashing damage on a hit. It costs 15 gp to repair the weapon.
- 1d4 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.

MASTER OF CRUELTIES

- 1 Broken Plate Armor (size Large).
- 1 Broken Greatspear of Cruelties. This weapon, when repaired, functions as a martial melee weapon that deals 2d6 piercing damage plus 1d8 psychic damage on a hit. The greatspear has a throwing range of 20/60. It costs 200 gp to repair the weapon.
- 1d4 Master of Cruelties Horns. Two horns can be crafted into a helm (1500 gp, 30 days). Requires attunement. While you are wearing the helm, you can use an action to activate or deactivate an aura of blood lust. When any other creature than you starts its turn within 20 feet of you, that creature must succeed on a DC 15 Wisdom saving throw, or it must immediately take the Attack action, making one melee attack against a random creature within range, throwing its weapon if necessary.
- If four horns are used to make this helm, the cost goes up by 500 gp and it takes another 10 days to craft. In addition, whenever a creature within 30 feet of you dies, you gain 10 temporary hit points and you have advantage on the next attack roll, ability check, or saving throw you make before the end of your next turn. The aura of blood lust does not need to be active for this to take effect.
- 1d8 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.

SIRE OF INSANITY

- 1d4 Sire of Insanity Horns. Two horns can be crafted into a helm (1500 gp, 30 days). Requires attunement. While you are wearing the helm, you can use an action to activate or deactivate an aura of mind erosion. When any other creature than you starts its turn within 20 feet of you, that creature must succeed on a DC 16 Wisdom saving throw. On a successful save, the creature is immune to this aura for the next 24 hours. On a failed save, the creature has disadvantage on Wisdom and Charisma checks and Wisdom and Charisma saves for one minute.
- 1d4 Sire of Sanity Claws. Can be crafted into a dagger (400 gp, 14 days). This weapon deals an additional 1d8 psychic damage on a hit.
- 2d6 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.

DEVKARIN LICH

- 4d10 Lich Bones. Can be used as an additional material component when casting spells that deal necrotic damage. When used in this way, you deal an additional 1d6 necrotic damage when you cast the spell.
- 1d2 Lich Eyes. Can be crafted into a *wand of fear* (DMG p. 210) (2000 gp, 30 days).
- 1d2 Lich Hands. Requires attunement. Can be used as an arcane focus. You know the *ray of frost* cantrip, but only when you are holding onto the hand. Intelligence is your spellcasting ability for the cantrip.
- 1 Necromancer's Robe. Requires attunement by a spellcaster. You have resistance to poison damage and you cannot be frightened as long as you are wearing this robe. In addition, any allied undead creatures within 300 feet of you

and any undead creatures under your control have advantage on saving throws against any effect that turns undead.

- 1 Spellbook. It has in it the following spells: *animate dead*, *cloudkill*, *counterspell*, *Evard's black tentacles*, *Melf's acid arrow*, *plane shift*.

FELIDAR

- 1d2 Felidar Canines. Can be sold for 25 gp.
- 1 Felidar Hide. Can be crafted into a set of light armor (1500 gp, 30 days). This set of armor has a +1 to armor class and has three charges. You can expend one charge and give yourself truesight out to a range of 60 feet for one minute. All expended charges recharge each day at dawn.
- 2d6 Tufts of Felidar Fur. Can be used as an additional component when casting *find familiar*. When a familiar is summoned with this spell using the fur as an additional component, the familiar doesn't disappear the first time it hits 0 hit points and instead drops to 1 hit point. To gain this benefit after it has been used, the *find familiar* spell must be cast again and another tuft of fur be expended in the spellcasting process.

GIANTS

BLOODFRAY GIANT

- 1 Bloodfray Giant Heart. Can be crafted into a *potion of hill giant strength* (DMG p. 187) (100 gp, 2 days)
- 1d2 Giant's Eyes. When consumed, you become proficient in the Wisdom (Perception) skill for one minute.
- 1d10 Giant's Toes. Can be sold for 4 gold pieces per toe.

GUARDIAN GIANT

- 1d2 Giant's Eyes. When consumed, you become proficient in the Wisdom (Perception) skill for one minute.
- 1d10 Giant's Toes. Can be sold for 4 gold pieces per toe.
- 1 Guardian Giant Heart. Can be crafted into a *potion of frost giant strength* (DMG p. 187) (1000 gp, 30 days)
- 1d6 Vials of Guardian Giant Blood. When consumed, you can't be surprised for the next 8 hours.

ORZHOV GIANT

- 1d2 Giant's Eyes. When consumed, you become proficient in the Wisdom (Perception) skill for one minute.
- 1d10 Giant's Toes. Can be sold for 4 gold pieces per toe.
- 1 Orzhov Giant Heart. Can be crafted into a *potion of hill giant strength* (DMG p. 187) (100 gp, 2 days)
- 1d6 Vials of Orzhov Giant Blood. When consumed, you have darkvision out to a range of 60 feet for one hour.

SUNDER SHAMAN

- 1d2 Giant's Eyes. When consumed, you become proficient in the Wisdom (Perception) skill for one minute.
- 1d10 Giant's Toes. Can be sold for 4 gold pieces per toe.
- 1 Sunder Shaman Heart. Can be crafted into a *potion of frost giant strength* (DMG p. 187) (1000 gp, 30 days)
- 2d6 Vials of Sunder Shaman Blood. When consumed, you can choose to become reckless. At the start of your turn, you can gain advantage on all melee weapon attack rolls you make during that turn, but attack rolls against you have advantage until the start of your next turn. This effect lasts for 10 minutes.

HORRORS

FLYING HORROR

- 1d2 Flying Horror Claws. Can be crafted into a dagger (300 gp, 12 days). This weapon deals an additional 1d6 psychic damage on a hit.
- 1 Set of Flying Horror Vocal Cords. Once per day, you can blow into these vocal cords as an action and sound out a frightening screech. Each creature within 30 feet of you that can hear the screech must succeed on a DC 13 Wisdom saving throw or be frightened of you for one minute. The frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

SHADOW HORROR

- 1d2 Shadow Horror Claws. Can be crafted into a dagger (300 gp, 12 days). The first time a creature is hit with this weapon, it must succeed on a DC 14 Wisdom saving throw or be frightened of you until the end of its next turn.
- 3d6 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.

SKITTERING HORROR

- 1 Skittering Horror Hide. Can be crafted into a set of light armor (300 gp, 12 days). While wearing this armor, you have proficiency with the Stealth skill. Two sets of armor can be crafted from this hide.
- 2d6 Skittering Horror 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.

INDENTURED SPIRIT

- 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.
- 1d4 Vials of Ectoplasm. When consumed, you can see into the Ethereal Plane for one hour.

IZZET WEIRDS

BLISTERCOIL WEIRD

- 2d4 Vials of Boiling Blistercoil Essence. As an action, you can throw this vial up to 30 feet away where it will shatter in a blast of steaming energy. Any creatures standing within a 5-foot radius of where the vial landed catches fire. The creature takes 1d10 fire damage immediately after the vial shatters, and until someone uses an action to douse the fire, the burning creature takes 1d10 fire damage at the start of each of its turns.

FLUXCHARGER

- 2d6 Vials of Lightning Essence. This essence crackles and glows in the dark, shedding bright light in a 10-foot radius and dim light for an additional 10 feet if not covered. Can be used as an additional material component when casting spells that deal lightning damage. When used in this way, you deal an additional 1d8 lightning damage when you cast the spell.

GALVANICE WEIRD

- 1d6 Galvanice Weird Shards. Can be used as an additional material component when casting spells that deal cold or lightning damage. When used in this way, you deal an additional 1d4 cold damage and 1d4 lightning damage when you cast the spell.

KRASIS

CATEGORY 1 KRASIS

- 1 Krasis Gullet. When consumed, you become amphibious for one hour.
- Major Adaptations Loot. Depending on the adaptations affixed to the krasis, it has different loot options. See the list below for loot appropriate to your specific krasis.
 1. *Acidic Skin*. 1d2 vials of acid.
 2. *Armored Hide*. 1 Krasis Shell/Scale. Can be crafted into a shield (750 gp, 40 days). This functions as a +1 shield.
 3. *Bioluminescent Markings*. 1d4 Vials of Arcane Ink. One vial can be used to inscribe 3 spells into a wizard's spellbook, at no cost.
 4. *Flight*. No additional loot.
 5. *Grabber*. No additional loot.
 6. *Hypnotic Display*. 1d2 Category 1 Krasis Eyes. As an action, you can crush an eye and cast the spell *hypnotic pattern*, concentrating on it as if you cast the spell. The DC for the spell when cast in this way is 12).
 7. *Venomous Sting*. 1d2 Vials of Basic Poison.
 8. *Regeneration*. 1d4 Vials of Category 1 Krasis Blood. When consumed, you regain 2 hit points at the end of each of your turns for the next minute.

CATEGORY 2 KRASIS

- 1 Krasis Gullet. When consumed, you become amphibious for one hour.
- Major Adaptations Loot. Depending on the adaptations affixed to the krasis, it has different loot options. See the list below for loot appropriate to your specific krasis.
 1. *Acidic Skin*. 1d4 vials of acid.
 2. *Armored Hide*. 1 Krasis Shell/Scale. Can be crafted into a shield (750 gp, 40 days). This functions as a +1 shield.
 3. *Bioluminescent Markings*. 1d6 Vials of Arcane Ink. One vial can be used to inscribe 3 spells into a wizard's spellbook, at no cost.
 4. *Flight*. No additional loot.
 5. *Grabber*. No additional loot.
 6. *Hypnotic Display*. 1d2 Category 2 Krasis Eyes. As an action, you can crush an eye and cast the spell *hypnotic pattern*, concentrating on it as if you cast the spell. The DC for the spell when cast in this way is 14).
 7. *Venomous Sting*. 1d4 Vials of Basic Poison.
 8. *Regeneration*. 1d4 Vials of Category 2 Krasis Blood. When consumed, you regain 4 hit points at the end of each of your turns for the next minute.

CATEGORY 3 KRASIS

- 1 Krasis Gullet. When consumed, you become amphibious for one hour.
- Major Adaptations Loot. Depending on the adaptations affixed to the krasis, it has different loot options. See the list below for loot appropriate to your specific krasis.
 1. *Acidic Skin*. 1d6 vials of acid.
 2. *Armored Hide*. 1 Krasis Shell/Scale. Can be crafted into a shield (750 gp, 40 days). This functions as a +1 shield.
 3. *Bioluminescent Markings*. 1d8 Vials of Arcane Ink. One vial can be used to inscribe 3 spells into a wizard's spellbook, at no cost.
 4. *Flight*. No additional loot.
 5. *Grabber*. No additional loot.
 6. *Hypnotic Display*. 1d2 Category 3 Krasis Eyes. As an action, you can crush an eye and cast the spell *hypnotic pattern*, concentrating on it as if you cast the spell. The DC for the spell when cast in this way is 17).
 7. *Venomous Sting*. 1d6 Vials of Basic Poison.
 8. *Regeneration*. 1d4 Vials of Category 3 Krasis Blood. When consumed, you regain 8 hit points at the end of each of your turns for the next minute.

KRAUL

KRAUL WARRIOR

- 1d4 Spears.

KRAUL DEATH PRIEST

- 1 Broken Quarterstaff.

NIGHTVEIL SPECTER

- 1 Broken Scythe. This weapon, when repaired, functions as a martial melee weapon that deals 2d6 slashing damage plus 1d8 psychic damage on a hit. The

scythe has the reach property. It costs 250 gp to repair the weapon.

- 1 Nightveil Specter Skull. Can be crafted into a helm (1000 gp, 14 days). Requires attunement. This helm has 3 charges. As an action, you can touch one incapacitated creature and choose 1 hour from among the past 24. Unless the creature succeeds on a DC 15 Intelligence saving throw, the creature loses all memory of that hour. The creature regains the memory only if you die within the next 24 hours or the helm is destroyed within the next 24 hours.
- 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 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.

GLOAMWING

- 1 Gloamwing Hide. Can be crafted into a set of light armor (2000 gp, 60 days). While wearing this armor, you have resistance to necrotic damage.
- 2d6 Gloamwing 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 damage. After the ammunition has been fired, it loses this property.
- 1d2 Gloamwing Wings. One wing can be crafted into a saddle for a mount (2000 gp, 60 days). When the saddle is on a mount, you form a bonded link with it. If you aren't mounted, you can use a bonus action to magically teleport onto your mounts, provided you are within 500 feet of each other. When you teleport in this way, you appear astride your

mount along with any equipment you are wearing or carrying. However, if you are reduced to 0 hit points, your mount is destroyed (but not the saddle).

NIVIX CYCLOPS

- 1d10 Giant's Toes. Can be sold for 4 gold pieces per toe.
- 1 Nivix Cyclops Eye. Can be crafted into a *driftglobe* (DMG p. 166) (200 gp, 14 days).
- 1d6 Vials of Nivix Cyclops Blood. When consumed, you are revitalized when magic is used near you for 10 minutes. Immediately after a creature casts a spell of 1st level or higher within 120 feet of you, you can use a reaction to move up to your speed without provoking opportunity attacks. You can then make one melee attack against a target of your choice.

SIMIC HYBRIDS

HYBRID BRUTE

- 1d4 Javelins.
- 1d4 Vials of Acid.

HYBRID FLIER

- 1 Vial of Acid.
- 1 Vial of Basic Poison.

HYBRID POISONER

- 1d4 Vials of Basic Poison.

HYBRID SHOCKER

- 1d2 Vials of Lightning Essence. Can be used as an additional material component when casting spells that deal lightning damage. When used in this way, you deal an additional 1d10 lightning damage when you cast the spell.

HYBRID SPY

- 1 Broken Shortsword.

SKYJEK ROC

- 2d6 Rations.
- 2d6 Skyjek Roc Feathers. Two feathers can be used as fletching on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these feathers have an increased range of 20 feet. After the ammunition has been fired, it loses these properties.

SKYSWIMMER

- 1d4 Half-Digested Corpses. Corpses of previous meals can be found in the skyswimmer's stomach. Only half the maximum amount of loot can be found on these corpses if checked. There is a 40% chance the corpse is a griffin, 30% chance it's a skyjek roc, 20% chance it's a hippogriff, and 10% chance it's a wyvern.
- 10d6 Rations.
- 1 Skyswimmer Hide. Can be crafted into leather armor (10 gp, 2 days) or studded leather armor (45 gp, 3 days). Three sets of armor can be crafted from this hide.
- 4d6 Small Skyswimmer 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 damage. After the ammunition has been fired, it loses this property.

THRULLS

SERVITOR THRULL

- 1 Thrull Defensive Spring. If kept on your person, the spring activates in response to you being hit by an attack, giving the attacker disadvantage on the attack roll. This doesn't cost you a reaction, but the spring breaks immediately after it has been activated.

WINGED THRULL

- 1d2 Thrull Defensive Springs. If kept on your person, the spring activates in response to you being hit by an attack, giving the attacker disadvantage on the attack roll. This doesn't cost you a reaction, but the spring breaks immediately after it has been activated.

UNDERCITY MEDUSA

- 1 Medusa Head. When a creature that can see the medusa head's eyes starts its turn within 30 feet of the head, it must make a DC 14 Constitution saving throw. On a failed save, the creature magically begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the greater restoration spell or similar magic.
- A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the head until the start of its next turn, when it can avert its eyes again. If it looks at the head in the meantime, it must immediately make the save. The head has this effect for 2d6 days after being harvested, after which it turns into a non-magical decaying head.
- 1d6 Rations.
- 1d6 Vials of Medusa Blood. If poured on a Medium or smaller creature that has been petrified by being turned to stone, they are cured of the petrified condition.

VAMPIRES

BLOOD DRINKER VAMPIRE

- 1 Broken Rapier.
- 1d2 Vampire Fangs. One fang 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 3d6 necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and you regain hit points equal to that amount. After the ammunition has been fired, it loses these properties.
- 1d10 Vampire 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. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken. After the ammunition has been fired, it loses these properties.

MIND DRINKER VAMPIRE

- 1d2 Vampire Fangs. One fang 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 3d6 necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and you regain hit points equal to that amount. After the ammunition has been fired, it loses these properties.
- 1d10 Vampire 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. The

target's hit point maximum is reduced by an amount equal to the necrotic damage taken. After the ammunition has been fired, it loses these properties.

- 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. When consumed, you have advantage on Dexterity (Stealth) checks made while in dim light or darkness.

WURM

- 4d6 Rations.
- 4d6 Small Wurm 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 damage. After the ammunition has been fired, it loses this property.
- 1d4 Wurm Fangs. Can be crafted into a shortsword (10 gp, 2 days) or long sword (15 gp, 3 days).
- 1 Wurm Hide. Can be crafted into leather armor (10 gp, 2 days) or studded leather armor (45 gp, 3 days). Two sets of armor can be crafted from this hide.

NPCs BY GUILD

SOLDIER

- 1 Broken Chain Mail.
- 1 Broken Longsword.
- 1 Broken Shield.

AZORIUS NPCs

ISPERIA

- 1d2 Eyes of Ispertia. When consumed, you gain truesight out to a range of 30 feet for one hour.
- 5d6 Feathers of Ispertia. Two feathers can be used as fletching on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these feathers are considered magical. They also deal an additional 1d6 damage if the target is hostile towards you. After the ammunition has been fired, it loses these properties.
- 1 Hide of Ispertia. Can be crafted into a set of light armor (2000 gp, 30 days). Requires attunement. While wearing this armor, you have advantage on saving throws against being charmed or frightened. In addition, you are immune to any effect that would sense your emotions or read your thoughts, as well as any divination spell that you don't want to be affecting you. Three sets of armor can be crafted from this hide.
- 10d6 Rations.
- 3d8 Tufts of Ispertia Fur. Two tufts can be crafted into a *bag of holding* (DMG, p. 153) (200 gp, 14 days). Four tufts can be crafted into a cloak (500 gp, 21 gp).

Requires attunement. While wearing this cloak, you have resistance to psychic damage.

- 4d6 Vials of Sphinx Blood. When consumed, you gain resistance to psychic damage for one hour.

LAWMAGE

- 1 Broken Breastplate.
- 1 Broken Quarterstaff.
- 1 Spellbook. It has in it the following spells: *arcane lock*, *expeditious retreat*, *shield*, *slow*.

PRECOGNITIVE MAGE

- 1 Broken Quarterstaff.

BOROS NPCs

AURELIA

- 1 Divine Tongue. When consumed, you gain the benefits of the *tongues* spell for eight hours.
- 3d8 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 Helm of Aurelia. Requires attunement. While wearing this helm, you are unyielding. When you are subjected to an effect that would move you, knock you prone, or both, you can use your reaction to neither moved nor knocked prone.
- 1d2 Holy Longswords. Requires attunement by a creature with a good alignment. This is a magical longsword,

which deals an additional 1d8 radiant damage on a hit. The greatsword deals an additional 1d8 radiant damage if the targeted creature is a fiend or undead.

- 4d6 Vials of Angel Blood. When consumed, this functions as a *potion of greater healing*.

FIREFIST

- 1 Broken Greatsword.
- 1 Broken Plate Armor.

FRONTLINE MEDIC

- 1 Broken Plate Armor.
- 1 Broken Shield.
- 1 Healer's Kit.
- 1d4 Spears.

RECKONER

- 1 Broken Longsword.
- 1 Broken Plate Armor.
- 1 Spellbook. It has in it the following spells: *blur*, *shield*, *witch bolt*.

DIMIR NPCs

LAZAV

- 1d2 Psychic Blades. Requires attunement. This is a magical shortsword, which deals an additional 1d6 psychic damage on a hit.
- 1d6 Rations.
- 3d4 Tufts of Lazav's Hair. Four tufts can be crafted into a cloak (1000 gp, 15 days). Requires attunement. While wearing this cloak, you are immune to magic that allows other creatures to read your thoughts, determine whether you are lying, know your alignment, or know your creature type. Creatures can telepathically communicate with you only if you allow it.
- Alternatively, two tufts can be crafted into a set of shoelaces (500 gp, 9 days). Requires attunement. While wearing

a set of boots equipped with these shoelaces, no attack roll has advantage against you unless you are incapacitated.

- 3d6 Vials of Shapeshifter Blood. Can be used as an additional material component when casting spells that physically alter a creature's body. When used in this way, the duration of the spell is extended by 10 minutes.

MIND MAGE

- 1d4 Daggers.

THOUGHT SPY

- 1 Broken Leather Armor.
- 1 Broken Rapier.
- 1d2 Daggers.

GOLGARI NPCs

JARAD VOD SAVO

- 1 Necromancer's Robe. Requires attunement by a spellcaster. You have resistance to poison damage and you cannot be frightened as long as you are wearing this robe. In addition, any allied undead creatures within 300 feet of you and any undead creatures under your control have advantage on saving throws against any effect that turns undead.
- 1 Spellbook. It has in it the following spells: *entangle*, *finger of death*, *giant insect*, *ray of enfeeblement*, *spider climb*, *vampiric touch*.
- 1 Staff of Svogthir. Functions as a martial melee weapon that deals 2d4 bludgeoning damage on a hit. It also deals an additional 1d6 poison and 1d6 necrotic damage on a hit.
- 1d6 Vials of Fermented Blood of Jarad. When consumed, you regain 1d10 hit points at the end of each of your turns for the next minute.
- 3d6 Vials of Spores. As an action, you can throw this vial up to 30 feet away where it shatters in a cloud of spores.

The area within a 5-foot radius of where the vial landed becomes filled with spores. Each creature in the area takes 2d10 poison damage.

GOLGARI SHAMAN

- 1 Broken Hide Armor (size Medium).
- 1 Broken Quarterstaff.

GRUUL NPCs

BORBORYGMOS

- 1d10 Giant's Toes. Can be sold for 4 gold pieces per toe.
- 1 Heart of Borborygmos. Can be crafted into a *potion of cloud giant strength* (DMG p. 187) (10000 gp, 150 days)
- 1 Tribal Amulet. There is a 10% chance that the amulet is an *amulet of health* (DMG, p. 150), 30% chance that the amulet is an *amulet of proof against detection and location* (DMG, p. 150), and a 60% chance that it is a non-magical tribal amulet.
- 3d6 Vials of Borborygmos's Blood. When consumed, your Strength score goes up by 2 to a maximum of 24 for one hour. This effect does not stack.

ANARCH

- 1 Broken Hide Armor.
- 1 Broken Spiked Club. This weapon, when repaired, functions as a martial melee weapon that deals 1d8 piercing damage on a hit, or 1d10 piercing damage if wielded with both hands. It costs 20 gold pieces to repair the weapon.

DRUID OF THE OLD WAYS

- 1 Broken Hide Armor.
- 1 Broken Quarterstaff.

RUBBLEBELT STALKER

- 1d2 Broken Short Swords.

IZZET NPCs

NIV-MIZZET

- 2d6 Claws of Niv-Mizzet. Can be crafted into a dagger (150 gp, 9 days). On a hit, you deal an additional 1d6 fire damage with this weapon.
- 1d2 Fangs of Niv-Mizzet. Can be crafted into a shortsword (150 gp, 9 days). On a hit, you deal an additional 1d6 fire damage with this weapon.
- 1 Fire Gland of Niv-Mizzet. As an action, you can throw this gland up to 30 feet away where it will burst in a fiery explosion. Each creature within 10 feet of where the gland landed must succeed on a DC 25 Dexterity saving throw, taking 2d6 fire damage on a failed save, or half as much damage on a successful one. The gland is fragile and will burst 3d6 hours after being harvested, regardless of if it was thrown or not.
- 1 Hide of Niv-Mizzet. Can be crafted into a set of light armor (2000 gp, 60 days). While wearing this armor, you have resistance to fire damage. Three sets of armor can be crafted from this hide.
- 2d12 Scales of Niv-Mizzet. If you have 20 scales, you can craft them into scale mail armor (2000 gp, 60 days). While wearing this armor, you have resistance to fire damage.
- 2d12 Teeth of Niv-Mizzet. 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.
- 3d6 Vials of Niv-Mizzet's Blood. Can be used as an additional material component when casting spells that deal

damage. When used in this way, you change the spell's damage to cold, fire, force, lightning, or thunder.

- 1d2 Wings of Niv-Mizzet. One wing can be crafted into a resistant cloak (1000 gp, 30 days). Requires attunement. When worn, you have resistance to fire damage.
- 10d6 Rations.

COSMOTRONIC BLASTSEEKER

- 1 Broken Chain Shirt Armor.
- 1 Broken Warhammer.

COUNTERFLUX BLASTSEEKER

- 1 Broken Rapier.
- 1 Vial of Dark Counterflux Essence. you can throw this vial at up to 30 feet away where it shatters in an electric crackle. Until the end of your next turn, the area is surrounded by a 15-foot-radius invisible sphere centered on where the vial landed. Creatures in the sphere have disadvantage on saving throws against spells and other magical effects.
- 1 Vial of Light Counterflux Essence. you can throw this vial at up to 30 feet away where it shatters in an electric crackle. Until the end of your next turn, the area is surrounded by a 15-foot-radius invisible sphere centered on where the vial landed. Creatures in the sphere have advantage on saving throws against spells and other magical effects.

FLUX BLASTSEEKER

- 1 Broken Quarterstaff.
- 1d4 Vials of Fluxbending Essence. You can throw this vial at a creature up to 40 feet away, treating the vial like an improvised weapon. On a hit, you teleport, swapping places with the creature.

GALVANIC BLASTSEEKER

- 1d4 Spears.

SCORCHBRINGER GUARD

- 1 Broken Breastplate Armor.
- 1 Broken Light Hammer.
- 1 Scorchbringer. This weapon has 3 charges. As an action, you can activate the weapon and spout a stream of flame in a line that is 30 feet long and 5 feet wide. Each creature in the line must make a DC 12 Dexterity saving throw, taking 2d6 fire damage on a failed save or half as much damage on a successful one. The weapon regains all expended charges each day at dawn.

ORZHOV NPCs

OBZEDAT GHOST

- 1 Spirit Cloth. Can be crafted into a *bag of holding* (DMG p. 153) (200 gp, 14 days).
- 1d10 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.
- 2d4 Vials of Ectoplasm. When consumed, you can see into the Ethereal Plane for one hour.

RAKDOS NPCs

RAKDOS

- 1 Set of Bracers of Rakdos. Requires attunement by a creature with an evil alignment. These bracers have 3 charges. When you hit a creature with an unarmed strike, you can expend a charge and force the creature to make a DC 25 Constitution saving throw or be poisoned for one minute. While poisoned in this way, the creature can't maintain concentration on a spell or any other effect that requires concentration. The poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The bracers regain all expended charges each day at dawn.
- 1 Chain of Rakdos. Requires attunement. While wearing this chain, every weapon you wield is considered magical.
- 1 Hide of Rakdos. Can be crafted into a set of light armor (3000 gp, 70 days). Requires attunement. This armor grants resistance to fire and necrotic damage. Two sets of armor can be crafted from this hide.
- 2d10 Teeth of Rakdos. 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.
- 3d6 Vials of Rakdos's Mind Fluid. When consumed, you can cast the spell *hellish rebuke* once within the next minute. Charisma is your spellcasting ability for this spell.
- 4d6 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.

BLOOD WITCH

- 1 Broken Longsword.
- 1 Broken Shortsword.

RAKDOS LAMPOONER

- 1 Broken Club.
- 1 Broken Leather Armor.

RAKDOS PERFORMER

- 1 Broken Barbed Pole (High-Wire Acrobat). This weapon, when repaired, functions as a martial melee weapon that deals 1d8 piercing damage on a hit. Your jump distance also becomes 20 feet, if you're using the barbed pole for assistance. It costs 20 gold pieces to repair the weapon.
- 1d4 Daggers (Blade Juggler).
- 1d2 *Potions of Fire Breathing* (Fire Eater).

SELESNYA NPCs

TROSTANI

- 6d8 Dryad Leaves. When consumed, you regain 1d4 hit points.
- 1d3 Tongues of Trostani. When consumed, you can communicate with beasts and plants as if you shared a language for one hour.
- 2d6 Ounces of Fey Dust. As an action, you can blow this ounce of 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.
- 2d6 Roots of Trostani. As an action, you can crush a root and cast *bleed* without expending a spellslot or using material components. When cast in this way, you maintain concentration on the spell as if you cast it yourself.
- 3d6 Sprouts of Trostani. When consumed, you gain 20 temporary hit points.

HORNCALLER

- 1 Broken Hide Armor.
- 1 Broken Quarterstaff.

SIMIC NPCs

ZEGANA

- 1 Prime Speaker's Trident. Requires attunement. This functions as a magic trident that deals 2d6 piercing damage on a hit. It also has 5 charges. On a hit, you can expend a charge and make the trident emit a thunderous boom. Each creature in a 15-foot cube originating from the prongs of the trident must make a DC 18 Constitution saving throw. On a failed save, the creature takes 2d8 thunder damage and is pushed 10 feet away from you. If the creature is underwater, the damage is increased to 3d8. On a successful save, the creature takes half as much damage and isn't pushed. The trident regains all expended charges each day at dawn.

BIOMANCER

- 1 Broken Scimitar.
- 1 Broken Splint Armor.