

# MONSTER LOOT

## OUT OF THE ABYSS



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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.

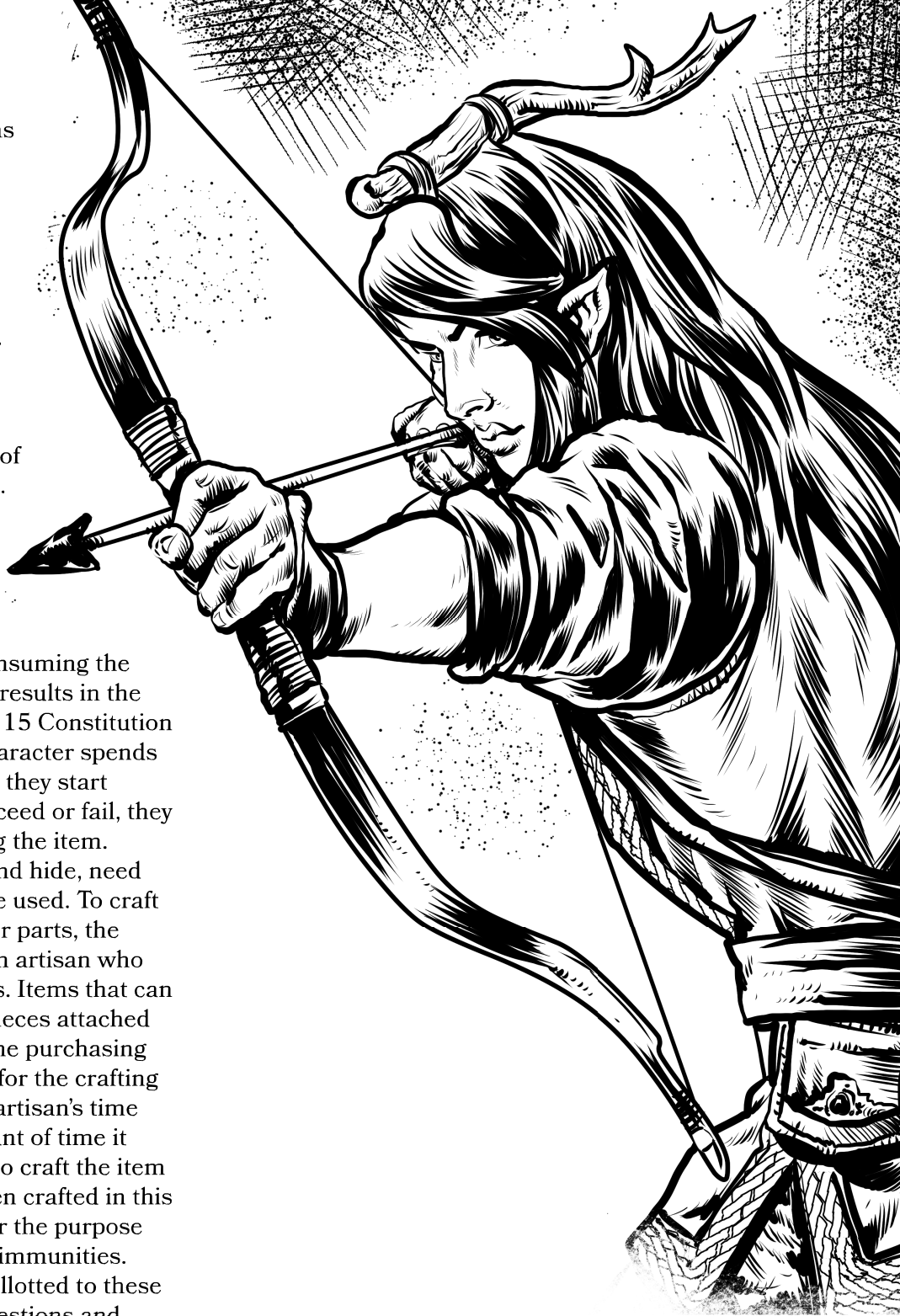
Some creatures, like beasts and monstrosities, might yield **rations**. This refers to harvesting meat from the creature that can be eaten as a day's ration. Whether or not this meat needs to be cooked before it is edible and how long it lasts before it turns rancid is determined by the DM. Most meat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





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# NEW MONSTERS

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## **AWAKENED ZURKHWOOD**

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- 2d6 Enchanted Stems. When set on fire, one enchanted stem burns for eight hours and gives off as much heat as an average campfire. The fire is not magical and can be extinguished in the same ways as normal fire can.

## **BAPHOMET**

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- 1 Heart of Baphomet. When consumed, you can cast the spell *teleport* once within the next minute.
- 1 Hide of Baphomet. 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.
- 1d2 Hooves of Baphomet. Can be crafted into a set of boots of charging (250 gp, 30 days). Requires attunement. While wearing these boots, if you move at least 10 feet straight toward a target and then hit it with a melee attack on the same turn, the target takes an extra 2d10 damage from the attack.
- 1d2 Horns of Baphomet. Can be crafted into a maul (150 gp, 9 days). On a hit, you deal an additional 1d6 bludgeoning damage with this weapon.
- 1 Skull of Baphomet. Can be crafted into a helmet (500 gp, 30 days). Requires attunement. When worn, you can use a bonus action to strike fear into those close to you by activating a fear aura that lasts for one minute. Any hostile creature to you that starts its turn within 20 feet of you must make a DC 18 Wisdom saving throw. On a failed save, the creature is frightened until the start of its next turn. On a success, the creature is immune to the fear aura for the next 24 hours.
- 3d10 Teeth of Baphomet. 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. 12 of these teeth can be crafted into a necklace of the beastlord which lets you cast the spell *hunter's mark* once per day.
- 2d12 Tufts of Baphomet'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.
- 2d6 Vials of Baphomet's Mind Fluid. When consumed, you can perfectly recall any path you have traveled within the past seven days. This effect lasts for one month.
- 4d6 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.
- 2d6 Vials of Minotaur Essence. 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.

## **BRIDESMAID OF ZUGTMOY**

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- 1 Vial of Small Infestation Spores. As an action, you can throw this vial up to 30 feet away where it will shatter in a cloud of spores. Each flesh-and-blood creature within 10 feet of where the vial landed must make a DC 12 Constitution saving throw. On a successful save, the creature can't be infected by these spores for 24 hours. On a failed save, the

creature is infected with a disease called the spores of Zuggtmoy and also gains a random form of long term madness that lasts until the creature is cured of the disease or dies. While infected in this way, the creature can't be reinfected, and it must repeat the saving throw at the end of every 24 hours, ending the infection on a success. On a failure, the infected creature's body is slowly taken over by fungal growth, and after three such failed saves, the creature dies and is reanimated as a spore servant if it's a type of creature that can be.

### CHAMBERLAIN OF ZUGGTMOY

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- 2d4 Ounces of Poison Spore Dust. As an action, you can blow this dust into the face of a creature within 5 feet of you. The creature must succeed on a DC 12 Constitution saving throw or be poisoned for one minute on a failed save. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- 1d2 Vials of Small Infestation Spores. As an action, you can throw this vial up to 30 feet away where it will shatter in a cloud of spores. Each flesh-and-blood creature within 10 feet of where the vial landed must make a DC 12 Constitution saving throw. On a successful save, the creature can't be infected by these spores for 24 hours. On a failed save, the creature is infected with a disease called the spores of Zuggtmoy and also gains a random form of long term madness that lasts until the creature is cured of the disease or dies. While infected in this way, the creature can't be reinfected, and it must repeat the saving throw at the end of every 24 hours, ending the infection on a success. On a failure, the infected creature's body is slowly taken over by fungal growth, and after three such failed saves, the creature dies and is reanimated as a spore servant if it's a type of creature that can be.

### CHUUL SPORE SERVANT

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- 1d2 Chuul Pinchers. Two pinchers can be crafted into a greatsword (150 gp, 10 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 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.
- 1d6 Poisonous Spores. Can be used as an additional material component when casting spells that deal poison damage. When used in this way, you deal 1d4 additional poison damage with the spell.
- 2d4 Vials of Chuul Blood. When consumed, you are under the effects of the *detect magic* spell for 10 minutes. This effect isn't magical.

### DEMOGORGON

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- 1d4 Eyes of Demogorgon. Two eyes be crafted into a set of eyes of maddening gaze (2000 gp, 60 days). Requires attunement. As an action, you can turn your eyes toward one creature you can see within 60 feet of you. The target must make a DC 23 Wisdom saving throw. Unless the target is incapacitated, it can avert its eyes to avoid the gaze and to automatically succeed on the save. If the target does so, it can't see you until the start of your next turn. If the target looks at you in the meanwhile, it must immediately make the save. If the target fails the save, it suffers one of the following random effects:
  1. **Beguiling Gaze.** The target is stunned until the beginning of your next turn or until you are no longer within its line of sight.
  2. **Hypnotic Gaze.** The target is charmed by you until the start of your next turn. You choose how the

charmed target uses its actions, reactions, and movement.

**3. Insanity Gaze.** The target suffers the effect of the *confusion* spell without making a saving throw. The effect lasts until the start of your next turn. You don't need to concentrate on the spell. Whenever you successfully use these eyes against a target, you must make a DC 23 Wisdom saving throw. On a failed save, you suffer a random case of longterm madness.

- 1 Hide of Demogorgon. Can be crafted into a set of light armor (4100 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. You also gain a swimming speed of 50 feet while wearing this armor.
- 3d10 Teeth of Demogorgon. 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.
- 1d4 Tentacles of Demogorgon. Can be crafted into a maul (500 gp, 30 days). If you hit a target with this weapon, it must succeed on a DC 23 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if its hit point maximum is reduced to 0.
- 2d12 Tufts of Demogorgon'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.

- 2d6 Vials of Demogorgon's Mind Fluid. When consumed, you can cast the spell *fear* 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.

## DERRO

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- 1 Broken Leather Armor (size Small).
- 1 Broken Light Crossbow.
- 2d6 Crossbow Ammunition.
- 1 Hooked Spear. Functions as a martial weapon that deals 1d6 piercing damage. If the target of an attack made with this weapon is Medium or smaller, you can choose to deal no damage and knock it prone.

## DERRO SAVANT

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- 1 Broken Leather Armor (size Small).
- 1 Broken Quarterstaff.

## DROKI

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- 1 Broken Shortsword.
- 1 Broken Studded Leather Armor (size Small).
- 1 Set of *Boots of Speed*.

## DROW SPORE SERVANT

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- 1 Broken Chain Shirt (size Medium).
- 1 Broken Hand Crossbow.
- 1 Broken Shortsword.
- 1d6 Poisonous Spores. Can be used as an additional material component when casting spells that deal poison damage. When used in this way, you deal 1d4 additional poison damage with the spell.

## **DUERGAR ALCHEMIST**

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- 1 Broken Scale Mail (size Medium).
- 1 Broken Shield.
- 1 Broken War Pick.
- 1 Vial 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.
- 1d3 Vials of Alchemist Fire.

## **DUERGAR DARKHAFT**

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- 1 Broken Scale Mail (size Medium).
- 1 Broken Shield.
- 1 Broken War Pick.
- 1d3 Javelins.
- 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 KAVALRACHNI**

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- 1 Broken Heavy Crossbow.
- 1 Broken Scale Mail (size Medium).
- 1 Broken Shield.
- 1 Broken War Pick.
- 3d6 Crossbow Ammunition.
- 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 KEEPER OF THE FLAME**

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- 1 Broken Scale Mail (size Medium).
- 1 Broken Shield.
- 1 Broken War Pick.
- 1d3 Javelins.
- 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 SOULBLADE**

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- 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 SPORE SERVANT**

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- 1 Broken Scale Mail (size Medium).
- 1 Broken Shield.
- 1 Broken War Pick.
- 1d3 Javelins.
- 1d6 Poisonous Spores. Can be used as an additional material component when casting spells that deal poison damage. When used in this way, you deal 1d4 additional poison damage with the spell.
- 1 Vial 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

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- 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 XARRORN

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- 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.

## EMERALD ENCLAVE SCOUT

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- 1 Broken Breastplate Armor (size Medium).
- 1 Broken Heavy Crossbow.
- 1 Broken War Pick.
- 3d6 Crossbow Bolts.

## FEMALE STEEDER

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- 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.

## FRAZ-URB'LUU

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- 1d4 Brain Chunks of Fraz-Urb'luu. Can be used as an additional material component when casting the spells *mirage arcane*, *modify memory*, or *project image*. When used in this way, you don't expel a spellslot when casting the spell.
- 1d2 Eyes of Fraz-Urb'luu. As an action, you can crush one of these eyes and cast the spell *seeming*. Charisma is your spellcasting ability for this spell.
- 1 Hide of Fraz-Urb'luu. 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.
- 3d10 Teeth of Fraz-Urb'luu. 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.
- 4d6 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.

- 3d6 Vials of Fraz-Urb'luu's Mind Fluid. When consumed, you can't be targeted by divination magic or be perceived through magical scrying sensors.
- 1d2 Wings of Fraz-Urb'luu. One wing can be crafted into a cloak of flying (2000 gp, 60 days). Requires attunement. While wearing this cloak, you have a flying speed of 40 feet.

## GIANT RIDING LIZARD

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- 1 Giant Riding Lizard Hide. Can be crafted into leather armor (10 gp, 2 days) or studded leather armor (45 gp, 3 days).
- 2d6 Rations.

## GRAZ'ZT

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- 1d2 Eyes of Graz'zt. When consumed, you gain truesight out to a range of 120 feet for 10 minutes.
- 1 Heart of Graz'zt. Can be crafted into an amulet of the hardened heart (1500 gp, 40 days). Requires attunement. While wearing this amulet, you are immune to the charmed condition and you have advantage on saving throws against being controlled, compelled, or convinced to do something against your will.
- 1 Hide of Graz'zt. 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.
- 2d12 Locks of Graz'zt's Hair. Can be used as an additional material component when casting the spells *charm person*, *crown of madness*, or *dissonant whispers*. When used in this way, you don't expel a spellslot when casting the spell.
- 4d6 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.

- 2d10 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.
- 1 Wave of Sorrow. This functions as a magical greatsword. On a hit, you deal an additional 3d6 acid damage with this weapon.

## GRISHA

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- 1 Broken Chain Mail Armor (size Medium).
- 1 *+1 Flail*.
- 1 Broken Shield.

## HOOK HORROR SPORE SERVANT

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- 1d2 Hook Horror Eardrums. When consumed, you gain blindsight out to a range of 30 feet for one hour. For the duration, you also have advantage on Wisdom (Perception) checks that rely on hearing. These effects do not work if you are deafened.
- 1d2 Hook Horror Hooks. Can be crafted into a greatsword (50 gp, 3 days).
- 1d6 Poisonous Spores. Can be used as an additional material component when casting spells that deal poison damage. When used in this way, you deal 1d4 additional poison damage with the spell.
- 2d6 Rations.

## IXITXACHITL

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- 1 Ixitxachtl Hide. Three hides can be crafted into a *cloak of the manta ray* (DMG p. 159) (200 gp, 14 days).

## JUIBLEX

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- 4d10 Vials of Corrosive Slime. As an action, you can throw this vial up to 30 feet away where it will shatter in a slimy explosion. Each creature within 10 feet of where the vial landed must succeed on a DC 21 Dexterity saving throw. On a failure, a creature takes 5d10 acid damage. Unless the creature avoids taking any damage, any metal armor worn by the creature takes a permanent –1 penalty to the AC it offers, and any metal weapon it is carrying or wearing takes a permanent –1 penalty to damage rolls. The penalty worsens each time a creature is subjected to this effect. If the penalty on an object drops to –5, the object is destroyed.
- 5d6 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.
- 4d8 Vials of Ooze Essence. 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.
- 5d6 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 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.

## LORDS' ALLIANCE GUARD

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- 1 Broken Chain Shirt Armor (size Medium).
- 1 Broken Halberd.
- 1 Broken Shield.

## LORDS' ALLIANCE SPY

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- 1 Broken Hand Crossbow.
- 1 Broken Leather Armor (size Medium).
- 1 Broken Shortsword.
- 3d6 Crossbow Bolts.

## MALE STEEDER

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- 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.

## NARRAK

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- 1 Broken Shortsword.

## ORCUS

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- 1d2 Eyes of Orcus. When consumed, you gain truesight out to a range of 120 feet for 10 minutes.
- 1 Heart of Orcus. As an action, you can crush this heart and cast the spell *time stop*. Charisma is your spellcasting ability for this spell.
- 1 Hide of Orcus. 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.
- 1 Tail of Orcus. Can be crafted into a maul (150 gp, 9 days). On a hit, you deal an additional 1d6 poison damage with this weapon.
- 3d8 Vials of Death Gas. Can be used as an additional material component when casting spells that deal necrotic damage. When used in this way, you deal an additional 2d6 necrotic damage when you cast the spell.
- 4d6 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.
- 1 Wand of Orcus. Requires attunement. The wand has 7 charges, and any of its properties that require a saving throw have a save DC of 18. While holding it, you can use an action to cast *animate dead* or *Speak with Dead*. Alternatively, you can expend 1 or more of the wand's charges to cast one of the following spells from it: *circle of death* (1 charge), *finger of death* (1 charge), or *power word kill* (2 charges). The wand regains 1d4 + 3 charges every day at dawn. While holding the wand, you can use an action to conjure undead creatures whose combined average hit points don't exceed 500. These undead magically rise up from the ground or otherwise form in

unoccupied spaces within 300 feet of you and obey your commands until they are destroyed or until you dismiss them as an action. Once this property of the wand is used, the property can't be used again until the next dawn.

## THE PUDDING KING

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- 1 Broken War Pick.

## TROGLODYTE CHAMPION OF LAOGZED

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- 1 Broken Greatclub.
- 1d6 Vials of Stinky Goo. As an action, you can throw this vial up to 30 feet away where it will shatter in a cloud of stinky gas. Each creature within 5 feet of where the vial landed must succeed on a DC 12 Constitution saving throw or be poisoned until the start of its next turn.

## VAMPIRIC IXITXACHITL

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- 1d2 Ixitxachitl 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 1d8 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
- 1 Ixitxachitl Hide. Three hides can be crafted into a *cloak of the manta ray* (DMG p. 159) (200 gp, 14 days).
- 1 Ixitxachitl Tail. Can be crafted into a barbed maul (50 gp, 2 days). This functions as a maul, but it deals piercing damage instead of bludgeoning damage.



## VETERAN OF THE GAUNTLET

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- 1 Broken Heavy Crossbow.
- 1 Broken Longsword.
- 1 Broken Shortsword.
- 1 Broken Splint Armor (size Medium).
- 3d6 Crossbow Bolts.

## YEENOGHU

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- 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.

## YESTABROD

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- 1d4 Vials of Caustic Spores. As an action, you can throw this vial up to 30 feet away where it will shatter in a cloud of spores. Each creature within 20 feet of where the vial landed must make a DC 12 Dexterity saving throw. On a failed save, the creature takes 1d6 acid damage at the beginning of each of your turns. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- 1d4 Vials of Small Infestation Spores. As an action, you can throw this vial up to 30 feet away where it will shatter in a cloud of spores. Each flesh-and-blood creature within 10 feet of where the vial landed must make a DC 12 Constitution saving throw. On a successful save, the creature can't be infected by these spores for 24 hours. On a failed save, the creature is infected with a disease called the spores of Zuggtmoy and also gains a random form of long term madness that lasts until the creature is cured of the disease or dies. While infected in this way, the creature can't be reinfected, and it must repeat the saving throw at the end of every 24 hours, ending the infection on a success. On a failure, the infected creature's body is slowly taken over by fungal growth, and after three such failed saves, the creature dies and is reanimated as a spore servant if it's a type of creature that can be.

## ZHENTARIM THUG

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- 1 Broken Heavy Crossbow.
- 1 Broken Leather Armor (size Medium).
- 1 Broken Mace.
- 3d6 Crossbow Bolts.

## ZUGGTMOY

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- 1 Heart of Zuggtmoy. When consumed, you can cast the spell *teleport* once within the next minute.
- 1 Hide of Zuggtmoy. Can be crafted into a set of medium armor (4000 gp, 90 days). Requires attunement. This armor grants resistance to cold, fire, and lightning damage.
- 3d10 Ounces of Mind Control Spores. As an action, you can blow these spores into the face of a humanoid or beast within 5 feet of you. The creature must make a DC 19 Wisdom saving throw against disease. On a successful save, the creature becomes immune to the effects of these spores for 24 hours. On a failed save, the creature is infected with a disease called influence of Zuggtmoy for 24 hours. While infected in this way, the creature is charmed by you.
- 4d6 Ounces of Spore Dust. As an action, you can blow this dust into the face of a creature within 5 feet of you. The creature must succeed on a DC 19 Constitution saving throw or take 5d10 poison damage on a failed save.
- 4d8 Vials of Charm Pheromones. Can be used as an additional material component when casting spells that attempts to charm, convince, or compel another creature. When used in this way, the creature has disadvantage on its saving throw against the spell.

- 1d4 Vials of Infestation Spores. As an action, you can throw this vial up to 30 feet away where it will shatter in a cloud of spores. Each flesh-and-blood creature within 20 feet of where the vial landed must make a DC 19 Constitution saving throw. On a successful save, the creature can't be infected by these spores for 24 hours. On a failed save, the creature is infected with a disease called the spores of Zuggtmoy and also gains a random form of long term madness that lasts until the creature is cured of the disease or dies. While infected in this way, the creature can't be reinfected, and it must repeat the saving throw at the end of every 24 hours, ending the infection on a success. On a failure, the infected creature's body is slowly taken over by fungal growth, and after three such failed saves, the creature dies and is reanimated as a spore servant if it's a type of creature that can be.

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# CREATURES FROM THE MONSTER MANUAL

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The following creatures from the *Monster Manual* appear in *Out of the Abyss*, 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**

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- 1 Broken Club.
- 1 Flask of Holy Water.
- 1 Holy Symbol. Matches the religious beliefs of the acolyte.

## **ADULT RED DRAGON**

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- 1 Adult Red Dragon Fire Gland. 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 21 Dexterity saving throw, taking 18d6 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.
- 1d6 Red Dragon Claws. Can be crafted into a dagger (150 gp, 9 days). On a hit, you deal an additional 1d6 fire damage with this weapon.
- 1d2 Red Dragon Fangs. Can be crafted into a shortsword (150 gp, 9 days). On a hit, you deal an additional 1d6 fire damage with this weapon.

- 1 Red Dragon Hide. Can be crafted into a set of light armor (2000 gp, 60 days). While wearing this armor, you have resistance to fire damage. Two sets of armor can be crafted from this hide.
- 2d8 Red Dragon Scales. 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.
- 2d8 Red Dragon 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.
- 1d2 Red Dragon Wings. One wing can be crafted into a resistant cloak (1000 gp, 30 days). Requires attunement. When worn, you have resistance to fire damage.
- 4d6 Rations.
- 1d2 Rubies.

## **ANIMATED ARMOR**

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- 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.

## **ARCHMAGE**

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

## **ASSASSIN**

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- 1 Broken Light Crossbow.
- 1 Broken Shortsword.
- 1 Broken Studded Leather Armor.
- 1 Set of Thieves' Tools.
- 3d6 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.
- 1d2 Vials of Poison.

## **BALOR**

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- 1d6 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.
- 1d4 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.

## **BANDIT**

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- 1 Broken Leather Armor.
- 1 Broken Scimitar.

## **BANDIT CAPTAIN**

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- 1d2 Bottles of Alcohol.
- 1 Broken Dagger.
- 1 Broken Scimitar.
- 1 Broken Studded Leather Armor.

## **BARLGURA**

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- 1 Barlgura 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.
- 1d4 Random Gems (Value 50 GP).
- 1d2 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.

## **BASILISK**

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- 1d2 Basilisk Eyes. When consumed, you must succeed on a DC 12 Constitution saving throw or become petrified as you are turned to stone. You remain petrified until freed by the greater restoration spell or similar magic. It can also be used as an additional material component when casting the spell flesh to stone. When used in this way, the target of the spell has disadvantage on their saving throw against the spell's effects.
- 1 Vial of Basilisk 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.

## **BEHIR**

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- 4d6 Behir Claws. Can be sold for 10 gold pieces per claw.
- 1d2 Behir Fangs. Can be crafted into a dagger (250 gp, 14 days). This weapon deals an additional 1d6 lightning damage on a hit. It also deals an additional 1d6 damage against dragons.
- 1 Behir Hide. Can be crafted into a set of resistant light armor (1500 gp, 40 days). While wearing this armor, you have resistance to lightning damage.
- 4d6 Rations.
- 1d6 Vials of Behir Blood. Can be used as an additional material component when casting spells that deal lightning damage. When used in this way, you may reroll any 1s and 2s rolled on the damage dice and must keep the second result.

## **BEHOLDER**

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- 1d4 Beholder Eystalks. Once per day, the eye stalk can fire one beholder eye ray. The type of ray being fired depends on the type of eye stalk it was shot from. The type of eye stalk is determined at random when the stalk is harvested.
- 4d6 Beholder Teeth. These teeth can be sold for 10 gold pieces per tooth.
- 1 Large Beholder Eye. Can be crafted into an antimagic shield (2500 gp, 75 days). Requires attunement. Once per day, you can 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.
- 1d4 Small Beholder Eyes. Can be used as an additional material component when casting spells that deal psychic damage. When used in this way, you may reroll any 1s and 2s rolled on the damage dice and must keep the second result.

- 1d6 Vials of Beholder Blood. When consumed, you become hyper aware of your surroundings and the actions of other people. You have advantage on Wisdom (Insight) checks and on Wisdom (Perception) checks that rely on sight. This effect lasts for eight hours.

## **BERSERKER**

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- 1 Broken Greataxe.
- 1 Broken Hide Armor.

## **BLACK PUDDING**

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- 2d6 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 black 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.

## **BUGBEAR**

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- 1 Broken Hide Armor (size Medium).
- 1 Broken Morningstar.
- 1 Broken Shield.
- 1d2 Javelins.

## **CARRION CRAWLER**

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- 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.

## CHASME

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- 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.

## CHUUL

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- 1d2 Chuul Pinchers. Two pinchers can be crafted into a greatsword (150 gp, 10 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 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.
- 2d4 Vials of Chuul Blood. When consumed, you are under the effects of the *detect magic* spell for 10 minutes. This effect isn't magical.

## CLOAKER

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- 1 Cloaker Hide. Can be crafted into a *cloak of displacement* (DMG p. 158) (2000 gp, 60 days).
- 1 Cloaker Tail. Can be crafted into a shortsword (10 gp, 2 days).
- 1 Set of Cloaker Vocal Cords. Once per day, you can blow into these vocal cords as an action and sound out a horrifying moan. Each creature within 30 feet of you that can hear the moan and that isn't an aberration must succeed on a DC 13 Wisdom saving throw or become frightened of you until the end of your next turn.
- 1d4 Vials of Cloaker Blood. When consumed, you gain darkvision out to a range of 60 feet for one hour.

## COMMONER

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- 1 Broken Club.

## CRAWLING CLAW

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

## CULTIST

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- 1 Broken Leather Armor.
- 1 Broken Scimitar.
- 1 Symbol of the Cultist's Order.

## DARKMANTLE

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- 1 Darkmantle Hide. Three hides can be crafted into a *darkmantle cloak* (100 gp, 7 days). While wearing this cloak, you have advantage on Dexterity (Stealth) checks made while in dim light or darkness.
- 1d4 Rations.

## DEATH DOG

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

## DEATH SLAAD

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- 1 Death Slaad Hide. Can be crafted into a set of light armor (15000 gp, 100 days). Requires attunement. While wearing this armor, you have resistance to one type of damage. The type of damage you have resistance to can be chosen and switched over the course of a short or long rest. You can choose to have resistance to acid, cold, fire, lightning, or thunder damage.
- 1 Greatsword. This weapon is magical.
- 1d4 Slaad Claws. Can be crafted into a dagger (2 gp, 1 day).
- 1d6 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.
- 2d4 Vials of Slaad Mesh. When consumed, you have advantage on saving throws against spells and other magical effects for the next 10 minutes.

## DEATH TYRANT

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- 4d6 Death Tyrant Teeth. Can be sold for 10 gold pieces per tooth.
- 1d6 Death Tyrant Bone Fragments. Ranged attacks that use ammunition made from these bone fragments deal an additional 1d8 necrotic damage on a hit. It takes one bone fragment to make one piece of ammunition.
- 1 Large Death Tyrant Eye. Can be crafted into a negative energy shield (2500 gp, 75 days). Requires attunement. Once per day, you can activate the shield as an action and cause negative energy to flow from it. For one minute, any creature within a 60 foot cone from the shield can't regain hit points. Any humanoid that dies there becomes a zombie under your command. The dead humanoid retains its place in the initiative order and animates at the start of its next turn, provided its body hasn't been completely destroyed. Your command of the zombie lasts for one minute, after which the zombie will continue to act on its own.
- 1d4 Small Death Tyrant Eyes. Can be used as an additional material component when casting spells that deal force damage. When used in this way, you may reroll any 1s and 2s rolled on the damage dice and must keep the second result.
- 1d4 Vials of Ectoplasm. When consumed, you can see into the Ethereal Plane for one hour.

## DEEP GNOME

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- 1 Broken Chain Shirt (size Small).
- 1 Broken War Pick.
- 1d4 Poisonous Darts. When you hit a creature with this dart, the creature must succeed on a DC 12 Constitution saving throw or be poisoned for one minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

## DOPPELGANGER

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- 1 Doppelganger Skull. Requires attunement. Once per day, you can use this skull to read the thoughts of nearby creatures. As an action, you can read the surface thoughts of one creature within 60 feet of you. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. This effect lasts for ten minutes. While you are reading a creature's mind, you have advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against it.
- 1d2 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.

## DRETCH

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

## DRIDER

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- 3d6 Arrows.
- 1 Broken Longbow.
- 1 Broken Longsword.
- 1 Drider Chest Plate. Requires attunement. While wearing this chest plate, you have advantage on saving throws against being charmed, and magic can't put you to sleep. You can also cast the spell *spider climb* once per day.
- 1d6 Drider Legs. Can be crafted into a shortsword (20 gp, 3 days) or into a dagger (10 gp, 2 days). You have advantage on climbing checks if you use this weapon to help you climb.
- 2d6 Rations.
- 1d2 Vials of Basic Poison.

## DROW

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- 1 Broken Chain Shirt (size Medium).
- 1 Broken Hand Crossbow.
- 1 Broken Shortsword.

## DROW ELITE WARRIOR

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- 1 Broken Hand Crossbow.
- 1 Broken Shield.
- 1 Broken Shortsword.
- 1 Broken Studded Leather Armor (size Medium).
- 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.
- 1 Vial of Basic Poison.

## DROW MAGE

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- 1 Broken Quarterstaff.
- 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.
- 1 Spellbook. It has in it the following spells: lightning bolt, greater invisibility, mage armor, web
- 1 Spell Scroll. There is a 80% chance that the scroll is a spell scroll of *summon lesser demon* and a 20% chance that it is a spell scroll of *summon greater demon*.



## **DROW PRIESTESS OF LOLTH**

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- 1 Broken Scale Mail Armor (size Medium).
- 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.
- 1 Spell Scroll. There is a 80% chance that the scroll is a spell scroll of *summon lesser demon* and a 20% chance that it is a spell scroll of *summon greater demon*.

## **DRUID**

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- 1d4 Day Rations.
- 1 Druidic Focus.
- 1 Quarterstaff.
- 1 Waterskin.

## **DUERGAR**

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- 1 Broken Scale Mail (size Medium).
- 1 Broken Shield.
- 1 Broken War Pick.
- 1d3 Javelins.
- 1 Vial 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.

## **DUODRONE**

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- 1d2 Javelins.
- 1 Ounce of Modron Dust. When consumed, you become hyper-focused on the next creature you see within one minute of consuming the dust, and become intent on following its every instruction. For the next 10 minutes, you willingly follow every order and command of the creature, with the exception of those that would cause you harm. No magic or effect can compel you to go against these instructions. The duration of this effect is extended by an additional 10 minutes for every additional ounce of modron dust consumed.

## **DUST MEPHIT**

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- 1d4 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.

## **EARTH ELEMENTAL**

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- 1d4+1 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.
- 1d4 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.

## ETTIN

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- 1 Broken Battleaxe.
- 1 Broken Morningstar.
- 1 Ettin Heart. When consumed, this functions as a *potion of hill giant strength*.
- 1d10 Giant's Toes. Can be sold for 4 gold pieces per toe.

## FIRE ELEMENTAL

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- 1d4 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.
- 1d4+1 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.

## FIRE SNAKE

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- 1d4 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.

## FLUMPH

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- 1 Flumph Tendril. Can be crafted into a whip (100 gp, 7 days). This weapon deals an additional 1d4 poison damage on a hit.

## FLYING SNAKE

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- 1 Ration.

## FOMORIAN

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- 1 Broken Greatclub.
- 1d2 Fomorian Eyes. Requires attunement. Once per day, you can use an action to point at a creature within 30 feet of you that you can see and force it to make a DC 14 Charisma saving throw. The creature takes 4d8 psychic damage on a failed save, or half as much damage on a successful one.
- 1 Tribal Amulet. There is a 10% chance that the amulet is an *amulet of proof against detection and location* (DMG, p. 150) and a 90% chance that it is a non-magical tribal amulet.
- 1 Tribal Belt. There is a 10% chance that the belt is an *belt of hill giant strength* and a 90% chance that it is a non-magical tribal belt.
- 2d4 Vials of Cursed Cruor. When consumed, your speed is halved and you have disadvantage on ability checks, saving throws, and attacks based on Strength or Dexterity for one hour.

## GALEB DUHR

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- 1d6+1 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.
- 2d10 Magical Pebbles. One pebble can be used as ammunition for a sling. These pebbles acts as +1 ammunition.

## **GARGOYLE**

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- 1d2 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.
- 2d6 Magical Pebbles. One pebble can be used as ammunition for a sling. These pebbles acts as +1 ammunition.

## **GAS SPORE**

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- 1 Ounce of Spore 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 take 3d6 poison damage on a failed save.

## **GELATINOUS CUBE**

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- 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 greenish 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.

## **GHOST**

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- 1 Spirit Cloth. Can be crafted into a *bag of holding* (DMG p. 153) (200 gp, 14 days).
- 1d2 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.

## **GIANT BADGER**

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

## **GIANT FIRE BEETLE**

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- 1d4 Rations.

## **GIANT LIZARD**

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- 1 Giant Lizard Hide. Can be crafted into leather armor (10 gp, 2 days) or studded leather armor (45 gp, 3 days).
- 2d6 Rations.

## **GIANT OCTOPUS**

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- 1 Giant Octopus Hide. Can be crafted into leather armor (10 gp, 2 days) or studded leather armor (45 gp, 3 days).
- 2d6 Rations.

## **GIANT RAT**

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- 1 Giant Rat Hide. Four hides can be crafted into leather armor (10 gp, 2 days) or studded leather armor (45 gp, 3 days).
- 1d4 Rations.

## **GIANT SPIDER**

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- 1 Giant Spider Hide. Can be crafted into leather armor (50 gp, 2 days) or studded leather armor (85 gp, 3 days). While wearing this armor, you ignore movement restrictions caused by webbing.
- 2d6 Rations.

## **GIANT WOLF SPIDER**

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- 1 Giant Wolf Spider Hide. Two hides can be crafted into leather armor (50 gp, 2 days) or studded leather armor (85 gp, 3 days). While wearing this armor, you ignore movement restrictions caused by webbing.
- 1d6 Rations.

## **GIBBERING MOUTHER**

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- 1d6 Vials of Gibbering Moulder Goo. As an action, you can throw this vial up to 30 feet away where it will shatter and let out an pulsating ooze. The area where the vial landed becomes difficult terrain for one hour.
- 1d2 Vials of Blinding Spittle. As an action, you can throw this vial up to 15 feet away where it will shatter in a blinding flash. Each creature within 5 feet of where the vial landed must succeed on a DC 13 Dexterity saving throw or be blinded until the end of your next turn.

## **GNOLL**

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- 3d6 Arrows.
- 1 Broken Hide Armor (size Medium).
- 1 Broken Longbow.
- 1 Broken Shield.
- 1d2 Broken Spears.
- 1d2 Gnoll Fangs. Can be sold for 3 gold pieces per fang.

## **GNOLL FANG OF YEENOGHU**

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- 1 Broken Hide Armor.
- 1d2 Gnoll Fangs. Can be sold for 3 gold pieces per fang.
- 1d4 Vials of Gnoll Fang Bile. When consumed by a hyena, the beast undergoes a minute-long transformation. At the end of this transformation, the hyena has transformed into a gnoll. As an action, the bile can be poured on a weapon. For one minute, when 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**

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- 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.

## GOBLIN

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- 2d6 Arrows.
- 1 Broken Leather Armor (size Small).
- 1 Broken Scimitar.
- 1 Broken Shield.
- 1 Broken Shortbow.
- 1d8 Goblin Teeth. Can be sold for 1 gold piece per tooth.

## GOBLIN BOSS

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- 1 Broken Chain Shirt (size Small).
- 1 Broken Scimitar.
- 1 Broken Shield.
- 1d8 Goblin Teeth. Can be sold for 1 gold piece per tooth.
- 1d2 Javelins.

## GRAY OOZE

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- 1d2 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 gray goop. For the next minute, the creature takes 4 (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.

## GREEN HAG

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- 1d2 Green Hag Hands. Requires attunement. Can be used as an arcane focus. You know the *dancing lights* and *minor illusion* cantrips, but only when you are holding onto the hand. Charisma is your spellcasting ability for these cantrips.
- 1 Green Hag Tongue. When consumed, you can mimic animal sounds and humanoid voices for one hour. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

- 1d4 Vials of Green Hag Blood. Can be used as an additional material component when casting spells that turn something invisible. When used in this way, the duration of the invisibility increases by one minute.

## GREEN SLAAD

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- 1 Green Slaad Hide. Can be crafted into a set of light armor (15000 gp, 100 days). Requires attunement. While wearing this armor, you have resistance to one type of damage. The type of damage you have resistance to can be chosen and switched over the course of a short or long rest. You can choose to have resistance to acid, cold, fire, lightning, or thunder damage.
- 1d4 Slaad Claws. Can be crafted into a dagger (2 gp, 1 day).
- 1d2 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.
- 2d4 Vials of Slaad Mesh. When consumed, you have advantage on saving throws against spells and other magical effects for the next 10 minutes.

## GRELL

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- 1d2 Chunks of Grell Meat. When consumed, you gain blindsight out to a range of 15 feet and you are resistant to lightning damage. These effects last for one hour.
- 1d4 Grell Tentacles. Can be crafted into a whip (100 gp, 7 days). Once per day when you hit a creature with this weapon you can force it to make a DC 11 Constitution saving throw. On a failed save it is poisoned for one minute. The poisoned creature is paralyzed, and it can repeat the saving throw at the end of each of its turns, ending the effect on a success. When attacking with this

weapon, you can also 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.

## **GRICK**

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- 1 Grick Hide. Two grick hides can be crafted into a cloak or cape (75 gp, 6 days). When worn, you have advantage on Dexterity (Stealth) checks made to hide in rocky terrain.
- 1d4 Grick Tentacles. Can be crafted into a dagger (2 gp, 1 day).
- 1d6 Rations.

## **GRICK ALPHA**

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- 1 Grick Alpha Beak. Can be crafted into a greataxe (30 gp, 3 days).
- 1 Grick Alpha Hide. Can be crafted into a cloak or cape (75 gp, 6 days). When worn, you have advantage on Dexterity (Stealth) checks made to hide in rocky terrain.
- 1d4 Grick Tentacles. Can be crafted into a dagger (2 gp, 1 day).
- 2d6 Rations.

## **GRIMLOCK**

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- 1d10 Grimlock Teeth. Can be sold for 1 gold piece per tooth.
- 1 Spiked Bone Club. Functions as a club that deals an additional 1d4 piercing damage on a hit.

## **GUARD**

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

## **HEZROU**

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- 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 where the gland landed must succeed on a DC 14 Constitution saving throw or be poisoned until the start of its next turn.
- 1 Hezrou 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.
- 1d4 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.

## **HOOK HORROR**

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- 1d2 Hook Horror Eardrums. When consumed, you gain blindsight out to a range of 30 feet for one hour. For the duration, you also have advantage on Wisdom (Perception) checks that rely on hearing. These effects do not work if you are deafened.
- 1d2 Hook Horror Hooks. Can be crafted into a greatsword (50 gp, 3 days).
- 2d6 Rations.
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## **HYENA**

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- 1 Hyena Hide. Two hides can be crafted into leather armor (10 gp, 2 days) or studded leather armor (45 gp, 3 days).
- 1d4 Hyena 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.
- 1d6 Rations.

## **INTELLECT DEVOURER**

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- 1d4 Intellect Devourer Brain Chunks. When consumed, you can sense the presence and location of any creature within 300 feet of you that has an intelligence of 3 or higher, regardless of interposing barriers, unless the creature is protected by a mind blank spell. This effect lasts for 10 minutes.
- 1d2 Vials of Intellect Devourer Blood. When consumed, your Intelligence score increases by 1d4 to a maximum of 20 for one hour.

## **KNIGHT**

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- 1 Broken Greatsword.
- 1 Broken Heavy Crossbow.
- 1 Broken Plate Armor.
- 2d6 Crossbow Bolts.

## **KOBOLD**

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- 1 Broken Dagger.
- 1 Broken Sling.

## **KUO-TOA**

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- 1 Broken Net.
- 1 Broken Shield.
- 1 Broken Spear.
- 1 Vial of Kuo-toa Slime. When consumed, you become amphibious for one minute.
- 1 Vial of Sticky Glue. This glue can be rubbed on a shield as an action. For the next minute, when a creature misses you with a melee weapon attack you can use your sticky shield to catch the weapon as a reaction. The attacker must succeed on a DC 11 Strength saving throw, or the weapon becomes stuck to your shield. If the weapon's wielder can't or won't let go of the weapon, the wielder is grappled while the weapon is stuck. While stuck, the weapon can't be used. A creature can pull the weapon free by taking an action to make DC 11 Strength check and succeeding.

## **KUO-TOA ARCHPRIEST**

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- 1 Scepter. Requires attunement. Functions as a martial weapon that deals 1d6 bludgeoning damage plus 1d6 lightning damage on a hit.
- 2d4 Vials of Kuo-toa Slime. When consumed, you become amphibious for one minute.
- 1d4 Vials of Slippery Goo. As an action, you can pour this goo over a creature. For the next minute, the creature has advantage on ability checks and saving throws made to escape a grapple.

## **KUO-TOA WHIP**

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- 1 Pincer Staff. Functions as a martial weapon that deals 1d6 bludgeoning damage. On a hit, if the target is a Medium or smaller creature, it is grappled (escape DC 14). Until this grapple ends, you can't use this weapon on another target.
- 1d4 Vials of Kuo-toa Slime. When consumed, you become amphibious for one minute.
- 1d2 Vials of Slippery Goo. As an action, you can pour this goo over a creature. For the next minute, the creature has advantage on ability checks and saving throws made to escape a grapple,

## **MAGMA MEPHIT**

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- 1d4 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.

## **MAGMIN**

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- 1 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.

## **MANES**

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

## **MERROW**

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- 1 Broken Harpoon. This weapon, when repaired, functions as a martial weapon that deals 2d6 piercing damage on a hit. The weapon has a throwing range of 20/60. If the target is a Large or smaller creature, it must succeed on a Strength contest against you or be pulled up to 20 feet toward you. It costs 40 gold pieces to repair the weapon.
- 1 Merrow Hide. Can be crafted into a set of light armor (100 gp, 7 days). While wearing this armor, your swimming speed equals your movement speed.
- 2d6 Rations.

## **MIMIC**

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- 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.

## **MIND FLAYER**

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- 1 Broken Breastplate.
- 1d4 Mind Flayer Tentacles. Can be crafted into a dagger (300 gp, 19 days) or a shortsword (300 gp, 19 days). Once per day, when you hit a creature with this weapon you can force it to make a DC 15 Intelligence saving throw. On a failed save, the creature is stunned until the end of its next turn.
- 1d2 Mind Flayer Eyes. When consumed, you gain darkvision out to a range of 120 feet for one hour.
- 1d6 Vials of Mind Flayer Blood. When consumed, you have advantage on saving throws against spells and other magical effects for one hour.
- 1d4 Vials of Mind Flayer Brain Matter. When consumed, you can communicate with any creature you can see within 60 feet of you for one hour. You don't need to share a language with the creature for it to understand you, but the creature must be able to understand at least one language.

## **MINOTAUR**

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- 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.



## **MONODRONE**

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- 1 Broken Dagger.
- 1 Javelin.
- 1 Ounce of Modron Dust. When consumed, you become hyper-focused on the next creature you see within one minute of consuming the dust, and become intent on following its every instruction. For the next 10 minutes, you willingly follow every order and command of the creature, with the exception of those that would cause you harm. No magic or effect can compel you to go against these instructions. The duration of this effect is extended by an additional 10 minutes for every additional ounce of modron dust consumed.

## **MUD MEPHIT**

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- 1d4 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.

## **MUMMY**

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- 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.

## **MYCONID ADULT**

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- 1d4 Poisonous Spores. Can be used as an additional material component when casting spells that deal poison damage. When used in this way, you deal 1d4 additional poison damage with the spell.
- 1 Ounce of Pacifying Spores. As an action, you can blow these spores into the face of a creature standing within 5 feet of you. The creature must succeed on a DC 11 Constitution saving throw or be stunned for one minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

## **MYCONID SOVEREIGN**

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- 1d8 Poisonous Spores. Can be used as an additional material component when casting spells that deal poison damage. When used in this way, you deal 1d4 additional poison damage with the spell.
- 1d2 Ounces of Hallucination Spores. As an action, you can blow these spores into the face of a creature standing within 5 feet of you. The creature must succeed on a DC 12 Constitution saving throw or be poisoned for one minute. The poisoned target is incapacitated while it hallucinated. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.
- 1d4 Ounces of Pacifying Spores. As an action, you can blow these spores into the face of a creature standing within 5 feet of you. The creature must succeed on a DC 11 Constitution saving throw or be stunned for one minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

## **MYCONID SPROUT**

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- 1d2 Poisonous Spores. Can be used as an additional material component when casting spells that deal poison damage. When used in this way, you deal 1d4 additional poison damage with the spell.



## 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.

## NOBLE

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

## NOTHIC

- 1 Nothic Eye. This eye can be crafted into an **eye of rot** (200 gp, 14 days). Requires attunement. While wearing this over your eye, you can use an action to target one creature you can see within 30 feet of you. The target must succeed on a DC 12 Constitution saving throw against the magic of the eye or take 3d6 poison damage. Once you have used the item in this way, you can't do so again until you finish a short or long rest.
- 1d2 Vials of Nothic Blood. When consumed, you become strangely affixed on the nature of those around you. Within the next hour, you can use an

action to target one creature you can see within 30 feet of you. The target must contest its Charisma (Deception) check against the your Wisdom (Insight) check. If you win, you magically learn one fact or secret about the target. The target automatically wins if it is immune to being charmed.

## 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.

## ORC

- 1 Broken Greataxe.
- 1 Broken Hide Armor (size Medium).
- 1d4 Javelins.

## ORC EYE OF GRUUMSH

- 1 Broken Ring Mail Armor (size Medium).
- 1 Broken Shield.
- 1d6 Broken Spears.

## OROG

- 1 Broken Greataxe.
- 1 Broken Plate Armor.
- 1d6 Javelins.

## OTYUGH

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- 1 Otyugh Hide. Can be crafted into leather armor (10 gp, 2 days) or studded leather armor (45 gp, 3 days).
- 1d4 Large Otyugh Teeth. Can be crafted into a dagger (200 gp, 14 days). Once per day, when you hit a creature with this weapon, you can force the creature to make a DC 15 Constitution saving throw against the disease in the weapon. On a failed save, the creature is poisoned until the disease is cured. Every 24 hours that elapse, the target must repeat the saving throw, reducing its hit point maximum by 1d10 on a failure. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured.
- 1d2 Otyugh Tentacles. Can be crafted into a maul (100 gp, 7 days). On a hit, you deal an additional 1d4 piercing damage with this weapon.
- 1d8 Small Otyugh 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 poison damage on a hit. After the ammunition has been fired, it loses this property.
- 1d4 Vials of Otyugh Blood. When consumed, you can magically transmit simple messages and images to any creature within 120 feet of you that can understand a language. This form of telepathy doesn't allow the receiving creature to telepathically respond. This effect lasts for 10 minutes.

## PIERCER

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- 1 Piercer Hide. Four piercer hides can be crafted into a pair of *slippers of spider climbing* (DMG p. 200) (500 gp, 20 days).
- 1d6 Rations.

## POLAR BEAR

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- 1d4 Polar Bear Claws. Can be crafted into a dagger (2 gp, 1 day).
- 1 Polar Bear Hide. Can be crafted into leather armor (10 gp, 2 days) or studded leather armor (45 gp, 3 days).
- 2d6 Rations.

## PRIEST

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- 1 Broken Mace.
- 1 Broken Chain Shirt.
- 1d4 Flasks of Holy Water.
- 1 Holy Symbol. Matches the religious beliefs of the priest.
- 1 Potion of Healing.

## PURPLE WORM

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- 1 Purple Worm Hide. 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.
- 1d6 Purple Worm Protective Plates. Two plates can be crafted into a set of plate armor (1500 gp, 5 days) or into a set of half-plate armor (750 gp, 4 days).
- 1 Purple Worm Tail Stinger. Can be crafted into a longsword (700 gp, 24 days), a lance (700 gp, 24 days), or a rapier (700 gp, 24 days). On a hit, the weapon deals an additional 7 (2d6) poison damage.
- 10d6 Rations.
- 1d8 Vials of Purple Worm Poison. As an action, the poison can be used to coat one slashing or piercing weapon, or up to three pieces of ammunition. A creature hit by the poisoned weapon of ammunition must make a DC 16 Constitution saving throw or take 6d6 poison damage on a failed save and half as much damage on a successful one. Once applied, the poison retains its potency for one minute before drying.

## QUAGGOTH

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- 1d6 Tufts of Quaggoth Fur. Four tufts can be crafted into a cloak (1000 gp, 30 days). Requires attunement. When worn, you have resistance to poison damage.

## QUASIT

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- 1 Quasit Head. As an action, you can throw this head at a creature within 30 feet of you. If the creature can see the head, it must succeed on a DC 10 Wisdom saving throw or become frightened of the head for one minute. The head then breaks and stops functioning.
- 1 Vial of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.

## RED DRAGON WYRMLING

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- 1d2 Red Dragon Claws. Can be crafted into a dagger (150 gp, 9 days). On a hit, you deal an additional 1d6 fire damage with this weapon.
- 1 Red Dragon Fang. Can be crafted into a shortsword (150 gp, 9 days). On a hit, you deal an additional 1d6 fire damage with this weapon.
- 1 Red Dragon Hide. Can be crafted into a set of light armor (2000 gp, 60 days). While wearing this armor, you have resistance to fire damage.
- 1d4 Red Dragon Scales. 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.
- 1d4 Red Dragon 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.
- 1d6 Rations.

## ROPER

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- 2d6 Rations.
- 1 Roper Hide. Can be crafted into a cloak or cape (75 gp, 6 days). When worn, you have advantage on Dexterity (Stealth) checks made to hide in rocky terrain and you can attempt to blend in with cave walls.
- 1d10 Roper 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 piercing damage on a hit. After the ammunition has been fired, it loses this property.
- 1d6 Roper Tendrils. 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.

## RUST MONSTER

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- 1d6 Rations.
- 1 Rust Monster Hide. Can be crafted into a shield (1000 gp, 30 days). Any nonmagical weapon made of metal that hits the shield corrodes. The weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the shield is also destroyed. A weapon hits the shield if the attack roll against you was 1 or 2 lower than your armor class.

## SALAMANDER

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- 1d4 Broken Spears.
- 1 Salamander Hide. Can be crafted into a set of light armor (2000 gp, 60 days). While wearing this armor, you have resistance to fire damage.
- 1d6 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.

## SCOUT

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- 2d6 Arrows.
- 1 Broken Leather Armor.
- 1 Broken Longbow.
- 1 Broken Shortsword.

## SHADOW

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- 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.

## SHADOW DEMON

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- 1d4 Shadow Demon Claws. Can be crafted into dagger (100 gp, 7 days). This dagger deals an additional 1d4 psychic damage on a hit.
- 1d2 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.

## SHAMBLING MOUND

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- 1d4 Shambling Branches. Can be used as a druidic focus. Once per day, in response to taking lightning damage you can use your reaction to give yourself resistance to that instance of the damage.
- 2d6 Shambling Vines. Three vines can be crafted into a *rope of climbing* (DMG p. 197) (200 gp, 14 days). Six vines can be crafted into a *rope of entanglement* (2000 gp, 30 days).

## SHIELD GUARDIAN

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- 1 Shield Guardian Plating. Can be crafted into a set of plate armor (1500 gp, 5 days) or into a set of half-plate armor (750 gp, 4 days).
- 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.
- 1d6 Vials of Golem Grease. When consumed, you become immune to any spell or effect that would alter your form for one hour.

## SHRIEKER

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- 1 Shrieker Stem. When consumed, you must make a DC 12 Constitution saving throw. On a failed save, you take 2d6 poison damage. On a successful save, you take no damage and you gain blindsight out to a range of 15 feet for one hour.
- 1d6 Rations.

## SKELETON

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- 2d6 Arrows.
- 1 Broken Shortbow.
- 1 Broken Shortsword.

## SPECTATOR

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- 1 Large Spectator Eye. Can be crafted into a counter shield (500 gp, 30 days). Requires attunement. Once per day, you can activate the shield as a reaction and cast *counterspell* at its lowest level. If you have to make an ability check when using this feature because of the opponent's spell level, you add +2 to the ability check. You add no other modifier.
- 1d2 Spectator Eyestalks. Once per day, the eye stalk can fire one spectator eye ray. The type of ray being fired depends on the type of eye stalk it was shot from. The type of eye stalk is determined at random when the stalk is harvested.
- 2d6 Spectator Teeth. These teeth can be sold for 2 gold pieces per tooth.

## SPECTER

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- 1d2 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.
- 1d4 Vials of Ectoplasm. When consumed, you can see into the Ethereal Plane for one hour.

## SPIDER

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- 1 Ration.

## SPIRIT NAGA

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- 1d6 Naga Bones. When consumed, you gain resistance to poison damage for one hour.
- 1 Naga Hide. Can be crafted into a set of light armor (2000 gp, 60 days). While wearing this armor, you have resistance to poison damage.

- 2d4 Naga 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 poison damage on a hit. After the ammunition has been fired, it loses this property.
- 2d6 Rations.
- 1d6 Vials of Naga Poison. As an action, the poison can be used to coat one slashing or piercing weapon, or up to three pieces of ammunition. A creature hit by the poisoned weapon of ammunition must make a DC 14 Constitution saving throw or take 5d8 poison damage on a failed save and half as much damage on a successful one. Once applied, the poison retains its potency for one minute before drying.

## SPY

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- 1 Broken Hand Crossbow.
- 1 Broken Shortsword.
- 2d6 Crossbow Bolts.
- 1 Notebook. The contents are written in code. You must succeed on a DC 14 Intelligence check to decipher it.

## STIRGE

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- 1 Ration.
- 1 Stirge Proboscis. Functions as a dart.

## STONE GIANT

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- 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 Stone Giant Heart. Can be crafted into a *potion of stone giant strength* (DMG p. 187) (1000 gp, 30 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 nonmagical tribal amulet.

## **STONE GOLEM**

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- 2d6 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.
- 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.
- 1d8 Vials of Golem Grease. When consumed, you become immune to any spell or effect that would alter your form for one hour.

## **SUCCUBUS/INCUBUS**

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- 1d2 Succubus/Incubus Wings. One wing can be crafted into a cloak (1000 gp, 30 days). Requires attunement. You choose one damage type from cold, fire, lightning, and poison when the cloak is crafted. When worn, you have resistance to the chosen damage type.
- 1 Succubus/Incubus Tail. Can be crafted into a staff of charms (2000 gp, 30 days). Requires attunement. Once per day, you can target one humanoid you can see within 30 feet of you and force it to make a DC 15 Wisdom saving throw. On a failed save, the humanoid is magically charmed for one day. The charmed target obeys your spoken commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. You can only have one target charmed at a time. If you charm another using this staff, the effect on the previous target ends.

- 1d2 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.

## **SWARM OF BATS**

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- 1d6 Rations.

## **SWARM OF INSECTS**

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- 1d6 Rations.

## **SWARM OF QUIPPERS**

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- 1d6 Rations.

## **THUG**

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- 1 Broken Heavy Crossbow.
- 1 Broken Leather Armor.
- 1 Broken Mace.
- 2d6 Crossbow Bolts.

## **TRIDRONE**

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- 1d4 Javelins.
- 1 Ounce of Modron Dust. When consumed, you become hyper-focused on the next creature you see within one minute of consuming the dust, and become intent on following its every instruction. For the next 10 minutes, you willingly follow every order and command of the creature, with the exception of those that would cause you harm. No magic or effect can compel you to go against these instructions. The duration of this effect is extended by an additional 10 minutes for every additional ounce of modron dust consumed.

## TROGLODYTE

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- 1d2 Vials of Stinky Goo. As an action, you can throw this vial up to 30 feet away where it will shatter in a cloud of stinky gas. Each creature within 5 feet of where the vial landed must succeed on a DC 12 Constitution saving throw or be poisoned until the start of its next turn.

## TROLL

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- 1d10 Giant's Toes. Can be sold for 4 gold pieces per toe.
- 1d4 Troll Claws. Can be crafted into a shortsword (10 gp, 2 days).
- 2d6 Vials of Troll Blood. When consumed, you regain 1d4 hit points at the end of each of your turns for the next minute.

## UMBER HULK

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- 2d6 Rations.
- 1d4 Umber Hulk Claws. Can be crafted into a dagger (2 gp, 1 day).
- 1 Umber Hulk Head. Can be crafted into a helmet (2000 gp, 30 days). Requires attunement. While wearing this helm, you can target a creature within 30 feet of you and force it to make a DC 15 Charisma saving throw. On a failed save, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during that turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action but uses all its movement to move in a random direction. On a 7 or 8, the creature makes one melee attack against a random creature, or it does nothing if no creature is within reach.
- 1d2 Umber Hulk Mandibles. Can be crafted into a battleaxe (10 gp, 2 days).

## VETERAN

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- 1 Broken Heavy Crossbow.
- 1 Broken Longsword.
- 1 Broken Shortsword.
- 1 Broken Splint Armor.
- 2d6 Crossbow Bolts.

## VIOLET FUNGUS

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- 1 Violet Fungus Tendril. Can be used as an additional material component when casting spells that deal necrotic damage. When used in this way, you deal an additional 1d4 necrotic damage when you cast the spell.
- 1d6 Rations.

## VROCK

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- 1 Set of Vrock Vocal Cords. Once per day, you can blow into these vocal cords as an action and sound out a stunning screech. Each creature within 30 feet of you that can hear the screech and that isn't a demon must succeed on a DC 14 Constitution saving throw or become stunned until the end of your next turn.
- 1 Spore Pocket. As an action, you can throw this spore pocket at a point within 30 feet of you where it will explode in a cloud of spores. These spores spread around corners. Each creature within 10 feet of where the spore pocket landed must succeed on a DC 14 Constitution saving throw or be poisoned. While poisoned in this way, a target takes 1d10 poison damage at the start of each of its turns. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- 1d2 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.
- 2d6 Vrock Feathers. Two feathers can be used as fletching on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these feathers



ignore any resistances to magical or nonmagical piercing damage. After the ammunition has been fired, it loses this property.

## **WATER WEIRD**

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- 1d2 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.
- 1d2 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.

## **WERERAT**

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- 2d6 Crossbow Bolts.
- 1 Broken Hand Crossbow.
- 1 Broken Shortsword.
- 1d2 Vials of Cursed Cruor. When consumed, your speed is halved and you have disadvantage on ability checks, saving throws, and attacks based on Strength or Dexterity for one hour.
- 1d2 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.

## **WINGED KOBOLD**

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- 1 Broken Dagger.

## **WRAITH**

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- 1 Spirit Cloth. Can be crafted into a *bag of holding* (DMG p. 153) (200 gp, 14 days).
- 1d2 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.
- 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. When consumed, you have advantage on Dexterity (Stealth) checks made while in dim light or darkness.

## **XORN**

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- 1d3 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.
- 1d4 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.
- 1d12 Xorn 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 bludgeoning damage. After the ammunition has been fired, it loses this property.

## **YOCHLOL**

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- 1d4 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.
- 1d4 Vials of Yochlol Gas. As an action, you can throw this vial at a point within 30 feet of you where it will shatter in a cloud of gas. Each creature within 5 feet of where the vial landed must succeed on a DC 14 Constitution saving throw or be poisoned until the start of its next turn. While poisoned in this way, the target is incapacitated.
- 1d2 Vials of Yochlol Goop. When consumed, you polymorph into a form resembling a female drow or giant spider. Your statistics are the same in each form. This transformation lasts for one hour.
- 1d2 Yochlol Limbs. Requires attunement. Can be used as an arcane focus. Once per day each, you may cast the spells *detect thoughts* and *gaseous form* through the limb. You use your own spellcasting ability and spell save DC when casting these spells, and any spent uses recharge every day at dawn.

## **ZOMBIE**

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- 1 Zombie Hand. Can be used as an arcane focus.