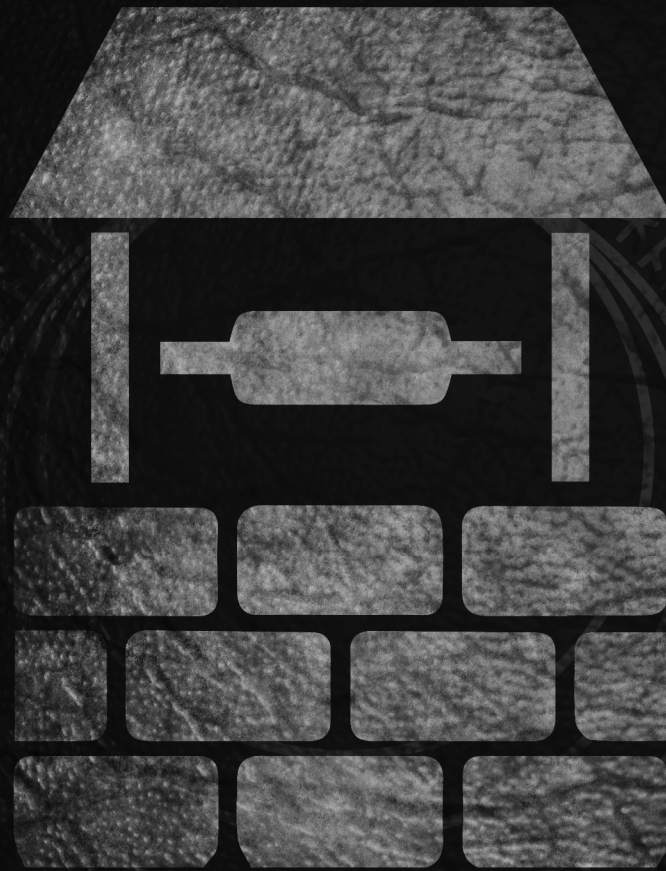


MONSTER LOOT

TALES FROM THE YAWNING PORTAL



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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.

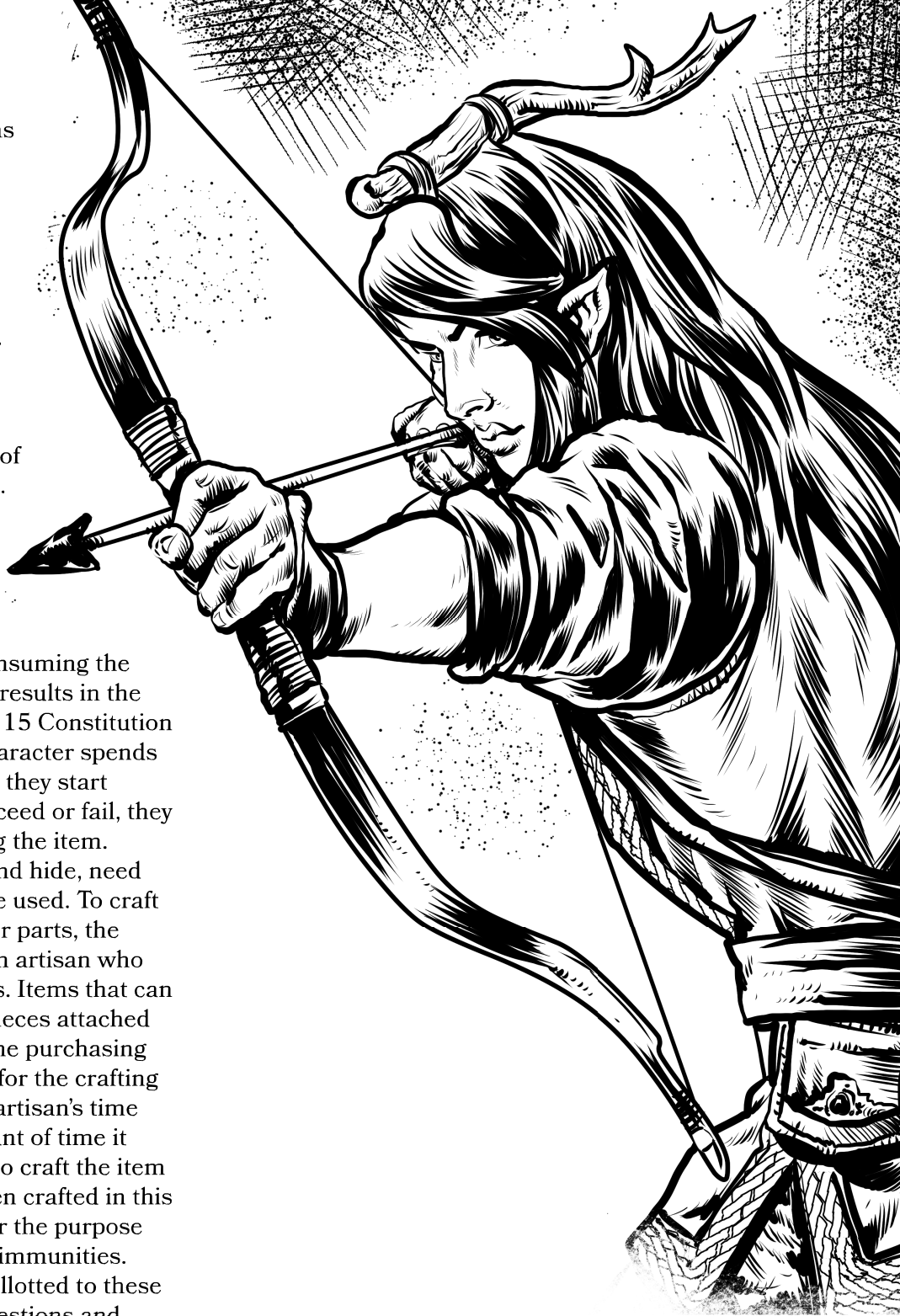
Some creatures, like beasts and monstrosities, might yield **rations**. This refers to harvesting meat from the creature that can be eaten as a day's ration. Whether or not this meat needs to be cooked before it is edible and how long it lasts before it turns rancid is determined by the DM. Most meat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



NEW MONSTERS

ANIMATED TABLE

- 1d6 Ounces of Arcane Dust. Can be used as an additional material component when casting spells that deal damage. When used in this way, you can choose to reroll one of the rolled damage dice and must keep the second result.

BARGHEST

- 1d2 Barghest Claws. Requires attunement by a spellcaster. Can be used as an arcane focus. You may cast each of the spells *levitate* and *pass without trace* once per day. You use your own spellcasting ability and spell save DC when casting these spells, and any spent uses recharge every day at dawn.
- 1d2 Barghest Eyes. When consumed, you have blindsight out to a range of 60 feet for one hour.
- 1 Barghest Hide. Can be crafted into a set of light armor (2000 gp, 60 days). While wearing this armor, you have resistance to acid damage.
- 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.

BELAK THE DRUID

- 3 *Potions of Healing*.
- 2 Vials of Antitoxin.
- 1 *Wand of Entangle* (see Appendix A in *Tales from the Yawning Portal*).

CENTAUR MUMMY

- 1 Broken Pike.
- 1 Centaur 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.
- 2d6 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.

CHAMPION

- 1 Broken Greatsword.
- 1 Broken Light Crossbow.
- 1 Broken Plate Armor.
- 3d6 Crossbow Bolts.

CHOKER

- 1d2 Choker Feet. Two feet can be crafted into a pair of *slippers of spider climbing* (DMG p. 200) (500 gp, 20 days).
- 1d2 Choker Tentacles. Can be crafted into a whip (200 gp, 14 days). When attacking with this weapon, you can try to grapple a creature you're fighting.

On a hit, you can choose to forgo doing damage and instead grapple the creature (escape DC 15) if it is Medium or smaller. The grappled creature can use its action on its turn to attempt to free itself from the grapple. Until this grapple ends, you can't use this weapon on another target.

- 1d4 Vials of Choker Slime. When consumed, you can take an extra action on your next turn.

CONJURER

- 1 Arcane Focus.
- 1 Book.
- 1 Broken Dagger.
- 1 Spellbook. It has in it the following spells: *mage armor*, *stoneskin*, *web*, *unseen servant*.
- 1d6 Vials.

DEATHLOCK WIGHT

- 1d2 Deathlock Eyes. When consumed, you can change your appearance as if casting the *disguise self* spell. This effect lasts for one hour.
- 1 Deathlock Heart. When consumed, you gain the benefits of the *detect magic* spell for one hour.
- 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.
- 1d6 Vials of Deathlock Blood. Can be used as an additional material component when casting spells that deal necrotic damage. When used in this way, you deal an additional 2d8 necrotic damage when you cast the spell.

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

DISEASED GIANT RAT

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

DREAD WARRIOR

- 1 Broken Battleaxe.
- 1d4 Javelins.
- 1 Vial of Dread Warrior Essence. When consumed, you are given the fortitude of an undead entity for the next hour. If damage reduces you to 0 hit points, you must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, you drop to 1 hit point instead.

DUERGAR SPY

- 1 Broken Hand Crossbow.
- 1 Broken Shortsword.
- 1 Broken Studded Leather Armor.
- 3d6 Crossbow Bolts.
- 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.

ENCHANTER

- 1 Arcane Focus.
- 1 Book.
- 1 Broken Quarterstaff.
- 1 Spellbook. It has in it the following spells: *charm person*, *haste*, *hold monster*, *magic missile*.
- 1d6 Vials.

EVOKER

- 1 Arcane Focus.
- 1 Book.
- 1 Broken Quarterstaff.
- 1 Spellbook. It has in it the following spells: *burning hands*, *fireball*, *ice storm*, *misty step*.
- 1d6 Vials.

GIANT CRAYFISH

- 1 Giant Crayfish Hide. Can be crafted into scale mail armor (50 gp, 5 days).
- 2d6 Rations.

GIANT ICE TOAD

- 1 Ice Toad Hide. Can be crafted into a set of light armor (2000 gp, 60 days). While wearing this armor, you have resistance to cold damage.
- 2d6 Ice Toad Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 1d8 cold damage on a hit. After the ammunition has been fired, it loses this property.
- 2d6 Rations.

GIANT LIGHTNING EEL

- 1 Giant Lightning Eel Hide. Can be crafted into a set of light armor (2000 gp, 60 days). While wearing this armor, you have resistance to lightning damage.
- 2d6 Giant Lightning Eel Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 1d8 lightning damage on a hit. After the ammunition has been fired, it loses this property.
- 2d6 Rations.

GIANT SKELETON

- 1 Broken Scimitar.

GIANT SUBTERRANEAN LIZARD

- 1 Giant Subterranean Lizard Hide. Can be crafted into leather armor (10 gp, 2 days) or studded leather armor (45 gp, 3 days). Two sets of armor can be crafted from this hide.
- 4d6 Rations.

GREATER ZOMBIE

- 1d2 Zombie Hands. Can be used as an arcane focus.

ILLUSIONIST

- 1 Arcane Focus.
- 1 Book.
- 1 Broken Quarterstaff.
- 1 Spellbook. It has in it the following spells: *color spray*, *major image*, *phantasmal force*, *phantom steed*.
- 1d6 Vials.

KALKA-KYLLA

- 2d6 Rations.
- 1 Kalka-Kylla Shell. Can be crafted into a set of retractable plate armor (2000 gp, 30 days). While wearing this armor, you can use a bonus action to retract or emerge from the armor. While retracted, you gain a +4 bonus to AC, and you have a speed of 0 and can't benefit from bonuses to your speed.

KELPIE

- 2d4 Strands of Kelpie Seaweed. Can be used as an additional material component when casting spells that charm another creature. When used in this way, the target of the spell has disadvantage on the saving throw of the spell, if it must make one.

LEUCROTTA

- 1d4 Leucrotta Legs. Can be crafted into a maul (10 gp, 2 days).
- 1d10 Leucrotta Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. If you score a critical hit while using ammunition made from these teeth, you roll the damage dice three times instead of twice.
- 1 Leucrotta 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.
- 2d6 Rations.

MALFORMED KRAKEN

- 1d2 Malformed Kraken Eyes. When consumed, you gain truesight out to a range of 15 feet for one hour.
- 1 Malformed Kraken Hide. Can be crafted into a set of light armor (3000 gp, 75 days). Requires attunement. While wearing this armor, you have resistance to lightning damage. In addition, you ignore difficult terrain, and magical effects can't reduce your speed or cause you to be restrained. Two sets of armor can be crafted from this hide.
- 1d2 Malformed Kraken Lightning Sparkers. As an action, you slam this sparker into the ground, shattering it. Three random creatures within 60 feet of you must make a DC 18 Dexterity saving throw, taking 4d10 lightning damage on a failed save, or half as much damage on a successful one.
- 2 Kraken Bones. Two bones can be crafted into plate armor (4000 gp, 80 days) or half-plate armor (3500 gp, 80 days). Requires attunement. While

wearing this armor, you have resistance to lightning damage. In addition, you ignore difficult terrain, and magical effects can't reduce your speed or cause you to be restrained.

- 1d2 Kraken Lung Tissue. When consumed, you become amphibious for 8 hours.
- 2d10 Kraken 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 acid damage on a hit. After the ammunition has been fired, it loses this property.
- 1d4 Kraken Tentacles. Can be crafted into a maul (20 gp, 3 days). This weapon deals double damage to objects and structures.
- 4d6 Rations.
- 3d6 Vials of Kraken Ink. As an action, you can throw this vial up to 30 feet away where it will shatter in a cloud of darkness. The area within a 15 foot radius of where the vial landed becomes pitch black, as if affected by the *darkness* spell.

MARTIAL ARTS ADEPT

- 1d10 Darts.

NECROMANCER

- 1 Arcane Focus.
- 1 Book.
- 1 Spellbook. It has in it the following spells: *animate dead*, *blight*, *cloudkill*, *false life*.
- 1d6 Vials.

NEREID

- 2d4 Ounces of Fey Dust. As an action, you can blow this dust into the face of a creature standing within 5 feet of you. The creature must succeed on a DC 10 Wisdom saving throw or become confused as with the *confusion* spell until the end of their next turn.
- 1 Nereid Mantle. Requires attunement. While wearing this mantle, you have an AC of 13 unless granted a higher AC by other factors, and you have 36 additional hit points. If you drop to 0 hit points while wearing the mantle, the mantle is destroyed.
- 1d4 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.

OOZE MASTER

- 2d4 Vials of Acid.
- 4d6 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.

SEA LION

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

SHARWYN HUCRELE

- 1 Broken Dagger.
- 1 Hucrole Gold Signet Ring. Can be sold for 20 gp.
- 1 Spellbook. It has in it the following spells: *color spray*, *detect magic*, *magic missile*, *shield*, *silent image*, *sleep*.

SIR BRAFORD

- 1 Broken Chain Mail Armor.
- 1 Broken Shield.
- 1 *Shatterspike*. (See Appendix A in *Tales from the Yawning Portal*.)

SIREN

- 1 Broken Shortsword.
- 1d6 Ounces of Fey Dust. As an action, you can blow this dust into the face of a creature standing within 5 feet of you. The creature must succeed on a DC 10 Wisdom saving throw or become confused as with the *confusion* spell until the end of their next turn.
- 1d2 Vials of Siren Spirit Essence. When consumed, you become amphibious for one hour.

TARUL VAR

- 2d10 Lich Bones. Can be used as an additional material component when casting spells that deal necrotic damage. When used in this way, you deal an additional 1d6 necrotic damage when you cast the spell.
- 1d2 Lich Eyes. Can be crafted into a *wand of fear* (DMG p. 210) (2000 gp, 30 days).
- 1d2 Lich Hands. Requires attunement. Can be used as an arcane focus. You know the *ray of frost* cantrip, but only

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

- 1 Necromancer's Robe. Requires attunement by a spellcaster. You have resistance to poison damage and you cannot be frightened as long as you are wearing this robe. In addition, any allied undead creatures within 300 feet of you and any undead creatures under your control have advantage on saving throws against any effect that turns undead.
- 1 Spellbook. It has in it the following spells: *counterspell*, *dimension door*, *Evard's black tentacles*, *scrying*, *shield*, *unseen servant*.

TECUZIZTECATL

- 2d6 Rations.
- 1d6 Vials of Acid.

THAYAN APPRENTICE

- 1 Broken Dagger.
- 1 Spellbook. It has in it the following spells: *blur*, *burning hands*, *mage armor*.

THAYAN WARRIOR

- 1 Broken Chain Shirt.
- 1 Broken Longsword.
- 1 Broken Shield.
- 1d4 Javelins.

THORN SLINGER

- 1d8 Thorns. Functions as a dart.
- 1d2 Vials of Blossom Adhesive. When poured on a Medium or smaller creature, the creature becomes adhesive for 1 minute. 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 11). The adhesive creature also automatically succeeds on climbing checks as long as it is adhesive.

TRANSMUTER

- 1 Arcane Focus.
- 1 Book.
- 1 Broken Quarterstaff.
- 1 Spellbook. It has in it the following spells: *alter self*, *knock*, *polymorph*, *slow*.
- 1d6 Vials.

VAMPIRIC MIST

- 1d10 Ounces of Phantom Dust. As an action, you can blow this dust into the face of a creature standing within 5 feet of you. The creature must succeed on a DC 13 Wisdom saving throw or be frightened of you for one minute 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 Ounces of Vampire Dust. When consumed, you turn into a cloud of mist as if subjected to the *gaseous form* spell. This effect lasts for one hour.
- 1d8 Vials of Ectoplasm. When consumed, you can see into the Ethereal Plane for one hour.

WHITE MAW

- 4d8 Vials of Acid.
- 6d8 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 white 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.

YUSDRAYL

- 1 Broken Dagger.

CREATURES FROM THE MONSTER MANUAL

The following creatures from the *Monster Manual* appear in *Tales from the Yawning Portal*, 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.

ABOLETH

- 1d3 Aboleth Eye. Can be used as an additional material component when casting the spells *charm person* and *suggestion*. When used in this way, the target of the spell has disadvantage on their saving throw against the spell's effects.
- 1 Aboleth Hide. Can be crafted into a *cloak of the manta ray* (DMG p. 159) (200 gp, 14 days).
- 4d6 Aboleth Teeth. Can be sold for 10 gold pieces per tooth.
- 1d4 Aboleth Tentacles. Can be crafted into a magical whip (200 gp, 14 days). This functions as a +1 weapon.
- 1d4 Vials of Aboleth Mucus. When consumed, you must succeed on a DC 14 Constitution saving throw or become diseased for 1d4 hours. While diseased, you can only breathe underwater.

ACOLYTE

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

ADULT RED DRAGON

- 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.

AIR ELEMENTAL

- 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 Air Essence. When consumed, for one minute your jumping and leaping distance is doubled and your speed is increased by 10 feet.

ANIMATED ARMOR

- 1 Broken Plate Armor (size Medium).
- 1 Ounce of Arcane Dust. Can be used as an additional material component when casting spells that deal damage. When used in this way, you can choose to reroll one of the rolled damage dice and must keep the second result.

APE

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

ASSASSIN

- 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.

BABOON

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

BEHIR

- 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

- 1d4 Beholder Eyestalks. 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.

BLACK DRAGON WYRMLING

- 1d2 Black Dragon Claws. Can be crafted into a dagger (150 gp, 9 days). On a hit, you deal an additional 1d6 acid damage with this weapon.
- 1 Black Dragon Fang. Can be crafted into a shortsword (150 gp, 9 days). On a hit, you deal an additional 1d6 acid damage with this weapon.
- 1 Black Dragon Hide. Can be crafted into a set of light armor (2000 gp, 60 days). While wearing this armor, you have resistance to acid damage.
- 1d4 Black 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 acid damage.
- 1d4 Black 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 acid damage on a hit. After the ammunition has been fired, it loses this property.
- 1d6 Rations.

BLACK PUDDING

- 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.

BROWN BEAR

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

BUGBEAR

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

BUGBEAR CHIEF

- 1 Broken Chain Shirt (size Medium).
- 1 Broken Morningstar.
- 1 Broken Shield.
- 1 Heart of Hruggek. When consumed, you gain advantage on saving throws against being charmed, frightened, paralyzed, poisoned, stunned, or put to sleep for one hour.
- 1d2 Javelins.

CARRION CRAWLER

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

CENTAUR

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

CHIMERA

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

CLAY GOLEM

- 1d6 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 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.
- 1d4 Vials of Liquid Clay. When consumed, you gain resistance to acid damage for one hour.

CLOUD GIANT

- 1 Cloud Giant Heart. Can be crafted into a *potion of cloud giant strength* (DMG p. 187) (10000 gp, 150 days)
- 1 Cloud's Core. Requires attunement by a spellcaster. Can be used as an arcane focus. You may cast each of the spells *fog cloud*, *misty step* and *gaseous form* once per day. You use your own spellcasting ability and spell save DC when casting these spells, and any spent uses recharge every day at dawn.
- 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 Tribal Amulet. There is a 10% chance that the amulet is an *amulet of health* (DMG, p. 150), 30% chance that the amulet is an *amulet of proof against detection and location* (DMG, p. 150), and a 60% chance that it is a non-magical tribal amulet.

COCKATRICE

- 1 Vial of Cockatrice Venom. When consumed, you must succeed on a DC 11 Constitution saving throw or become petrified and turn to stone. You will remain petrified for 24 hours, after which the petrified effect ends.

COMMONER

- 1 Broken Club.

CONSTRUCTOR SNAKE

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

COUATL

- 1d6 Celestial Feathers. Two feathers can be used as fletching on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these feathers deal an additional 1d8 radiant damage on a hit. After the ammunition has been fired, it loses this property.
- 1d2 Couatl Fangs. Can be crafted into a dagger (200 gp, 14 days). Requires attunement. Once per day, you can use the weapon to force a creature you hit with the weapon to make a DC 13 Constitution saving throw. On a failed save, the creature falls unconscious for 24 hours or until it is woken up by taking damage or by another creature using an action to shake it awake.
- 1 Couatl Hide. Can be crafted into a cloak of nondetection (200 gp, 14 days). While wearing this cloak, you become immune to scrying and to any effect that would sense your emotions, read your thoughts, or detect your location as long as you are wearing the cloak.

CULT FANATIC

- 1 Broken Leather Armor.
- 1 Broken Dagger.
- 1 Symbol of the cultist's order.

DEMILICH

- 1d2 Demilich Eyes. Can be used as an additional material component when casting spells that deal necrotic damage. When used in this way, you deal an additional 4d6 necrotic damage when you cast the spell.
- 1 Demilich Skull. Once per day, you can open the mouth of this skull and let a horrible howl escape its maw. All creatures within 30 feet of the skull, including yourself, that can hear the howl must succeed on a DC 15 Constitution saving throw or become frightened of the skull until the end of their next turn.
- 4d6 Demilich Teeth. Can be sold for 20 gold pieces per tooth.
- 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.
- 2d4 Vials of Ectoplasm. When consumed, you can see into the Ethereal Plane for one hour.

DEVA

- 1 Divine Tongue. When consumed, you gain the benefits of the *tongues* spell for eight hours.
- 2d4 Celestial Feathers. Two feathers can be used as fletching on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these feathers deal an additional 1d8 radiant damage on a hit. After the ammunition has been fired, it loses this property.
- 1 Holy Mace. Requires attunement by a creature with a good alignment. This is a magical mace, which deals an additional 1d8 radiant damage on a

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

- 1 Set of Divine Bracers. Requires attunement by a creature with a good alignment. While wearing these magical bracers, you have +1 to AC and resistance to radiant damage.
- 1d2 Vials of Angel Blood. When consumed, this functions as a *potion of greater healing*.

DIRE WOLF

- 1 Dire Wolf Hide. Can be crafted into leather armor (10 gp, 2 days) or studded leather armor (45 gp, 3 days).
- 2d8 Dire Wolf Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 1d4 damage on a hit. After the ammunition has been fired, it loses this property.
- 2d6 Rations.

DISPLACER BEAST

- 1 Displacer Beast Hide. Can be crafted into a *cloak of displacement* (DMG p. 158) (2000 gp, 60 days).
- 1d2 Displacer Beast Tentacle. Can be crafted into a mace (100 gp, 7 days). On a hit, you deal an additional 1d4 piercing damage with this weapon.
- 2d6 Rations.

DOPPELGANGER

- 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.

DRAGON TURTLE

- 1d2 Dragon Turtle Eyes. When consumed, you gain darkvision out to a range of 120 feet for one hour.
- 2d10 Dragon Turtle Teeth. Can be sold for 5 gold pieces per tooth.
- 1d2 Large Dragon Turtle Shell Plates. Can be crafted into a shield (400 gp, 17 days). Using this shield, you can use your reaction to give yourself resistance to fire damage. If you use two shell plates, they can be crafted into plate armor (2000 gp, 60 days). Wearing this plate armor grants you resistance to fire damage.
- 1d4 Medium Dragon Turtle Shell Plates. One shell plate can be crafted into an enhanced shield (200 gp, 14 days) which gives you a +1 bonus to armor class. Two shell plates can be crafted into a thicker enhanced shield (2000 gp, 60 days) which gives you a +2 bonus to armor class.
- 10d6 Rations.
- 3d12 Small Dragon Turtle Shell Plates. If you have 20 shell plates, you can craft them into scale mail armor (2000 gp, 60 days). Requires attunement. While wearing this armor, you have resistance to fire damage.

DROW

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

DROW ELITE WARRIOR

- 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

- 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

- 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

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

DUERGAR

- 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.

EFREET

- 1 Blazefire Scimitar. Requires attunement. When you hit a creature with this weapon, you deal an additional 1d10 fire damage to it.
- 1 Efreeti Sash. Can be crafted into a cloak or cape (2000 gp, 60 days). Requires attunement. When worn, you are resistant to fire damage.
- 1 Vial of Efreeti Smoke. Requires attunement by a spellcaster. Can be used as an arcane focus or a druidic focus. You may cast each of the spells *fire shield* and *wall of fire* once per day. You use your own spellcasting ability and spell save DC when casting these spells, and any spent uses recharge every day at dawn.
- 1d2 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.

EMPYREAN

- 1 Divine Tongue. When consumed, you gain the benefits of the *tongues* spell for eight hours.
- 1d2 Empyrean Eyes. When consumed, you gain truesight out to a range of 30 feet for one hour.
- 1d2 Empyrean Hands. Requires attunement by a spellcaster. Can be used as an arcane focus. You may cast each of the spells *greater restoration*, *pass without trace*, and *water breathing* once per day. You use your own spellcasting ability and spell save DC when casting these spells, and any spent uses recharge every day at dawn.
- 1 Sash of the Chosen. Requires attunement. While you are wearing this

sash around your waist and no other armor you have a +1 bonus to armor class, you have advantage on initiative checks, and your weapon attacks are magical.

- 1 Set of Empyrean Boots. Requires attunement. These magical boots change in size to fit the creature wearing them. Once per day, you can use an action to put your foot down hard on the ground, triggering an earth tremor. All other creatures on the ground within 30 feet of you must succeed on a DC 17 Strength saving throw or be knocked prone.
- 1 Set of Empyrean Bracers. Requires attunement. These magical bracers change in size to fit the creature wearing them. Once per day, you can use an action to slam the bracers together, sending out an echoing hum that bolsters your allies. All non-hostile creatures within 60 feet of you are bolstered by the sound until the end of your next turn. Bolstered creatures are immune to being charmed or frightened, and they have advantage on ability checks and saving throws until the end of your next turn.
- 2d4 Tufts of Empyrean Hair. Can be used as an additional material component when casting spells that deal acid, cold, fire, force, lightning, radiant, or thunder damage. When used in this way, you deal an additional 3d6 damage when you cast the spell.
- 1d3 Vials of Empyrean Blood. When consumed, this functions as a *potion of stone giant strength*.

ETTIN

- 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

- 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 GIANT

- 1 Fire Giant Heart. Can be crafted into a *potion of fire giant strength* (DMG p. 187) (1000 gp, 30 days)
- 1d2 Giant's Eyes. When consumed, you become proficient in the Wisdom (Perception) skill for one minute.
- 1d10 Giant's Toes. Can be sold for 4 gold pieces per toe.
- 1d6 Vials of Fire Giant Blood. When consumed, you gain resistance to fire damage for one hour.

FIRE SNAKE

- 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.

FLESH GOLEM

- 1d4 Flesh Golem Strips. When consumed, you gain resistance to lightning damage for one hour.
- 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.
- 1d6 Vials of Golem Grease. When consumed, you become immune to any spell or effect that would alter your form for one hour.

FLYING SWORD

- 1 Broken Longsword.
- 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.

FROST GIANT

- 1 Frost Giant Heart. Can be crafted into a *potion of frost giant strength* (DMG p. 187) (1000 gp, 30 days)
- 1d2 Giant's Eyes. When consumed, you become proficient in the Wisdom (Perception) skill for one minute.
- 1d10 Giant's Toes. Can be sold for 4 gold pieces per toe.
- 1d6 Vials of Frost Giant Blood. When consumed, you gain resistance to cold damage for one hour.

GARGOYLE

- 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

- 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

- 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

- 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.

GHOUL

- 1 Ghoul Claw. Can be crafted into a dagger (100 gp, 7 days). Once per day, when you hit a creature with this weapon the creature must succeed on a DC 10 Constitution saving throw or become paralyzed until the beginning of its next turn. If the creature is an elf or undead it automatically succeeds on the saving throw.
- 1d2 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.

GIANT CENTIPEDE

- 1d6 Rations.

GIANT CONSTRICTOR SNAKE

- 1 Giant Constrictor Snake Hide. Can be crafted into leather armor (10 gp, 2 days) or studded leather armor (45 gp, 3 days). Two sets of armor can be crafted from this hide.
- 1d2 Giant Constrictor Snake Fangs. Can be crafted into a dagger (2 gp, 1 day).
- 4d6 Rations.

GIANT CRAB

- 1 Crab Shell. Two shells can be crafted into a shield (20 gp, 3 days).
- 1d6 Rations.

GIANT CROCODILE

- 1 Giant Crocodile Hide. Can be crafted into leather armor (10 gp, 2 days) or studded leather armor (45 gp, 3 days). Two sets of armor can be crafted from this hide.
- 1d10 Giant Crocodile 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.
- 4d6 Rations.

GIANT FIRE BEETLE

- 1d4 Rations.

GIANT FROG

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

GIANT HYENA

- 1 Giant Hyena Hide. Can be crafted into leather armor (10 gp, 2 days) or studded leather armor (45 gp, 3 days).
- 1d10 Giant 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.
- 2d6 Rations.

GIANT LIZARD

- 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 RAT

- 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 SCORPION

- 1 Giant Scorpion Hide. Can be crafted into half-plate armor (1200 gp, 5 days).
- 2d6 Rations.

GIANT SPIDER

- 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 WEASEL

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

GIANT WOLF SPIDER

- 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

- 1d6 Vials of Gibbering Mouter 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.

GLABREZU

- 1d2 Glabrezu Fangs. Requires attunement by a spellcaster. Can be used as an arcane focus. You may cast each of the spells *darkness*, *detect magic* and *dispel magic* once per day. You use your own spellcasting ability and spell save DC when casting these spells, and any spent uses recharge every day at dawn.
- 1d2 Glabrezu Pinchers. Can be crafted into a greatsword (175, 11 days). When attacking with this weapon, you can try to grapple a creature you're fighting. On a hit, you can choose to forgo doing damage and instead grapple the creature (escape DC 15) if it is Medium or smaller. The grappled creature can use its action on its turn to attempt to free itself from the grapple. Until this grapple ends, you can't use this weapon on another target.
- 1d4 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.

GNOLL

- 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.

GOBLIN

- 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.

GORGON

- 1 Gorgon Hide. Can be crafted into plate armor (1600 gp, 7 days) or into half-plate armor (800 gp, 7 days). While wearing this armor, you are immune to the petrified condition.
- 1d2 Gorgon Horns. Can be crafted into a shortsword (10 gp, 2 days).
- 2d6 Rations.
- 1d2 Vials of Gorgon 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.
- 1d2 Vials of Gorgon Gas. As an action, you can throw this vial up to 30 feet away where it shatters in a cloud of gas. Each creature within 10 feet of where the vial landed must succeed on a DC 14 Constitution saving throw. On a failed save, a creature begins to turn to stone and is restrained. The restrained

target must repeat the saving throw at the end of its next turn. On a success, the effect ends on the creature. On a failure, the creature is petrified until freed by the greater restoration spell or similar magic.

GRAY OOZE

- 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 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.

GRELL

- 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

- 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.

GYNOSPHERIX

- 1d6 Gynosphinx Claws. One claw can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these claws are considered magical. After the ammunition has been fired, it loses this property.
- 1d2 Gynosphinx Eyes. When consumed, you gain truesight out to a range of 30 feet for one hour.
- 2d6 Gynosphinx Feathers. Two feathers can be used as fletching on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these feathers are considered magical. They also deal an additional 1d6 damage if the target is hostile towards you. After the ammunition has been fired, it loses these properties.
- 1 Gynosphinx Hide. Can be crafted into a set of light armor (2000 gp, 30 days). Requires attunement. While wearing this armor, you have advantage on saving throws against being charmed or frightened. In addition, you are immune to any effect that would sense your emotions or read your thoughts, as well as any divination spell that you don't want to be affecting you.
- 2d6 Rations.
- 2d6 Tufts of Gynosphinx Fur. Two tufts can be crafted into a *bag of holding* (DMG, p. 153) (200 gp, 14 days). Four

tufts can be crafted into a cloak (500 gp, 21 gp). Requires attunement. While wearing this cloak, you have resistance to psychic damage.

- 1d8 Vials of Sphinx Blood. When consumed, you gain resistance to psychic damage for one hour.

HELL HOUND

- 1 Hell Hound Fire Gland. When consumed, the gland functions as a potion of fire breathing.
- 1 Hell Hound Hide. Can be crafted into a resistant cloak (1000 gp, 30 days). Requires attunement. When worn, you have resistance to fire damage.
- 2d4 Hell Hound Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 1d6 fire damage on a hit. After the ammunition has been fired, it loses this property.

HELMED HORROR

- 1 Broken Longsword.
- 1 Broken Plate Armor (size Medium).
- 1 Broken Shield.
- 2d4 Ounces of Arcane Dust. Can be used as an additional material component when casting spells that deal damage. When used in this way, you can choose to reroll one of the rolled damage dice and must keep the second result.

HEZROU

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

HILL GIANT

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

HOBGOBLIN

- 3d6 Arrows.
- 1 Broken Chain Mail Armor (size Medium).
- 1 Broken Longbow.
- 1 Broken Longsword.
- 1 Broken Shield.

HOOK HORROR

- 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.

HUNTER SHARK

- 1 Hunter Shark Hide. Can be crafted into leather armor (10 gp, 2 days) or studded leather armor (45 gp, 3 days).
- 1d10 Hunter Shark Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 1d4 damage on a hit. After the ammunition has been fired, it loses this property.
- 2d6 Rations.

HYDRA

- 1 Hydra Hide. Can be crafted into leather armor (10 gp, 2 days) or studded leather armor (45 gp, 3 days). Two sets of armor can be crafted from this hide.
- 3d10 Hydra 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 1 additional damage on a hit. After the ammunition has been fired, it loses this property.
- 4d6 Rations.
- 2d6 Vials of Hydra Blood. When consumed, you regain 1d4 hit points at the end of each of your turns for the next minute.

ICE MEPHIT

- 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.

INVISIBLE STALKER

- 1d6 Ounces of Arcane Dust. Can be used as an additional material component when casting spells that deal damage. When used in this way, you can choose to reroll one of the rolled damage dice and must keep the second result.
- 2d4 Vials of Air Essence. When consumed, for one minute your jumping and leaping distance is doubled and your speed is increased by 10 feet.

KNIGHT

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

KOBOLD

- 1 Broken Dagger.
- 1 Broken Sling.

KUO-TOA

- 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.

LION

- 1 Lion Hide. Can be crafted into leather armor (10 gp, 2 days) or studded leather armor (45 gp, 3 days).
- 1d10 Lion Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 1d4 damage on a hit. After the ammunition has been fired, it loses this property.
- 2d6 Rations.

MANES

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

MANTICORE

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

MASTIFF

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

MERROW

- 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.

MIND FLAYERS

- 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.

MUMMY LORD

- 1d2 Mummy Eyes. Can be crafted into a *wand of fear* (DMG p. 210) (2000 gp, 30 days).
- 1d2 Mummy Hands. Requires attunement. Can be used as an arcane focus. You know the *sacred flame* cantrip, but only when you are holding onto the hand. Charisma is your spellcasting ability for the cantrip.
- 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.
- 2d10 Mummy Wrapping Strips. Can be used as an additional material component when casting spells that deal necrotic damage. When used in this way, you may reroll any 1s and 2s rolled on the damage dice and must keep the second result.

NALFESHNEE

- 1d2 Abyssal Armrings. Requires attunement. When wearing two of these armrings, you have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.
- 1d4 Nalfeshnee Claws. Can be crafted into a dagger (200 gp, 14 days). This functions as a +1 magical weapon.
- 1 Nalfeshnee Hide. Requires attunement. Can be crafted into a set of light armor

(4000 gp, 90 days). Requires attunement. This armor grants resistance to cold, fire, and lightning damage.

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

NOBLE

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

OCHRE JELLY

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

OGRE

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

OGRE ZOMBIE

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

ONI

- 1 Broken Chain Mail (size Large).
- 1d10 Giant's Toes. Can be sold for 4 gold pieces per toe.
- 1 Glaive. This weapon is magical.
- 1d2 Oni Eyes. Can be crafted into a *potion of invisibility* (DMG, p. 188) (2000 gp, 60 days).
- 2d4 Oni 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 cast the spell darkness on the area they hit. After the ammunition has been fired, it loses this property.

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

- 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.

OWLBEAR

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

PANTHER

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

PERYTON

- 1d10 Peryton Feathers. Two feathers can be used as fletching on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these feathers have an increased range of 10 feet. After the ammunition has been fired, it loses this property.
- 1d4 Peryton Talons. Can be crafted into a dagger (2 gp, 1 day).
- 1d10 Peryton Teeth. Can be sold for 5 gold pieces per tooth.
- 1d6 Rations.

PIERCER

- 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.

POISONOUS SNAKE

- 1 Ration.

POLAR BEAR

- 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

- 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.

QUASIT

- 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.

RAKSHASA

- 1 Rakshasa Heart. When consumed, you gain the benefits of the true seeing spell for one hour.
- 1d2 Rakshasa Hands. Requires attunement by a spellcaster. Can be used as an arcane focus. You may cast each of the spells *charm person*, *detect thoughts*, *major image*, and *suggestion* once per day. You use your own spellcasting ability and spell save DC when casting these spells, and any spent uses recharge every day at dawn.
- 1d8 Rakshasa Claws. One claw can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these claws put a magical curse on the target they hit. The magical curse takes effect whenever

the target takes a short or long rest, filling the target's thoughts with horrible images and dreams. The cursed target gains no benefit from finishing a short or long rest. The curse lasts until it is lifted by a remove curse spell or similar magic. After the ammunition has been fired, it loses this property.

- 2d4 Random Gems (Value 50 GP).

RAT

- 1 Ration.

REMORHAZ

- 4d6 Rations.
- 1d4 Remorhaz Fangs. Can be crafted into a dagger (150 gp, 9 days). On a hit, this weapon deals an additional 1d6 fire damage.
- 1 Remorhaz Hide. Can be crafted into a set of light armor (3000 gp, 75 days). Requires attunement. While wearing the armor, you are resistant to fire and cold damage. Two sets of armor can be crafted from this hide.
- 2d8 Remorhaz 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.

ROPER

- 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.

RUG OF SMOTHERING

- 1 Carpet. Can be worn as a cloak. While wearing this ragged fabric, you have advantage on Charisma checks made to pass off as a member of the lower class.
- 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.

SAHUAGIN

- 1d4 Broken Spears.
- 1 Sahuagin Shark Pendant. Requires attunement. While wearing this pendant, you can magically communicate with any shark within 120 of you, using a limited telepathy.

SAHUAGIN BARON

- 1d4 Broken Tridents.
- 1 Sahuagin Shark Pendant. Requires attunement. While wearing this pendant, you can magically communicate with any shark within 120 of you, using a limited telepathy.

SAHUAGIN PRIESTESS

- 1 Coral Staff. Can be used as a druidic focus. Once per day each, you can cast the spells *bless* and *detect magic*.
- 1 Sahuagin Shark Pendant. Requires attunement. While wearing this pendant, you can magically communicate with any shark within 120 of you, using a limited telepathy.

SCOUT

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

SEA HAG

- 1d4 Strands of Sea Hag Hair. When consumed, you become amphibious for one hour.
- 1d4 Vials of Sea Hag Blood. When poured over a humanoid that is of size medium or smaller, a magical illusion washes over them, making them look like an ugly creature of vaguely humanoid proportions. This illusion lasts for one hour. A creature can use an action to visually inspect the illusion and succeed on a DC 16 Intelligence (Investigation) check to discern that the humanoid is disguised.

SHADOW

- 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.

SHAMBLING MOUND

- 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).

SKELETON

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

SPECTER

- 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.

SPIRIT NAGA

- 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 or 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

- 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.

STEAM MEPHIT

- 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.

STIRGE

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

STONE GIANT

- 1d2 Giant's Eyes. When consumed, you become proficient in the Wisdom (Perception) skill for one minute.
- 1d10 Giant's Toes. Can be sold for 4 gold pieces per toe.
- 1 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

- 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

- 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

- 1d6 Rations.

SWARM OF POISONOUS SNAKES

- 1d6 Rations.

SWARM OF RATS

- 1d6 Rations.

TIGER

- 2d6 Rations.
- 1 Tiger Hide. Can be crafted into leather armor (10 gp, 2 days) or studded leather armor (45 gp, 3 days).
- 1d10 Tiger 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.

TRIBAL WARRIOR

- 1 Broken Hide Armor.
- 1d4 Broken Spears.

TROGLODYTE

- 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

- 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.

TWIG BLIGHTS

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

VAMPIRE

- 2d6 Ounces of Vampire Dust. When consumed, you turn into a cloud of mist as if subjected to the *gaseous form* spell. This effect lasts for one hour.
- 1d10 Vampire Bones. Can be used as an additional material component when casting the spells that attempts to charm a creature. When used in this way, the target of the spell has disadvantage on their saving throw against the spell's effects.
- 1d2 Vampire Fangs. One fang can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 3d6 necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and you regain hit points equal to that amount. After the ammunition has been fired, it loses these properties.
- 1d10 Vampire Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 1d6 necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken. After the ammunition has been fired, it loses these properties.

VAMPIRE SPAWN

- 1d4 Vampire Claws. Can be crafted into a dagger (2 gp, 1 day).
- 1d2 Vampire Fangs. One fang can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 3d6 necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and you regain hit points equal to that amount. After the ammunition has been fired, it loses these properties.
- 1d10 Vampire Teeth. One tooth can be used as the tip on an arrow or a

crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 1d6 necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken. After the ammunition has been fired, it loses these properties.

VETERAN

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

VROCK

- 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

- 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

- 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.

WERETIGER

- 2d6 Arrows.
- 1 Broken Longbow.
- 1 Broken Scimitar.
- 1d4 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.
- 1d4 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.

WEREWOLF

- 1 Broken Spear.
- 1d4 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.

WHITE DRAGON WYRMLING

- 1d2 White Dragon Claws. Can be crafted into a dagger (150 gp, 9 days). On a hit, you deal an additional 1d6 cold damage with this weapon.
- 1 White Dragon Fang. Can be crafted into a shortsword (150 gp, 9 days). On a hit, you deal an additional 1d6 cold damage with this weapon.
- 1 White Dragon Hide. Can be crafted into a set of light armor (2000 gp, 60 days). While wearing this armor, you have resistance to cold damage.
- 1d4 White 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 cold damage.
- 1d4 White 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 cold damage on a hit. After the ammunition has been fired, it loses this property.
- 1d6 Rations.

WIGHT

- 3d6 Arrows.
- 1 Broken Longbow.
- 1 Broken Longsword.
- 1 Broken Studded Leather Armor (size Medium).
- 1 Wight Heart. Can be used as an additional material component when casting spells that deal necrotic damage. When used in this way, you deal an additional 4d6 necrotic damage when you cast the spell and you regain hit points equal to the amount of necrotic damage dealt.

WILL-O'-WISP

- 1d6 Vials of Ectoplasm. When consumed, you can see into the Ethereal Plane for one hour.
- 1d4 Wisps of Light. 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.

WINTER WOLF

- 2d6 Rations.
- 1 Winter Wolf Hide. Can be crafted into a set of light armor (2100 gp, 60 days). While wearing this armor, you have resistance to cold damage and you have advantage on Dexterity (Stealth) checks made to hide in snowy terrain.
- 1d10 Winter Wolf 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 cold damage on a hit. After the ammunition has been fired, it loses this property.

WRAITH

- 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.

YETI

- 2d6 Rations.
- 1d6 Tufts of Yeti Fur. Three tufts can be crafted into a cloak (75 gp, 6 days). When worn, you have advantage on Dexterity (Stealth) checks made to hide in snowy terrain.
- 1d2 Yeti Eyes. Can be used as an additional material component when casting spells that deal cold damage. When used in this way, you deal an additional 3d6 cold damage when you cast the spell.
- 1 Yeti Hide. Can be crafted into a set of light armor (2000 gp, 60 days). While wearing this armor, you have resistance to cold damage.

YOUNG BLACK DRAGON

- 1d2 Black Dragon Claws. Can be crafted into a dagger (150 gp, 9 days). On a hit, you deal an additional 1d6 acid damage with this weapon.
- 1d2 Black Dragon Fangs. Can be crafted into a shortsword (150 gp, 9 days). On a hit, you deal an additional 1d6 acid damage with this weapon.
- 1 Black Dragon Hide. Can be crafted into a set of light armor (2000 gp, 60 days). While wearing this armor, you have resistance to acid damage.
- 2d4 Black 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 acid damage.

- 2d4 Black 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 acid damage on a hit. After the ammunition has been fired, it loses this property.
- 1d2 Young Black Dragon Wings. One wing can be crafted into a resistant cloak (200 gp, 14 days). Requires attunement. When worn, you can use your reaction to give yourself resistance to acid damage.
- 2d6 Rations.

YOUNG WHITE DRAGON

- 1d2 White Dragon Claws. Can be crafted into a dagger (150 gp, 9 days). On a hit, you deal an additional 1d6 cold damage with this weapon.
- 1d2 White Dragon Fang. Can be crafted into a shortsword (150 gp, 9 days). On a hit, you deal an additional 1d6 cold damage with this weapon.
- 1 White Dragon Hide. Can be crafted into a set of light armor (2000 gp, 60 days). While wearing this armor, you have resistance to cold damage.
- 2d4 White 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 cold damage.
- 2d4 White 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 cold damage on a hit. After the ammunition has been fired, it loses this property.
- 1d2 Young White Dragon Wings. One wing can be crafted into a resistant cloak (200 gp, 14 days). Requires attunement. When worn, you can use your reaction to give yourself resistance to cold damage.
- 2d6 Rations.

YUAN-TI MALISON

- 3d6 Arrows (Type 1 and 3).
- 1 Broken Longbow (Type 1 and 3).
- 1 Broken Scimitar (Type 1 and 3).
- 1d6 Rations.
- 1 Vial 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 Yuan-ti Hide. Can be crafted into a set of light armor (2000 gp, 60 days). While wearing this armor, you have resistance to poison damage.
- 1d4 Yuan-ti 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. After the ammunition has been fired, it loses this property.

ZOMBIE

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