

MONSTER LOOT

TOMB OF ANNIHILATION



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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

ACERERAK

- 3d12 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 +3 *Quarterstaff*.
- 1 Spellbook. It has in it the following spells: *animate dead*, *blight*, *cloudkill*, *counterspell*, *finger of death*, *maze*, *Melf's acid arrow*, *plane shift*, *power word kill*.
- 1 *Staff of the Forgotten One*.
- 1 *Talisman of the Sphere*.

ALBINO DWARF WARRIOR

- 1 Broken Handaxe.
- 1 Broken Hide Armor.

ALDANI

- 1d2 Aldani Claws. Can be crafted into a greatsword (150 gp, 10 days). When attacking with this weapon, you can try to grapple a creature you're fighting. On a hit, you can choose to forgo doing damage and instead grapple the creature (escape DC 11) 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.

ALMIRAJ

- 1 Almiraj Horn. Can be crafted into a dagger (2 gp, 1 day).
- 1d4 Rations.

ANKYLOSAURUS ZOMBIE

- 1 Ankylosaurus 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.

ARTUS CIMBER

- 3d6 Arrows.
- 1 Broken Longbow.
- 1 Broken Studded Leather Armor (size Medium).
- 1 *Bookmark*.
- 1 *Ring of Winter*.



DEINONYCHUS

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

DIMETRODON

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

DRAGONBAIT

- 1 Broken Breastplate (size Medium).
- 1 Broken Shield.
- 1 *Holy Avenger* Longsword.

EBLIS

- 2d6 Eblis Feathers. Two feathers can be used as fletching on an arrow or a crossbow bolt. When fired, the ammunition releases a cloud of sparks upon impact, casting the spell *hypnotic pattern*. Creatures within 30 feet of where the ammunition landed who can see the sparks must succeed on a DC 11 Wisdom saving throw or suffer the effects of the spell.
- 2d6 Rations.

FIRENEWT WARLOCK OF IMIX

- 1 Broken Morningstar.
- 1 Component Pouch.
- 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.

FIRENEWT WARRIOR

- 1 Broken Chain Shirt (size Medium).
- 1 Broken Scimitar.
- 1 Broken Shield.
- 1 Vial of Fire Essence. This liquid glows in the dark, shedding bright light in a 10-foot radius and dim light for an additional 10 feet if not covered. As an action, the essence can be applied to a weapon made of metal and imbue it with magical fire. For one minute, when the weapon hits a target it deals an additional 1d6 fire damage. The essence then evaporates.

FLAIL SNAIL

- 1 Flail Snail Shell. Can be crafted into a shield (1500 gp, 22 days). Requires attunement. This shield glows with a faint, colored light, shedding bright light in a 5-foot radius and dim light for an additional 10 feet if not covered. Once per short or long rest, you can use an action to make this light scintillating until the end of your next turn. During this time, the shell sheds bright light in a 30-foot radius and dim light for an additional 30 feet, and creatures that can see you have disadvantage on attack rolls against you. In addition, any creature within the bright light and able to see you when this power is activated must succeed on a DC 15 Wisdom saving throw or be stunned until the light ends. Three shields can be crafted from this shell.
- 1d4 Flail Snail Tentacles. Can be crafted into a flail (10 gp, 2 days).

FLYING MONKEY

- 1d6 Flying Monkey 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 Rations.

FROGHEMOTH

- 1 Froghemoth Hide. Can be crafted into a set of light armor (3000 gp, 70 days). Requires attunement. This armor grants resistance to fire and lightning damage.
- 1d4 Froghemoth Tentacles. Can be crafted into a maul (150 gp, 9 days). On a hit, you deal an additional 1d6 bludgeoning damage with this weapon.
- 1d6 Froghemoth Feet Webbing. Two pieces of webbing can be crafted into a pair of shoes (100 gp, 7 days). While wearing these shoes, your swimming speed is the same as your movement speed while on land.
- 4d6 Rations.
- 1d8 Vials of Froghemoth Blood. When consumed, you become amphibious for one hour.

GIANT FOUR-ARMED GARGOYLE

- 2d8 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.
- 3d6 Magical Pebbles. One pebble can be used as ammunition for a sling. These pebbles act as +1 ammunition.

GIANT SNAPPING TURTLE

- 1 Giant Snapping Turtle Shell. Can be crafted into a set of plate armor (1500 gp, 5 days) or into a set of half-plate armor (750 gp, 4 days).
- 2d6 Rations.

GIANT STRIDER

- 1 Giant Strider Fire Gland. As an action, you can throw this gland up to 30 feet away where it bursts in a fiery explosion. Each creature within 10 feet of where the gland landed must succeed on a DC 12 Dexterity saving throw, taking 4d6 fire damage on a failed save, or half as much damage on a successful one.
- 1 Giant Strider Hide. Can be crafted into a set of light armor (2000 gp, 60 days). While wearing this armor, you have resistance to fire damage.
- 2d6 Rations.

GIRALLON

- 1 Girallon Hide. Can be crafted into leather armor (10 gp, 2 days) or studded leather armor (45 gp, 3 days).
- 1d8 Girallon 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.
- 1d4 Vials of Girallon Blood. When consumed, you become aggressive for one minute. While aggressive, you can use a bonus action to move up to your movement speed toward a hostile creature that you can see.

GIRALLON ZOMBIE

- 1 Girallon Hide. Can be crafted into leather armor (10 gp, 2 days) or studded leather armor (45 gp, 3 days).
- 1d8 Girallon 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.

GRUNG

- 1 Broken Dagger. 1d4 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.
- 1 Vial of Grung 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 weapon or ammunition must make a DC 12 Constitution saving throw or become poisoned until the end of their next turn. Once applied, the poison retains its potency for one minute before drying.

GRUNG ELITE WARRIOR

- 3d6 Arrows.
- 1 Broken Dagger.
- 1 Broken Shortbow.
- 1d6 Vials of Grung 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 weapon or ammunition must make a DC 12 Constitution saving throw or become poisoned until the end of their next turn. Once applied, the poison retains its potency for one minute before drying.

GRUNG WILDLING

- 3d6 Arrows.
- 1 Broken Dagger.
- 1 Broken Shortbow.
- 1d4 Vials of Grung 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 weapon or ammunition must make a DC 12 Constitution saving throw or become poisoned until the end of their next turn. Once applied, the poison retains its potency for one minute before drying.

HADROSAURUS

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

JACULI

- 1 Jaculi Hide. Can be crafted into a set of leather armor (75 gp, 4 days). While wearing this armor, you have advantage on Dexterity (Stealth) checks made to hide.
- 2d6 Rations.

KAMADAN

- 1 Kamadan Hide. Can be crafted into leather armor (10 gp, 2 days) or studded leather armor (45 gp, 3 days).
- 2d6 Kamadan Viper Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. A creature hit by a ranged attack that uses ammunition made from these teeth, must succeed on a DC 12 Constitution saving throw or take an additional 1d6 poison damage from the hit. After the ammunition has been fired, it loses this property.
- 2d6 Rations.
- 1d4 Vials of Kamadan Sleep Gas. As an action, you can throw this vial up to 30

feet away where it shatters into a cloud of gas. Each creature within 20 feet of where the vial landed must succeed on a DC 12 Constitution saving throw or fall unconscious for 10 minutes. The effect ends for a creature if it takes damage or someone uses an action to wake it.

KOBOLD INVENTOR

- 1 Broken Dagger.
- 1 Broken Sling.
- 1 Green Slime Pot. As an action, you can throw this pot at a target within 10 feet of you, treating the pot as an improvised weapon. On a hit, the target is covered in a patch of green slime (DMG, p. 105). On a miss, a patch of green slime covers a randomly determined 5-foot-square section of wall or floor within 5 feet of the target.
- 1d2 Vials of Acid.
- 1d2 Vials of Alchemist's Fire.
- 1 Wasp Bag. As an action, you can throw this bag up to 20 feet away where it will rupture into a swarm of insects (wasps) that take up a 5-foot-square where the bag landed. The swarm rolls initiative, acts independently of you, and has 11 hit points. At the end of each of the swarm's turns, there is a 50 percent chance that the swarm disperses.

KOBOLD SCALE SORCERER

- 1 Broken Dagger.
- 1 Component Pouch.

LIARA PORTYR

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

MANTRAP

- 1d4 Vials of Attraction Pollen. As an action, you can throw this vial up to 30 feet away where it shatters into a cloud of pollen. Any beast or humanoid within 20 feet of where the vial landed must succeed on a DC 11 Wisdom saving throw or be forced to use all its movement on its turns to get as close to where the vial landed as possible. An affected target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

MWAXANARÉ

- 1 Dagger.

PTERAFOLK

- 1d4 Javelins.
- 2d6 Rations.

QUETZALCOATLUS

- 1 Quetzalcoatlus 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.

RAS NSI

- 1 *Flame Tongue* Longsword.
- 1d6 Rations.
- 1 *Sending Stone*.
- 1 Set of *Bracers of Defense*.
- 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.

STEGOSAURUS

- 1 Stegosaurus 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.

STONE JUGGERNAUT

- 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.
- 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.

- 1d6 Ounces of Restorative Dust. When consumed, you regain 2d4 hit points.
- 1d6 Vials of Golem Grease. When consumed, you become immune to any spell or effect that would alter your form for one hour.

SU-MONSTER

- 1d4 Ounces of Mind Crushing Essence. 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 11 Wisdom saving throw or take 3d6 psychic damage and be stunned for one minute. The stunned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- 1d6 Rations.

TABAXI HUNTER

- 3d6 Arrows.
- 1 Broken Leather Armor (size Medium).
- 1 Broken Shortbow.
- 1 Broken Shortsword.

TABAXI MINSTREL

- 1d4 Darts.
- 1 Random Music Instrument.

THORNY

- 1 Thorny Hide. Can be crafted into a set of light armor (150 gp, 9 days). At the start of each of your turns, you deal 1d4 piercing damage to any creature grappling you as long as you are wearing the armor. You also have advantage on Dexterity (Stealth) checks you make in any terrain with ample obscuring plant life.
- 2d4 Thorny Leaves. When consumed, you regain 1d4 hit points at the end of each of your turns for the next minute. 20 leaves can be crafted into a cloak (100 gp, 7 days). While wearing this cloak, you have advantage on Dexterity (Stealth) checks you make in any terrain with ample obscuring plant life.

TRI-FLOWER FROND

- 1 Orange Tri-Flower Blossom. When consumed, you must succeed on a DC 11 Constitution saving throw or become poisoned for one hour. While poisoned in this way, you are unconscious. At the end of each minute, you can repeat the saving throw, ending the effect on yourself on a success.
- 1 Red Tri-Flower Blossom. When consumed, you deal an additional 1d4 damage on melee attacks for one minute.
- 1 Yellow Tri-Flower Blossom. When consumed, you must make a DC 11 Constitution saving throw or become poisoned. While poisoned in this way, you take 5 acid damage at the start of each of your turns for the next minute. If you drink a pint of water while poisoned in this way, you are still poisoned but take no acid damage.

TYRANNOSAURUS REX ZOMBIE

- 1 Tyrannosaurus Rex 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.
- 2d6 Tyrannosaurus Rex Teeth. Can be sold for 1 gold piece per tooth.

VEGEPYGMY

- 1 Broken Sling.
- 1d4 Vegepygmy Leaves. When consumed, you regain 1d4 hit points at the end of each of your turns for the next minute. 20 leaves can be crafted into a cloak (100 gp, 7 days). While wearing this cloak, you have advantage on Dexterity (Stealth) checks you make in any terrain with ample obscuring plant life.

VEGEPYGMY CHIEF

- 1d4 Broken Spears.
- 1 Spore Pocket. As an action, you can throw this pocket up to 20 feet away where it explodes in a cloud of poisonous gas. Each creature that isn't a plant within 10 feet of where the gland landed must succeed on a DC 12 Constitution saving throw or be poisoned. While poisoned in this way, a target takes 2d8 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.
- 2d6 Vegepygmy Leaves. When consumed, you regain 1d4 hit points at the end of each of your turns for the next minute. 20 leaves can be crafted into a cloak (100 gp, 7 days). While wearing this cloak, you have advantage on Dexterity (Stealth) checks you make in any terrain with ample obscuring plant life.

VELOCIRAPTOR

- 1 Velociraptor Hide. Eight hides can be crafted into leather armor (10 gp, 2 days) or studded leather armor (45 gp, 3 days).
- 1 Ration.

VOLOTHAMP “VOLO” GEDDARM

- 1 Book. All the pages are blank.
- 1d2 Daggers.

XANDALA

- 1 Broken Quarterstaff.

YELLOW MUSK CREEPER

- 1d6 Vials of Yellow Musk Dust. Can be used as an additional material component when casting spells that attempt to charm a creature. When used in this way, the creature has disadvantage on the saving throw made against being charmed.
- 1d6 Yellow Musk Creeper Leaves. When consumed, you regain 1d6 hit points.

YELLOW MUSK ZOMBIE

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

YUAN-TI BROODGUARD

- 1d2 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.

YUAN-TI NIGHTMARE SPEAKER

- 1 Broken Scimitar.
- 1d6 Rations.
- 1d2 Vials of Nightmare Fuel. When consumed, you begin to feel strangely and when you fall asleep you have terrible nightmares. You gain no benefit from your rest and your hit point maximum is reduced by 5 (1d10). If this effect reduces your hit point maximum to 0, you die. The effect can only be removed by using the protection from good and evil or lesser restoration spells.
- 1d8 Vials of Shapeshifter Blood. Can be used as an additional material component when casting spells that physically alter a creature's body. When used in this way, the duration of the spell is extended by 10 minutes.
- 1 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.

ZINDAR

- 1 Broken Quarterstaff.

ZORBO

- 1 Zorbo Hide. Two hides can be crafted into a set of cloth armor (750 gp, 20 days). Requires attunement. While wearing this set of armor, you magically absorb the natural strength of your surroundings, adjusting your Armor Class based on the material you're standing or climbing on: AC 15 for wood or bone, AC 17 for earth or stone, or AC 19 for metal. If you aren't in contact with any of these substances, your AC is 10 plus your Dexterity modifier.
- 1d4 Rations.

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.

ANKYLOSAURUS

- 1 Ankylosaurus 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.

ARCANALOTH

- 1d4 Arcanaloth Claws. Can be crafted into a dagger (250 gp, 14 days). This weapon deals an additional 1d6 poison damage on a hit.
- 1d2 Arcanaloth Eyes. When consumed, you gain truesight out to a range of 30 feet for 10 minutes.
- 1 Arcanaloth Hide. Can be crafted into a set of light armor (4000 gp, 90 days). Requires attunement. This armor grants resistance to cold, fire, and lightning damage.
- 1 Arcanaloth Tongue. When consumed, you gain advantage on Charisma checks for one hour.
- 1 Spellbook. It has in it the following spells: *detect thoughts*, *contact other plane*, *identify*, *chain lightning*.
- 1 Yugoloth Heart. When consumed, you magically teleport up to 60 feet to an unoccupied space you can see. Any equipment you are wearing or carrying is teleported with you.
- 1d10 Vials of Yugoloth Muk. As an action, you can throw this vial up to 30 feet away where it will shatter in a vapor of darkness. The area within a 15 foot radius of where the vial landed becomes

pitch black, as if affected by the *darkness* spell. When consumed, you have advantage on Dexterity (Stealth) checks made while in dim light or darkness.

- 1d8 Vials of Yugoloth Serum. When consumed, you gain resistance to acid and poison damage for one hour.

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.

AXE BEAK

- 1d8 Axe Beak 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. After the ammunition has been fired, it loses this property.
- 2d6 Rations.

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.

BANDIT

- 1 Broken Leather Armor.
- 1 Broken Scimitar.

BANDIT CAPTAIN

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

BARBED DEVIL

- 1 Barbed Devil Hide. Can be crafted into spiky studded leather armor (100 gp, 7 days). When you are grappled, the creature grappling you takes 1d10 piercing damage at the start of each of your turns as long as you remain grappled.
- 1 Barbed Devil Tail. Can be crafted into a greatsword (75 gp, 6 days). As a bonus action, you can switch the type of damage dealt by this weapon from slashing to piercing, or from piercing to slashing.
- 1d2 Devil Eyes. When consumed, you gain darkvision out to a range of 60 feet for one hour. Magical darkness does not impede this darkvision.
- 1d4 Vials of Devil Blood. This functions as a vial of acid. Can be used as an additional material component when casting spells that deal acid damage. When used in this way, you deal an additional 1d6 acid damage when you cast the spell.

BASILISK

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

BAT

- 1 Ration.

BEARDED DEVIL

- 1d2 Bearded Devil Coils. Can be crafted into a flail (150 gp, 10 days). The first time a creature is hit with this weapon, it must succeed on a DC 12 Constitution saving throw or be poisoned for one minute. While poisoned in this way, the target can't regain hit points. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- 1 Broken Glaive.
- 1d2 Devil Eyes. When consumed, you gain darkvision out to a range of 60 feet for one hour. Magical darkness does not impede this darkvision.
- 1 Vial of Devil Blood. This functions as a vial of acid. Can be used as an additional material component when casting spells that deal acid damage. When used in this way, you deal an additional 1d6 acid damage when you cast the spell.

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.

BOAR

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

BONE DEVIL

- 1d8 Bone Devil Claws. Can be crafted into a dagger (2 gp, 1 day).
- 1 Bone Devil Stinger. Can be crafted into a glaive (250 gp, 17 days). Once per day, when you hit a creature with this weapon, you can use a bonus action to force the creature to make a DC 14 Constitution saving throw. On a failed save, the creature takes 5d6 poison damage and become poisoned for one minute. While poisoned in this way, the target can't regain hit points. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a success, the creature takes half damage and isn't poisoned.
- 1d2 Devil Eyes. When consumed, you gain darkvision out to a range of 60 feet for one hour. Magical darkness does not impede this darkvision.
- 1d4 Vials of Devil Blood. This functions as a vial of acid. Can be used as an additional material component when casting spells that deal acid damage. When used in this way, you deal an additional 1d6 acid damage when you cast the spell.

BONE NAGA

- 1d6 Naga Bones. When consumed, you gain resistance to poison damage for one hour.
- 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.

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 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*.

DRUID

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

DUST 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.



FLYING SNAKE

- 1 Ration.

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.

FROG

- 1 Ration.

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.

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 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 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 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 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 WASP

- 1 Giant Wasp Stinger. One stinger can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these feathers deal an additional 1d6 poison damage. After the ammunition has been fired, it loses this property.
- 2d6 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.

GLADIATOR

- 1 Broken Shield.
- 1d4 Broken Spears.
- 1 Broken Studded Leather Armor.

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.

GOBLIN BOSS

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

GRAY SLAAD

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

GREEN HAG

- 1d2 Green Hag Hands. Requires attunement. Can be used as an arcane focus. You know the *dancing lights* and *minor illusion* cantrips, but only when you are holding onto the hand. Charisma is your spellcasting ability for these cantrips.
- 1 Green Hag Tongue. When consumed, you can mimic animal sounds and humanoid voices for one hour. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.
- 1d4 Vials of Green Hag Blood. Can be used as an additional material component when casting spells that turn something invisible. When used in this way, the duration of the invisibility increases by one minute.

GUARD

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

GUARDIAN 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 22 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.

HORNED DEVIL

- 1d2 Devil Eyes. When consumed, you gain darkvision out to a range of 60 feet for one hour. Magical darkness does not impede this darkvision.
- 1 Fork. Can be used as a martial weapon that deals 2d6 piercing damage on a hit.
- 1 Horned Devil Tail. Can be crafted into a lance (300 gp, 20 days) or into a glaive (300 gp, 20 days). The first time a creature is hit with this weapon, it must succeed on a DC 17 Constitution saving throw or lose 2d6 hit points at the start of each of its turns due to an infernal wound. Any creature can take an action to stanch the wound with a successful DC 12 Wisdom (Medicine) check. The wound also closes if the target receives magical healing. Constructs and undead automatically succeed on the saving throw.
- 1d2 Horned Devil Wings. Two wings can be crafted into a *cloak of protection* (DMG p. 159) (200 gp, 14 days).
- 1d6 Vials of Devil Blood. This functions as a vial of acid. Can be used as an additional material component when casting spells that deal acid damage. When used in this way, you deal an additional 1d6 acid damage when you cast the spell.

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.

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.

LICH

- 3d12 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: *animate dead*, *cloudkill*, *counterspell*, *Melf's acid arrow*, *plane shift*.

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.

LIZARD

- 1 Ration.

MAGE

- 1 Arcane Focus.
- 1 Broken Dagger.
- 1 Book.
- 1 Spellbook. It has in it the following spells: *cone of cold*, *greater invisibility*, *misty step*, *suggestion*.

MEDUSA

- 3d6 Arrows.
- 1 Broken Shortsword.
- 1 Broken Longbow.
- 1 Medusa Head. When a creature that can see the medusa head's eyes starts its turn within 30 feet of the head, it must make a DC 14 Constitution saving throw. On a failed save, the creature magically begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the *greater restoration* spell or similar magic.

A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the head until the start of its next turn, when it can avert its eyes again. If it looks at the head in the meantime, it must immediately make the save. The head has this effect for 2d6 days after being harvested, after which it turns into a non-magical decaying head.
- 1d6 Rations.
- 1d6 Vials of Medusa Blood. If poured on a Medium or smaller creature that has been petrified by being turned to stone, they are cured of the petrified condition.

MEZZOLOTH

- 1 Trident. This weapon is magical.
- 1d4 Mezzoloth Claws. Can be crafted into a dagger (2 gp, 1 day).
- 1 Mezzoloth Hide. Can be crafted into a set of light armor (4000 gp, 90 days). Requires attunement. This armor grants resistance to cold, fire, and lightning damage.
- 1 Yugoloth Heart. When consumed, you magically teleport up to 60 feet to an unoccupied space you can see. Any equipment you are wearing or carrying is teleported with you.
- 1d6 Vials of Yugoloth Muk. As an action, you can throw this vial up to 30 feet away where it will shatter in a vapor of darkness. The area within a 15 foot radius of where the vial landed becomes pitch black, as if affected by the darkness spell. When consumed, you have advantage on Dexterity (Stealth) checks made while in dim light or darkness.
- 1d4 Vials of Yugoloth Serum. When consumed, you gain resistance to acid and poison damage for one hour.

MIMIC

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

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

NYCALOTH

- 1 Greataxe. This weapon is magical.
- 1 Nycaloth 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.
- 1d2 Nycaloth Wings. Two wings can be crafted into a *cloak of the bat* (DMG p. 159) (2000 gp, 60 days).
- 1 Yugoloth Heart. When consumed, you magically teleport up to 60 feet to an unoccupied space you can see. Any equipment you are wearing or carrying is teleported with you.
- 1d8 Vials of Yugoloth Muk. As an action, you can throw this vial up to 30 feet away where it will shatter in a vapor of darkness. The area within a 15 foot radius of where the vial landed becomes pitch black, as if affected by the *darkness* spell. When consumed, you have advantage on Dexterity (Stealth) checks made while in dim light or darkness.
- 1d6 Vials of Yugoloth Serum. When consumed, you gain resistance to acid and poison damage for one hour.

ORC

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

ORC WAR CHIEF

- 1 Broken Chain Mail Armor (size Medium).
- 1 Broken Greataxe.
- 1d4 Broken Spears.

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.

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.

PENTADRONE

- 1d4 Ounces of Modron Dust. When consumed, you become hyper-focused on the next creature you see within one minute of consuming the dust, and become intent on following its every instruction. For the next 10 minutes, you willingly follow every order and command of the creature, with the exception of those that would cause you harm. No magic or effect can compel you to go against these instructions. The duration of this effect is extended by an additional 10 minutes for every additional ounce of modron dust consumed.
- 1d2 Vials of Paralysis Gas. As an action, you can throw this vial at a point within 30 feet of you where it will shatter in a cloud of gas. Each creature within 10 feet of where the vial landed must succeed on a DC 11 Constitution saving throw or be paralyzed for one minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

POISONOUS SNAKE

- 1 Ration.

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.

PSEUDODRAGON

- 1 Ration.
- 1d4 Vials of Pseudodragon Blood. When consumed, you can magically communicate simple ideas, emotions, and images telepathically with any creature within 100 feet of it that can understand a language.

QUADRONE

- 2d6 Arrows.
- 1 Ounce of Modron Dust. When consumed, you become hyper-focused on the next creature you see within one minute of consuming the dust, and become intent on following its every instruction. For the next 10 minutes, you willingly follow every order and command of the creature, with the exception of those that would cause you harm. No magic or effect can compel you to go against these instructions. The duration of this effect is extended by an additional 10 minutes for every additional ounce of modron dust consumed.
- 1 Broken Shortbow.

QUIPPER

- 1 Ration.

REEF SHARK

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

REVENANT

- 1 Broken Leather Armor (size Medium).
- 1d4 Revenant Bones. By crushing one of these bones, you gain the effects of the *augury* spell. By crushing three of these bones, you gain the effects of the *commune* spell.
- 1d6 Revenant Cloak 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.
- 1d2 Revenant Eyes. This eye can be crafted into an *eye of glaring* (500 gp, 21 days). Requires attunement. Once per day, while wearing this over your eye, you can use an action to target one creature you can see within 30 feet of you. The target must make a DC 15 Wisdom saving throw. On a failure, the target is paralyzed until you deal damage to it, or until the end of your next turn. When the paralysis ends, the target is frightened of you for one minute. The frightened creature can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success.
- 1 Revenant Heart. All undead creatures within 30 feet of the heart are immune to features that turn undead.
- 1 Vial of Ectoplasm. When consumed, you can see into the Ethereal Plane for one hour.

RIDING HORSE

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

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.

SCARECROW

- 1d2 Scarecrow Hands. Can be used as an arcane focus.
- 1d10 Scarecrow Kindling. Can be used as an additional material component when casting spells that deal fire damage. When used in this way, you deal an additional 1d6 fire damage when you cast the spell.

SCOUT

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

SHADOW DEMON

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



SHAMBLING MOUND

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

SHIELD GUARDIAN

- 1 Shield Guardian Plating. Can be crafted into a set of plate armor (1500 gp, 5 days) or into a set of half-plate armor (750 gp, 4 days).
- 2d6 Ounces of Arcane Dust. Can be used as an additional material component when casting spells that deal damage. When used in this way, you can choose to reroll one of the rolled damage dice and must keep the second result.
- 1d6 Vials of Golem Grease. When consumed, you become immune to any spell or effect that would alter your form for one hour.

SKELETON

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

SMOKE 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.

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.

SPINED DEVIL

- 1d2 Devil Eyes. When consumed, you gain darkvision out to a range of 60 feet for one hour. Magical darkness does not impede this darkvision.
- 1d12 Spined Devil Spines. Can be used as darts that deal an additional 1d6 fire damage on a hit.
- 1d4 Vials of Devil Blood. This functions as a vial of acid. Can be used as an additional material component when casting spells that deal acid damage. When used in this way, you deal an additional 1d6 acid damage when you cast the spell.

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.

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.

TRICERATOPS

- 1 Triceratops 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.

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.

TYRANNOSAURUS REX

- 1 Tyrannosaurus Rex 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.
- 2d6 Tyrannosaurus Rex Teeth. Can be sold for 1 gold piece per tooth.
- 4d6 Rations.

VETERAN

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

VULTURE

- 1d6 Rations.
- 1d6 Vulture 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. After the ammunition has been fired, it loses this property.

WARHORSE

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

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.

WEREBOAR

- 1 Broken Maul.
- 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.

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.

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.

WINGED KOBOLD

- 1 Broken Dagger.

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.

YOUNG RED DRAGON

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

YUAN-TI ABOMINATION

- 3d6 Arrows.
- 1 Broken Longbow.
- 1 Broken Scimitar.
- 2d6 Rations.
- 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.
- 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.
- 1d8 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.

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.

YUAN-TI PUREBLOOD

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

ZOMBIE

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