

VOLUME 2

MONSTER LOOT

VOLO'S GUIDE TO MONSTERS



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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.

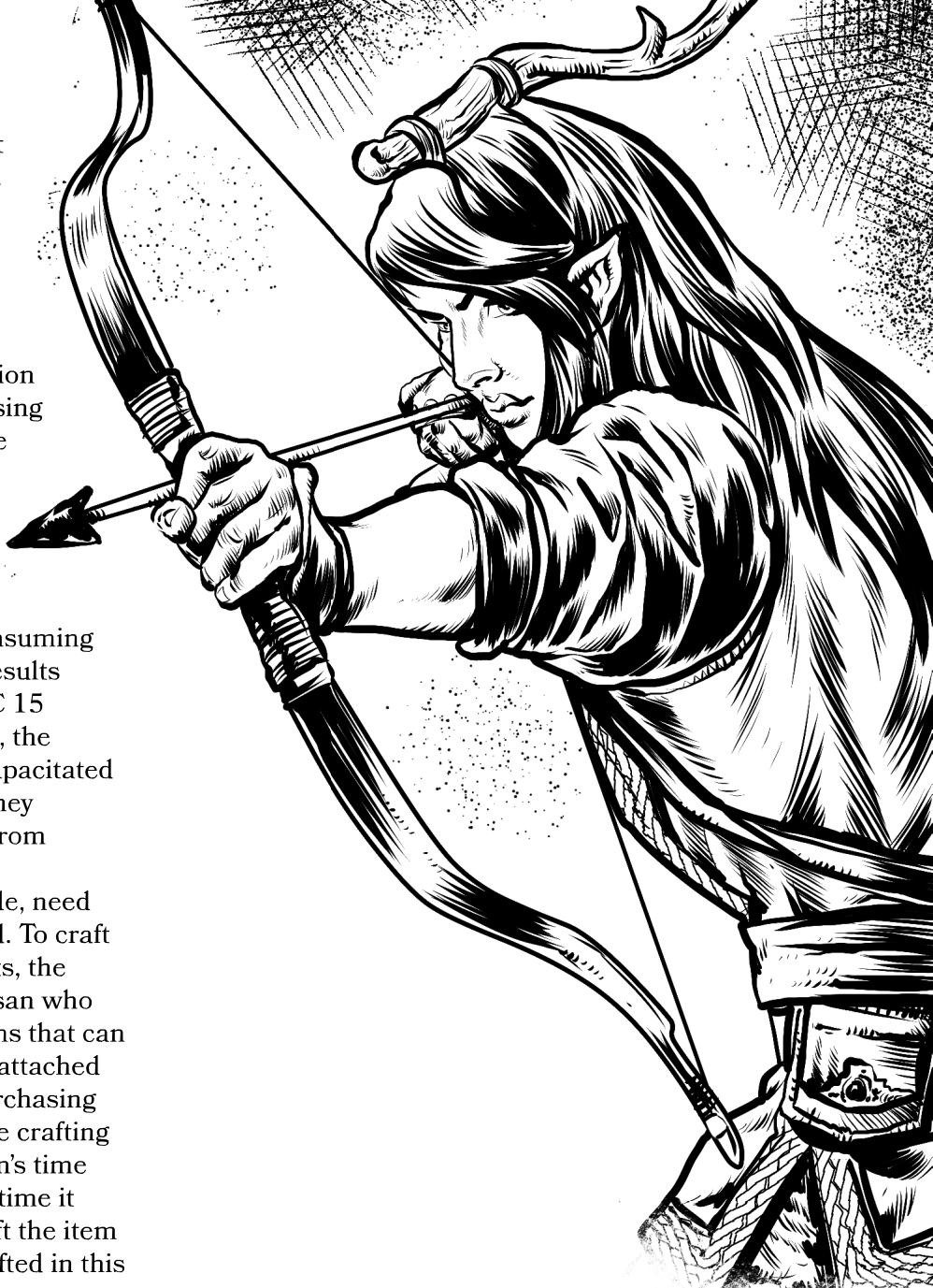
Some creatures, like beasts and monstrosities, might yield **rations**. This refers to harvesting meat from the creature that can be eaten as a day's ration. Whether or not this meat needs to be cooked before it is edible and how long it lasts before it turns rancid is determined by the DM. Most meat 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 $5 + \text{monster CR}$ (not lower than 10 and not higher than 30). Consuming the item before it has been treated results in the character having to make a DC 15 Constitution saving throw. If they fail, the character spends their next turn incapacitated as they start throwing up. Whether they succeed or fail, they gain no benefit from consuming the item.

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

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



BESTIARY

BANDERHOBB

- 1 Banderhobb Heart. When consumed, you can use an action to magically teleport up to 30 feet to an unoccupied space of dim light or darkness that you can see. You can do this for one minute.
- 2d6 Rations.
- 1d4 Vials of Banderhobb Blood. When consumed, you become immune to the charmed and frightened conditions for one hour.
- 1d6 Vials of Banderhobb Saliva. As an action, the saliva 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 14 Constitution saving throw or take 3d6 necrotic damage on a failed save and half as much damage on a successful one. Once applied, the saliva retains its potency for one minute before drying.

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.

BEHOLDERS

DEATH KISS

- 1 Death Kiss Eye. Can be crafted into a shield (1500 gp, 60 days). Requires attunement. While equipped with this shield, you have resistance to lightning damage. In addition, when a creature within 5 feet of you hits the shield with a melee attack, you can use your reaction to deal 1d10 lightning damage to the creature. An attack hits the shield if the attack roll against you was 1 or 2 lower than your armor class.
- 1d10 Death Kiss Tentacles. Can be crafted into a whip (350 gp, 24 days). Requires attunement. This weapon deals an additional 1d6 lightning damage on a hit. In addition, when attacking with this weapon you can try to grapple a creature you're fighting. On a hit, you can choose to forgo doing damage and instead grapple the creature (escape DC 14) if it is Medium or smaller. The grappled creature can use its action on its turn to attempt to free itself from the grapple. Until this grapple ends, you can't use this weapon on another target.
- 1d10 Vials of Death Kiss Blood. Can be used as an additional material component when casting spells that deal lightning damage. When used in this way, you deal an additional 1d10 lightning damage when you cast the spell.

- 1d8 Vials of Death Kiss Digested Blood. As an action, the blood 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 16 Constitution saving throw or take 2d10 lightning damage on a failed save and half as much damage on a successful one. Once applied, the blood retains its potency for one minute before drying.

GAUTH

- 1d4 Gauth Eystalks. Once per day, the eye stalk can fire one gauth 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.
- 1 Large Gauth Eye. Can be crafted into a shield (1000 gp, 30 days). Requires attunement. Once per day, you can activate the shield and target a creature within 30 feet of you that can see the shield and force it to make a DC 14 Wisdom saving throw. On a failed save, the creature is stunned until the beginning of its next turn.
- 1d4 Small Gauth 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.

GAZER

- 1d2 Gazer Eystalks. Once per day, the eye stalk can fire one gazer 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.
- 1d2 Small Gazer 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.

BODAK

- 2d6 Bodak 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 Bodak Eyes. Two eyes can be crafted into a set of eyes of annihilation (1500 gp, 30 days). Requires attunement. Once per day, you can target one creature within 30 feet of you as an action and force it to make a DC 13 Constitution saving throw. If the creature fails the saving throw by 5 or ore, the creature is reduced to 0 hit points, unless it is immune to the frightened condition. Otherwise, a creature takes 3d10 psychic damage on a failed save.
- 1d2 Bodak Fists. Can be crafted into a club (150 gp, 5 days). This weapon deals an additional 1d6 necrotic damage on a hit.

BOGGLE

- 1 Vial of Slippery Boggle Oil. As an action, you can pour this oil over a Medium or smaller creature. For the next minute, the creature is slippery and it has advantage on Dexterity (Acrobatics) checks made to escape bonds, squeeze through narrow spaces, and end grapples.
- 1 Vial of Sticky Boggle Oil. As an action, you can pour this oil over a Medium or smaller creature. For the next minute, the creature is sticky and it has advantage on Strength (Athletics) checks made to grapple and any ability check made to maintain a hold on another creature, a surface, or an object. The creature also has advantage on climbing checks.

CATOBLEPAS

- 1d4 Catoblepas Stench 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 16 Constitution saving throw or be poisoned until the start of its next turn.
- 1 Catoblepas Tail. Can be crafted into a maul (150 gp, 9 days). On a hit, you deal an additional 1d6 bludgeoning damage with this weapon.
- 1d2 Catoblepas Tusks. Can be crafted into a dagger (2 gp, 1 day).
- 2d6 Rations.
- 1d8 Vials of Catoblepas 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 4d6 necrotic damage when you cast the spell.

CAVE FISHER

- 1d2 Cave Fisher Claws. Can be crafted into a battleaxe (10 gp, 2 days).
- 1d2 Cave Fisher Filament. Functions as a 60 foot long silk rope.
- 1d6 Rations.
- 1d8 Vials of Cave Fisher Blood. 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.

CHITINES

CHITINE

- 1d3 Broken Daggers.
- 1 Chitine Hide. Four 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.
- 1d4 Rations.

CHOLDRITH

- 1 Broken Dagger.
- 1d6 Choldrith Eyes. As an action, you can crush one of these eyes and manifest a minor wonder as if casting the thaumaturgy spell.
- 1 Choldrith 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.
- 1d4 Web Sacs. As an action, you can target a creature within 30 feet of you and make a ranged attack at them. You treat the sac as an improvised weapon. If you hit the creature, they are restrained as the sac ruptures and covers them with webbing. On its turn, the restrained creature can use an action to attempt to make a DC 11 Strength check, freeing itself on a success. The effect ends if the webbing is destroyed. The webbing has an AC of 10, 5 hit points, and immunity to bludgeoning, poison and psychic damage.

CRANIUM RAT

- 1 Cranium Rat Brain. When consumed, you become immune to any effect that would sense your emotions or read your thoughts, as well as to all divination spells for one hour.
- 1 Ration.

SWARM OF CRANIUM RATS

- 1d6 Cranium Rat Brains. When consumed, you become immune to any effect that would sense your emotions or read your thoughts, as well as to all divination spells for one hour.
- 1d6 Rations.

DARKLINGS

DARKLING

- 1 Broken Dagger.
- 1 Broken Leather Armor (size Small).
- 1d2 Ounces of Darkling Death 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 blinded until the end of its next turn.
- 1d2 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.

DARKLING ELDER

- 1 Broken Leather Armor (size Medium).
- 1 Broken Shortsword.
- 1d4 Ounces of Darkling Death 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 blinded until the end of its next turn.
- 1d4 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.

DEEP SCION

- 1 Broken Battleaxe.
- 1d6 Vials of Shapeshifter Blood. Can be used as an additional material component when casting spells that physically alter a creature's body. When used in this way, the duration of the spell is extended by 10 minutes.

DEMONS

BABAU

- 1d2 Babau Eyes. One eye can be crafted into an eye of weakening gaze (750 gp, 22 days). Requires attunement. As an action, you can target one creature within 20 feet of you and force it to make a DC 13 Constitution saving throw. On a failed save, the target deals only half damage with weapon attacks and use Strength. This lasts for one minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once a creature has succeeded on the saving throw or the effect ends for it, the creature is immune to the effect of the eye for 24 hours.
- 1 Babau Horn. Requires attunement by a spellcaster. Can be used as an arcane focus. You may cast each of the spells *darkness* and *fear* 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.
- 1d4 Broken Spears.
- 1d2 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.

MAW DEMON

- 2d10 Maw Demon 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.
- 1d4 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.

SHOOSUVA

- 1 Shoosuva 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.
- 1d8 Shoosuva 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.
- 1 Shoosuva Tail Stinger. Can be crafted into a glaive (750 gp, 22 days). The first time you hit a creature with this weapon, you can force it to make a DC 14 Constitution saving throw. On a failed save, the creature is poisoned and paralyzed. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.
- 1d4 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.

DEVOURER

- 2d10 Devourer Bone 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 1d6 necrotic damage on a hit. After the ammunition has been fired, it loses this property.

- 1d4 Devourer Claws. Can be crafted into a dagger (150 gp, 9 days). On a hit, you deal an additional 1d6 necrotic damage with this weapon.
- 1d4 Soul Wisps. Can be used as an additional material component when casting spells that deal necrotic damage. When used in this way, you deal an additional 4d10 necrotic damage when you cast the spell.

DINOSAURS

BRONTOSAURUS

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

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.

HADROSAURUS

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

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.

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.

DRAEGLOTH

- 1d8 Draegloth Claws. Can be crafted into a shortsword (10 gp, 2 days).
- 1d2 Draegloth Eyes. As an action, you can crush this eye and make a dark cloud erupt from it. The area within a 15-foot radius of where the eye was destroyed becomes pitch black, as if affected by the *darkness* spell.
- 1 Draegloth 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.
- 1d6 Tufts of Draegloth Fur. Three tufts can be crafted into a cloak (100 gp, 3 days). While wearing this cloak, you have advantage on Dexterity (Stealth) checks made while in dim light or darkness.
- 1d4 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.

FIRENEWT

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.

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.

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.

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).

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.

GIANTS

CLOUD GIANT SMILING ONE

- 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.
- 1d6 Vials of Smiling Essence. When consumed, you can magically polymorph into a beast or humanoid you have seen. Any equipment you are wearing or carrying is absorbed by this new form. Your statistics, other than your size, are the same in each form. You revert to your true form after one hour has passed or if you fall unconscious as a result of dropping to 0 hit points.

FIRE GIANT DREADNOUGHT

- 1 Fire Giant Heart. Can be crafted into a *potion of fire giant strength* (DMG p. 187) (1000 gp, 30 days)
- 1d2 Fireshields. Can be crafted into a set of heavy armor (3000 gp, 60 days) or into a shield (2000 gp, 60 days). While wearing this armor, you have resistance to acid damage. One set of armor can be crafted from a fireshield, or three shields can be crafted from a fireshield.
- 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.
- 2d6 Vials of Fire Giant Blood. When consumed, you gain resistance to fire damage for one hour.

FROST GIANT EVERLASTING ONE

- 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.

- 1d8 Vials of Frost Giant Blood. When consumed, you gain resistance to cold damage for one hour.
- 1d6 Vials of Everlasting Essence. When consumed, you enter into a rage for one minute. While raging you have advantage on Strength checks and Strength saving throws, you gain a +4 bonus to damage rolls when hitting with a melee attack, and you have resistance to bludgeoning, piercing, and slashing damage.

MOUTH OF GROLANTOR

- 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)
- 1d6 Vials of Grolantor Essence. When consumed, you become immune to *confusion* spells and similar magic for 10 minutes.

STONE GIANT DREAMWALKER

- 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)
- 1d8 Vials of Dreamwalker Essence. When consumed, an aura of charm radiates from you for one minute. If a hostile creature starts its turn within 30 feet of you, it must make a DC 13 Charisma saving throw. On a failed save, the creature is charmed by you. A creature charmed in this way can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If you hit a creature that is

charmed by you in this way with a melee attack, the creature must make a DC 17 Constitution saving throw. On a failed save, the creature becomes petrified until the end of its next turn.

STORM GIANT QUINTESSENT

- 1d2 Giant's Eyes. When consumed, you become proficient in the Wisdom (Perception) skill for one minute.
- 1 Storm Giant Heart. Can be crafted into a *potion of storm giant strength* (DMG p. 187) (100000 gp, 250 days)
- 1 Storm's Core. Requires attunement by a spellcaster. Can be used as an arcane focus. You may cast each of the spells *feather fall*, *levitate*, 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.
- 1d10 Giant's Toes. Can be sold for 4 gold pieces per toe.
- 1d10 Vials of Storm Giant Blood. When consumed, you gain resistance to lightning damage for one hour.
- 1d4 Vials of Quintessent Essence. When consumed, you become one with the storm for one minute. As an action, you can conjure a wind javelin in your hand and hurl it at a creature you can see within 300 feet of you as a ranged attack. The javelin is considered a magic weapon and deals 3d6 damage on a hit plus your ability modifier. The javelin disappears after it hits. You are proficient in these attacks.

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.

GNOLLS

FLIND

- 3d6 Arrows.
- 1 Broken Chain Mail Armor (size Medium).
- 1 Broken Longbow.
- 1 Flind's Flail. This weapon is magical. The first time you hit a creature with this weapon, it must immediately succeed on a DC 16 Constitution saving throw or be paralyzed until the end of its next turn.
- 1d4 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.

GNOLL FLESH GNAWER

- 1 Broken Shortsword.
- 1 Broken Studded Leather Armor (size Medium).
- 1d4 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.

GNOLL HUNTER

- 2d6 Arrows.
- 1 Broken Leather Armor (size Medium).
- 1 Broken Longbow.
- 1d4 Broken Spears.
- 1 Vial of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.

GNOLL WITHERLING

- 1 Broken Club.
- 1d6 Gnoll Witherling Bone Fragments. When consumed, you become immune to being exhausted for one hour.

GRUNGS

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.

GUARD DRAKE

- 1 Guard Drake Hide. Can be crafted into a set of light armor (2000 gp, 60 days). While wearing this armor, you have resistance to the type of damage the guard drake was resistant to.
- 1d8 Guard Drake Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 1d4 damage on a hit. After the ammunition has been fired, it loses this property.
- 1d6 Rations.

HAGS

ANNIS HAG

- 1d2 Annis Hag Hands. Requires attunement. Can be used as an arcane focus. Once per day each, you can cast the spells *disguise self* and *fog cloud*. These spells are cast at their lowest level. You use your own spellcasting ability for these spells-
- 1d4 Tufts of Annis Hag Hair. When consumed, you have advantage on any Charisma checks made against children for one hour.
- 1d10 Iron 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. If the target is a fey creature, the ammunition instead deals an additional 1d8 damage. After the ammunition has been fired, it loses this property.
- 1d6 Vials of Annis Hag Blood. When consumed, your Strength score becomes 21 for one minute.

BHEUR HAG

- 1d2 Bheur Hag Hands. Requires attunement. Can be used as an arcane focus. Once per day each, you can cast the spells *hold person* and *ice storm*. These spells are cast at their lowest level and Charisma is your spellcasting ability for these spells.
- 1 Greystaff. This functions as a *broom of flying* (DMG p. 156).
- 1d8 Vials of Bheur Hag Blood. When consumed, you can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost you extra movement. This effect lasts for one hour.

HOBGOBLINS

HOBGOBLIN DEVASTATOR

- 1 Arcane Focus.
- 1 Broken Quarterstaff.
- 1 Broken Studded Leather Armor (size Medium).
- 1 Spellbook. It has in it the following spells: *fog cloud*, *Melf's acid arrow*, *scorching ray*.

HOBGOBLIN IRON SHADOW

- 1d6 Darts.
- 1 Robe of Shadows. Requires attunement. While wearing these robes and no other armor, you can use an action to magically teleport yourself and any equipment you are wearing or carrying to an unoccupied space you can see within 30 feet of you. Once you have teleported in this way, you cannot do so again until you have finished a short or long rest.

KI-RIN

- 1 Divine Tongue. When consumed, you gain the benefits of the *tongues* spell for eight hours.
- 1 Ki-rin Hide. Can be crafted into a set of light armor (3000 gp, 75 days). Requires attunement. While wearing this armor, you have resistance to poison damage. In addition, once per long rest if you fail a saving throw you can choose to succeed instead.
- 2d6 Tufts of Ki-rin Fur. Can be used as an additional material component when casting spells that restore hit points. When used in this way, the spell restores an additional 1d6 hit points.
- 1 Ki-rin Horn. Can be crafted into a shortsword (2000 gp, 60 days). Requires attunement. On a hit, you deal an additional 1d6 radiant damage with this weapon. In addition, once per day each, you can cast the spells *gaseous form* and *wind walk*. Wisdom is your spellcasting ability for these spells.
- 1d4 Ki-rin Legs. Can be crafted into a maul (150 gp, 9 days). On a hit, you deal an additional 1d6 radiant damage with this weapon.
- 1d6 Vials of Ki-rin Blood. When consumed, you have advantage on saving throws against spells and other magical effects for one hour.

KOBOLDS

KOBOLD DRAGONSHIELD

- 1 Broken Leather Armor (size Small).
- 1 Broken Shield.
- 1d4 Broken Spears.

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.

KORRED

- 1 Broken Greatclub.
- 1 Korred Hair Rope. Requires attunement. As a bonus action, this 50-foot-long rope can be commanded to move up to 20 feet and entangle a Large or smaller creature that you can see. The target must succeed on a DC 13 Dexterity saving throw or become grappled by the rope (escape DC 13). Until this grapple ends, the target is restrained. You can use a bonus action to release the target, which is also freed if you become incapacitated. You can only command the rope while it is within 30 feet of you. The rope has 20 AC and 20 hit points. It regains 1 hit point at the start of each of your turns while it has at least 1 hit point and you are not incapacitated. If the rope drops to 0 hit points, it is destroyed.

- 1d4 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.
- 1d8 Vials of Korred Blood. When consumed, you gain the benefits of the meld into stone spell for eight hours.

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.

MEENLOCK

- 1d2 Meenlock Claws. Can be crafted into a dagger (150 gp, 9 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, the creature is paralyzed for one minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a itself on a success.
- 1 Meenlock 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 11 Wisdom saving throw or become frightened of the head until the beginning of its next turn. The head then breaks and stops functioning.

- 1d2 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 Vial of Meenlock Blood. When consumed, you can use an action to magically teleport up to 30 feet to an unoccupied space of dim light or darkness that you can see. You can do this once.

MIND FLAYERS

ALHOON

- 1 Arcane Focus.
- 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.
- 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.
- 1 Spellbook. It has in it the following spells: *counterspell*, *detect magic*, *Evard's black tentacles*, *mirror image*
- 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 10 minutes. 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.

ELDER BRAIN

- 2d8 Chunks of Elder Brain Matter. When consumed, you can communicate with any creature you can see within 60 feet of you for 10 minutes. 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.
- 1d6 Elder Brain Tentacles. Can be crafted into a whip (150 gp, 9 days). On a hit, this weapon deals an additional 1d6 psychic damage.
- 1d10 Vials of Elder Brain Brine. When consumed, you have advantage on saving throws against spells and other magical effects for one hour.
- 1d10 Vials of Elder Brain Mind Fluid. When consumed, you become aware of the presence of creatures within 5 miles of you that have an Intelligence score of 4 or higher for one hour. You know the distance and direction to each creature, as well as each one's Intelligence score, but you can't sense anything else about it. A creature protected by a *mind blank* spell, a *nondetection* spell, or similar magic can't be perceived in this manner.

ULITHARID

- 1 Broken Breastplate (size Medium).
- 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 10 minutes. 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.
- 1d4 Vials of Ulitharid Mind Fluid. When consumed, you become aware of the presence of creatures within 5 miles of you that have an Intelligence score of 4 or higher for one hour. You know the distance and direction to each creature, as well as each one's Intelligence score, but you can't sense anything else about it. A creature protected by a *mind blank* spell, a *nondetection* spell, or similar magic can't be perceived in this manner.

MINDWITNESS

- 1 Large Mindwitness Eye. Can be crafted into a shield (1000 gp, 30 days). Requires attunement. While holding the shield, whenever you receive a telepathic message you can telepathically share that message with up to seven other creatures within 300 feet of you that you can see.
- 1d4 Mindwitness Eyestalks. Once per day, the eye stalk can fire one mindwitness 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.
- 1d4 Mindwitness 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.

- 1d6 Small Mindwitness 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.

MORKOTH

- 1d2 Morkoth Eyes. As an action, you can point the eye in a direction and crush it. Each creature in a 30-foot-cone must make a DC 17 Wisdom saving throw. On a failed save, the creature is charmed by you for one minute. While charmed in this way, the creature tries to get as close to you as possible, using its actions to Dash until it is within 5 feet of you. A charmed creature can repeat the saving throw at the end of each of its turns and whenever it takes damage, ending the effect on itself on a success.
- 1 Morkoth Hide. Two hides can be crafted into a set of light armor (2000 gp, 60 days). Requires attunement. While wearing this armor, if you make a successful saving throw against a spell or a spell attack misses you, you can choose another creature (including the spellcaster) you can see within 60 feet of you as a reaction. The spell targets the chosen creature instead of you. If the spell forced a saving throw, the chosen creature makes its own save. If the spell was an attack, the attack roll is rerolled against the chosen creature.
- 1d4 Morkoth Tentacles. Can be crafted into a maul (150 gp, 9 days). On a hit, you deal an additional 1d6 bludgeoning damage with this weapon.
- 1d10 Vials of Morkoth Essence. When consumed, you become amphibious for one hour.

NEOGI

NEOGI HATCHLING

- 1d6 Neogi 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.
- 1 Vial of Neogi Mind Fluid. When consumed, you have advantage on saving throws against being charmed or frightened, and magic can't put you to sleep. This effect lasts for one hour.

NEOGI

- 1 Neogi Brain. When consumed, your mind briefly possesses neogi powers. Once within the next hour, you can use an action to target one creature you can see within 30 feet of you. The target must succeed on a DC 14 Wisdom saving throw or be magically charmed by you for one day, or until you are incapacitated or are more than one mile from the target. The charmed target obeys your commands and can't take reactions, and you and the target can communicate telepathically with each other at a distance of up to one mile. Whenever the charmed target takes damage, it can repeat the saving throw, ending the effect on itself on a success.
- 2d6 Neogi 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.
- 1d4 Vials of Neogi Mind Fluid. When consumed, you have advantage on saving throws against being charmed or frightened, and magic can't put you to sleep. This effect lasts for one hour.

NEOGI MASTER

- 1 Neogi Brain. When consumed, your mind briefly possesses neogi powers. Once within the next hour, you can use an action to target one creature you can see within 30 feet of you. The target must succeed on a DC 14 Wisdom saving throw or be magically charmed by you for one day, or until you are incapacitated or are more than one mile from the target. The charmed target obeys your commands and can't take reactions, and you and the target can communicate telepathically with each other at a distance of up to one mile. Whenever the charmed target takes damage, it can repeat the saving throw, ending the effect on itself on a success.
- 2d8 Neogi 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.
- 1d6 Vials of Neogi Mind Fluid. When consumed, you have advantage on saving throws against being charmed or frightened, and magic can't put you to sleep. This effect lasts for one hour.

NEOTHELID

- 1 Neothelid Acid Gland. As an action, you can throw this gland up to 30 feet away where it will explode in a burst of acid. Each creature within 10 feet of where the gland landed must succeed on a DC 18 Dexterity saving throw, taking 10d6 acid 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.
- 1d4 Neothelid Teeth. Can be crafted into a dagger (2000 gp, 60 days). Requires attunement. Once per day, when you hit a creature with this weapon you can cast the *feblemind* spell on it. The DC for the spell is 16.

- 2d12 Vials of Acid.
- 1d8 Vials of Neothelid Blood. When consumed, you gain the benefits of the *levitate* spell for 10 minutes.
- 1d4 Vials of Neothelid Mind Fluid. When consumed, you become aware of the presence of creatures within 5 miles of you that have an Intelligence score of 4 or higher for one hour. You know the distance and direction to each creature, as well as each one's Intelligence score, but you can't sense anything else about it. A creature protected by a mind blank spell, a nondetection spell, or similar magic can't be perceived in this manner.
- 1d10 Vials of Neothelid Slime. When consumed, you have advantage on saving throws against spells and other magical effects.

NILBOG

- 2d6 Arrows.
- 1 Broken Leather Armor (size Small).
- 1 Broken Shortbow.
- 1 Fool's Scepter. This functions as a simple weapon with the finesse property that deals 1d6 bludgeoning damage. Requires attunement. This weapon has 3 charges and it regains 1d2-1 charges each day at dawn. As a reaction, in response to another creature dealing damage to you, you can reduce the damage to 0 and regain 1d6 hit points.

ORCS

ORC BLADE OF ILNEVAL

- 1 Broken Chain Mail Armor (size Medium).
- 1 Broken Longsword.
- 1 Broken Shield.
- 1d6 Javelins.

ORC CLAW OF LUTHIC

- 1 Broken Hide Armor (size Medium).
- 1 Holy Symbol. Matches the religious beliefs of the orc.
- 1d3 Potions of Healing.

ORC HAND OF YURTRUS

- 1 Broken Hide Armor (size Medium).
- 1d6 Vials of White Pus. As an action, the pus 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 takes an additional 1d6 necrotic damage. Once applied, the pus retains its potency for one minute before drying.

ORC NURTURED ONE OF YURTRUS

- 1d8 Vials of Corrupted Blood. As an action, you can target a creature within 30 feet of you and make a ranged attack at them. You treat the vial as an improvised weapon. If you hit the creature, they must make a DC 13 Constitution saving throw. On a failed save, the creature takes 4d6 poison damage and becomes poisoned. On a success, the creature takes half as much damage and isn't poisoned. A creature poisoned by this effect can repeat the save at the end of each of its turns, ending the effect on itself on a success. While poisoned by this effect, a creature can't regain hit points.

ORC RED FANG OF SHARGAAS

- 1 Broken Scimitar.
- 1 Broken Studded Leather Armor (size Medium).
- 1d6 Darts.

TANARUKK

- 1 Broken Greatsword.
- 1 Tanarukk 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 Vials of Tanarukk Blood. When consumed, you become extremely aggressive for one minute. As a bonus action, you can move up to your speed toward a hostile creature that you can see. In addition, in response to being hit with a melee attack, you can make one melee attack with advantage against the attacker.

QUICKLING

- 1d3 Broken Daggers.
- 1d4 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.
- 1d4 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 Set of Iron Boots. Requires attunement. While wearing these boots and you are a Small creature, your size is considered Medium for the purposes of grappling other targets. Also, wielding a heavy weapon doesn't impose disadvantage on your attack rolls. You also have disadvantage on Dexterity (Stealth) checks made while moving.
- 1 Wicked Sickle. Functions as a martial weapon that deals 2d4 slashing damage.

SEA SPAWN

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

SHADOW MASTIFF

- 1d6 Rations.
- 1d2 Shadow Mastiff Eyes. When consumed, you can see ethereal creatures and objects for one hour.
- 1d8 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.

SLITHERING TRACKER

- 1d8 Vials of Ooze Digested Blood. When consumed, you have resistance to necrotic damage for one hour.
- 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 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.

SPAWN OF KYUSS

- 1d12 Dead Kyuss Worms. When consumed, you regain 1d10 hit points at the end of each of your turns for the next minute.
- 2d6 Vials of Living Kyuss Worms. As an action, you can throw this vial at a humanoid creature within 20 feet of

you, treating the vial as an improvised weapon. On a hit, the worm inside the vial latch onto the target's skin as the glass shatters. The worm is a Tiny undead with AC 6, 1 hit point, 2 (-4) in every ability score, and a speed of 1 foot. While on the target's skin, the worm can be killed by normal means or scraped off using an action. Otherwise, the worm burrows under the target's skin at the end of the target's next turn, dealing 1 piercing damage to it. At the end of each of its turns thereafter, the target takes 2d6 necrotic damage per worm infesting it (maximum of 10d6). A worm-infested target dies if it drops to 0 hit points, then rises 10 minutes later as a spawn of Kyuss. If a worm-infested creature is target by an effect that cures diseases or removes a curse, all the worms infesting it wither away.

TLINCALI

- 1 Broken Longsword.
- 2d6 Rations.
- 1 Spiked Chain. Functions as a martial weapon that deals 1d6 piercing damage plus 1d6 poison damage. 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.
- 1d6 Vials of Tlincalli 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 14 Constitution saving throw or take 4d6 poison damage and be poisoned for one minute. If the target fails the saving throw by 5 or more, the target is also paralyzed while poisoned. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

TRAPPER

- 2d6 Rations.
- 1 Trapper Hide. Can be crafted into a set of light armor (150 gp, 9 days). While wearing this armor, you have advantage on Dexterity (Stealth) checks. You also have advantage on climbing checks.

VARGOUILLE

- 1d4 Tufts of Vargouille Hair. When consumed, you gain resistance to poison damage for one hour.
- 1d10 Vargouille 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.
- 1d2 Vargouille Wings. When consumed, you gain resistance to cold, fire, and lightning damage for 10 minutes.

VEGEPYGMIES

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.

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.

WOOD WOAD

- 1d8 Enchanted Logs. When set on fire, one enchanted log burns for eight hours and give off as much heat as an average campfire. The fire is not magical and can be extinguished in the same ways as normal fire can.
- 1d6 Wood Woad Twigs. As an action, you can snap a twig and cast the spell *treestrider*.
- 1d10 Vials of Wood Woad Sap. When consumed, you regain 1d10 hit points at the end of each of your turns for the next minute.
- 1 Wood Woad Club. This weapon is magical and it deals an additional 3d4 damage on a hit.

XVARTS

XVART

- 1 Broken Leather Armor (size Small).
- 1 Broken Shortsword.
- 1 Broken Sling.

XVART WARLOCK OF RAXIVORT

- 1 Broken Scimitar.
- 1 Component Pouch.

YETH HOUND

- 1d4 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 Set of Yeth Hound Vocal Cords. Once per day, you can blow into these vocal cords as an action and sound out a horrifying bay. Each creature within 30 feet of you that can hear the baying must succeed on a DC 13 Wisdom saving throw or become frightened of you until the end of your next turn.
- 1d10 Yeth 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 2d6 psychic damage on a hit, but only if the target is frightened. After the ammunition has been fired, it loses this property.

YUAN-TI

YUAN-TI ANATHEMA

- 4d6 Rations.
- 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.
- 1d6 Yuan-ti Anathema Brains. When consumed, you have advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious for one minute.
- 1 Yuan-ti Anathema Heart. As an action, you can crush this heart and create an ophidiophobia aura. Any creature within 30 feet of you that isn't a snake or a yuan-ti must immediately make a DC 17 Wisdom saving throw. On a failed save, a creature becomes frightened of snakes and yuan-ti. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- 1d4 Yuan-ti Claws. Can be crafted into a dagger (2 gp, 1 day).
- 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.
- 1d12 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 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 MIND WHISPERER

- 1 Broken Scimitar.
- 1d6 Rations.
- 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.
- 1d2 Yuan-ti Mind Whisperer 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 plus an additional 3d10 psychic 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.

YUAN-TI PIT MASTER

- 1d6 Rations.
- 1d6 Snake Appendages. Three appendages can be crafted into a staff of slumber (500 gp, 14 days). Once per day, you may use an action to target up to five creatures that you can see within 60 feet of you. Each target must succeed on a DC13 Constitution saving throw or fall into a magical sleep and be unconscious for 10 minutes. A sleeping target awakens if it takes damage or if someone uses an action to shake or slap it awake. The magical sleep has no effect on a creature immune to being charmed.
- 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.

ASSORTED BEASTS

AUROCHS

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

COW

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

DOLPHIN

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

SWARM OF ROT GRUBS

- 1d6 Rations.

NONPLAYER CHARACTERS

ABJURER

- 1 Arcane Focus.
- 1 Book.
- 1 Broken Quarterstaff.
- 1 Spellbook. It has in it the following spells: *alarm, arcane lock, flesh to stone, shield, wall of force.*
- 1d6 Vials.

APPRENTICE WIZARD

- 1 Arcane Focus.
- 1 Broken Dagger.
- 1 Spellbook. It has in it the following spells: *burning hands, disguise self, shield.*

ARCHDRUID

- 1 Broken Hide Armor.
- 1 Broken Scimitar.
- 1 Broken Shield.
- 1 Druidic Focus.

ARCHER

- 3d6 Arrows.
- 1 Broken Longbow.
- 1 Broken Shortsword.
- 1 Broken Studded Leather Armor.

BARD

- 3d6 Arrows.
- 1 Broken Shortbow.
- 1 Broken Shortsword.
- 1 Random Musical Instrument.

BLACKGUARD

- 3d6 Arrows.
- 1 Broken Glaive.
- 1 Broken Shortbow.
- 1 Broken Plate Armor.
- 1 Component Pouch.

CHAMPION

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

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.

DIVINER

- 1 Arcane Focus.
- 1 Book.
- 1 Broken Quarterstaff.
- 1 Spellbook. It has in it the following spells: *clairvoyance*, *detect magic*, *locate object*, *Rary's telepathic bond*.
- 1d6 Vials.

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.

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.

KRAKEN PRIEST

- 2d6 Vials of Kraken Essence. When consumed, you become amphibious for one hour.

MARTIAL ARTS ADEPT

- 1d10 Darts.

MASTER THIEF

- 1 Broken Light Crossbow.
- 1 Broken Shortsword.
- 1 Broken Studded Leather Armor.
- 1 Set of Thieves' Tools.

NECROMANCER

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

SWASHBUCKLER

- 1d3 Broken Daggers.
- 1 Broken Leather Armor.
- 1 Broken Rapier.

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.

WAR PRIEST

- 1 Broken Maul.
- 1 Broken Plate Armor.
- 1 Holy Symbol. Matches the religious beliefs of the war priest.
- 1d2 Potions of Healing.

WARLOCK OF THE ARCHFEY

- 1 Broken Dagger.
- 1 Component Pouch.

WARLOCK OF THE FIEND

- 1 Broken Mace.
- 1 Component Pouch.

WARLOCK OF THE GREAT OLD ONE

- 1 Broken Dagger.
- 1 Component Pouch.

WARLORD

- 3d6 Arrows.
- 1 Broken Greatsword.
- 1 Broken Plate Armor.
- 1 Broken Shortbow.