

VOLUME 3

# MONSTER LOOT

## MORDENKAINEN'S TOME OF FOES



ANNE GREGERSEN



# TABLE OF CONTENTS

## How To Use This Book?

Killing Humanoid Enemies.....	5
Harvesting Checks.....	5
Harvest Time.....	6
Time of Death.....	6
Types of Loot.....	6

## BESTIARY

Allip.....	8
Astral Dreadnought.....	8
Balhannoth.....	9
Berbalong.....	9
Boneclaw.....	9
Cadaver Collector.....	10
Choker.....	10
Clockworks.....	10
Bronze Scout.....	10
Iron Cobra.....	10
Oaken Bolter.....	11
Stone Defender.....	11
Corpse Flower.....	11
Deathlock.....	11
Deathlock Mastermind.....	12
Deathlock Wight.....	12
Demons.....	12
Alkith.....	12
Armanite.....	12
Bulezau.....	13
Dybbuk.....	13
Maurezhi.....	13
Molydeus.....	13
Nabassu.....	14
Rutterkin.....	14
Abyssal Wretch.....	14
Sibriex.....	14
Wastrilith.....	15
Demons: Demon Lords.....	15
Baphomet.....	15
Demogorgon.....	16
Fraz-Urb'luu.....	17
Graz'zt.....	17

Juiblex.....	18
Orcus.....	18
Yeenoghu.....	19
Zugtmoy.....	19
Derro.....	20
Derro Savant.....	20
Devils.....	20
Black Abishai.....	20
Blue Abishai.....	20
Green Abishai.....	21
Red Abishai.....	21
White Abishai.....	22
Amnizu.....	22
Hellfire Engine.....	23
Merregon.....	23
Narzugon.....	23
Nupperibo.....	23
Orthon.....	24
Devils: Archdevils.....	25
Bael.....	25
Geryon.....	25
Hutijin.....	26
Moloch.....	26
Titivilus.....	27
Zariel.....	28
Drow.....	28
Drow Arachnomancer.....	28
Drow Favored Consort.....	28
Drow House Captain.....	28
Drow Inquisitor.....	29
Drow Matron Mother.....	29
Drow Shadowblade.....	29
Duergar.....	29
Duergar Despot.....	29
Duergar Hammerer.....	29
Duergar Kavalrachni.....	30
Duergar Mind Master.....	30
Duergar Screamer.....	30
Duergar Soulblade.....	30
Duergar Stone Guard.....	30
Duergar Warlord.....	30
Duergar Xarrorn.....	30



Eidolon.....	31	Salamander, Frost.....	39
Sacred Statue.....	31	Shadar-kai.....	39
Eladrin.....	31	Gloom Weaver.....	39
Autumn Eladrin.....	31	Shadow Dancer.....	39
Spring Eladrin.....	31	Soul Monger.....	39
Summer Eladrin.....	32	Skulk.....	39
Winter Eladrin.....	32	Skull Lord.....	39
Elder Elementals.....	32	Sorrowsworn.....	40
Leviathan.....	32	The Angry.....	40
Phoenix.....	33	The Hungry.....	40
Elder Tempest.....	33	The Lonely.....	40
Zaratan.....	33	The Lost.....	40
Elemental Myrmidons.....	33	The Wretched.....	41
Air Elemental Myrmidon.....	33	Star Spawn.....	41
Earth Elemental Myrmidon.....	34	Star Spawn Grue.....	41
Fire Elemental Myrmidon.....	34	Star Spawn Hulk.....	41
Water Elemental Myrmidon.....	34	Star Spawn Larva Mage.....	41
Giff.....	34	Star Spawn Mangler.....	41
Gith.....	35	Star Spawn Seer.....	41
Githyanki Gish.....	35	Steeders.....	42
Githyanki Kith'rak.....	35	Female Steeder.....	42
Githyanki Supreme Commander.....	35	Male Steeder.....	42
Githzerai Anarch.....	35	Steel Predator.....	42
Githzerai Enlightened.....	35	Stone Cursed.....	42
Gray Render.....	35	Sword Wraith.....	42
Howler.....	35	Sword Wraith Commander.....	42
Young Kruthik.....	36	Sword Wraith Warrior.....	43
Adult Kruthik.....	36	Turtle.....	43
Kruthik Hive Lord.....	36	Turtle Druid.....	43
Marut.....	36	Trolls.....	43
Meazel.....	36	Dire Troll.....	43
Nagpa.....	36	Rot Troll.....	43
Nightwalker.....	36	Spirit Troll.....	44
Oblex.....	37	Venom Troll.....	44
Oblex Spawn.....	37	Vampiric Mist.....	44
Adult Oblex.....	37	Yugoloths.....	44
Elder Oblex.....	38	Canoloth.....	44
Ogres.....	38	Dhergoloth.....	45
Ogre Battering Ram.....	38	Hydroloth.....	45
Ogre Bolt Launcher.....	38	Merrenoloth.....	45
Ogre Chain Brute.....	38	Oinoloth.....	46
Ogre Howdah.....	38	Yagnoloth.....	46
Retriever.....	38		

## 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.

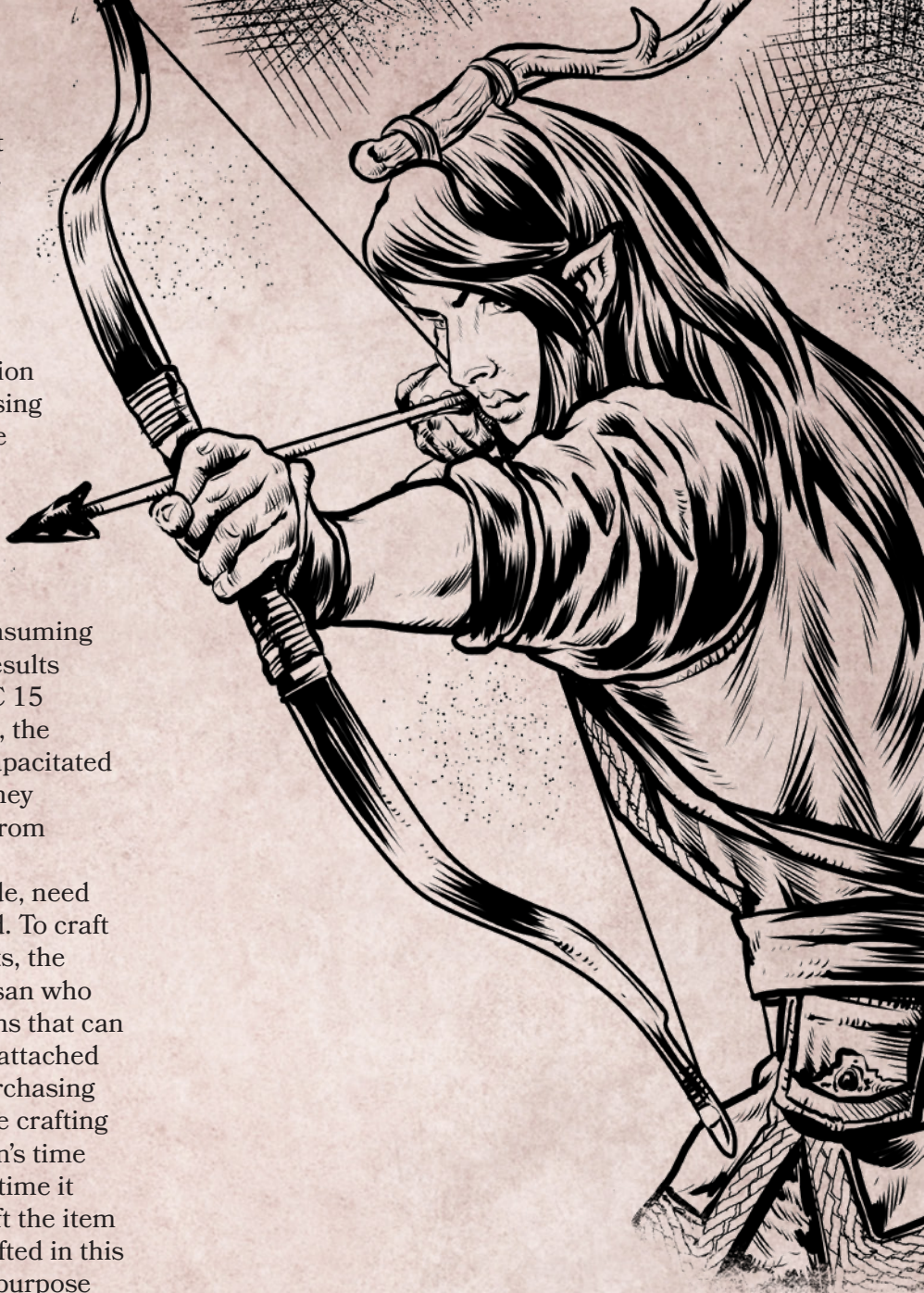
Remember that two characters can help one another harvest a creature. This means that one of them gains advantage on their roll, thereby increasing their chances of successfully looting the monster.



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.









- 2d10 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 for one minute. When consumed, you have advantage on Dexterity (Stealth) checks made while in dim light or darkness.

## CADAVER COLLECTOR

- 1d2 Broken Glaives.
- 1d2 Broken Longswords.
- 1 Broken Half-Plate Armor (size Medium).
- 1d3 Broken Shields.
- 1d2 Broken Shortswords.
- 1d4 Broken Spears.
- 1 Broken Studded Leather Armor (size Medium).
- 1d4 Ounces of Phantom Dust. As an action, you can blow this dust into the face of a creature standing within 5 feet of you. The creature must succeed on a DC 13 Wisdom saving throw or be frightened of you for one minute 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.
- 2d6 Vials of Paralyzing Gas. As an action, you can throw this vial up to 20 feet away where it will shatter into a cloud of gas. Each creature within 10 feet of where the vial landed must succeed on a DC 18 Constitution saving throw, or become paralyzed for one minute. A paralyzed creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- 1d6 Vials of Ectoplasm. When consumed, you can see into the Ethereal Plane for one hour.

## CHOKER

- 1d2 Choker Feet. Two feet can be crafted into a pair of *slippers of spider climbing* (DMG p. 200) (500 gp, 20 days).
- 1d2 Choker Tentacles. Can be crafted into a whip (200 gp, 14 days). When attacking with this weapon, you can try to grapple a creature you're fighting. On a hit, you can choose to forgo doing damage and instead grapple the creature (escape DC 15) if it is Medium or smaller. The grappled creature can use its action on its turn to attempt to free itself from the grapple. Until this grapple ends, you can't use this weapon on another target.
- 1d4 Vials of Choker Slime. When consumed, you can take an extra action on your next turn.

## CLOCKWORKS

### BRONZE SCOUT

- 1d4 Lightning Flares. As an action, you can smash this flare into the ground where it crackles lightning. Each creature in contact with the ground within 15 feet of you must make a DC 13 Dexterity saving throw, taking 4d6 lightning damage on a failed save, or half as much damage on a successful one.
- 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.

### IRON COBRA

- 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.
- 1d4 Vials of Iron Cobra 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 13 Constitution saving throw or suffer one random poison effect. Once applied, the poison retains its potency for one minute before drying.

1. **Poison Damage.** The target takes 3d8 poison damage.
2. **Confusion.** On its next turn, the target must use its action to make one weapon attack against a random creature it can see within 30 feet of it, using whatever weapon it has in hand moving beforehand if necessary to get in range. If it's holding no weapon, it makes an unarmed strike. If no creature is visible within 30 feet, it takes the Dash action, moving toward the nearest creature.
3. **Paralysis.** The target is paralyzed until the end of its next turn.

### OAKEN BOLTER

- 1d6 Explosive Bolts. As an action, you can hit this bolt with a weapon or piece of ammunition and cause it to explode. The bolt has an AC of 15. When it explodes, each creature within 20 feet of the bolt must make a DC 15 Dexterity saving throw, taking 5d6 fire damage on a failed save, or half as much damage on a successful one.
- 2d8 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.

### STONE DEFENDER

- 2d8 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 Stone Shields. Functions as a +1 magical shield.

### CORPSE FLOWER

- 1d10 Blight Buds. Can be used as an additional material component when casting spells that deal acid damage. When used in this way, you deal 1d4 additional acid damage with the spell.
- 1 Broken Chain Shirt (size Medium).
- 1 Broken Leather Armor (size Medium).
- 1 Broken Longbow.
- 1d2 Broken Longswords.
- 1 Broken Shield.
- 1 Broken Shortbow.
- 1d2 Broken Shortswords.
- 1d8 Corpse Flower Flowers. As an action, you can crush this flower and release the horrible stench trapped within. Each creature within 10 feet of the flower must make a DC 14 Constitution saving throw, unless the creature is a construct or undead. On a failed save, the creature is incapacitated until the end of its next turn. Creatures that are immune to poison damage or the poisoned condition automatically succeed on this saving throw. On a successful save, the creature is immune to the stench of all corpse flowers for 24 hours.
- 1d4 Corpse Flower Tentacles. Can be crafted into a maul (10 gp, 2 days).

### DEATHLOCK

- 1d2 Deathlock Eyes. When consumed, you can change your appearance as if casting the *disguise self* spell. This effect lasts for one hour.
- 1 Deathlock Heart. When consumed, you gain the benefits of the *detect magic* spell for one hour.
- 1 Deathly Claw. Requires attunement by a spellcaster. Whenever you cast a spell that deal necrotic damage, you may reroll any 1s rolled on the damage die and must keep the second result.

## DEATHLOCK MASTERMIND

- 1d2 Deathlock Eyes. When consumed, you can change your appearance as if casting the *disguise self* spell. This effect lasts for one hour.
- 1 Deathlock Heart. When consumed, you gain the benefits of the *detect magic* spell for one hour.
- 1 Deathly Claw. Requires attunement by a spellcaster. Whenever you cast a spell that deal necrotic damage, you may reroll any 1s rolled on the damage die and must keep the second result.
- 1d6 Vials of Deathlock Blood. Can be used as an additional material component when casting spells that deal necrotic damage. When used in this way, you deal an additional 2d8 necrotic damage when you cast the spell.

## DEATHLOCK WIGHT

- 1d2 Deathlock Eyes. When consumed, you can change your appearance as if casting the *disguise self* spell. This effect lasts for one hour.
- 1 Deathlock Heart. When consumed, you gain the benefits of the *detect magic* spell for one hour.
- 1d2 Ounces of Phantom Dust. As an action, you can blow this dust into the face of a creature standing within 5 feet of you. The creature must succeed on a DC 13 Wisdom saving throw or be frightened of you for one minute on a failed save. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.
- 1d6 Vials of Deathlock Blood. Can be used as an additional material component when casting spells that deal necrotic damage. When used in this way, you deal an additional 2d8 necrotic damage when you cast the spell.
- 1d4 Vials of Ectoplasm. When consumed, you can see into the Ethereal Plane for one hour.

## DEMONS

### ALKILITH

- 1d10 Vials of Alkylith Spores. As an action, you can throw this vial up to 30 feet away where it shatters in a vapor of green spores. Any creature that isn't a demon within 20 feet of where the vial landed must succeed on a DC 18 Wisdom saving throw, or it hears a faint buzzing in its head for a moment and has disadvantage on its next attack roll, saving throw, or ability check. If the creature fails the saving throw by 5 or more, the creature is instead subjected to the confusion spell for one minute.
- 2d6 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.
- 1d12 Wisps of Alkylith Skin. 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.

### ARMANITE

- 1 Armanite 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.
- 1d12 Aramanite Claws. One claw can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these claws deal an additional 1d10 damage. After the ammunition has been fired, it loses this property.
- 1d4 Lightning Lances. This functions as a *javelin of lightning* (DMG p. 178).
- 1 Serrated Armanite Tail. Can be crafted into a greatsword (1000 gp, 14 days). On a hit, this weapon deals an additional 1d6 damage.
- 1d6 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.



- 4d6 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.
- 2d6 Vials of Molydeus 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 22 Constitution saving throw or have its hit point maximum reduced by the amount of damage taken from the attack. This reduction lasts until the target finished a long rest. The target transforms into a manes if this reduces its hit point maximum to 0 and this transformation can be ended only by a wish spell. Once applied, the poison retains its potency for one minute before drying.

### NABASSU

- 1d2 Nabassu Eyes. Two eyes can be crafted into a set of *eyes of soul-stealing* (2000 gp, 30 days). Requires attunement. These glasses have three charges which recharge each day at dawn. While wearing these glasses, you can use an action to target one creature within 30 feet of you and spend one of the glasses' charges. If the target can see you and isn't a construct or undead, it must succeed on a DC 16 Charisma saving throw or reduce its hit point maximum by 2d12 and give you an equal amount of temporary hit points. This reduction lasts until the target finishes a short or long rest. The target dies if its hit point maximum is reduced to 0, and if the target is a humanoid, it immediately rises as a ghoul under your control.
- 1 Nabassu 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.
- 2d6 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.

- 2d10 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 for one minute. When consumed, you have advantage on Dexterity (Stealth) checks made while in dim light or darkness.

### RUTTERKIN

- 2d10 Rutterkin Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Creatures that are hit with ranged attacks that use ammunition made from these teeth must succeed on a DC 13 Constitution saving throw against disease or become poisoned. At the end of each long rest, the poisoned target can repeat the saving throw, ending the effect on itself on a success. If the target is reduced to 0 hit points while poisoned in this way, it dies and instantly transforms into a living abyssal wretch. The transformation of the body can be undone only by a *wish* spell.
- 1d6 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.

### ABYSSAL WRETCH

- 1d2 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.

### SIBRIEX

- 1d4 Chains. Functions as a melee martial weapon that deals 1d10 bludgeoning damage. This weapon as the reach property.
- 3d6 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.
- 2d10 Vials of Sibriex Bile. Can be used as an additional material component when casting spells that deal acid damage. When used in this way, you deal an additional 3d6 acid damage when you cast the spell.

- 2d6 Vials of Sibriex Ooze. As an action, you can throw this vial up to 30 feet away where it will shatter into a pool of ill-smelling ooze. The area within 15 feet of where the vial landed become contaminated. Plants that aren't creatures wither in the area, and the ground becomes difficult terrain for other creatures. Any creature that starts its turn in the area must succeed on a DC 20 Constitution saving throw or take 4d6 poison damage. A creature that succeeds on the save is immune to the contamination for 24 hours. All these effects last for one hour.
- 1d4 Vials of Sibriex Saliva. When consumed, you must succeed on a DC 21 Intelligence saving throw or be affected by the *feblemind* spell. On a successful save, you take 4d6 psychic damage and you are not affected by the spell.

### WASTRILITH

- 4d10 Vials of Corrupted Water. A creature that consumes this corrupted water must succeed on a DC 18 Constitution saving throw. On a successful save, the creature is immune to the corrupted water's effects for 24 hours. On a failed save, the creature takes 4d6 poison damage and is poisoned for one minute. At the end of this time, the poisoned creature must repeat the saving throw. On a failure, the creature takes 4d8 poison damage and is poisoned until it finishes a long rest. If a demon uses an action to drink this water, it gains 2d10 temporary hit points.
- 1d6 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.
- 1d2 Wastrilith Claws. Can be crafted into a greatsickle (50 gp, 2 days). Functions as a melee martial weapon that deals 2d6 slashing damage. It has the heavy and two-handed properties.

- 1 Wastrilith Hide. Can be crafted into a set of heavy armor (4000 gp, 90 days). Requires attunement. This armor grants resistance to cold, fire, and lightning damage.
- 2d10 Wastrilith 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 1d12 damage. After the ammunition has been fired, it loses this property.

## DEMONS: DEMON LORDS

### BAPHOMET

- 1 Heart of Baphomet. When consumed, you can cast the spell *teleport* once within the next minute.
- 1 Hide of Baphomet. Can be crafted into a set of light armor (4000 gp, 90 days). Requires attunement. This armor grants resistance to cold, fire, and lightning damage. Two sets of armor can be crafted from this hide.
- 1d2 Hooves of Baphomet. Can be crafted into a set of *boots of charging* (250 gp, 30 days). Requires attunement. While wearing these boots, if you move at least 10 feet straight toward a target and then hit it with a melee attack on the same turn, the target takes an extra 2d10 damage from the attack.
- 1d2 Horns of Baphomet. Can be crafted into a maul (150 gp, 9 days). On a hit, you deal an additional 1d6 bludgeoning damage with this weapon.
- 1 Skull of Baphomet. Can be crafted into a helmet (500 gp, 30 days). Requires attunement. When worn, you can use a bonus action to strike fear into those close to you by activating a fear aura that lasts for one minute. Any hostile creature to you that starts its turn within 20 feet of you must make a DC 18 Wisdom saving

throw. On a failed save, the creature is frightened until the start of its next turn. On a success, the creature is immune to the fear aura for the next 24 hours.

- 3d10 Teeth of Baphomet. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 1d10 damage. After the ammunition has been fired, it loses this property. 12 of these teeth can be crafted into a *necklace of the beastlord* which lets you cast the spell *hunter's mark* once per day.
- 2d12 Tufts of Baphomet's Fur. As an action, you can light one of these tufts on fire and cast the spell *dispel magic*. Charisma is your spellcasting ability for this spell.
- 2d6 Vials of Baphomet's Mind Fluid. When consumed, you can perfectly recall any path you have traveled within the past seven days. This effect lasts for one month.
- 4d6 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.
- 2d6 Vials of Minotaur Essence. When consumed, you gain advantage on all melee weapon attack rolls you make, but attack rolls against you have advantage. This effect lasts until the beginning of your next turn. This item can be consumed as a bonus action instead of the usual action.

## DEMOGORGON

- 1d4 Eyes of Demogorgon. Two eyes be crafted into a set of *eyes of maddening gaze* (2000 gp, 60 days). Requires attunement. As an action, you can turn your eyes toward one creature you can see within 60 feet of you. The target must make a DC 23 Wisdom saving throw. Unless the target is incapacitated, it can avert its eyes to avoid the gaze and to automatically succeed on the save.

If the target does so, it can't see you until the start of your next turn. If the target looks at you in the meanwhile, it must immediately make the save. If the target fails the save, it suffers one of the following random effects:

1. **Beguiling Gaze.** The target is stunned until the beginning of your next turn or until you are no longer within its line of sight.
2. **Hypnotic Gaze.** The target is charmed by you until the start of your next turn. You choose how the charmed target uses its actions, reactions, and movement.
3. **Insanity Gaze.** The target suffers the effect of the *confusion* spell without making a saving throw. The effect lasts until the start of your next turn. You don't need to concentrate on the spell.

Whenever you successfully use these eyes against a target, you must make a DC 23 Wisdom saving throw. On a failed save, you suffer a random case of long-term madness.

- 1 Hide of Demogorgon. Can be crafted into a set of light armor (4100 gp, 90 days). Requires attunement. This armor grants resistance to cold, fire, and lightning damage. Two sets of armor can be crafted from this hide. You also gain a swimming speed of 50 feet while wearing this armor.
- 3d10 Teeth of Demogorgon. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 1d10 damage. After the ammunition has been fired, it loses this property.
- 1d4 Tentacles of Demogorgon. Can be crafted into a maul (500 gp, 30 days). If you hit a target with this weapon, it must succeed on a DC 23 Constitution saving throw or its hit point maximum









- 4d8 Vials of Charm Pheromones. Can be used as an additional material component when casting spells that attempts to charm, convince, or compel another creature. When used in this way, the creature has disadvantage on its saving throw against the spell.
- 1d4 Vials of Infestation Spores. As an action, you can throw this vial up to 30 feet away where it will shatter in a cloud of spores. Each flesh-and-blood creature within 20 feet of where the vial landed must make a DC 19 Constitution saving throw. On a successful save, the creature can't be infected by these spores for 24 hours. On a failed save, the creature is infected with a disease called the spores of Zuggtmoy and also gains a random form of long term madness that lasts until the creature is cured of the disease or dies. While infected in this way, the creature can't be reinfected, and it must repeat the saving throw at the end of every 24 hours, ending the infection on a success. On a failure, the infected creature's body is slowly taken over by fungal growth, and after three such failed saves, the creature dies and is reanimated as a spore servant if it's a type of creature that can be.

## DERRO

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

## DERRO SAVANT

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

## DEVILS

### BLACK ABISHAI

- 1 Black Abishai Hide. Can be crafted into a set of light armor (2000 gp, 60 days). Requires attunement. While wearing the armor, you are resistant to acid damage.
- 1d12 Black Abishai Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 1d8 acid damage. After the ammunition has been fired, it loses this property.
- 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.
- 1d2 Magic Scimitars.
- 1d8 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.
- 1d4 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 for one minute. When consumed, you have advantage on Dexterity (Stealth) checks made while in dim light or darkness.

### BLUE ABISHAI

- 1 Blue Abishai Hide. Can be crafted into a set of light armor (2000 gp, 60 days). Requires attunement. While wearing the armor, you are resistant to lightning damage.
- 2d12 Blue Abishai Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal



an additional 1d8 fire damage. After the ammunition has been fired, it loses this property.

- 2d10 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.

### WHITE ABISHAI

- 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 Magic Longsword.
- 1d10 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.
- 1d4 White Abishai Claws. Can be crafted into a dagger (150 gp, 9 days). On a hit, this weapon deals an additional 1d6 cold damage.
- 1 White Abishai Hide. Can be crafted into a set of light armor (2000 gp, 60 days). Requires attunement. While wearing the armor, you are resistant to cold damage.
- 2d8 White Abishai Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 1d8 cold damage. After the ammunition has been fired, it loses this property.

### AMNIZU

- 1d2 Amnizu Hands. Requires attunement by a spellcaster. Can be used as an arcane focus. When you cast spells that deal necrotic damage, you can reroll any 1s and 2s on your damage dice and must keep the second result.
- 1d2 Amnizu Wings. Two wings can be crafted into a *cloak of flying* (2000 gp, 60 days). Requires attunement. While wearing this cloak, you have a flying speed of 40 feet.
- 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 Robe of Charms. Requires attunement. While wearing this robe, you can use your reaction to target a creature within 60 feet of you that makes an attack roll against you and another creature is within the attack's range. The creature must make a DC 19 Wisdom saving throw. On a failed save, the attacker must target the creature that is closest to it, not including you or itself. If multiple creatures are closest, the attacker chooses which one to target. If the saving throw is successful, the attacker is immune to the effects of the robe for 24 hours.
- 1 Taskmaster Whip. Functions as a martial weapon that deals 2d4 slashing damage plus 1d10 force damage.
- 2d10 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.



## ORTHON

- 1 Infernal Dagger. Once per day, you can force a creature you hit with this weapon to make a DC 17 Constitution saving throw. The creature takes 4d10 poison damage on a failed save, and half as much damage on a successful one. On a failure, the target is also poisoned for one minute. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- 1d4 Orthon Crossbow Bolts (Acid). This piece of ammunition is fired using a crossbow. If you hit a creature with a ranged attack using this piece of ammunition, the creature must make a DC 17 Constitution saving throw. It takes 5d6 acid damage on a failed save, and half as much damage on a successful one. After the ammunition has been fired, it loses this property.
- 1 Orthon Crossbow Bolt (Blindness). This piece of ammunition is fired using a crossbow. If you hit a creature with a ranged attack using this piece of ammunition, the creature takes an additional 1d10 radiant damage and all other creatures within 20 feet of it must make a successful DC 17 Dexterity saving throw or be blinded until the end of your next turn. After the ammunition has been fired, it loses this property.
- 1d4 Orthon Crossbow Bolts (Concussion). This piece of ammunition is fired using a crossbow. If you hit a creature with a ranged attack using this piece of ammunition, the creature and each creature within 20 feet of it must make a DC 17 Constitution saving throw. It takes 2d12 thunder damage on a failed save, and half as much damage on a successful one. After the ammunition has been fired, it loses this property.
- 1d4 Orthon Crossbow Bolts (Entanglement). This piece of ammunition is fired using a crossbow. If you hit a creature with a ranged attack using this piece of ammunition, the creature must succeed on a DC 17 Dexterity saving throw or be restrained for one hour by strands of sticky webbing. A restrained creature can escape by using an action to make a successful DC 17 Dexterity or Strength check. Any creature that touches the restrained creature must make a successful DC 17 Dexterity saving throw or become similarly restrained. After the ammunition has been fired, it loses this property.
- 1 Orthon Crossbow Bolt (Paralysis). This piece of ammunition is fired using a crossbow. If you hit a creature with a ranged attack using this piece of ammunition, the creature takes an additional 4d10 lightning damage and must succeed on a DC 17 Constitution saving throw or be paralyzed for one minute. The paralyzed target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. After the ammunition has been fired, it loses this property.
- 1d4 Orthon Crossbow Bolts (Tracking). This piece of ammunition is fired using a crossbow. If you hit a creature with a ranged attack using this piece of ammunition, you know the direction and distance to the creature you hit for the next 24 hours, as long as it's on the same plane of existence. If the creature is on a different plane, you know which one, but not the exact location there. After the ammunition has been fired, it loses this property.
- 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.



## DEVILS: ARCHDEVILS

### BAEL

- 1 Broken Plate Armor (size Large).
- 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 Heart of Bael. As an action, you can crush this heart and magically teleport, along with any equipment you are wearing or carrying up to 120 feet to an unoccupied space you can see.
- 1 Hellish Morningstar. Functions as a magic morningstar that deals an additional 1d8 fire damage on a hit.
- 1d10 Nails of Bael. When consumed, you regain 1d8 hit points at the end of each of your turns for the next minute. If you take cold or radiant damage, you no longer regain any hit points, even if the minute is not over yet.
- 1 Skull of Bael. Can be crafted into a *dreadful helm* (2000 gp, 60 days). Requires attunement. As a bonus action, you can make yourself appear dreadful until the start of your next turn. Each creature, others than a devil, that starts its turn within 10 feet of your must succeed on a DC 22 Wisdom saving throw or be frightened until the beginning of its next turn.
- 1 Tongue of Bael. Requires attunement by a spellcaster. Can be used as an arcane focus. Once per day, you can cast each of the spells *charm person* and *major image* once without expending a spellslot. You use your own spellcasting ability and spell save DC when casting these spells.
- 2d8 Tufts of Bael's Fur. Can be used as an additional material component when casting the spells *dispel magic*, *fly*, or *suggestion*. When used in this way, you don't expel a spellslot when casting the spell.

- 2d10 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.

### GERYON

- 1d4 Claws of Geryon. Can be crafted into a shortsword (150 gp, 9 days). After hitting a creature with this weapon, you can use your bonus action to deal an additional 1d8 damage to it.
- 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 Heart of Geryon. As an action, you can crush this heart and magically teleport, along with any equipment you are wearing or carrying up to 120 feet to an unoccupied space you can see.
- 1 Hide of Geryon. Can be crafted into a set of medium armor (3000 gp, 70 days). Requires attunement. This armor grants resistance to cold and fire damage.
- 1 Horn of Geryon. Once per day as an action, you can blow into this war horn and summon a group of 5d4 minotaurs. The minotaurs appear in random unoccupied spaces within 600 feet of you and they remain until they die or until the horn is destroyed. The minotaurs are aggressive against anything they see that isn't a devil, including you and your allies.
- 2d12 Scales of Geryon. Can be used as an additional material component when casting the spells *detect magic*, *locate object*, or *suggestion*. When used in this way, you don't expel a spellslot when casting the spell.
- 1 Stinger of Geryon. Can be crafted into a glaive (1000 gp, 30 days). Requires attunement. This weapon has 3 charges which recharge every day at dawn. When you hit a creature with this weapon, you can expend a charge and

force the creature to make a DC 21 Constitution saving throw. On a failed save, the creature takes 2d12 poison damage and is poisoned until it finishes a short or long rest. On a successful save, the creature takes half damage and isn't poisoned.

- 2d10 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.

## HUTIJIN

- 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 Heart of Hutijin. As an action, you can crush this heart and magically teleport, along with any equipment you are wearing or carrying up to 120 feet to an unoccupied space you can see.
- 1 Hide of Hutijin. Can be crafted into a set of light armor (3000 gp, 70 days). Requires attunement. This armor grants resistance to cold and fire damage.
- 1 Magic Mace.
- 1d12 Scales of Hutijin. When consumed, you regain 1d8 hit points at the end of each of your turns for the next minute. If you take radiant damage, you no longer regain any hit points, even if the minute is not over yet.
- 1 Set of Hutijin's Vocal Cords. Once per day, in response to taking damage, you can use a reaction to blow into these vocal cords and let out a horrible sound of dread. Each creature within 15 feet of you that isn't a devil must succeed on a DC 18 Wisdom saving throw or become frightened of you 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.

- 1 Skull of Hutijin. Can be crafted into a *helm of infernal despair* (1500 gp, 50 days). Requires attunement. Once per day, you can use an action to activate an aura of despair which moves with the helmet for one minute. Each creature within 15 feet of the helmet that isn't a devil makes saving throws with disadvantage.
- 2d10 Teeth of Hutijin. 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 3d6 poison and a creature that is hit by it must succeed on a DC 22 Constitution saving throw or become poisoned. While poisoned in this way, the creature can't regain hit points. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on a success. After the ammunition has been fired, it loses these properties.
- 2d10 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.
- 1d2 Wings of Hutijin. One wing can be crafted into a *cloak of flying* (2000 gp, 60 days). Requires attunement. While wearing this cloak, you have a flying speed of 40 feet.

## MOLOCH

- 1d4 Claws of Moloch. Can be crafted into a shortsword (175 gp, 4 days). This weapon deals an additional 1d8 damage on a hit.
- 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 Heart of Moloch. As an action, you can crush this heart and magically teleport, along with any equipment you are wearing or carrying up to 120 feet to an unoccupied space you can see.
- 1 Hide of Moloch. Can be crafted into a set of light armor (3000 gp, 70 days). Requires attunement. This armor grants resistance to cold and fire damage.
- 1 Many-Tailed Whip. This magic weapon functions as a martial weapon that deals 2d4 slashing damage plus 2d10 lightning damage on a hit.
- 3d12 Small Teeth of Moloch. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 1d8 damage. After the ammunition has been fired, it loses this property.
- 2d12 Small Horns of Moloch. Can be used as an additional material component when casting the spells *detect magic*, *stinking cloud*, or *suggestion*. When used in this way, you don't expel a spellslot when casting the spell.
- 2d10 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.
- 2d8 Vials of Moloch's Saliva. When consumed, you regain 1d8 hit points at the end of each of your turns for the next minute. If you take radiant damage, you no longer regain any hit points, even if the minute is not over yet.

## TITIVILUS

- 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 Heart of Titivilus. As an action, you can crush this heart and magically teleport, along with any equipment you are wearing or carrying up to 120 feet to an unoccupied space you can see.
- 1 Hide of Titivilus. Can be crafted into a set of light armor (3000 gp, 70 days). Requires attunement. This armor grants resistance to cold and fire damage.
- 1 Silver Longsword. This magic silvered weapon deals an additional 1d10 necrotic damage on a hit. If the target is a creature, its hit point maximum is reduced by an amount equal to half the necrotic damage it takes.
- 1 Skull of Titivilus. Can be crafted into a *helm of ventriloquism* (1000 gp, 30 days). Requires attunement. Whenever you speak, you can choose a point within 60 feet; your voice emanates from that point.
- 2d10 Teeth of Titivilus. When consumed, you regain 1d8 hit points at the end of each of your turns for the next minute. If you take radiant damage, you no longer regain any hit points, even if the minute is not over yet.
- 1 Tongue of Titivilus. Requires attunement. Once per day, you can use an action to target one creature you can see within 60 feet of you. The target must succeed on a DC 21 Charisma saving throw or become charmed by you for one minute. The charmed target can repeat the saving throw if you deal any damage to it.

- 2d12 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.
- 1d2 Wings of Titivilus. Two wings can be crafted into a *cloak of flying* (2000 gp, 60 days). Requires attunement. While wearing this cloak, you have a flying speed of 40 feet.

## ZARIEL

- 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 Heart of Zariel. As an action, you can crush this heart and magically teleport, along with any equipment you are wearing or carrying up to 120 feet to an unoccupied space you can see.
- 1 Hellish Longsword. Functions as a magic longsword that deals an additional 1d8 fire damage on a hit.
- 1 Hide of Zariel. Can be crafted into a set of light armor (3000 gp, 70 days). Requires attunement. This armor grants resistance to cold and fire damage.
- 1d4 Infernal Javelins. This functions as a *javelin of lightning* (DMG p. 178) except it deals fire damage instead of lightning damage.
- 1d10 Nails of Zariel. 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.
- 2d12 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.

- 3d6 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.

## DROW

---

### DROW ARACHNOMANCER

- 1 Broken Studded Leather Armor (size Medium).
- 1d6 Vials of Basic Poison.

### DROW FAVORED CONSORT

- 1 Broken Hand Crossbow.
- 1 Broken Scimitar.
- 4d6 Poisoned Crossbow Bolts. When you hit a creature using this piece of ammunition, the target must succeed on a DC 13 Constitution saving throw or be poisoned for one hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature uses an action to shake it awake.
- 1 Spellbook. It has in it the following spells: *cone of cold*, *gust of wind*, *misty step*, *shatter*.

### DROW HOUSE CAPTAIN

- 1 Broken Chain Mail (size Medium).
- 1 Broken Hand Crossbow.
- 1 Broken Scimitar.
- 1 Broken Whip.
- 2d6 Poisoned Crossbow Bolts. When you hit a creature using this piece of ammunition, the target must succeed on a DC 13 Constitution saving throw or be poisoned for one hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in

this way. The target wakes up if it takes damage or if another creature uses an action to shake it awake.

### DROW INQUISITOR

- 1 Broken Breastplate (size Medium).
- 1 Death Lance. Functions as a martial weapon that deals 1d6 piercing damage plus 1d8 necrotic damage on a hit. The target's hit point maximum is reduced by an amount equal to the necrotic damage it takes. This reduction lasts until the target finishes a long rest. The target dies if its hit point maximum is reduced to 0.

### DROW MATRON MOTHER

- 1 Broken Half Plate Armor (size Medium).
- 1 Demon Staff. Requires attunement by a creature with an evil alignment. Functions as a martial weapon that deals 1d6 bludgeoning damage, or 1d8 bludgeoning damage if used with two hands, plus 2d6 psychic damage. In addition, if hit the target must succeed on a DC 19 Wisdom saving throw or become frightened of you for one minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

### DROW SHADOWBLADE

- 1 Broken Studded Leather Armor (size Medium).
- 1 Broken Hand Crossbow.
- 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.

- 1 Shadow Sword. Requires attunement. This functions as a shortsword that deals an additional 1d6 necrotic damage plus 1d6 poison damage on a hit. When you hit a target with this weapon, you can fill an unoccupied 5-foot cube within 5 feet of the target with magical darkness, which remains for one minute.

## DUERGAR

---

### DUERGAR DESPOT

- 2d4 Vials of Duergar Blood. Can be used as an additional material component when casting the spell *enlarge/reduce*. When using the spell to enlarge a creature, the creature deals an additional 1d8 damage with its enlarged weapons instead of the written 1d4 damage.
- 2d6 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.

### DUERGAR HAMMERER

- 1d4 Duergar Hammerer Claws. Can be crafted into a shortsword (10 gp, 2 days).
- 1 Duergar Hammerer Shell. Can be crafted into a set of plate armor (1500 gp, 4 days).
- 1 Hammer. Functions as a martial weapon that deals 2d6 bludgeoning damage.











### **EARTH ELEMENTAL MYRMIDON**

- 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.
- 1 Myrmidon Plate Armor. While wearing this set of magical armor, you are immune to the paralyzed and petrified conditions.
- 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.

### **FIRE ELEMENTAL MYRMIDON**

- 1 Myrmidon Plate Armor. While wearing this set of magical armor, you are immune to the paralyzed and petrified conditions.
- 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.
- 2d8 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.

### **WATER ELEMENTAL MYRMIDON**

- 1 Myrmidon Plate Armor. While wearing this set of magical armor, you are immune to the paralyzed and petrified conditions.
- 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.
- 2d8 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.

### **GIFF**

---

- 1 Broken Breastplate (size Medium).
- 1 Broken Longsword.
- 1 Broken Musket. Functions as a martial ranged weapon that deals 1d12 piercing damage on a hit. It has a range of 40/120. This weapon has the two handed property. It costs 50 gp to repair this weapon.
- 1 Broken Pistol. Functions as a martial ranged weapon that deals 1d10 piercing damage on a hit. It has a range of 30/90. It costs 40 gp to repair this weapon.
- 1 Fragmentation Grenade. As an action, you can throw this grenade up to 60 feet away where it will explode. Each creature within 20 feet of the grenade's detonation must make a DC 15 Dexterity saving throw, taking 5d6 piercing damage on a failed save, or half as much damage on a successful one.
- 2d6 Musket Ammunition.
- 2d6 Pistol Ammunition.



creature in that area that isn't deafened must succeed on a DC 16 Wisdom saving throw or be frightened of you until the end of your next turn. While a creature is frightened in this way, its speed is halved, and it is incapacitated. A target that successfully saves is immune to the effects of a *horn of howling* for the next 24 hours.

### YOUNG KRUTHIK

- 1d4 Rations.
- 1d2 Small Kruthik Legs. Can be crafted into a dagger (2 gp, 1 day).

### ADULT KRUTHIK

- 1 Kruthik Hide. Can be crafted into a set of heavy armor (1600 gp, 15 days). While wearing this armor, you have a burrow speed of 20 feet.
- 1d4 Kruthik Legs. Can be crafted into a shortsword (10 gp, 2 days).
- 1d6 Rations.

### KRUTHIK HIVE LORD

- 1 Kruthik Hide. Can be crafted into a set of heavy armor (1600 gp, 15 days). While wearing this armor, you have a burrow speed of 20 feet.
- 1d4 Kruthik Legs. Can be crafted into a shortsword (10 gp, 2 days).
- 2d6 Rations.
- 1d6 Vials of Acid.

### MARUT

---

- 1 Marut Control Core. As an action, you can throw this core up to 30 feet away where it will burst in a bright explosion. Each creature within 30 feet of where the core landed takes 45 radiant damage. Each creature that takes damage must succeed on a DC 20 Wisdom saving throw or be stunned until the end of your next turn. The core is fragile and will burst 3d6 hours after being harvested, regardless of if it was thrown or not.

- 1 Marut Shell. Can be crafted into a set of plate armor (2000 gp, 16 days). Requires attunement. While wearing the armor, you are resistant to thunder damage.
- 2d12 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.
- 4d6 Vials of Golem Grease. When consumed, you become immune to any spell or effect that would alter your form for one hour.

### MEAZEL

---

- 1 Broken Shortsword.
- 1 Garrote. Functions as a martial melee weapon that deals 1d6 bludgeoning damage on a hit. On a hit, the target is grappled (escape DC 13 with disadvantage). Until the grapple ends, the target takes 1d6 bludgeoning damage at the start of each of your turns. You can't make weapon attacks while grappling a creature in this way. The weapon has the two-handed property.

### NAGPA

---

- 1 Arcane Focus.
- 1 Broken Quarterstaff.
- 1 Spellbook. It has in it the following spells: *detect magic*, *disintegrate*, *fireball*, *hold person*.

### NIGHTWALKER

---

- 1d6 Nightwalker Fingers. Can be crafted into a *staff of doom* (1500 gp, 40 days). Requires attunement. This staff has 4 charges and it recharges any expended charges each day at dawn. As an action, you can target a creature you can see within 300 feet of you and force it to make a DC 21 Wisdom saving throw. On a failed save, the creature takes 4d12 necrotic damage and becomes frightened



## ELDER OBLEX

- 2d8 Vials of Oblex Memory Gel. When consumed, you gain one of the following benefits for one hour:
  1. Memories of Skill. You have proficiency in a random skill.
  2. Memories of Speech. You can speak, read, and write a random language.
- 2d10 Vials of Ooze Essence. Can be used as an additional material component when casting spells that deal acid damage. When used in this way, you deal an additional 1d6 acid damage when you cast the spell.
- 2d12 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.

## OGRES

---

### OGRE BATTERING RAM

- 1 Bashing Ram. Functions as a martial melee weapon that deals 2d8 bludgeoning damage on a hit. You must have a Strength score of 20 to wield this weapon. This weapon has the two handed property.
- 1 Broken Ring Mail (size Large).
- 1d10 Giant's Toes. Can be sold for 4 gold pieces per toe.

### OGRE BOLT LAUNCHER

- 1 Broken Hide Armor (size Large).
- 1 Bolt Launcher. Functions as a martial ranged weapon that deals 2d8 piercing damage on a hit. It has a range of 120/480. You must have a Strength score of 20 to wield this weapon. This weapon has the two handed property.

## OGRE CHAIN BRUTE

- 1 Broken Hide Armor (size Large).
- 1d4 Chains. Functions as a melee martial weapon that deals 1d10 bludgeoning damage. This weapon has the reach property.

## OGRE HOWDAH

- 1 Broken Breastplate (size Large).
- 1 Broken Mace.

## RETRIEVER

---

- 1d6 Retriever Eyes. When consumed, you gain blindsight out to a range of 30 feet for one hour.
- 1d2 Retriever Forelegs. Can be crafted into a shortsword (175 gp, 4 days). This weapon deals an additional 1d8 damage on a hit.
- 1d4 Retriever Tracker Components. Can be used as an additional material component when casting the spells *locate animals and plants*, *locate object*, or *locate creature*. When used in this way, you don't expel a spellslot when casting the spell.
- 1 Retriever Shell. Can be crafted into a set of plate armor (1500 gp, 4 days) or a set of half plate armor (750 gp, 3 days).
- 1d6 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.
- 2d8 Vials of Beam Coolant. Can be used as an additional material component when casting spells that deal force damage. When used in this way, you deal an additional 1d10 force damage when you cast the spell.

## SALAMANDER, FROST

---

- 1 Frost Salamander Hide. Can be crafted into a set of light armor (2000 gp, 60 days). Requires attunement. While wearing this armor, you have resistance to cold damage.
- 2d10 Frost Salamander 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 1d10 cold damage. After the ammunition has been fired, it loses this property.
- 2d6 Vials of Frost Essence Shards. Can be used as an additional material component when casting spells that deal cold damage. When used in this way, you deal an additional 1d6 cold damage when you cast the spell.

## SHADAR-KAI

---

### GLOOM WEAVER

- 1 Component Pouch.
- 1d2 Shadow Spears. This functions as a spear that deals an additional 1d6 necrotic damage on a hit.

### SHADOW DANCER

- 1 Broken Studded Leather Armor (size Medium).
- 1 Spiked Chain. Requires attunement. Functions as a martial melee weapon that deals 2d6 piercing damage on a hit. The weapon has the reach property. On a hit, the target must succeed on a DC 14 Dexterity saving throw or suffer one additional effect of your choice:
  - The target is grappled (escape DC 14) if it is a Medium or smaller creature. Until the grapple ends, the target is restrained, and you can't grapple another target.
  - The target is knocked prone.
  - The target takes 1d10 necrotic damage.

## SOUL MONGER

- 1 Broken Studded Leather Armor (size Medium).
- 1 Phantasmal Dagger. Requires attunement. This functions as a dagger that deals an additional 1d12 necrotic damage on a hit. On a hit, the target has disadvantage on saving throws until the start of your next turn.

## SKULK

---

- 1d2 Skulk Claws. Can be crafted into a dagger (120 gp, 9 days). On a hit, you deal an additional 1d6 necrotic damage with this weapon.

## SKULL LORD

---

- 1 Broken Plate Armor (size Medium).
- 1 Bone Staff. Requires attunement. Functions as a martial melee weapon that deals 1d8 bludgeoning damage plus 2d6 necrotic damage on a hit.
- 1 Decayed Skull Lord Heart. As an action, you can crush this heart and summon a group of undead to your side. Up to five skeletons or zombies appear in unoccupied spaces within 30 feet of you and remain until destroyed. Undead summoned in this way act as allies to you, roll their own initiative, and act in the next available turn.
- 3d12 Skull Lord 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 Skull Lord 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.





## THE WRETCHED

- 1d4 Rations.
- 1 Vial of Sorrowsworn Blood. When consumed, you gain resistance to bludgeoning, piercing, and slashing damage while in dim light or darkness for one hour.

## STAR SPAWN

---

### STAR SPAWN GRUE

- 1d6 Star Spawn Grue Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. If a creature is hit by a ranged attack that use ammunition made from these teeth, it must succeed on a DC 10 Wisdom saving throw or attack rolls against it have advantage until the start of your next turn. After the ammunition has been fired, it loses this property.

### STAR SPAWN HULK

- 5d10 Vials of Star Spawn Mind Fluid. Can be used as an additional material component when casting spells that deal psychic damage. When used in this way, you deal an additional 1d6 psychic damage when you cast the spell.

### STAR SPAWN LARVA MAGE

- 1 Larva Mage Staff. This staff has 3 charges which recharge every day at dawn. You can expend 1 charge to cast the spell *dominate monster*, or you can expend 3 charges to cast the spell *circle of death*. The spell save DC for spells cast through this staff is 16.
- 3d6 Vials of Star Spawn Plague Worms. Can be used as an additional material component when casting spells that deal necrotic damage. When used in this way, you deal an additional 3d8 necrotic damage when you cast the spell.

## STAR SPAWN MANGLER

- 1d8 Star Spawn Mangler Claws. Can be crafted into a dagger (150 gp, 9 days). On a hit, you deal an additional 1d6 psychic damage with this weapon.
- 2d6 Vials of Star Spawn Mind Fluid. Can be used as an additional material component when casting spells that deal psychic damage. When used in this way, you deal an additional 1d6 psychic damage when you cast the spell.
- 1d6 Vials of Star Spawn Blood. When consumed, you gain resistance to cold and psychic damage for one hour.

## STAR SPAWN SEER

- 1 Comet Staff. Requires attunement. Functions as a martial melee weapon that deals 1d6 bludgeoning damage, or 1d8 bludgeoning damage if used with two hands, plus 1d8 psychic damage. The first time a target is hit by this weapon, it must succeed on a DC 19 Constitution saving throw or be incapacitated until the end of its next turn.
- 3d6 Vials of Star Spawn Mind Fluid. Can be used as an additional material component when casting spells that deal psychic damage. When used in this way, you deal an additional 1d6 psychic damage when you cast the spell.
- 2d6 Vials of Star Spawn Blood. When consumed, you gain resistance to cold and psychic damage for one hour.

## STEEDERS

---

### FEMALE STEEDER

- 2d6 Rations.
- 1d8 Steeder Legs. Two steeder legs can be crafted into a set of *boots of striding and springing* (DMG p. 156) (200 gp, 14 days).
- 1d8 Vials of Steeder Goo. As an action, you can rub this goo on your hands and feet. For one minute, you can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

### MALE STEEDER

- 1d6 Rations.
- 1d6 Steeder Legs. Two steeder legs can be crafted into a set of *boots of striding and springing* (DMG p. 156) (200 gp, 14 days).
- 1 Vial of Steeder Goo. As an action, you can rub this goo on your hands and feet. For one minute, you can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

## STEEL PREDATOR

---

- 4d6 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 Steel Predator Hide. Can be crafted into a set of heavy armor (4000 gp, 90 days). Requires attunement. This armor grants resistance to cold, lightning, and necrotic damage.
- 1 Steel Predator Roar Component. As an action, you can strike the side of this steel component and activate the contained charge inside. Each creature within 30 feet of the component must make a DC 19 Constitution saving throw. On a failed save, a creature takes 5d10 thunder damage, drops everything it's

holding, and is stunned for one minute. On a successful save, a creature takes half as much damage. The stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once the component has been used in this way, it stops functioning.

- 2d10 Steel Predator 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 damage. After the ammunition has been fired, it loses this property.

## STONE CURSED

---

- 1d8 Ounces of Cursed Stone Dust. As an action, you can blow this dust into the face of a creature standing within 5 feet of you. The creature must succeed on a DC 12 Constitution saving throw, or it begins to turn into stone and is restrained until the end of its next turn, when it must repeat the saving throw. The effect ends if the second save is successful; otherwise the target is petrified for 24 hours.

## SWORD WRAITH

---

### SWORD WRAITH COMMANDER

- 2d6 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.
- 1 Spirit Cloth. Can be crafted into a *bag of holding* (DMG p. 153) (200 gp, 14 days).
- 1d2 Sword Wraith Eyes. When consumed, you become imbued with martial fury. For one minute, as a bonus action, you can make one weapon attack,



## SPIRIT TROLL

- 1d10 Giant's Toes. Can be sold for 4 gold pieces per toe.
- 2d6 Spirit Troll Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. A creature that is hit by a ranged attack that use ammunition made from these teeth, takes an additional 1d10 psychic damage and must succeed on a DC 15 Wisdom saving throw or 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. After the ammunition has been fired, it loses this property.
- 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.

## VENOM 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).
- 2d10 Venom Troll Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 1d8 poison damage, and the creature that was hit by the ammunition is also poisoned until the start of your next turn. After the ammunition has been fired, it loses this property.
- 2d6 Vials of Troll Blood. When consumed, you regain 1d4 hit points at the end of each of your turns for the next minute.

## VAMPIRIC MIST

- 1d10 Ounces of Phantom Dust. As an action, you can blow this dust into the face of a creature standing within 5 feet of you. The creature must succeed on a DC 13 Wisdom saving throw or be frightened of you for one minute on a failed save. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.
- 1d6 Ounces of Vampire Dust. When consumed, you turn into a cloud of mist as if subjected to the *gaseous form* spell. This effect lasts for one hour.
- 1d8 Vials of Ectoplasm. When consumed, you can see into the Ethereal Plane for one hour.

## YUGOLOTHS

### CANOLOTH

- 1 Canoloth 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.
- 2d12 Canoloth Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 1d6 damage. After the ammunition has been fired, it loses this property.
- 1 Canoloth Tongue. Can be crafted into a whip (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 15) if it is Medium or smaller. The grappled creature can use its action on its turn to attempt to free itself from the grapple. Until this grapple ends, you can't use this weapon on another target.

- 1d4 Vials of Yugoloth Serum. When consumed, you gain resistance to acid and poison damage for one hour.
- 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.

### DERGOLOTH

- 1 Dhergoloth 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 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.
- 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.

### HYDROLOTH

- 1 Hydroloth 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 Vials of Hydroloth Saliva. When consumed, you become immune to the effects of the River Styx for one hour. During that time, you also have advantage on attack rolls while submerged in liquid.

- 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.
- 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.

### MERRENOLOTH

- 1 Merrenoloth 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 Oar. Functions as magic martial melee weapon that deals 2d4 slashing damage on a hit.
- 1d4 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.
- 1d2 Vials of Yugoloth Serum. When consumed, you gain resistance to acid and poison damage for one hour.
- 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.

## OINOLOTH

- 1 Oinoloth Hide. Can be crafted into a set of light armor (4000 gp, 90 days). Requires attunement. This armor grants resistance to cold, fire, and lightning damage.
- 1d4 Oinoloth Claws. Can be crafted into a shortsword (200 gp, 11 days). On a hit, you deal an additional 1d10 necrotic damage with this weapon.
- 1d8 Vials of Corrupted Healing Extract. When consumed, you regain all lost hit points. In addition, you can also end one disease that is affecting you or remove one of the following conditions: blinded, deafened, paralyzed, or poisoned. When consumed, you also gain one level of exhaustion, and your hit point maximum is reduced by 2d6. This reduction can be removed only by a *wish* spell or by having *greater restoration* cast on you three times within the same hour. You die if your hit point maximum is reduced to 0.
- 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.
- 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.

## YAGNOLOTH

- 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.
- 1d5 Yagnaloth Fingers. Can be used as an additional material component when casting spells that deal lightning damage. When used in this way, you deal an additional 4d8 lightning damage when you cast the spell.
- 1 Yagnoloth 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.