

**WATERDEEP**  
**MONSTER LOOT**  
**DRAGON HEIST**



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## HOW TO USE THIS BOOK?

The work is half the reward, but what if you want the whole reward? After braving the dangers of an acid-spewing dragon or the petrifying gaze of a snake-headed medusa, it is reasonable that the adventurers who survived the monster's onslaught might claim some sort of prize. This document supplies a list of items and loot that traveling adventurers might find on the monsters they encounter and slay on their fantastical journeys.

What follows in this section are some light mechanics for harvesting dead creatures. There are different types of loot that can be found on a monster, not all of which are necessarily useful for a group of travelling adventures. The supplied loot tied to each monster are simply suggestions that can be changed by the DM to fit the circumstances of the campaign they are running.

The loot found within this document has been designed with the rules below in mind for two reasons. First, this prevents characters immediately picking something up from a monster and using it seconds later. Second, this document assumes that there is a body left to harvest once the creature has been killed. This should be considered when the adventurers are fighting demons and devils, which are likely to leave no corpse as they respawn on their home plane after being killed on the Material Plane.

## KILLING HUMANOID ENEMIES

Many humanoid enemies exist within the worlds of DUNGEONS & DRAGONS. Some of the more popular include goblins and orcs. Opposing their wicked ways have set brave adventurers on the path to becoming legends of the realm.

When killing a humanoid enemy, the adventurers are entitled to any loot the humanoid may carry on their person. Weapons, armor, and other sparse items are listed below the humanoid's name, as with every other monster. However, harvesting body parts, such as hide and flesh, from humanoid creatures is not something this document covers because we don't encourage adventurers to tear into the bodies of people.

## HARVESTING CHECKS

There are a few ways to harvest the monsters found in the worlds of DUNGEONS & DRAGONS, and doing so can impact the nature of the game being played. What follows are some suggestions as to how the characters might be able to harvest a recently deceased creature.

### ABILITY CHECK

When a character attempts to harvest a creature, they must first succeed on a specific ability check to successfully harvest the components from it. The nature of the ability check depends on the monster's type. The following table should be seen as a suggestion for splitting up the checks and can be changed to better fit the nature of the game at hand.

### TYPE OF ABILITY CHECK

Creature Type	Ability Check
Beast, dragon, giant, monstrosity, plant	Nature
Humanoid	Survival
Celestial, fiend, undead	Religion
Aberration, construct, elemental, fey, ooze	Arcana

The DC of the check is determined by the CR of the creature being harvested, but the harvesting check DC **cannot be lower than 10** and **cannot be higher than 30**. If a character succeeds on the ability check, they are able to harvest all available loot on the monster. If they fail the check, the character is only able to harvest half of the items.

**Harvesting Check DC = 10 + monster CR (not lower than 10 and not higher than 30)**

If the character fails the check by 5 or more, a mishap occurs during the harvesting process. This could be anything from piercing a gland of acid to an environmental accident, such as a rock slide covering the creature. Regardless of the nature of the mishap, all loot is lost.

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

## TOOL CHECK

Without the necessary tools, the characters might be unable to fully harvest the monster in question. The set of tools needed, if any, to harvest the creature is up to the DM and can vary from monster to monster. Weapons and armor can simply be picked up from the ground, while organs and hide need more finesse to obtain.

Alternatively, the DM can introduce the idea of **harvester's tools**, a type of artisan's tools that are required when harvesting certain resources from a creature, such as hide and organs. The harvester's tools come in a leather satchel that can be rolled out for easy use while in the field. The tool set includes a bonesaw, a thinly bladed knife, a whetstone, a scraper, and a mincing blade. The price for a set of harvester's tools is 30 gp.

## HARVEST TIME

The size of the creature being harvested can heavily impact how long it takes to completely loot the monster. If the adventurers are unwilling to harvest for the entire duration, or they are somehow interrupted, they only get a portion of the loot. The amount of loot they get in such a situation varies and is decided by the DM.

### TIME SPEND HARVESTING

Monster Size	Time to Fully Harvest
Tiny	Less than ½ hour
Small	½ hour
Medium	1 hour
Large	2 hours
Huge	4 hours
Gargantuan	8+ hours

## TIME OF DEATH

The amount of loot available on a creature can vary depending on time since death. If the characters just killed it, all the loot is available to them if they wish to harvest the creature. This is not the case if they stumble upon a carcass that has been rotting away in the wild for several weeks.

The DM should estimate the amount of loot left on a monster if the party stumbles upon a dead creature. In most cases, it is impossible to harvest food from creatures entering a state of decay. There are exceptions to this, such as a character using the spell *purify food and water* on the carcass, which might cleanse the flesh enough that rations can be harvested.

## TYPES OF LOOT

Some creatures are able to use armor and weapons, but they don't always take the best care of them. If an item has the **broken** descriptor, the item was damaged prior to fighting or during the fight in which the creature died. A broken item does not function until it has been repaired by an artisan or by a creature with proficiency in the required set of tools. To repair the item, the characters must pay half of the cost of the item. For instance, a broken glaive with an initial cost of 20 gp would cost 10 gp to repair.

Other items, such as blood or other liquids, are harvested in **vials**. This means that, unless a character has some sort of container to gather the item, they cannot harvest it from the creature. A single vial holds four ounces of liquid. If items like dust or ash can be harvested, these also need to be stored in some sort of container if the characters wish to bring it with them.

Some creatures, like beasts and monstrosities, might yield **rations**. This refers to harvesting meat from the creature that can be eaten as a day's ration. Whether or not this meat needs to be cooked before it is edible and how long it lasts before it turns rancid is determined by the DM. Most meat starts to go bad after 1-2 days, if not cooked or cured.

Certain creatures have items that can be used as an **additional material component** for spellcasters. The use of these components must be declared before any saving throws or attack rolls are made because of the spell in question. When the item is used in this way, it is consumed in the process of casting the spell and cannot be reused.

The same is the case for items that need to be **consumed** by a character. As an action, these items are eaten or drunk to gain their benefits and cannot be reused. To consume these items, they first need to be treated using a specific tool set. The consumable can be turned into a potion using alchemist's supplies, cooked using cook's utensils, or distilled into a type of alcohol using brewer's supplies. Creating one consumable takes an hour and the DC for creating the finished consumable is equal to  $5 +$  monster CR (not lower than 10 and not higher than 30). Consuming the item before it has been treated results in the character having to make a DC 15 Constitution saving throw. If they fail, the character spends their next turn incapacitated as they start throwing up. Whether they succeed or fail, they gain no benefit from consuming the item.

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

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



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# NEW MONSTERS

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## AHMAERGO

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- 1 Broken Plate Armor (size Medium).
- 1 Broken Greataxe.
- 1 Broken Heavy Crossbow.
- 3d6 Crossbow Bolts.

## AMMALIA CASSALANTER

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- 1 Broken Quarterstaff.
- 1 Spellbook. It has in it the following spells: *charm person, confusion, mage armor, tongues*.

## APPRENTICE WIZARD

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

## BARD

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

## BARNIBUS BLASTWIND

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- 1 Broken Dagger.
- 1 Spellbook. It has in it the following spells: *comprehend languages, sending, suggestion*.
- 1 Wand of Magic Detection.

## BLACK VIPER

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

## DAVIL STARSONG

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- 1 Broken Chain Shirt Armor (size Medium).
- 1d3 Daggers.

## DROW GUNSLINGER

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- 1 Broken Pistol. This weapon, when repaired, functions as a martial ranged weapon that deals 1d10 piercing damage on a hit and has a range of 30/90 ft.. It costs 50 gp to repair.
- 1 Broken Shield.
- 1 Broken Shortsword.
- 1 Broken Studded Leather Armor (size Medium).
- 3d6 Poisonous Pistol Pellets. When you hit a creature with this ammunition using a pistol, you deal an additional 2d10 poison damage.

## DURNAN

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- 1 Broken Double Crossbow. This weapon, when repaired, functions as a heavy crossbow. It deals 2d6 piercing damage and it uses two pieces of ammunition on an attack. It costs 75 gp to repair.
- 1 *Elven Chain Armor*.
- 1 *Ring of Spell Turning*.
- 1 *Set of Boots of Striding and Springing*.
- 1 *Sword of Sharpness* (Greatsword).



## **GAZER**

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- 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.

## **GRIFFON CAVALRY RIDER**

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- 1d3 Broken Daggers.
- 1 Broken Half-Plate Armor.
- 1 Broken Lance.
- 1 Broken Light Crossbow.
- 3d6 Crossbow Bolts.

## **HLAM**

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- 2d6 Darts.

## **HRABBAZ**

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- 1 Broken Morningstar.

## **ISTRID HORN**

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- 1 Broken Maul.
- 1 Broken Plate Armor (size Medium).

## **JALESTER SILVERMANE**

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- 1 Badge of the Watch.
- 1 Broken Chain Mail Armor (size Medium).
- 1d3 Broken Daggers.
- 1 Broken Longsword.

## **JARLAXLE BAENRE**

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- 1 *Bracer of Flying Daggers*.
- 1 *Cloak of Invisibility*.
- 1 *Feather of Diatryma*.
- 1 *Hat of Disguise*.
- 1 *+3 Leather Armor* (size Medium).
- 1 *Knave's Eye Patch*.
- 1 *Portable Hole*.
- 1 *+3 Rapier*.
- 1 *Ring of Truth Telling*.
- 1 *Wand of Web*.

## **LAERAL SILVERHAND**

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- 1 Flame Tongue Longsword.
- 1 Robe of the Archmagi.
- 1 Spellbook. It has in it the following spells: *banishment*, *cone of cold*, *globe of invulnerability*, *power word stun*, *Rary's telepathic bond*.

## **MANSHOON**

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- 1 Robe of the Archmagi.
- 1 Spellbook. It has in it the following spells: *Bigby's hand*, *detect magic*, *feblemind*, *flesh to stone*, *lightning bolt*, *misty step*, *wall of force*.
- 1 Staff of Power.

## **MARTIAL ARTS ADEPT**

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- 1d10 Darts.

## **MELOON WARDRAGON**

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- 1 Azuredge.
- 1 Broken Plate Armor (size Medium).

## **MIRT**

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- 1 +1 Dagger.
- 1 +1 Longsword.
- 1 Ring of Regeneration.
- 1 Set of Bracers of Defense.



## NIMBLEWRIGHT

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- 1d3 Broken Daggers.
- 1 Broken Rapier.
- 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.
- 2 Nimblewright Feet. Two nimblewright feet can be crafted into a set of *boots of striding and springing* (DMG p. 156) (200 gp, 14 days)

## REMALLIA HAVENTREE

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- 1 Broken Dagger.
- 1 Figurine of Wondrous Power (Silver Raven).
- 1 Spellbook. It has in it the following spells: *alarm, dispel magic, invisibility, stonewood, symbol*.

## SKEEMO WEIRDBOTTLE

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- 1 Broken Dagger.
- 1 Spellbook. It has in it the following spells: *counterspell, fireball, ice storm, magic missile*.

## SWASHBUCKLER

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

## TASHLYN YAFEERA

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- 3d6 Arrows.
- 1 Broken Greatsword.
- 1 Broken Plate Armor (size Medium).
- 1 Broken Shortbow.

## VAJRA SAFAHR

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- 1 Blackstaff.
- 1 Spellbook. It has in it the following spells: *antimagic field, chain lightning, counterspell, fire shield, geas, telekinesis, web*.

## VICTORO CASSALANTER

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- 1 Broken Rapier.
- 1 Glamoured Studded Leather Armor (size Medium).
- 1 Ring of Protection.
- 1 Rod of Rulership.

## VOLOTHAMP "VOLO" GEDDARM

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

## WALKING STATUE OF WATERDEEP

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- 5d6 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.
- 6d6 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.
- 5d6 Vials of Golem Grease. When consumed, you become immune to any spell or effect that would alter your form for one hour.

## ZIRAJ THE HUNTER

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- 1 Broken Glaive.
- 1 Broken Oversized Longbow. This weapon, when repaired, functions as a longbow. It deals 2d6 piercing damage and you need a Strength score of 15 to use the bow. It costs 75 gp to repair.
- 1 +2 *Leather Armor* (size Medium).

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# CREATURES FROM THE MONSTER MANUAL

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The following creatures from the *Monster Manual* appear in *Waterdeep: Dragon Heist*, alongside new monsters and enemies fit for looting. The entries below can all be found in the *Monster Loot: Monster Manual* supplement and have been added to this document for easy reference. They are largely unchanged from how they are written in the *Monster Loot: Monster Manual* supplement.

## ACOLYTE

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

## ADULT GOLD DRAGON

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- 1 Adult Gold Dragon Fire Gland. As an action, you can throw this gland up to 30 feet away where it will burst in a fiery explosion. Each creature within 10 feet of where the gland landed must succeed on a DC 21 Dexterity saving throw, taking 18d6 fire damage on a failed save, or half as much damage on a successful one. The gland is fragile and will burst 3d6 hours after being harvested, regardless of if it was thrown or not.
- 1d6 Gold Dragon Claws. Can be crafted into a dagger (150 gp, 9 days). On a hit, you deal an additional 1d6 fire damage with this weapon.
- 1d2 Gold Dragon Fangs. Can be crafted into a shortsword (150 gp, 9 days). On a hit, you deal an additional 1d6 fire damage with this weapon.
- 1 Gold Dragon Hide. Can be crafted into a set of light armor (2000 gp, 60 days). While wearing this armor, you have resistance to fire damage. Two sets of armor can be crafted from this hide.
- 1d2 Gold Dragon Lung Tissue. When consumed, you become amphibious for 8 hours.
- 2d8 Gold Dragon Scales. If you have 20 scales, you can craft them into scale mail armor (2000 gp, 60 days). While wearing this armor, you have resistance to fire damage.
- 2d8 Gold Dragon Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 1d6 fire damage on a hit. After the ammunition has been fired, it loses this property.
- 1d2 Gold Dragon Wings. One wing can be crafted into a resistant cloak (1000 gp, 30 days). Requires attunement. When worn, you have resistance to fire damage.
- 4d6 Rations.
- 1d2 Vials of Weakening Gas. As an action, you can throw this vial up to 30 feet away where it will shatter. Each creature within 20 feet of where the vial landed must succeed on a DC 18 Constitution saving throw or have disadvantage on Strength-based attack rolls, Strength checks, and Strength saving throws 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.

## ALLOSAURUS

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

## ANIMATED ARMOR

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

## APE

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

## ARCHMAGE

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

## AXE BEAK

- 1d8 Axe Beak Feathers. Two feathers can be used as fletching on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these feathers deal an additional 1d4 damage. After the ammunition has been fired, it loses this property.
- 2d6 Rations.

## BANDIT

- 1 Broken Leather Armor.
- 1 Broken Scimitar.

## BANDIT CAPTAIN

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

## BARLGURA

- 1 Barlgura Hide. Can be crafted into a set of light armor (4000 gp, 90 days). Requires attunement. This armor grants resistance to cold, fire, and lightning damage.
- 1d4 Random Gems (Value 50 GP).
- 1d2 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.

## BEARDED DEVIL

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



or bitter enemies. If the targeted creature can see you, it must succeed on a DC 14 Wisdom saving throw or be frightened until the end of its turn.

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

### COMMONER

- 1 Broken Club.

### CRAWLING CLAW

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

### CULT FANATIC

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

### CULTIST

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

### DEATH DOG

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

### DEEP GNOME

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

### DISPLACER BEAST

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

### DOPPELGANGER

- 1 Doppelganger Skull. Requires attunement. Once per day, you can use this skull to read the thoughts of nearby creatures. As an action, you can read the surface thoughts of one creature within 60 feet of you. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. This effect lasts for ten minutes. While you are reading a creature's mind, you have advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against it.
- 1d2 Vials of Shapeshifter Blood. Can be used as an additional material component when casting spells that physically alter a creature's body. When used in this way, the duration of the spell is extended by 10 minutes.

## DRAFT HORSE

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

## DROW

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

## DROW ELITE WARRIOR

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- 1 Broken Hand Crossbow.
- 1 Broken Shield.
- 1 Broken Shortsword.
- 1 Broken Studded Leather Armor (size Medium).
- 2d6 Poisoned Crossbow Bolts. When you hit a creature using this piece of ammunition, the target must succeed on a DC 13 Constitution saving throw or be poisoned for one hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature uses an action to shake it awake.
- 1 Vial of Basic Poison.

## DROW MAGE

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- 1 Broken Quarterstaff.
- 2d4 Ounces of Arcane Dust. Can be used as an additional material component when casting spells that deal damage. When used in this way, you can choose to reroll one of the rolled damage dice and must keep the second result.
- 1 Spellbook. It has in it the following spells: lightning bolt, greater invisibility, mage armor, web
- 1 Spell Scroll. There is a 80% chance that the scroll is a spell scroll of *summon lesser demon* and a 20% chance that it is a spell scroll of *summon greater demon*.

## DRUID

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

## DUERGAR

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- 1 Broken Scale Mail (size Medium).
- 1 Broken Shield.
- 1 Broken War Pick.
- 1d3 Javelins.
- 1 Vial of Duergar Blood. Can be used as an additional material component when casting the spell *enlarge/reduce*. When using the spell to enlarge a creature, the creature deals an additional 1d8 damage with its enlarged weapons instead of the written 1d4 damage.

## EARTH ELEMENTAL

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- 1d4+1 Chunks of Earth Essence. As an action, this essence can be rubbed on a weapon where it solidifies. For one minute, the weapon is magical, attacks with the weapon deal an additional 1d6 bludgeoning damage, and the weapon deals double damage to objects and structures.
- 1d4 Ounces of Arcane Dust. Can be used as an additional material component when casting spells that deal damage. When used in this way, you can choose to reroll one of the rolled damage dice and must keep the second result.

## FAERIE DRAGON

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- 1 Ration.
- 1 Vial of Euphorants. As an action, you can throw this vial at a creature up to 30 feet away where it shatters in a cloud of sparkly gas. The targeted creature must make a DC 11 Wisdom saving throw. On a failed save, the target becomes unable to take reactions for one minute.

## FLAMESKULL

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- 1d2 Flameskull Eyes. Can be used as an additional material component when casting spells that deal fire damage. When used in this way, you deal an additional 3d6 fire damage when you cast the spell.
- 1d10 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.

## FLESH GOLEM

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- 1d4 Flesh Golem Strips. When consumed, you gain resistance to lightning damage for one hour.
- 2d4 Ounces of Arcane Dust. Can be used as an additional material component when casting spells that deal damage. When used in this way, you can choose to reroll one of the rolled damage dice and must keep the second result.
- 1d6 Vials of Golem Grease. When consumed, you become immune to any spell or effect that would alter your form for one hour.

## FLYING SNAKE

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- 1 Ration.

## FLYING SWORD

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

## GARGOYLE

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- 1d2 Chunks of Earth Essence. As an action, this essence can be rubbed on a weapon where it solidifies. For one minute, the weapon is magical, attacks with the weapon deal an additional 1d6 bludgeoning damage, and the weapon deals double damage to objects and structures.
- 2d6 Magical Pebbles. One pebble can be used as ammunition for a sling. These pebbles acts as +1 ammunition.

## GAS SPORE

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- 1 Ounce of Spore Dust. As an action, you can blow this dust into the face of a creature standing within 5 feet of you. The creature must succeed on a DC 12 Constitution saving throw or take 3d6 poison damage on a failed save.

## GHOST

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- 1 Spirit Cloth. Can be crafted into a *bag of holding* (DMG p. 153) (200 gp, 14 days).
- 1d2 Ounces of Phantom Dust. As an action, you can blow this dust into the face of a creature standing within 5 feet of you. The creature must succeed on a DC 13 Wisdom saving throw or be frightened of you for one minute for one minute on a failed save. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.
- 1d4 Vials of Ectoplasm. When consumed, you can see into the Ethereal Plane for one hour.

## GIANT FIRE BEETLE

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- 1d4 Rations.



## GIANT SHARK

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- 1 Giant Shark Hide. Can be crafted into leather armor (10 gp, 2 days) or studded leather armor (45 gp, 3 days). Two sets of armor can be crafted from this hide.
- 1d10 Giant Shark Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 1d4 damage on a hit. After the ammunition has been fired, it loses this property.
- 4d6 Rations.

## GIANT SPIDER

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

## GIANT VULTURE

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- 2d6 Giant Vulture Feathers. Two feathers can be used as fletching on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these feathers deal an additional 1d4 damage. After the ammunition has been fired, it loses this property.
- 2d6 Rations.

## GIBBERING MOUTHER

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

## GOBLIN

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

## GRAY OOZE

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- 1d2 Vials of Ooze Goop. As an action, you can throw this vial at a creature within 20 feet of you, treating the vial as an improvised weapon. On a hit, the vial shatters and covers the creature with gray goop. For the next minute, the creature takes 1d8 acid damage at the start of each of its turns. The creature can use an action to scrape the goop off, ending the effect early.

## GRELL

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- 1d2 Chunks of Grell Meat. When consumed, you gain blindsight out to a range of 15 feet and you are resistant to lightning damage. These effects last for one hour.
- 1d4 Grell Tentacles. Can be crafted into a whip (100 gp, 7 days). Once per day when you hit a creature with this weapon you can force it to make a DC 11 Constitution saving throw. On a failed save it is poisoned for one minute. The poisoned creature is paralyzed, and it can repeat the saving throw at the end of each of its turns, ending the effect on a success. When attacking with this weapon, you can also try to grapple a creature you're fighting. On a hit, you can choose to forgo doing damage and instead grapple the creature (escape DC 15) if it is Medium or smaller. The grappled creature can use its action on its turn to attempt to free itself from the grapple. Until this grapple ends, you can't use this weapon on another target.

## GRIFFON

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- 1d6 Griffon Claws. Can be crafted into a dagger (50 gp, 3 days). This weapon deals an additional 1d4 damage against beasts.
- 1d10 Griffon Feathers. Two feathers can be used as fletching on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these feathers deal an additional 1d6 damage on a hit if the target is a beast. After the ammunition has been fired, it loses this property.
- 2d6 Rations

## GUARD

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

## HALF-OGRE

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- 1 Broken Battleaxe.
- 1 Broken Hide Armor (size Large).
- 1d10 Giant's Toes. Can be sold for 4 gold pieces per toe.
- 1d2 Javelins.

## HAWK

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- 1d4 Hawk Feathers. Two feathers can be used as fletching on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these feathers deal an additional 1d4 damage. After the ammunition has been fired, it loses this property.
- 1d4 Rations.

## HELMED HORROR

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

## HIPPOGRIFF

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- 1d4 Hippogriff Claws. Can be crafted into a dagger (10 gp, 2 days).
- 2d6 Hippogriff Feathers. Two feathers can be used as fletching on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these feathers have an increased range of 10 feet. After the ammunition has been fired, it loses this property.
- 2d6 Rations.

## IMP

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- 1 Devil Eye. When consumed, you gain darkvision out to a range of 60 feet for one hour. Magical darkness does not impede this darkvision.
- 1d2 Imp Wings. Can be used as an additional material component when casting spells that turn something invisible. When used in this way, the duration of the invisibility increases by one minute.
- 1 Vial of Devil Blood. This functions as a vial of acid. Can be used as an additional material component when casting spells that deal acid damage. When used in this way, you deal an additional 1d6 acid damage when you cast the spell.

## INTELLECT DEVOURER

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

## KENKU

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- 1 Broken Shortsword.
- 1 Broken Shortbow.

## KNIGHT

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

## KOBOLD

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- 1 Broken Dagger.
- 1 Broken Sling.

## KUO-TOA

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- 1 Broken Net.
- 1 Broken Shield.
- 1 Broken Spear.
- 1 Vial of Kuo-toa Slime. When consumed, you become amphibious for one minute.
- 1 Vial of Sticky Glue. This glue can be rubbed on a shield as an action. For the next minute, when a creature misses you with a melee weapon attack you can use your sticky shield to catch the weapon as a reaction. The attacker must succeed

on a DC 11 Strength saving throw, or the weapon becomes stuck to your shield. If the weapon's wielder can't or won't let go of the weapon, the wielder is grappled while the weapon is stuck. While stuck, the weapon can't be used. A creature can pull the weapon free by taking an action to make DC 11 Strength check and succeeding.

## KUO-TOA WHIP

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

## LEMURE

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- 1 Vial of Devil Blood. This functions as a vial of acid. Can be used as an additional material component when casting spells that deal acid damage. When used in this way, you deal an additional 1d6 acid damage when you cast the spell.

## MAGE

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

## MASTIFF

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

## MERFOLK

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- 1d4 Broken Spears.

## MERROW

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

## MIMIC

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

## MIND FLAYER

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

## MINOTAUR

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- 1 Broken Greataxe.
- 1 Minotaur Heart. When consumed, you can perfectly recall any path you have traveled within the past seven days. This effect lasts for 24 hours.
- 2d6 Rations.
- 1d4 Vials of Minotaur Blood. When consumed, you gain advantage on all melee weapon attack rolls you make, but attack rolls against you have advantage. This effect lasts until the beginning of your next turn. This item can be consumed as a bonus action instead of the usual action.

## NOBLE

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

## OROG

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

## OWLBEAR

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

## PANTHER

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

## POLAR BEAR

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

## PRIEST

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

## QUIPPER

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- 1 Ration.

## RAKSHASA

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- 1 Rakshasa Heart. When consumed, you gain the benefits of the true seeing spell for one hour.
- 1d2 Rakshasa Hands. Requires attunement by a spellcaster. Can be used as an arcane focus. You may cast each of the spells *charm person*, *detect thoughts*, *major image*, and *suggestion* once per day. You use your own spellcasting ability and spell save DC when casting these spells, and any spent uses recharge every day at dawn.
- 1d8 Rakshasa Claws. One claw can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these claws put a magical curse on the target they hit. The magical curse takes effect whenever the target takes a short or long rest, filling the target's thoughts with horrible images and dreams. The cursed target gains no benefit from finishing a short or long rest. The curse lasts until it is lifted by a remove curse spell or similar magic. After the ammunition has been fired, it loses this property.
- 2d4 Random Gems (Value 50 GP).

## RED SLAAD

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

## RHINOCEROS

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

## RIDING HORSE

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

## RUG OF SMOTHERING

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- 1 Carpet. Can be worn as a cloak. While wearing this ragged fabric, you have advantage on Charisma checks made to pass off as a member of the lower class.
- 1d2 Ounces of Arcane Dust. Can be used as an additional material component when casting spells that deal damage. When used in this way, you can choose to reroll one of the rolled damage dice and must keep the second result.

## RUST MONSTER

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

## SCARECROW

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

## SHADOW

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- 1d6 Vials of Shadow Flux. As an action, you can throw this vial up to 30 feet away where it will shatter in a vapor of darkness. The area within a 15 foot radius of where the vial landed becomes pitch black, as if affected by the *darkness* spell. When consumed, you have advantage on Dexterity (Stealth) checks made while in dim light or darkness.

## SHIELD GUARDIAN

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

## SKELETON

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

## SPECTER

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- 1d2 Ounces of Phantom Dust. As an action, you can blow this dust into the face of a creature standing within 5 feet of you. The creature must succeed on a DC 13 Wisdom saving throw or be frightened of you for one minute on a failed save. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.
- 1d4 Vials of Ectoplasm. When consumed, you can see into the Ethereal Plane for one hour.

## SPINED DEVIL

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

## SPY

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

## STIRGE

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

## SWARM OF BATS

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- 1d6 Rations.

## SWARM OF INSECTS

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- 1d6 Rations.

## SWARM OF RATS

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- 1d6 Rations.

## THUG

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

## TIGER

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

## TREANT

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- 1d4 Treant Bark Plates. Two plates can be crafted into a set of plate armor (1500 gp, 5 days) or into a set of half-plate armor (750 gp, 4 days).
- 2d12 Treant Branches. 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.
- 1d2 Treant Trunks. Can be crafted into a maul (100 gp, 7 days) or into a greatclub (90 gp, 7 days). This weapon deals double damage to objects and structures.
- 1d2 Vials of Treant Sap. When consumed, this functions as a *potion of healing*.

## TROGLODYTE

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

## TROLL

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

## VETERAN

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

## WERERAT

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- 2d6 Crossbow Bolts.
- 1 Broken Hand Crossbow.
- 1 Broken Shortsword.
- 1d2 Vials of Cursed Cruor. When consumed, your speed is halved and you have disadvantage on ability checks, saving throws, and attacks based on Strength or Dexterity for one hour.
- 1d2 Vials of Shapeshifter Blood. Can be used as an additional material component when casting spells that physically alter a creature's body. When used in this way, the duration of the spell is extended by 10 minutes.



## YOUNG BRONZE DRAGON

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- 1d2 Bronze Dragon Claws. Can be crafted into a dagger (150 gp, 9 days). On a hit, you deal an additional 1d6 lightning damage with this weapon.
- 1d2 Bronze Dragon Fang. Can be crafted into a shortsword (150 gp, 9 days). On a hit, you deal an additional 1d6 lightning damage with this weapon.
- 1 Bronze Dragon Hide. Can be crafted into a set of light armor (2000 gp, 60 days). While wearing this armor, you have resistance to lightning damage.
- 2d4 Bronze Dragon Scales. If you have 20 scales, you can craft them into scale mail armor (2000 gp, 60 days). While wearing this armor, you have resistance to lightning damage.
- 2d4 Bronze Dragon Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 1d6 lightning damage on a hit. After the ammunition has been fired, it loses this property.
- 2d6 Rations.
- 1d2 Young Bronze Dragon Wings. One wing can be crafted into a resistant cloak (200 gp, 14 days). Requires attunement. When worn, you can use your reaction to give yourself resistance to lightning damage.