

WATERDEEP
MONSTER LOOT

DUNGEON OF THE MAD MAGE



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How To Use This Book?

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

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

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

KILLING HUMANOID ENEMIES

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

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

HARVESTING CHECKS

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

ABILITY CHECK

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

TYPE OF ABILITY CHECK

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

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

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

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

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

TOOL CHECK

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

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

HARVEST TIME

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

TIME SPEND HARVESTING

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

TIME OF DEATH

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

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

TYPES OF LOOT

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

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

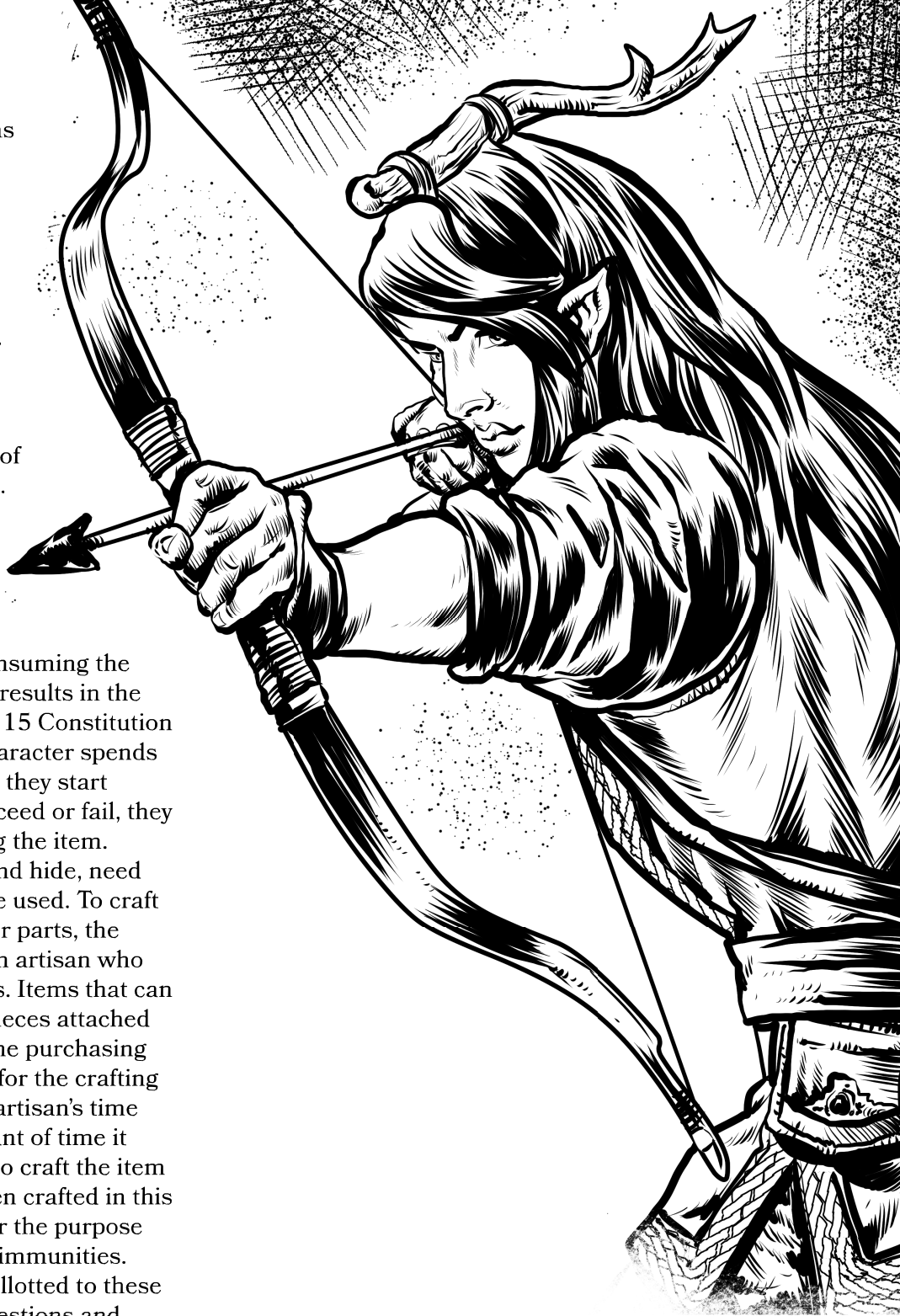
Some creatures, like beasts and monstrosities, might yield **rations**. This refers to harvesting meat from the creature that can be eaten as a day's ration. Whether or not this meat needs to be cooked before it is edible and how long it lasts before it turns rancid is determined by the DM. Most meat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

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

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

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

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



NEW MONSTERS

ANIMATED STATUE

- 1 Broken Dagger.
- 2d6 Chunks of Earth Essence. As an action, this essence can be rubbed on a weapon where it solidifies. For one minute, the weapon is magical, attacks with the weapon deal an additional 1d6 bludgeoning damage, and the weapon deals double damage to objects and structures.
- 3d6 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.

ANIMATED BALLISTA

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

ANIMATED STAFF

- 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.

ARCHDRUID

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

BORE WORM

- 1 Bore Worm Chassis. 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). Three sets of armor can be crafted from this hide.
- 1 Bore Worm Tail Stinger. Can be crafted into a longsword (700 gp, 24 days), a lance (700 gp, 24 days), or a rapier (700 gp, 24 days). On a hit, the weapon deals an additional 1d6 poison damage.
- 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.
- 1d10 Vials of Bore Worm 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 16 Constitution saving throw or take 6d6 poison damage on a failed save and half as much damage on a successful one. Once applied, the poison retains its potency for one minute before drying.

CHAMPION

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



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.

GITHYANKI GISH

- 1 Broken Half Plate Armor (size Medium).
- 1 Broken Longsword.
- 1 Githyanki Power Bead. Requires attunement. When attached to a weapon, the weapon becomes magical and it deals an additional 1d6 psychic damage on a hit.

HALASTER BLACKCLOAK

- 1 *Blastscepter*.
- 1 *Horned Ring*.
- 1 *Robe of Eyes*.
- 1 Spellbook. It has in it the following spells: *arcane lock*, *Bigby's hand*, *confusion*, *hallucinatory terrain*, *meteor swarm*, *silent image*, *symbol*.

LAVA CHILD

- 1d10 Locks of Lava Child Hair. When consumed, you have advantage on attack rolls made against any creature wearing metal armor or using a metal shield for one minute.

LIVING UNSEEN SERVANT

- 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.
- 1 Vial of Spell Essence. As an action, the essence can be used to coat one slashing or piercing weapon, or up to three pieces of ammunition. A creature hit by the weapon or ammunition must make a DC 13 Constitution saving throw or take 1d6 force damage on a failed save and half as much damage on a successful one.

MUIRAL

- 1 Broken Longsword.
- 1 Muiral Stinger. Can be crafted into a greatsword or lance (1000 gp, 14 days). On a hit, this weapon deals an additional 1d6 poison damage.
- 2d6 Rations.
- 1 Spellbook. It has in it the following spells: *create undead*, *darkness*, *expeditious retreat*, *lightning bolt*, *polymorph*, *spider climb*.

NEOTHELID

- 1 Neothelid Acid Gland. As an action, you can throw this gland up to 30 feet away where it will explode in a burst of acid. Each creature within 10 feet of where the gland landed must succeed on a DC 18 Dexterity saving throw, taking 10d6 acid damage on a failed save, or half as much damage on a successful one. The gland is fragile and will burst 3d6 hours after being harvested, regardless of if it was thrown or not.
- 1d4 Neothelid Teeth. Can be crafted into a dagger (2000 gp, 60 days). Requires attunement. Once per day, when you hit a creature with this weapon you can cast the *feblemind* spell on it. The DC for the spell is 16.
- 2d12 Vials of Acid.
- 1d8 Vials of Neothelid Blood. When consumed, you gain the benefits of the *levitate* spell for 10 minutes.
- 1d4 Vials of Neothelid Mind Fluid. When consumed, you become aware of the presence of creatures within 5 miles of you that have an Intelligence score of 4 or higher for one hour. You know the distance and direction to each creature, as well as each one's Intelligence score, but you can't sense anything else about it. A creature protected by a mind blank spell, a nondetection spell, or similar magic can't be perceived in this manner.
- 1d10 Vials of Neothelid Slime. When consumed, you have advantage on saving throws against spells and other magical effects.

SCALADAR

- 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 Scaladar Chassis. Can be crafted into a set of plate armor (3000 gp, 20 days). Requires attunement. While wearing the armor, you are resistant to lightning damage. Whenever you are subjected to lightning damage, you can use your reaction to take no lightning damage from the triggering attack. The first weapon attack you make before the end of your next turn after using your reaction in this way deals an extra 2d6 lightning damage.
- 1d2 Scaladar Claws. Two claws can be crafted into a greatsword (150 gp, 10 days). When attacking with this weapon, you can try to grapple a creature you're fighting. On a hit, you can choose to forgo doing damage and instead grapple the creature (escape DC 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.
- 1 Scaladar Link Core. Requires attunement. You know the location of any scaladar within 60 feet of you, and you can sense when any of them take damage.
- 1 Scaladar Stinger. Can be crafted into a greatsword or lance (1000 gp, 14 days). On a hit, this weapon deals an additional 1d6 lightning damage.

SHADOW ASSASSIN

- 1d2 Shadow Blades. Requires attunement. This weapon functions like a shortsword and deals an additional 1d6 necrotic damage on a hit.
- 2d6 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.

ULITHARID

- 1 Broken Breastplate (size Medium).
- 1d4 Mind Flayer Tentacles. Can be crafted into a dagger (300 gp, 19 days) or a shortsword (300 gp, 19 days). Once per day, when you hit a creature with this weapon you can force it to make a DC 15 Intelligence saving throw. On a failed save, the creature is stunned until the end of its next turn.
- 1d2 Mind Flayer Eyes. When consumed, you gain darkvision out to a range of 120 feet for one hour.
- 1d6 Vials of Mind Flayer Blood. When consumed, you have advantage on saving throws against spells and other magical effects for one hour.
- 1d4 Vials of Mind Flayer Brain Matter. When consumed, you can communicate with any creature you can see within 60 feet of you for 10 minutes. You don't need to share a language with the creature for it to understand you, but the creature must be able to understand at least one language.

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

WEREBAT

- 3d6 Arrows.
- 1 Broken Scimitar.
- 1 Broken Shortbow.
- 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.

WOODEN DONKEY

- 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.

CREATURES FROM THE MONSTER MANUAL

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

ABOLETH

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

ABOMINABLE YETI

- 2d6 Rations.
- 1d8 Tufts of Yeti Fur. Three tufts can be crafted into a cloak (75 gp, 6 days). When worn, you have advantage on Dexterity (Stealth) checks made to hide in snowy terrain.
- 1d2 Yeti Eyes. Can be used as an additional material component when casting spells that deal cold damage. When used in this way, you deal an additional 3d6 cold damage when you cast the spell.
- 1 Yeti Hide. Can be crafted into a set of light armor (2000 gp, 60 days). While wearing this armor, you have resistance to cold damage.
- 1 Abominable Yeti Frost Gland. As an action, you can throw this gland up to 30 feet away where it will explode in a cloud of frost. Each creature within 10 feet of where the gland landed must make a DC 18 Constitution saving throw. A creature takes 10d8 cold damage on a failed save and half as much damage on a successful one.

ADULT BLUE DRACOLICH

- 1 Adult Blue Dragon Lightning Sparker. As an action, you slam this sparker into the ground. Each creature in a 20 foot line that is 5 feet wide must make a DC 19 Dexterity saving throw, taking 12d10 lightning damage on a failed save, or half as much damage on a successful

one. The sparker is unstable and will burst 3d6 hours after being harvested, regardless of if it was slammed or not.

- 1d6 Blue 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 Blue Dragon Fangs. Can be crafted into a shortsword (150 gp, 9 days). On a hit, you deal an additional 1d6 lightning damage with this weapon.
- 1 Blue 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. Two sets of armor can be crafted from this hide.
- 2d8 Blue 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.
- 2d8 Blue 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.
- 1d2 Blue Dragon Wings. One wing can be crafted into a resistant cloak (1000 gp, 30 days). Requires attunement. When worn, you have resistance to lightning damage.
- 3d12 Dracolich 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 Sapphires.

ADULT BRONZE DRAGON

- 1 Adult Bronze Dragon Lightning Sparker. As an action, you slam this sparker into the ground. Each creature in a 20 foot line that is 5 feet wide must make a DC 19 Dexterity saving throw, taking 12d10 lightning damage on a failed save, or half as much damage on a successful one. The sparker is unstable and will burst 3d6 hours after being harvested, regardless of if it was slammed or not.
- 1 Adult Bronze Dragon Repulsion Organ. Once per day, you can use an action to activate this organ to send out repulsion in a 10 foot cone. Each creature in that area must succeed on a DC 19 Strength saving throw or be pushed 30 feet away from you.
- 1d6 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 Fangs. 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. Two sets of armor can be crafted from this hide.
- 2d8 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.
- 2d8 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.

- 1d2 Bronze Dragon Wings. One wing can be crafted into a resistant cloak (1000 gp, 30 days). Requires attunement. When worn, you have resistance to lightning damage.
- 4d6 Rations.

ADULT RED DRAGON

- 1 Adult Red Dragon Fire Gland. As an action, you can throw this gland up to 30 feet away where it will burst in a fiery explosion. Each creature within 10 feet of where the gland landed must succeed on a DC 21 Dexterity saving throw, taking 18d6 fire damage on a failed save, or half as much damage on a successful one. The gland is fragile and will burst 3d6 hours after being harvested, regardless of if it was thrown or not.
- 1d6 Red Dragon Claws. Can be crafted into a dagger (150 gp, 9 days). On a hit, you deal an additional 1d6 fire damage with this weapon.
- 1d2 Red Dragon Fangs. Can be crafted into a shortsword (150 gp, 9 days). On a hit, you deal an additional 1d6 fire damage with this weapon.
- 1 Red Dragon Hide. Can be crafted into a set of light armor (2000 gp, 60 days). While wearing this armor, you have resistance to fire damage. Two sets of armor can be crafted from this hide.
- 2d8 Red Dragon Scales. If you have 20 scales, you can craft them into scale mail armor (2000 gp, 60 days). While wearing this armor, you have resistance to fire damage.
- 2d8 Red Dragon Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal

an additional 1d6 fire damage on a hit. After the ammunition has been fired, it loses this property.

- 1d2 Red Dragon Wings. One wing can be crafted into a resistant cloak (1000 gp, 30 days). Requires attunement. When worn, you have resistance to fire damage.
- 4d6 Rations.
- 1d2 Rubies.

ADULT SILVER DRAGON

- 1 Adult Silver Dragon Frost Gland. As an action, you can throw this gland up to 30 feet away where it will burst in a frosty explosion. Each creature within 10 feet of where the gland landed must succeed on a DC 19 Constitution saving throw, taking 12d8 cold 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 Silver Dragon Claws. Can be crafted into a dagger (150 gp, 9 days). On a hit, you deal an additional 1d6 cold damage with this weapon.
- 1d2 Silver Dragon Fangs. Can be crafted into a shortsword (150 gp, 9 days). On a hit, you deal an additional 1d6 cold damage with this weapon.
- 1 Silver Dragon Hide. Can be crafted into a set of light armor (2000 gp, 60 days). While wearing this armor, you have resistance to cold damage. Two sets of armor can be crafted from this hide.
- 2d8 Silver Dragon Scales. If you have 20 scales, you can craft them into scale mail armor (2000 gp, 60 days). While wearing this armor, you have resistance to cold damage.
- 2d8 Silver Dragon Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal

an additional 1d6 cold damage on a hit. After the ammunition has been fired, it loses this property.

- 1d2 Silver Dragon Wings. One wing can be crafted into a resistant cloak (1000 gp, 30 days). Requires attunement. When worn, you have resistance to cold damage.
- 4d6 Rations.
- 1d2 Vials of Paralyzing 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 be paralyzed for one minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

ADULT WHITE DRAGON

- 1 Adult White Dragon Frost Gland. As an action, you can throw this gland up to 30 feet away where it will burst in a frosty explosion. Each creature within 10 feet of where the gland landed must succeed on a DC 19 Constitution saving throw, taking 12d8 cold 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 White Dragon Claws. Can be crafted into a dagger (150 gp, 9 days). On a hit, you deal an additional 1d6 cold damage with this weapon.
- 1d2 White Dragon Fangs. Can be crafted into a shortsword (150 gp, 9 days). On a hit, you deal an additional 1d6 cold damage with this weapon.

- 1 White Dragon Hide. Can be crafted into a set of light armor (2000 gp, 60 days). While wearing this armor, you have resistance to cold damage. Two sets of armor can be crafted from this hide.
- 2d8 White Dragon Scales. If you have 20 scales, you can craft them into scale mail armor (2000 gp, 60 days). While wearing this armor, you have resistance to cold damage.
- 1d4+1 White Dragon Soles. Two soles can be crafted into a set of ice walker's boots (100 gp, 7 days). While wearing these shoes, you can move and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost you extra movement.
- 2d8 White Dragon Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 1d6 cold damage on a hit. After the ammunition has been fired, it loses this property.
- 1d2 White Dragon Wings. One wing can be crafted into a resistant cloak (1000 gp, 30 days). Requires attunement. When worn, you have resistance to cold damage.
- 4d6 Rations.

AIR ELEMENTAL

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

ANIMATED ARMOR

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

ARCANALOTH

- 1d4 Arcanaloth Claws. Can be crafted into a dagger (250 gp, 14 days). This weapon deals an additional 1d6 poison damage on a hit.
- 1d2 Arcanaloth Eyes. When consumed, you gain truesight out to a range of 30 feet for 10 minutes.
- 1 Arcanaloth Hide. Can be crafted into a set of light armor (4000 gp, 90 days). Requires attunement. This armor grants resistance to cold, fire, and lightning damage.
- 1 Arcanaloth Tongue. When consumed, you gain advantage on Charisma checks for one hour.
- 1 Spellbook. It has in it the following spells: *detect thoughts*, *contact other plane*, *identify*, *chain lightning*.
- 1 Yugoloth Heart. When consumed, you magically teleport up to 60 feet to an unoccupied space you can see. Any equipment you are wearing or carrying is teleported with you.
- 1d10 Vials of Yugoloth Muk. As an action, you can throw this vial up to 30 feet away where it will shatter in a vapor of darkness. The area within a 15 foot radius of where the vial landed becomes pitch black, as if affected by the darkness spell. When consumed, you have advantage on Dexterity (Stealth) checks made while in dim light or darkness.
- 1d8 Vials of Yugoloth Serum. When consumed, you gain resistance to acid and poison damage for one hour.

ASSASSIN

- 1 Broken Light Crossbow.
- 1 Broken Shortsword.
- 1 Broken Studded Leather Armor.
- 1 Set of Thieves' Tools.
- 3d6 Poisoned Crossbow Bolts. When you hit a creature using this piece of ammunition, the target must succeed on a DC 13 Constitution saving throw or be poisoned for one hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature uses an action to shake it awake.
- 1d2 Vials of Poison.

AWAKENED SHRUB

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

AWAKENED TREE

- 2d6 Enchanted Logs. When set on fire, one enchanted log burns for eight hours and gives off as much heat as an average campfire. The fire is not magical and can be extinguished in the same ways as normal fire can.

AZER

- 1 Broken Warhammer.
- 2d6 Random Gems (Value 10 GP).
- 1 Vial of Fire Essence. This liquid glows in the dark, shedding bright light in a 10-foot radius and dim light for an additional 10 feet if not covered. As an action, the essence can be applied to a weapon made of metal and imbue it with magical fire. For one minute, when the weapon hits a target it deals an additional 1d6 fire damage. The essence then evaporates.

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.

BANSHEE

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

BARBED DEVIL

- 1 Barbed Devil Hide. Can be crafted into spiky studded leather armor (100 gp, 7 days). When you are grappled, the creature grappling you takes 1d10 piercing damage at the start of each of your turns as long as you remain grappled.
- 1 Barbed Devil Tail. Can be crafted into a greatsword (75 gp, 6 days). As a bonus action, you can switch the type of damage dealt by this weapon from slashing to piercing, or from piercing to slashing.

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

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.

BASILISK

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

BAT

- 1 Ration.

BEHIR

- 4d6 Behir Claws. Can be sold for 10 gold pieces per claw.
- 1d2 Behir Fangs. Can be crafted into a dagger (250 gp, 14 days). This weapon deals an additional 1d6 lightning damage on a hit. It also deals an additional 1d6 damage against dragons.
- 1 Behir Hide. Can be crafted into a set of resistant light armor (1500 gp, 40 days). While wearing this armor, you have resistance to lightning damage.
- 4d6 Rations.
- 1d6 Vials of Behir Blood. Can be used as an additional material component when casting spells that deal lightning damage. When used in this way, you may reroll any 1s and 2s rolled on the damage dice and must keep the second result.

BEHOLDER

- 1d4 Beholder Eystalks. Once per day, the eye stalk can fire one beholder eye ray. The type of ray being fired depends on the type of eye stalk it was shot from. The type of eye stalk is determined at random when the stalk is harvested.
- 4d6 Beholder Teeth. These teeth can be sold for 10 gold pieces per tooth.
- 1 Large Beholder Eye. Can be crafted into an antimagic shield (2500 gp, 75 days). Requires attunement. Once per day, you can cast the *antimagic field* spell using the shield with the following changes: the duration of the spell is one minute and the effects of the spell only exist in a 60 foot cone originating from the shield.
- 1d4 Small Beholder Eyes. Can be used as an additional material component when casting spells that deal psychic

damage. When used in this way, you may reroll any 1s and 2s rolled on the damage dice and must keep the second result.

- 1d6 Vials of Beholder Blood. When consumed, you become hyper aware of your surroundings and the actions of other people. You have advantage on Wisdom (Insight) checks and on Wisdom (Perception) checks that rely on sight. This effect lasts for eight hours.

BERSERKER

- 1 Broken Greataxe.
- 1 Broken Hide Armor.

BLACK BEAR

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

BLACK PUDDING

- 2d6 Vials of Ooze Goop. As an action, you can throw this vial at a creature within 20 feet of you, treating the vial as an improvised weapon. On a hit, the vial shatters and covers the creature with black goop. For the next minute, the creature takes 1d8 acid damage at the start of each of its turns. The creature can use an action to scrape the goop off, ending the effect early.

BLUE SLAAD

- 1 Blue 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 shortsword (10 gp, 2 days).
- 2d4 Vials of Slaad Mesh. When consumed, you have advantage on saving throws against spells and other magical effects for the next 10 minutes.

BOAR

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

BONE DEVIL

- 1d8 Bone Devil Claws. Can be crafted into a dagger (2 gp, 1 day).
- 1 Bone Devil Stinger. Can be crafted into a glaive (250 gp, 17 days). Once per day, when you hit a creature with this weapon, you can use a bonus action to force the creature to make a DC 14 Constitution saving throw. On a failed save, the creature takes 5d6 poison damage and become poisoned for one minute. While poisoned in this way, the target can't regain hit points. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a success, the creature takes half damage and isn't poisoned.

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

BONE NAGA

- 1d6 Naga Bones. When consumed, you gain resistance to poison damage for one hour.
- 2d4 Naga Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 1d6 poison damage on a hit. After the ammunition has been fired, it loses this property.

BROWN BEAR

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

BUGBEAR

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

BULETTE

- 1d3+1 Bulette Feet. Two bulette feet can be crafted into a set of *boots of striding and springing* (DMG p. 156) (200 gp, 14 days).
- 1 Bulette Plated Hide. Can be crafted into a set of plate armor (1500 gp, 5 days) or into a set of half-plate armor (750 gp, 4 days).
- 2d6 Rations.

BULLYWUG

- 1 Broken Hide Armor (size Small).
- 1 Broken Shield.
- 1 Broken Spear.
- 1 Vial of Bullywug Slime. When consumed, you become amphibious for one round.

CARRION CRAWLER

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

CAVE BEAR

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

CHASME

- 1 Chasme Hide. Can be crafted into scale mail (50 gp, 3 days).
- 1d4 Chasme Wings. Two wings can be crafted into a *broom of flying* (DMG p. 156) (200 gp, 14 days).
- 1 Chasme Proboscis. Can be crafted into a lance (140 gp, 9 days) or into a rapier (150 gp, 9 days). On a hit, the target takes an additional 1d6 necrotic damage and the target's maximum hit points is lowered by the amount of necrotic damage dealt.
- 1d2 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.

CHIMERA

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

CHUUL

- 1d2 Chuul Pinchers. Two pinchers can be crafted into a greatsword (150 gp, 10 days). When attacking with this weapon, you can try to grapple a creature you're fighting. On a hit, you can choose to forgo doing damage and instead grapple the creature (escape DC 14) if it is Medium or smaller. The grappled creature can use its action on its turn to attempt to free itself from the grapple. Until this grapple ends, you can't use this weapon on another target.
- 2d4 Vials of Chuul Blood. When consumed, you are under the effects of the *detect magic* spell for 10 minutes. This effect isn't magical.

CLAY GOLEM

- 1d6 Chunks of Earth Essence. As an action, this essence can be rubbed on a weapon where it solidifies. For one minute, the weapon is magical, attacks with the weapon deal an additional 1d6 bludgeoning damage, and the weapon deals double damage to objects and structures.
- 2d6 Ounces of Arcane Dust. Can be used as an additional material component when casting spells that deal damage. When used in this way, you can choose to reroll one of the rolled damage dice and must keep the second result.
- 1d6 Vials of Golem Grease. When consumed, you become immune to any spell or effect that would alter your form for one hour.
- 1d4 Vials of Liquid Clay. When consumed, you gain resistance to acid damage for one hour.

CLOAKER

- 1 Cloaker Hide. Can be crafted into a *cloak of displacement* (DMG p. 158) (2000 gp, 60 days).
- 1 Cloaker Tail. Can be crafted into a shortsword (10 gp, 2 days).

- 1 Set of Cloaker Vocal Cords. Once per day, you can blow into these vocal cords as an action and sound out a horrifying moan. Each creature within 30 feet of you that can hear the moan and that isn't an aberration must succeed on a DC 13 Wisdom saving throw or become frightened of you until the end of your next turn.
- 1d4 Vials of Cloaker Blood. When consumed, you gain darkvision out to a range of 60 feet for one hour.

COMMONER

- 1 Broken Club.

CONSTRUCTOR SNAKE

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

COUATL

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

CULT FANATIC

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

CULTIST

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

DAO

- 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.
- 1 Dao Sash. Can be crafted into a cloak or cape (150 gp, 9 days). Requires attunement. When worn, you are immune to the petrified condition.
- 1 Earthbreaker Maul. Requires attunement. When you hit a creature with this weapon, you can use your bonus action to force the creature to make a DC 15 Strength saving throw. On a failed save, the creature is knocked prone.
- 1 Vial of Dao Crystalline Powder. Requires attunement by a spellcaster. Can be used as an arcane focus or a druidic focus. You may cast each of the spells *stone shape* and *move earth* 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.

DARKMANTLE

- 1 Darkmantle Hide. Three hides can be crafted into a *darkmantle cloak* (100 gp, 7 days). While wearing this cloak, you have advantage on Dexterity (Stealth) checks made while in dim light or darkness.
- 1d4 Rations.

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.

DEATH KNIGHT

- 1 Broken Longsword.
- 1 Broken Plate Armor (size Medium).
- 1 Broken Shield.
- 1 Death Knight Hand. Requires attunement by a spellcaster. Can be used as an arcane focus. You may cast each of the spells *banishment*, *dispel magic*, *command*, and *hold person* once per day. You use your own spellcasting ability and spell save DC when casting these spells, and any spent uses recharge every day at dawn.
- 1 Death Knight Helmet. Requires attunement by a character with at least 16 Strength. This helmet grants you +1 to armor class while you are wearing armor. Once per day, you can cast the spell *compelled duel* through the helmet with a DC of 18.
- 1 Hellfire Orb Launcher. You can use this launcher to hurl a magical ball of fire towards a point you can see within

120 feet of you. Each creature within a 20-foot-radius sphere centered on that point must make a DC 18 Dexterity saving throw. The sphere spreads around corners. A creature takes 10d6 fire damage and 10d6 necrotic damage on a failed save, or half as much damage on a successful one. Once you have used the launcher in this way, it turns to dust and stops functioning.

- 1d8 Revenant Bones. By crushing one of these bones, you gain the effects of the *augury* spell. By crushing three of these bones, you gain the effects of the *commune* spell.
- 1d2 Death Knight Eyes. When consumed, you gain darkvision out to a range of 120 feet for one hour.
- 1d10 Revenant Cloak Strips. Can be used as an additional material component when casting spells that deal necrotic damage. When used in this way, you may reroll any 1s and 2s rolled on the damage dice and must keep the second result.

DEATH SLAAD

- 1 Death Slaad Hide. Can be crafted into a set of light armor (15000 gp, 100 days). Requires attunement. While wearing this armor, you have resistance to one type of damage. The type of damage you have resistance to can be chosen and switched over the course of a short or long rest. You can choose to have resistance to acid, cold, fire, lightning, or thunder damage.
- 1 Greatsword. This weapon is magical.
- 1d4 Slaad Claws. Can be crafted into a dagger (2 gp, 1 day).
- 1d6 Vials of Shapeshifter Blood. Can be used as an additional material component when casting spells that

physically alter a creature's body. When used in this way, the duration of the spell is extended by 10 minutes.

- 2d4 Vials of Slaad Mesh. When consumed, you have advantage on saving throws against spells and other magical effects for the next 10 minutes.

DEATH TYRANT

- 4d6 Death Tyrant Teeth. Can be sold for 10 gold pieces per tooth.
- 1d6 Death Tyrant Bone Fragments. Ranged attacks that use ammunition made from these bone fragments deal an additional 1d8 necrotic damage on a hit. It takes one bone fragment to make one piece of ammunition.
- 1 Large Death Tyrant Eye. Can be crafted into a negative energy shield (2500 gp, 75 days). Requires attunement. Once per day, you can activate the shield as an action and cause negative energy to flow from it. For one minute, any creature within a 60 foot cone from the shield can't regain hit points. Any humanoid that dies there becomes a zombie under your command. The dead humanoid retains its place in the initiative order and animates at the start of its next turn, provided its body hasn't been completely destroyed. Your command of the zombie lasts for one minute, after which the zombie will continue to act on its own.
- 1d4 Small Death Tyrant Eyes. Can be used as an additional material component when casting spells that deal force damage. When used in this way, you may reroll any 1s and 2s rolled on the damage dice and must keep the second result.
- 1d4 Vials of Ectoplasm. When consumed, you can see into the Ethereal Plane for one hour.

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 or 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.

DEMILICH

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

DEVA

- 1 Divine Tongue. When consumed, you gain the benefits of the *tongues* spell for eight hours.
- 2d4 Celestial Feathers. Two feathers can be used as fletching on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these feathers deal an additional 1d8 radiant damage on a hit. After the ammunition has been fired, it loses this property.
- 1 Holy Mace. Requires attunement by a creature with a good alignment. This is a magical mace, which deals an additional 1d8 radiant damage on a hit. The mace deals an additional 1d8 radiant damage if the targeted creature is a fiend or undead.
- 1 Set of Divine Bracers. Requires attunement by a creature with a good alignment. While wearing these magical bracers, you have +1 to AC and resistance to radiant damage.
- 1d2 Vials of Angel Blood. When consumed, this functions as a *potion of greater healing*.

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.

DRIDER

- 3d6 Arrows.
- 1 Broken Longbow.
- 1 Broken Longsword.
- 1 Drider Chest Plate. Requires attunement. While wearing this chest plate, you have advantage on saving throws against being charmed, and magic can't put you to sleep. You can also cast the spell *spider climb* once per day.
- 1d6 Drider Legs. Can be crafted into a shortsword (20 gp, 3 days) or into a dagger (10 gp, 2 days). You have advantage on climbing checks if you use this weapon to help you climb.
- 2d6 Rations.
- 1d2 Vials of Basic Poison.

DROW

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

DROW ELITE WARRIOR

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

DROW MAGE

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

DROW PRIESTESS OF LOLTH

- 1 Broken Scale Mail Armor (size Medium).
- 2d4 Ounces of Arcane Dust. Can be used as an additional material component when casting spells that deal damage. When used in this way, you can choose to reroll one of the rolled damage dice and must keep the second result.
- 1 Spell Scroll. There is a 80% chance that the scroll is a spell scroll of *summon lesser demon* and a 20% chance that it is a spell scroll of *summon greater demon*.

DUERGAR

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

EFREET

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

- 1d2 Vials of Fire Essence. This liquid glows in the dark, shedding bright light in a 10-foot radius and dim light for an additional 10 feet if not covered. As an action, the essence can be applied to a weapon made of metal and imbue it with magical fire. For one minute, when the weapon hits a target it deals an additional 1d6 fire damage. The essence then evaporates.

ELK

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

EMPYREAN

- 1 Divine Tongue. When consumed, you gain the benefits of the *tongues* spell for eight hours.
- 1d2 Empyrean Eyes. When consumed, you gain truesight out to a range of 30 feet for one hour.
- 1d2 Empyrean Hands. Requires attunement by a spellcaster. Can be used as an arcane focus. You may cast each of the spells *greater restoration*, *pass without trace*, and *water breathing* once per day. You use your own spellcasting ability and spell save DC when casting these spells, and any spent uses recharge every day at dawn.
- 1 Sash of the Chosen. Requires attunement. While you are wearing this sash around your waist and no other armor you have a +1 bonus to armor class, you have advantage on initiative checks, and your weapon attacks are magical.
- 1 Set of Empyrean Boots. Requires attunement. These magical boots change in size to fit the creature wearing them. Once per day, you can use an action to put your foot down hard on the ground,

triggering an earth tremor. All other creatures on the ground within 30 feet of you must succeed on a DC 17 Strength saving throw or be knocked prone.

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

ETTERCAP

- 1d4 Ettercap Claws. Can be crafted into a dagger (2 gp, 1 day).
- 1d6 Rations.
- 1d3 Web Sac. As an action, you can target a creature within 30 feet of you and make a ranged attack at them. You treat the sac as an improvised weapon. If you hit the creature, they are restrained as the sac ruptures and covers them with webbing. On its turn, the restrained creature can use an action to attempt to make a DC 11 Strength check, freeing itself on a success. The effect ends if the webbing is destroyed. The webbing has an AC of 10, 5 hit points, resistance to bludgeoning damage, and immunity to poison and psychic damage.

ETTIN

- 1 Broken Battleaxe.
- 1 Broken Morningstar.
- 1 Ettin Heart. When consumed, this functions as a *potion of hill giant strength*.
- 1d10 Giant's Toes. Can be sold for 4 gold pieces per toe.

FAERIE DRAGON

- 1 Ration.
- 1 Vial of Euphoriants. 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.

FIRE ELEMENTAL

- 1d4 Ounces of Arcane Dust. Can be used as an additional material component when casting spells that deal damage. When used in this way, you can choose to reroll one of the rolled damage dice and must keep the second result.
- 1d4+1 Vials of Fire Essence. This liquid glows in the dark, shedding bright light in a 10-foot radius and dim light for an additional 10 feet if not covered. As an action, the essence can be applied to a weapon made of metal and imbue it with magical fire. For one minute, when the weapon hits a target it deals an additional 1d6 fire damage. The essence then evaporates.

FIRE GIANT

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

FLAMESKULL

- 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

- 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.

FLUMPH

- 1 Flumph Tendril. Can be crafted into a whip (100 gp, 7 days). This weapon deals an additional 1d4 poison damage on a hit.

FLYING SWORD

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

FOMORIAN

- 1 Broken Greatclub.
- 1d2 Fomorian Eyes. Requires attunement. Once per day, you can use an action to point at a creature within 30 feet of you that you can see and force it to make a DC 14 Charisma saving throw. The creature takes 4d8 psychic damage on a failed save, or half as much damage on a successful one.
- 1 Tribal Amulet. There is a 10% chance that the amulet is an *amulet of proof against detection and location* (DMG, p. 150) and a 90% chance that it is a non-magical tribal amulet.
- 1 Tribal Belt. There is a 10% chance that the belt is an *belt of hill giant strength* and a 90% chance that it is a non-magical tribal belt.
- 2d4 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.

FROG

- 1 Ration.

GALEB DUHR

- 1d6+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.
- 2d10 Magical Pebbles. One pebble can be used as ammunition for a sling. These pebbles acts as +1 ammunition.

GARGOYLE

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

GAS SPORE

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

GELATINOUS CUBE

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

GHAST

- 1d2 Ghastr Claw. Can be crafted into a dagger (100 gp, 7 days) or into a shortsword (100 gp, 7 days). Once per day, when you hit a creature with this weapon the creature must succeed on a DC 10 Constitution saving throw or become paralyzed until the beginning of its next turn. If the creature is an elf or undead it automatically succeeds on the saving throw.
- 1 Ghastr Stench Gland. As an action, you can throw this gland up to 20 feet away where it will explode in a cloud of stinky gas. Each creature within 5 feet of where the gland landed must succeed on a DC 10 Constitution saving throw or be poisoned until the start of its next turn.
- 1d4 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.

GHOST

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

GHOUL

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

GIANT BADGER

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

GIANT BAT

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

GIANT CENTIPEDE

- 1d6 Rations.

GIANT CRAB

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

GIANT FIRE BEETLE

- 1d4 Rations.

GIANT FROG

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

GIANT LIZARD

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

GIANT POISONOUS SNAKE

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

GIANT RAT

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

GIANT SPIDER

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

GIANT TOAD

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

GIANT WASP

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

GIBBERING MOUTHER

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

GITHYANKI KNIGHT

- 1 Broken Plate Armor (size Medium).
- 1 Githyanki Power Bead. Requires attunement. When attached to a weapon, the weapon becomes magical and it deals an additional 1d6 psychic damage on a hit.
- 1 Silver Greatsword. This weapon is magical. On a critical hit against a target in an astral body (as if with the *astral projection* spell), you can cut the silvery cord that tethers the target to its material body, instead of dealing damage.

GITHYANKI WARRIOR

- 1 Broken Greatsword.
- 1 Broken Half Plate Armor (size Medium).
- 1 Githyanki Power Bead. Requires attunement. When attached to a weapon, the weapon becomes magical and it deals an additional 1d6 psychic damage on a hit.

GITHZERAI ZERTH

- 1 Broken Dagger.
- 1 Set of Githzerai Robes (size Medium). When worn and you are wearing no other armor, you gain a +1 bonus to your armor class.

- 1 Set of Githzerai Power Bracers. Requires attunement. When worn, your weapon attacks become magical and you deal an additional 1d6 psychic damage with your unarmed strikes.

GLABREZU

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

GOAT

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

GOBLIN

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

GOBLIN BOSS

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

GORGON

- 1 Gorgon Hide. Can be crafted into plate armor (1600 gp, 7 days) or into half-plate armor (800 gp, 7 days). While wearing this armor, you are immune to the petrified condition.
- 1d2 Gorgon Horns. Can be crafted into a shortsword (10 gp, 2 days).
- 2d6 Rations.
- 1d2 Vials of Gorgon Blood. If poured on a Medium or smaller creature that has been petrified by being turned to stone, they are cured of the petrified condition.
- 1d2 Vials of Gorgon Gas. As an action, you can throw this vial up to 30 feet away where it shatters in a cloud of gas. Each creature within 10 feet of where the vial landed must succeed on a DC 14 Constitution saving throw. On a failed save, a creature begins to turn to stone and is restrained. The restrained target must repeat the saving throw at the end of its next turn. On a success, the effect ends on the creature. On a failure, the creature is petrified until freed by the greater restoration spell or similar magic.

GRAY OOZE

- 1d2 Vials of Ooze Goop. As an action, you can throw this vial at a creature within 20 feet of you, treating the vial as an improvised weapon. On a hit, the vial shatters and covers the creature with gray goop. For the next minute, the

creature takes 1d8 acid damage at the start of each of its turns. The creature can use an action to scrape the goop off, ending the effect early.

GRAY SLAAD

- 1 Gray Slaad Hide. Can be crafted into a set of light armor (15000 gp, 100 days). Requires attunement. While wearing this armor, you have resistance to one type of damage. The type of damage you have resistance to can be chosen and switched over the course of a short or long rest. You can choose to have resistance to acid, cold, fire, lightning, or thunder damage.
- 1 Greatsword. This weapon is magical.
- 1d4 Slaad Claws. Can be crafted into a dagger (2 gp, 1 day).
- 1d4 Vials of Shapeshifter Blood. Can be used as an additional material component when casting spells that physically alter a creature's body. When used in this way, the duration of the spell is extended by 10 minutes.
- 2d6 Vials of Slaad Mesh. When consumed, you have advantage on saving throws against spells and other magical effects for the next 10 minutes.

GREEN SLAAD

- 1 Green 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).
- 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.

- 2d4 Vials of Slaad Mesh. When consumed, you have advantage on saving throws against spells and other magical effects for the next 10 minutes.

GRELL

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

GRICK

- 1 Grick Hide. Two grick hides can be crafted into a cloak or cape (75 gp, 6 days). When worn, you have advantage on Dexterity (Stealth) checks made to hide in rocky terrain.
- 1d4 Grick Tentacles. Can be crafted into a dagger (2 gp, 1 day).
- 1d6 Rations.

GRICK ALPHA

- 1 Grick Alpha Beak. Can be crafted into a greataxe (30 gp, 3 days).
- 1 Grick Alpha Hide. Can be crafted into a cloak or cape (75 gp, 6 days). When worn, you have advantage on Dexterity (Stealth) checks made to hide in rocky terrain.
- 1d4 Grick Tentacles. Can be crafted into a dagger (2 gp, 1 day).
- 2d6 Rations.

GRIMLOCK

- 1d10 Grimlock Teeth. Can be sold for 1 gold piece per tooth.
- 1 Spiked Bone Club. Functions as a club that deals an additional 1d4 piercing damage on a hit.

HELL HOUND

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

HELMED HORROR

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

HEZROU

- 1d4 Hezrou Claws. Can be crafted into a longsword (15 gp, 2 days), a shortsword (10 gp, 2 days), or a javelin (2 gp, 1 day).
- 1d4 Hezrou Glands. As an action, you can throw this gland up to 30 feet away where it will explode in a cloud of stinky gas. Each creature within 10 feet of where the gland landed must succeed on a DC 14 Constitution saving throw or be poisoned until the start of its next turn.
- 1 Hezrou Hide. Can be crafted into a set of light armor (4000 gp, 90 days). Requires attunement. This armor grants resistance to cold, fire, and lightning damage.
- 1d4 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.

HOBGOBLIN

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

HOBGOBLIN CAPTAIN

- 1 Broken Greatsword.
- 1 Broken Half Plate Armor (size Medium).
- 1d6 Javelins.

HOBGOBLIN WARLORD

- 2d4 Javelins.
- 1 Broken Longsword.
- 1 Broken Plate Armor (size Medium).
- 1 Broken Shield.

HOMUNCULUS

- 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.
- 1d4 Magical Pebbles. One pebble can be used as ammunition for a sling. These pebbles act as *+1 ammunition*.

HOOK HORROR

- 1d2 Hook Horror Eardrums. When consumed, you gain blindsight out to a range of 30 feet for one hour. For the duration, you also have advantage on Wisdom (Perception) checks that rely on hearing. These effects do not work if you are deafened.
- 1d2 Hook Horror Hooks. Can be crafted into a greatsword (50 gp, 3 days).
- 2d6 Rations.

HYDRA

- 1 Hydra Hide. Can be crafted into leather armor (10 gp, 2 days) or studded leather armor (45 gp, 3 days). Two sets of armor can be crafted from this hide.
- 3d10 Hydra Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal 1 additional damage on a hit. After the ammunition has been fired, it loses this property.
- 4d6 Rations.
- 2d6 Vials of Hydra Blood. When consumed, you regain 1d4 hit points at the end of each of your turns for the next minute.

ICE DEVIL

- 1d2 Devil Eyes. When consumed, you gain darkvision out to a range of 60 feet for one hour. Magical darkness does not impede this darkvision.
- 1d2 Ice Devil Antennae. Requires attunement by a spellcaster. Can be used as an arcane focus. You may cast the spell *wall of ice* once per day. You use your own spellcasting ability and spell save DC when casting this spell.
- 1 Ice Devil Hide. Can be crafted into a set of light armor (2000 gp, 60 days). Requires attunement. While wearing the armor, you are resistant to either fire or cold damage. You decide which one when crafting the item.
- 1d2 Ice Devil Mandibles. Can be crafted into a dagger (150 gp, 9 days) or into a sickle (150 gp, 9 days). On a hit, this weapon deals an additional 1d6 cold damage.
- 1 Ice Devil Tail. Can be crafted into an lance (150 gp, 9 days) or into an glaive (150 gp, 9 days). On a hit, this weapon deals an additional 1d6 cold damage.
- 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.

INCUBUS

- 1d2 Succubus/Incubus Wings. One wing can be crafted into a cloak (1000 gp, 30 days). Requires attunement. You choose one damage type from cold, fire, lightning, and poison when the cloak is crafted. When worn, you have resistance to the chosen damage type.
- 1 Succubus/Incubus Tail. Can be crafted into a staff of charms (2000 gp, 30 days). Requires attunement. Once per day, you can target one humanoid you can see within 30 feet of you and force it to make

a DC 15 Wisdom saving throw. On a failed save, the humanoid is magically charmed for one day. The charmed target obeys your spoken commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. You can only have one target charmed at a time. If you charm another using this staff, the effect on the previous target ends.

- 1d2 Vials of Shapeshifter Blood. Can be used as an additional material component when casting spells that physically alter a creature's body. When used in this way, the duration of the spell is extended by 10 minutes.

INTELLECT DEVOURER

- 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.

INVISIBLE STALKER

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

IRON GOLEM

- 1d8 Iron Golem Nuggets. When consumed, you gain resistance to fire damage for one hour.
- 1 Iron Golem Blade. Can be crafted into a longsword (15 gp, 2 days) or a greatsword (50 gp, 3 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.
- 2d6 Vials of Golem Grease. When consumed, you become immune to any spell or effect that would alter your form for one hour.

KENKU

- 1 Broken Shortsword.
- 1 Broken Shortbow.

KUO-TOA

- 1 Broken Net.
- 1 Broken Shield.
- 1 Broken Spear.
- 1 Vial of Kuo-toa Slime. When consumed, you become amphibious for one minute.
- 1 Vial of Sticky Glue. This glue can be rubbed on a shield as an action. For the next minute, when a creature misses you with a melee weapon attack you can use your sticky shield to catch the weapon as a reaction. The attacker must succeed on a DC 11 Strength saving throw, or the weapon becomes stuck to your shield. If the weapon's wielder can't or won't let go of the weapon, the wielder is grappled while the weapon is stuck. While stuck, the weapon can't be used. A creature can pull the weapon free by taking an action to make DC 11 Strength check and succeeding.

KUO-TOA ARCHPRIEST

- 1 Scepter. Requires attunement. Functions as a martial weapon that deals 1d6 bludgeoning damage plus 1d6 lightning damage on a hit.
- 2d4 Vials of Kuo-toa Slime. When consumed, you become amphibious for one minute.
- 1d4 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.

KUO-TOA WHIP

- 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.

LICH

- 3d12 Lich Bones. Can be used as an additional material component when casting spells that deal necrotic damage. When used in this way, you deal an additional 1d6 necrotic damage when you cast the spell.
- 1d2 Lich Eyes. Can be crafted into a *wand of fear* (DMG p. 210) (2000 gp, 30 days).
- 1d2 Lich Hands. Requires attunement. Can be used as an arcane focus. You know the *ray of frost* cantrip, but only

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

- 1 Necromancer's Robe. Requires attunement by a spellcaster. You have resistance to poison damage and you cannot be frightened as long as you are wearing this robe. In addition, any allied undead creatures within 300 feet of you and any undead creatures under your control have advantage on saving throws against any effect that turns undead.
- 1 Spellbook. It has in it the following spells: *animate dead*, *cloudkill*, *counterspell*, *Melf's acid arrow*, *plane shift*.

LIZARD

- 1 Ration.

LIZARDFOLK

- 1 Broken Heavy Club. This weapon, when repaired, functions as a martial weapon that deals 1d6 bludgeoning damage on a hit. It costs 2 gold pieces to repair the weapon.
- 1 Broken Spiked Shield. This weapon, when repaired, functions as a light martial weapon that deals 1d6 piercing damage on a hit and also functions as a shield. You need proficiency with both to wield it. It costs 20 gold pieces to repair the weapon.
- 1d3 Javelins.

MAGE

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

MAGMA MEPHIT

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

MANTICORE

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

MARID

- 1 Marid Sash. Can be crafted into a cloak or cape (2000 gp, 60 days). Requires attunement. When worn, you are resistant to cold damage.
- 1d2 Random Gems (Value 500 gp).
- 1 Vial of Marid Foam. Requires attunement by a spellcaster. Can be used as an arcane focus or a druidic focus. You may cast each of the spells *wall of water* and *water breathing* once per day. You use your own spellcasting ability and spell save DC when casting these spells, and any spent uses recharge every day at dawn.
- 1d2 Vials of Water Essence. When consumed, the pure water cleanses the body. If you are suffering from either the blinded, deafened, paralyzed, or the poisoned condition, you can choose one of these conditions and end its effects on you. Alternatively, the essence can also remove one disease that is afflicting you.

MARILITH

- 1d2+2 Abyssal Armrings. Requires attunement. When wearing two of these armrings, you have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.
- 6 Longswords. These weapons are magical.
- 1 Marilith Breastplate. Requires attunement. While wearing this breastplate, you are resistant to cold, fire, and lightning damage.
- 1 Marilith Tail. 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 18) 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.
- 2d4 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.

MEDUSA

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

A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the head until the start of its next turn, when it can avert its eyes again. If it looks at the head in the meantime, it must immediately make the save. The head has this effect for 2d6 days after being harvested, after which it turns into a non-magical decaying head.

- 1d6 Rations.
- 1d6 Vials of Medusa Blood. If poured on a Medium or smaller creature that has been petrified by being turned to stone, they are cured of the petrified condition.

MEZZOLOTH

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

MIMIC

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

MIND FLAYER

- 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

- 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.

MUD MEPHIT

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

MUMMY

- 1 Mummy Skull. Can be crafted into a helmet of dreadful glaring (200 gp, 14 days). Requires attunement. As a bonus action, you can target one creature you can see within 60 feet of you. If the target can see you, it must succeed on a DC 11 Wisdom saving throw against this magic or become frightened until the end of your next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. Once you have used the item in this way, you can't do so again until you finish a short or long rest.
- 2d4 Mummy Wrapping Strips. Can be used as an additional material component when casting spells that deal necrotic damage. When used in this way, you may reroll any 1s and 2s rolled on the damage dice and must keep the second result.

MUMMY LORD

- 1d2 Mummy Eyes. Can be crafted into a *wand of fear* (DMG p. 210) (2000 gp, 30 days).
- 1d2 Mummy Hands. Requires attunement. Can be used as an arcane focus. You know the *sacred flame* cantrip, but only when you are holding onto the hand. Charisma is your spellcasting ability for the cantrip.
- 1 Mummy Skull. Can be crafted into a helmet of dreadful glaring (200 gp, 14 days). Requires attunement. As a bonus action, you can target one creature you can see within 60 feet of you. If the target can see you, it must succeed on a DC 11 Wisdom saving throw against this magic or become frightened until the end of your next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. Once you have used the item in this way, you can't do so again until you finish a short or long rest.
- 2d10 Mummy Wrapping Strips. Can be used as an additional material component when casting spells that deal necrotic damage. When used in this way, you may reroll any 1s and 2s rolled on the damage dice and must keep the second result.

MYCONID ADULT

- 1d4 Poisonous Spores. Can be used as an additional material component when casting spells that deal poison damage. When used in this way, you deal 1d4 additional poison damage with the spell.
- 1 Ounce of Pacifying Spores. As an action, you can blow these spores into the face of a creature standing within 5 feet of you. The creature must succeed on a DC 11 Constitution saving throw or be stunned for one minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

MYCONID SOVEREIGN

- 1d8 Poisonous Spores. Can be used as an additional material component when casting spells that deal poison damage. When used in this way, you deal 1d4 additional poison damage with the spell.
- 1d2 Ounces of Hallucination Spores. As an action, you can blow these spores into the face of a creature standing within 5 feet of you. The creature must succeed on a DC 12 Constitution saving throw or be poisoned for one minute. The poisoned target is incapacitated while it hallucinates. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.
- 1d4 Ounces of Pacifying Spores. As an action, you can blow these spores into the face of a creature standing within 5 feet of you. The creature must succeed on a DC 11 Constitution saving throw or be stunned for one minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

MYCONID SPROUT

- 1d2 Poisonous Spores. Can be used as an additional material component when casting spells that deal poison damage. When used in this way, you deal 1d4 additional poison damage with the spell.

NALFESHNEE

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

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

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

NIGHT HAG

- 1d2 Night Hag Hands. Requires attunement. Can be used as an arcane focus. Once per day each, you can cast the spells *detect magic*, *magic missile*, and *sleep*. These spells are cast at their lowest level.
- 1 Soul Bag. Can be sold for 500 gold pieces.
- 1d2 Vials of Night Hag Blood. When consumed, you have advantage on saving throws against spells and other magical effects for one hour.
- 1d2 Vials of Nightmare Fuel. When consumed, you begin to feel strangely and when you fall asleep you have terrible nightmares. You gain no benefit from your rest and your hit point maximum is reduced by 1d10. If this effect reduces your hit point maximum to 0, you die. The effect can only be removed by using the protection from good and evil or lesser restoration spells.

NOBLE

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

NOTHIC

- 1 Nothic Eye. This eye can be crafted into an *eye of rot* (200 gp, 14 days). Requires attunement. While wearing this over your eye, you can use an action to target one creature you can see within 30 feet of you. The target must succeed on a DC 12 Constitution saving throw against the magic of the eye or take 3d6 poison damage. Once you have used the item in this way, you can't do so again until you finish a short or long rest.
- 1d2 Vials of Nothic Blood. When consumed, you become strangely affixed on the nature of those around you. Within the next hour, you can use an action to target one creature you can see within 30 feet of you. The target must contest its Charisma (Deception) check against the your Wisdom (Insight) check. If you win, you magically learn one fact or secret about the target. The target automatically wins if it is immune to being charmed.

NYCALOTH

- 1 Greataxe. This weapon is magical.
- 1 Nycaloth Hide. Can be crafted into a set of light armor (4000 gp, 90 days). Requires attunement. This armor grants resistance to cold, fire, and lightning damage.
- 1d2 Nycaloth Wings. Two wings can be crafted into a *cloak of the bat* (DMG p. 159) (2000 gp, 60 days).
- 1 Yugoloth Heart. When consumed, you magically teleport up to 60 feet to an unoccupied space you can see. Any equipment you are wearing or carrying is teleported with you.
- 1d8 Vials of Yugoloth Muk. As an action, you can throw this vial up to 30 feet away where it will shatter in a vapor of darkness. The area within a 15 foot

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

- 1d6 Vials of Yugoloth Serum. When consumed, you gain resistance to acid and poison damage for one hour.

OCHRE JELLY

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

OGRE

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

ONI

- 1 Broken Chain Mail (size Large).
- 1d10 Giant's Toes. Can be sold for 4 gold pieces per toe.
- 1 Glaive. This weapon is magical.
- 1d2 Oni Eyes. Can be crafted into a *potion of invisibility* (DMG, p. 188) (2000 gp, 60 days).
- 2d4 Oni Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth cast the spell *darkness* on the area they hit. After the ammunition has been fired, it loses this property.

ORC WAR CHIEF

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

OROG

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

OTYUGH

- 1 Otyugh Hide. Can be crafted into leather armor (10 gp, 2 days) or studded leather armor (45 gp, 3 days).
- 1d4 Large Otyugh Teeth. Can be crafted into a dagger (200 gp, 14 days). Once per day, when you hit a creature with this weapon, you can force the creature to make a DC 15 Constitution saving throw against the disease in the weapon. On a failed save, the creature is poisoned until the disease is cured. Every 24 hours that elapse, the target must repeat the saving throw, reducing its hit point maximum by 1d10 on a failure. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured.
- 1d2 Otyugh Tentacles. Can be crafted into a maul (100 gp, 7 days). On a hit, you deal an additional 1d4 piercing damage with this weapon.
- 1d8 Small Otyugh Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 1d4 poison damage on a hit. After the ammunition has been fired, it loses this property.
- 1d4 Vials of Otyugh Blood. When consumed, you can magically transmit simple messages and images to any

creature within 120 feet of you that can understand a language. This form of telepathy doesn't allow the receiving creature to telepathically respond. This effect lasts for 10 minutes.

OWLBEAR

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

PHASE SPIDER

- 1 Phase 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.

PIERCER

- 1 Piercer Hide. Four piercer hides can be crafted into a pair of *slippers of spider climbing* (DMG p. 200) (500 gp, 20 days).
- 1d6 Rations.

PIT FIEND

- 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 Pit Fiend Hide. Can be crafted into a set of light armor (3000 gp, 75 days) or a set of medium armor (3100 gp, 75 days). Requires attunement. While wearing this armor, you have resistance to cold and fire damage.

- 1d2 Pit Fiend Horns. Requires attunement by a spellcaster. Can be used as an arcane focus. You may cast each of the spells *detect magic*, *fireball*, and *wall of fire* once per day. You use your own spellcasting ability and spell save DC when casting these spells, and any spent uses recharge every day at dawn.
- 1 Pit Fiend Skull. Can be crafted into a *helm of fear* (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 21 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.
- 1 Pit Fiend Tail. Can be crafted into a maul (150 gp, 9 days). On a hit, you deal an additional 1d6 bludgeoning damage with this weapon.
- 1d2 Pit Fiend Wings. One wing can be crafted into a *cloak of the bat* (DMG p. 159) (2000 gp, 60 days) or into a cloak of protection (DMG p. 159) (200 gp, 14 days).
- 2d6 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.

PLANETAR

- 1 Divine Tongue. When consumed, you gain the benefits of the *tongues* spell for eight hours.
- 2d6 Celestial Feathers. Two feathers can be used as fletching on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these feathers

deal an additional 1d8 radiant damage on a hit. After the ammunition has been fired, it loses this property.

- 1 Holy Greatsword. Requires attunement by a creature with a good alignment. This is a magical greatsword, which deals an additional 1d8 radiant damage on a hit. The greatsword deals an additional 1d8 radiant damage if the targeted creature is a fiend or undead.
- 1 Holy Sash. Requires attunement by a creature with a good alignment. While wearing no armor, you have a +1 bonus to AC and resistance to radiant damage. Once per day, you may cast one of the following spells: *detect evil and good*, *shield of faith*, *death ward*.
- 1d4 Vials of Angel Blood. When consumed, this functions as a *potion of greater healing*.

PRIEST

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

PSEUDODRAGON

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

QUADRONE

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

QUAGGOTH

- 1d6 Tufts of Quaggoth Fur. Four tufts can be crafted into a cloak (1000 gp, 30 days). Requires attunement. When worn, you have resistance to poison damage.

QUASIT

- 1 Quasit Head. As an action, you can throw this head at a creature within 30 feet of you. If the creature can see the head, it must succeed on a DC 10 Wisdom saving throw or become frightened of the head for one minute. The head then breaks and stops functioning.
- 1 Vial of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.

RAKSHASA

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

RAVEN

- 1 Ration.
- 1d4 Raven 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.

RED DRAGON WYRMLING

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

REMORHAZ

- 4d6 Rations.
- 1d4 Remorhaz Fangs. Can be crafted into a dagger (150 gp, 9 days). On a hit, this weapon deals an additional 1d6 fire damage.
- 1 Remorhaz Hide. Can be crafted into a set of light armor (3000 gp, 75 days). Requires attunement. While wearing the armor, you are resistant to fire and cold damage. Two sets of armor can be crafted from this hide.
- 2d8 Remorhaz Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 1d6 fire damage on a hit. After the ammunition has been fired, it loses this property.

REVENANT

- 1 Broken Leather Armor (size Medium).
- 1d4 Revenant Bones. By crushing one of these bones, you gain the effects of the augury spell. By crushing three of these bones, you gain the effects of the commune spell.
- 1d6 Revenant Cloak Strips. Can be used as an additional material component when casting spells that deal necrotic damage. When used in this way, you may reroll any 1s and 2s rolled on the damage dice and must keep the second result.
- 1d2 Revenant Eyes. This eye can be crafted into an eye of *glaring* (500 gp, 21 days). Requires attunement. Once per day, while wearing this over your eye, you can use an action to target one creature you can see within 30 feet of you. The target must make a DC 15 Wisdom saving throw. On a failure, the target is paralyzed until you deal damage to it, or until the end of your next turn. When the paralysis ends, the target is frightened of you for one minute. The frightened creature can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success.
- 1 Revenant Heart. All undead creatures within 30 feet of the heart are immune to features that turn undead.
- 1 Vial of Ectoplasm. When consumed, you can see into the Ethereal Plane for one hour.

ROPER

- 2d6 Rations.
- 1 Roper Hide. Can be crafted into a cloak or cape (75 gp, 6 days). When worn, you have advantage on Dexterity (Stealth) checks made to hide in rocky terrain and you can attempt to blend in with cave walls.

- 1d10 Roper Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 1d4 piercing damage on a hit. After the ammunition has been fired, it loses this property.
- 1d6 Roper Tendrils. Can be crafted into a whip (200 gp, 14 days). When attacking with this weapon, you can try to grapple a creature you're fighting. On a hit, you can choose to forgo doing damage and instead grapple the creature (escape DC 15) if it is Medium or smaller. The grappled creature can use its action on its turn to attempt to free itself from the grapple. Until this grapple ends, you can't use this weapon on another target.

RUST MONSTER

- 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.

SAHUAGIN BARON

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

SCORPION

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

SCOUT

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

SEA HAG

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

SHADOW

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

SHADOW DEMON

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

SHAMBLING MOUND

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

SHIELD GUARDIAN

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

SHRIEKER

- 1 Shrieker Stem. When consumed, you must make a DC 12 Constitution saving throw. On a failed save, you take 2d6 poison damage. On a successful save, you take no damage and you gain blindsight out to a range of 15 feet for one hour.
- 1d6 Rations.

SKELETON

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

SLAAD TADPOLE

- 1 Vial of Slaad Mesh. When consumed, you have advantage on saving throws against spells and other magical effects for the next 10 minutes.

SMOKE MEPHIT

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

SPECTATOR

- 1 Large Spectator Eye. Can be crafted into a counter shield (500 gp, 30 days). Requires attunement. Once per day, you can activate the shield as a reaction and cast *counterspell* at its lowest level. If you have to make an ability check when using this feature because of the opponent's spell level, you add +2 to the ability check. You add no other modifier.
- 1d2 Spectator Eyestalks. Once per day, the eye stalk can fire one spectator 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.
- 2d6 Spectator Teeth. These teeth can be sold for 2 gold pieces per tooth.

SPECTER

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

SPIDER

- 1 Ration.

SPIRIT NAGA

- 1d6 Naga Bones. When consumed, you gain resistance to poison damage for one hour.
- 1 Naga Hide. Can be crafted into a set of light armor (2000 gp, 60 days). While wearing this armor, you have resistance to poison damage.
- 2d4 Naga Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 1d6 poison damage on a hit. After the ammunition has been fired, it loses this property.
- 2d6 Rations.
- 1d6 Vials of Naga Poison. As an action, the poison can be used to coat one slashing or piercing weapon, or up to three pieces of ammunition. A creature hit by the poisoned weapon or ammunition must make a DC 14 Constitution saving throw or take 5d8 poison damage on a failed save and half as much damage on a successful one. Once applied, the poison retains its potency for one minute before drying.

SPY

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

STIRGE

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

STONE GIANT

- 1d2 Giant's Eyes. When consumed, you become proficient in the Wisdom (Perception) skill for one minute.
- 1d10 Giant's Toes. Can be sold for 4 gold pieces per toe.
- 1 Stone Giant Heart. Can be crafted into a *potion of stone giant strength* (DMG p. 187) (1000 gp, 30 days)
- 1 Tribal Amulet. There is a 10% chance that the amulet is an *amulet of health* (DMG, p. 150), 30% chance that the amulet is an *amulet of proof against detection and location* (DMG, p. 150), and a 60% chance that it is a nonmagical tribal amulet.

STONE GOLEM

- 2d6 Chunks of Earth Essence. As an action, this essence can be rubbed on a weapon where it solidifies. For one minute, the weapon is magical, attacks with the weapon deal an additional 1d6 bludgeoning damage, and the weapon deals double damage to objects and structures.
- 2d4 Ounces of Arcane Dust. Can be used as an additional material component when casting spells that deal damage. When used in this way, you can choose to reroll one of the rolled damage dice and must keep the second result.

- 1d8 Vials of Golem Grease. When consumed, you become immune to any spell or effect that would alter your form for one hour.

SWARM OF INSECTS

- 1d6 Rations.

SWARM OF QUIPPERS

- 1d6 Rations.

SWARM OF RATS

- 1d6 Rations.

THUG

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

TROGLODYTE

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

TROLL

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

ULTROLOTH

- 1 Longsword. This weapon is magical.
- 1d2 Ultraloth Eyes. This eye can be crafted into an *eye of hypnotic gazing* (500 gp, 21 days). Requires attunement. Once per day, while wearing this over your eye, you can use an action to target one creature you can see within 30 feet of you and that can also see you. The target must succeed on a DC 17 Wisdom saving throw or be charmed by you until the end of your next turn. While charmed, the creature is stunned.
- 1 Ultraloth 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.
- 2d6 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.

UMBER HULK

- 2d6 Rations.
- 1d4 Umber Hulk Claws. Can be crafted into a dagger (2 gp, 1 day).
- 1 Umber Hulk Head. Can be crafted into a helmet (2000 gp, 30 days). Requires attunement. While wearing this helm, you can target a creature within 30 feet of you and force it to make a DC 15 Charisma saving throw. On a failed save,

the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during that turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action but uses all its movement to move in a random direction. On a 7 or 8, the creature makes one melee attack against a random creature, or it does nothing if no creature is within reach.

- 1d2 Umber Hulk Mandibles. Can be crafted into a battleaxe (10 gp, 2 days).

VAMPIRE

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

VAMPIRE SPAWN

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

VETERAN

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

VROCK

- 1 Set of Vrock Vocal Cords. Once per day, you can blow into these vocal cords as an action and sound out a stunning screech. Each creature within 30 feet of you that can hear the screech and that isn't a demon must succeed on a DC 14 Constitution saving throw or become stunned until the end of your next turn.

- 1 Spore Pocket. As an action, you can throw this spore pocket at a point within 30 feet of you where it will explode in a cloud of spores. These spores spread around corners. Each creature within 10 feet of where the spore pocket landed must succeed on a DC 14 Constitution saving throw or be poisoned. While poisoned in this way, a target takes 1d10 poison damage at the start of each of its turns. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- 1d2 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.
- 2d6 Vrock Feathers. Two feathers can be used as fletching on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these feathers ignore any resistances to magical or nonmagical piercing damage. After the ammunition has been fired, it loses this property.

WERERAT

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

WIGHT

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

WILL-O'-WISP

- 1d6 Vials of Ectoplasm. When consumed, you can see into the Ethereal Plane for one hour.
- 1d4 Wisps of Light. Can be used as an additional material component when casting spells that deal necrotic damage. When used in this way, you may reroll any 1s and 2s rolled on the damage dice and must keep the second result.

WORG

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

WRAITH

- 1 Spirit Cloth. Can be crafted into a *bag of holding* (DMG p. 153) (200 gp, 14 days).
- 1d2 Ounces of Phantom Dust. As an action, you can blow this dust into the face of a creature standing within 5 feet of you. The creature must succeed on a DC 13 Wisdom saving throw or be frightened of you for one minute for one

minute on a failed save. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

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

WYVERN

- 2d6 Rations.
- 1 Wyvern Hide. Can be crafted into leather armor (10 gp, 2 days) or studded leather armor (45 gp, 3 days).
- 1 Wyvern Stinger. Can be crafted into a shortsword (200 gp, 14 days), or a longsword (200 gp, 14 days). This weapon deals an additional 1d6 poison damage on a hit.
- 1d12 Wyvern 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. After the ammunition has been fired, it loses this property.

XORN

- 1d3 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.
- 1d12 Xorn 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 bludgeoning damage. After the ammunition has been fired, it loses this property.

YOCHLOL

- 1d4 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.
- 1d4 Vials of Yochlol Gas. As an action, you can throw this vial at a point within 30 feet of you where it will shatter in a cloud of gas. Each creature within 5 feet of where the vial landed must succeed on a DC 14 Constitution saving throw or be poisoned until the start of its next turn. While poisoned in this way, the target is incapacitated.
- 1d2 Vials of Yochlol Goop. When consumed, you polymorph into a form resembling a female drow or giant spider. Your statistics are the same in each form. This transformation lasts for one hour.
- 1d2 Yochlol Limbs. Requires attunement. Can be used as an arcane focus. Once per day each, you may cast the spells *detect thoughts* and *gaseous form* through the limb. You use your own spellcasting ability and spell save DC when casting these spells, and any spent uses recharge every day at dawn.

YOUNG BLUE DRAGON

- 1d2 Blue 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 Blue 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 Blue 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 Blue 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 Blue 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.
- 1d2 Young Blue 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.
- 2d6 Rations.

YOUNG GREEN DRAGON

- 1d2 Green Dragon Claws. Can be crafted into a dagger (150 gp, 9 days). On a hit, you deal an additional 1d6 poison damage with this weapon.
- 1d2 Green Dragon Fang. Can be crafted into a shortsword (150 gp, 9 days). On a hit, you deal an additional 1d6 poison damage with this weapon.
- 1 Green Dragon Hide. Can be crafted into a set of light armor (2000 gp, 60

days). While wearing this armor, you have resistance to poison damage.

- 2d4 Green 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 poison damage.
- 2d4 Green 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 poison damage on a hit. After the ammunition has been fired, it loses this property.
- 1d2 Young Green 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 poison damage.
- 2d6 Rations.

YOUNG RED DRAGON

- 1d2 Red Dragon Claws. Can be crafted into a dagger (150 gp, 9 days). On a hit, you deal an additional 1d6 fire damage with this weapon.
- 1d2 Red Dragon Fang. Can be crafted into a shortsword (150 gp, 9 days). On a hit, you deal an additional 1d6 fire damage with this weapon.
- 1 Red Dragon Hide. Can be crafted into a set of light armor (2000 gp, 60 days). While wearing this armor, you have resistance to fire damage.
- 2d4 Red Dragon Scales. If you have 20 scales, you can craft them into scale mail armor (2000 gp, 60 days). While wearing this armor, you have resistance to fire damage.
- 2d4 Red Dragon Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal

an additional 1d6 fire damage on a hit. After the ammunition has been fired, it loses this property.

- 1d2 Young Red Dragon Wings. One wing can be crafted into a resistant cloak (200 gp, 14 days). Requires attunement. When worn, you can use your reaction to give yourself resistance to fire damage.
- 2d6 Rations.

YUAN-TI ABOMINATION

- 3d6 Arrows.
- 1 Broken Longbow.
- 1 Broken Scimitar.
- 2d6 Rations.
- 1d4 Vials of Shapeshifter Blood. Can be used as an additional material component when casting spells that physically alter a creature's body. When used in this way, the duration of the spell is extended by 10 minutes.
- 1 Yuan-ti Hide. Can be crafted into a set of light armor (2000 gp, 60 days). While wearing this armor, you have resistance to poison damage.
- 1d8 Yuan-ti Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 1d6 poison damage. After the ammunition has been fired, it loses this property.

YUAN-TI PUREBLOOD

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

ZOMBIE

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