

# MONSTER HUNTER LOOT TABLES

## HOME BREW

Loot tables for all creatures in the Monster Hunter Monster Manual using the rules found in Amellwind's Guide to Monster Hunting.

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## WHAT IS THIS?

The Monster Hunter Loot tables, are an addition to the ever growing supplement for playing a monster hunter styled d&d game. Each loot table was constructed using magical effects based on the creatures armor and weapons in the monster hunter video game series. In other cases, they are based off the creatures monster stat block or act as other magical items found within the 5e universe. The effects are also based on when the PCs will typically fight these creatures. A CR 2 creature will not have a legendary material, it will typically have common magical effect with the chance of an uncommon effect if the PC rolls high enough on the table.

## HOW DO I MAKE USE OF THESE LOOT TABLES?

All the rules for making use of these tables can be found in [Amellwind's Guide to Monster Hunting](#), but you can easily take the magical effects from these creatures and place them into your players weapon and armor to give them magical items that won't be the same as the typical ones found in other 5e games.

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# THEROPODS

## JAGGI

Challenge Rating 1/2  
Carves 1

Carve Chance	Material	Slots
1-7	Bird Wyvern Fang	(W)
8-12	Jaggi Hide	(A)
13-16	Jaggi Scale	(A)
17-18	Sm Monsterbone	(O)
19-20	Bird Wyvern Bone	(O)

### ARMOR MATERIAL EFFECTS

#### Jaggi Hide

This armor magically mends itself to counteract daily wear and tear.

#### Jaggi Scale

You have a +1 bonus to Survival checks while you wear this armor.

### WEAPON MATERIAL EFFECTS

#### Bird Wyvern Fang

Your piercing weapon deals an extra 1 piercing damage.

### OTHER MATERIAL EFFECTS

#### Sm Monsterbone

Uncommon weapon crafting material.

#### Bird Wyvern Bone

Uncommon armor crafting material.

## JAGGIA

Challenge Rating 1  
Carves 1

Carve Chance	Material	Slots
1-7	Bird Wyvern Fang	(W)
8-12	Jaggi Hide	(A)
13-16	Jaggi Scale	(A)
17-18	Sm Monsterbone	(O)
19-20	Bird Wyvern Bone	(O)

### ARMOR MATERIAL EFFECTS

#### Jaggi Hide

This armor magically mends itself to counteract daily wear and tear.

#### Jaggi Scale

You have a +1 bonus to Survival checks while you wear this armor.

### WEAPON MATERIAL EFFECTS

#### Bird Wyvern Fang

Your piercing weapon deals an extra 1 piercing damage.

### OTHER MATERIAL EFFECTS

#### Sm Monsterbone

Uncommon weapon crafting material.

#### Bird Wyvern Bone

Uncommon armor crafting material.

## GREAT JAGGI

Challenge Rating 2  
Carves/Capture 2

Carve Chance	Capture Chance	Material	Slots
1-2	---	Jaggi Scale	(A)
3-5	1-5	Screamer Sac x2	(O)
6-12	6-7	Great Jaggi Hide	(A)
13-17	8-10	Great Jaggi Claw	(W)
---	11-18	King's Frill	(W)
18-19	19	Great Jaggi Head	(A)
20	20	Imperial Frill	(A)

### ARMOR MATERIAL EFFECTS

#### Jaggi Scale

You have a +1 bonus to Survival checks while you wear this armor.

### Great Jaggi Hide

You reduce necrotic damage you take by 3 while you wear this armor.

### Great Jaggi Head

*Item Prolonger.* Whenever you use a consumable item that has a duration, its duration is increased by an additional 6 seconds.

### Imperial Frill

*Gourmand.* While attuned to this armor, you double amount of days you can go without food or water before suffering a level of exhaustion.

### WEAPON MATERIAL EFFECTS

#### Great Jaggi Claw

Your slashing weapon deals an extra 1 slashing damage.

#### King's Frill

*Hitter.* When a creature must succeed on a saving throw or become stunned by the effect of a weapon attack, increase the save DC by 2.

### OTHER MATERIAL EFFECTS

#### Screamer Sac

A crafting material used to make sonic bombs.

## BAGGI

Challenge Rating 1

Carves 1

Carve Chance	Material	Slots
1-7	Bird Wyvern Fang	(W)
8-12	Baggi Hide	(W)
13-16	Baggi Scale	(A)
17-18	Sm Monsterbone	(O)
19-20	Bird Wyvern Bone	(O)

### ARMOR MATERIAL EFFECTS

#### Baggi Scale

You have a +1 bonus to Athletics checks while you wear this armor.

### WEAPON MATERIAL EFFECTS

#### Bird Wyvern Fang

Your piercing weapon deals an extra 1 piercing damage.

#### Baggi Hide

Whenever the bearer of this weapon takes a help action in combat, the aided ally may treat their weapon as a +1 magic weapon until the end of their next turn.

### OTHER MATERIAL EFFECTS

#### Sm Monsterbone

Uncommon weapon crafting material.

#### Bird Wyvern Bone

Uncommon armor crafting material.

## GREAT BAGGI

Challenge Rating 2

Carves/Capture 2

Carve Chance	Capture Chance	Material	Slots
1-2	----	Baggi Scale	(A)
3-5	1-5	Sleep Sac x2	(O)
6-12	6-7	Great Baggi Hide	(A,W)
13-17	8-10	Great Baggi Claw	(W)
----	11-18	B.King's Crest	(A,W)
18-19	19	Great Baggi Piel	(A,W)
20	20	Imperial Crest	(A)

### ARMOR MATERIAL EFFECTS

#### Baggi Scale

You have a +1 bonus to Athletics checks while you wear this armor.

#### Great Baggi Hide

You reduce cold damage you take by 3 while you wear this armor.

#### B.King's Crest

Whenever you make a saving throw against the unconscious condition or other sleep-like effects, you do so with a +1 bonus.

#### Great Baggi Piel

Your weapon deals an extra 1 weapon damage if it uses ammunition.

#### Imperial Crest

*Capture Novice.* While attuned to this weapon tranq bombs and tranq ammo roll an extra 2d8 when they hit a creature.

### WEAPON MATERIAL EFFECTS

#### Great Baggi Hide

When you hit a creature with this weapon, it must succeed on a DC 10 Constitution saving throw or become Incapacitated for 1d4 turns or until they take damage. Once you use this property, you cannot use it again until you finish a long rest.

#### Great Baggi Claw

Your slashing weapon deals an extra 1 slashing damage.

#### B.King's Crest

*FastCharge.* When you roll for initiative, your greatsword, longsword, or charge blade gains 1 charge, spirit, or phial charge.

#### Great Baggi Piel

You can read books you are touching while sleeping.

### OTHER MATERIAL EFFECTS

#### Sleep Sac

Material used to craft sleep potions or bombs.

## WROGGI

Challenge Rating 1

Carves 1

Carve Chance	Material	Slots
1-7	Bird Wyvern Fang	(W)
8-12	Wroggi Hide	(A)
13-16	Wroggi Scale	(A)
17-18	Sm Monsterbone	(O)
19-20	Bird Wyvern Bone	(O)

### ARMOR MATERIAL EFFECTS

#### Wroggi Hide

You reduce poison damage you take by 2 while you wear this armor.

#### Wroggi Scale

You have a +1 bonus to Nature checks while you wear this armor.

### WEAPON MATERIAL EFFECTS

#### Bird Wyvern Fang

Your piercing weapon deals an extra 1 piercing damage.

### OTHER MATERIAL EFFECTS

#### Sm Monsterbone

Uncommon weapon crafting material.

#### Bird Wyvern Bone

Uncommon armor crafting material.

## GREAT WROGGI

Challenge Rating 2

Carves/Capture 2

Carve Chance	Capture Chance	Material	Slots
1-2	----	Wroggi Scale	(A)
3-5	1-5	Wroggi Poison Sac	(W,O)
6-12	6-7	Great Wroggi Hide	(A)
13-17	8-10	Great Wroggi Claw	(W)
----	11-18	W.King's Crest	(A,W)
18-19	19	Great Wroggi Piel	(A)
20	20	King's Beak	(A)

### ARMOR MATERIAL EFFECTS

#### Wroggi Scale

You have a +1 bonus to Nature checks while you wear this armor.

#### Great Wroggi Hide

You reduce poison damage you take by 3 while you wear this armor.

#### W.King's Crest

Whenever you make a saving throw against the poisoned condition, you do so with a +2 bonus.

#### Great Wroggi Piel

You have a +1 bonus to Charisma saving throws while wearing this armor.

#### King's Beak

*Team player.* You may use the help action as a bonus action twice per long rest.

### WEAPON MATERIAL EFFECTS

#### Wroggi Poison Sac

When you hit a creature with this weapon, it must succeed on a DC 12 Constitution saving throw or become poisoned for 1d4 turns or until they take damage. Once you use this property, you cannot use it again until you finish a short or long rest.

#### Great Wroggi Claw

Your slashing weapon deals an extra 1 slashing damage.

#### W.King's Crest

*(Light or Heavy Bowgun)* Your normal ammo deals an extra 2 piercing damage.

### OTHER MATERIAL EFFECTS

#### Wroggi Poison Sac

Material used for creating poisons.

## VELOCIPREY

Challenge Rating 1/4  
Carves 1

Carve Chance	Material	Slots
1-8	Velociprey Fang	(W)
9-13	Velociprey Hide	(A)
14-18	Velociprey Scale	(A)
19-20	Sm Monsterbone	(O)

### ARMOR MATERIAL EFFECTS

#### Velociprey Hide

You reduce fire, cold, lightning, and necrotic damage you take by 1 while you wear this armor.

#### Velociprey Scale

You have a +1 bonus to Medicine checks while you wear this armor.

### WEAPON MATERIAL EFFECTS

#### Velociprey Fang

When you cast a spell that deals bludgeoning, piercing, or slashing damage, add 1/2 of your proficiency bonus to that damage.

### OTHER MATERIAL EFFECTS

#### Sm Monsterbone

Uncommon weapon crafting material.

## VELOCIDROME

Challenge Rating 1  
Carves/Capture 2

Carve Chance	Capture Chance	Material	Slots
1-3	----	Velociprey Scale	(A)
4-13	----	Velocidrome Claw (W,O)	
----	1-7	Screamer Sac x2	(O)
14-18	8-18	Velocidrome Hide (A,W)	
----	19	Velocidrome Head (A,W)	
20	20	Velocidrome Shard	(A,W)

### ARMOR MATERIAL EFFECTS

#### Velociprey Scale

You have a +1 bonus to Medicine checks while you wear this armor.

#### Velocidrome Hide

While wearing your armor it plays appropriate music for whatever situation you're in. Blaring horn sections and drums during combat, that sort of thing.

#### Velocidrome Head

Whenever you make a saving throw against the unconscious condition or other sleep-like effects, you do so with a +1 bonus.

#### Velocidrome Shard

While wearing this armor, you can use an action to cast the *long strider* spell from it. Once used, you can't use this property again until the next dawn.

### WEAPON MATERIAL EFFECTS

#### Velocidrome Claw

You can use a bonus action to speak this weapon's command word, and transform your weapon into a walking cane or back to its original form.

#### Velocidrome Hide

When you cast a spell that deals thunder damage, add 1/2 of your proficiency bonus to that damage.

#### Velocidrome Head

The first time you make a Carve check on a creature, you do so with advantage.

#### Velocidrome Shard

As an action you can make this weapon shed bright light in a 15-foot radius and dim light in another 15 feet. You can use another action to make the weapon stop shedding light.

### OTHER MATERIAL EFFECTS

#### Velocidrome Claw

This material can be crafted into a 6 six-sided die (DC 10 tinker's tool check). When you roll it, you can control which number it rolls.

#### Screamer Sac

A crafting material used to make sonic bombs.

## GENPREY

Challenge Rating 1/2

Carves 1

Carve Chance	Material	Slots
1-8	Genprey Fang	(W)
9-13	Genprey Hide	(A)
14-18	Genprey Scale	(A)
19-20	Sm Monsterbone	(O)

### ARMOR MATERIAL EFFECTS

#### Genprey Hide

You reduce lightning damage you take by 2 while you wear this armor.

#### Genprey Scale

You have a +1 bonus to Arcana checks while you wear this armor.

### WEAPON MATERIAL EFFECTS

#### Genprey Fang

When you cast a spell that deals lightning damage, add 1/2 of your proficiency bonus to that damage.

### OTHER MATERIAL EFFECTS

#### Sm Monsterbone

Uncommon weapon crafting material.

## GENDROME

Challenge Rating 1

Carves/Capture 2

Carve Chance	Capture Chance	Material	Slots
1-3	----	Genprey Scale	(A)
4-13	----	Gendrome Tail	(W)
----	1-7	Paralysis Sac	(W)
14-18	8-18	Gendrome Hide	(A)
----	19	Gendrome Skull	(A,W)
20	20	Gendrome Shard	(A,W)

### ARMOR MATERIAL EFFECTS

#### Genprey Scale

You have a +1 bonus to Arcana checks while you wear this armor.

#### Gendrome Hide

You reduce lightning damage you take by 3 while you wear this armor.

#### Gendrome Skull

Whenever you make a saving throw against the paralyzed condition, you do so with a +2 bonus.

#### Gendrome Shard

While wearing this armor, you can use an action to cast the *thunderwave* (save DC 12) spell from it. Once used, you can't use this property again until the next dawn.

### WEAPON MATERIAL EFFECTS

#### Gendrome Tail

While attuned to this weapon, you can use an action to cast *minor illusion* (save DC 11) from it at will. You can only use the spell to create a sound, not an image, and the sound must emanate from the weapon.

#### Paralysis Sac

When you cast a spell that deals lightning damage, you gain a +1 bonus to its spell attack roll.

#### Gendrome Skull

The first time you make a Carve check on a creature, you do so with advantage.

#### Gendrome Shard

While holding this weapon, you can use your action and point your weapon at a target within 30 feet of you, causing a bright light to flare before them. That creature must succeed on a DC 11 Constitution saving throw or become blinded for 1 minute. Once you use this property, you cannot use it again until you finish a short or long rest.



## IOPREY CR 1/2 - 1 CARVE

Challenge Rating 1/2

Carves 1

Carve Chance	Material	Slots
1-8	loprey Fang	(W)
9-13	loprey Hide	(A)
14-18	loprey Scale	(A)
19-20	Sm Monsterbone	(O)

### ARMOR MATERIAL EFFECTS

#### loprey Hide

You reduce fire damage you take by 2 while you wear this armor.

#### loprey Scale

You have a +1 bonus to Religion checks while you wear this armor.

### WEAPON MATERIAL EFFECTS

#### loprey Fang

When you cast a spell that deals poison damage, add 1/2 of your proficiency bonus to that damage.

### OTHER MATERIAL EFFECTS

#### Sm Monsterbone

Uncommon weapon crafting material.

## IODROME

Challenge Rating 1

Carves/Capture 2

Carve Chance	Capture Chance	Material	Slots
1-3	----	loprey Scale	(A)
4-10	1-7	Iodrome Poison Sac	(A,W,O)
11-17	8-18	Iodrome Hide	(A)
18-19	19	Iodrome Skull	(A,W)
20	20	Iodrome Violet Scale	(A,W)

### ARMOR MATERIAL EFFECTS

#### loprey Scale

You have a +1 bonus to Religion checks while you wear this armor.

#### Iodrome Poison Sac

While you are wearing this armor, you can use your action to cause a random creature within 60 feet of you to become poisoned for 1d4 hours.

#### Iodrome Hide

You always knows the direction to the nearest tavern in a 60 mile radius while you wear this armor.

#### Iodrome Skull

Whenever you make a saving throw against the poisoned condition, you do so with a +1 bonus.

#### Iodrome Violet Scale

*Well Rested.* When you finish a long rest, you gain 5 temporary hit points for 24 hours while attuned to this armor.

### WEAPON MATERIAL EFFECTS

#### Iodrome Poison Sac

When you cast a spell that deals poison damage, you gain a +1 bonus to its spell attack roll.

#### Iodrome Skull

The first time you make a Carve check on a creature, you do so with advantage.

#### Iodrome Violet Scale

While you are holding this weapon, you can use an action to have your weapon produce 1/2 an ounce of basic poison (PHB 153) that drips from the end of the weapon. Once the weapon starts producing the poison, it can't produce more once it has reached its maximum, until the next dawn.

### OTHER MATERIAL EFFECTS

#### Iodrome Poison Sac

Material used for creating poisons.

## GIAPREY

Challenge Rating 1/2

Carves 1

Carve Chance	Material	Slots
1-10	Giaprey Hide	(W)
11-16	Giaprey Scale	(A)
17-20	Sm Monsterbone	(O)

### ARMOR MATERIAL EFFECTS

#### Giaprey Scale

You have a +1 bonus to Insight checks while you wear this armor.

### WEAPON MATERIAL EFFECTS

#### Giaprey Hide

This weapon has a reservoir of ice magic that can freeze the ground for up to 30 seconds. While holding this weapon, you can use an action to plant this weapon in the ground and release the ice magic within. While planted and undepleted, the ground in a 10-foot radius of this weapon becomes difficult terrain. This weapon recharges 1d6 seconds of energy to the weapon's reservoir daily at dawn.

### OTHER MATERIAL EFFECTS

#### Sm Monsterbone

Uncommon weapon crafting material.

## GIADROME

Challenge Rating 1

Carves/Capture 2

Carve Chance	Capture Chance	Material	Slots
1-3	----	Giaprey Scale	(A)
4-13	----	Giadrome Claw	(W)
----	1-7	Screamer Sac x2	(O)
14-18	8-18	Giadrome Hide	(A,W)
19	19	Giadrome Skull	(A,W)
20	20	Giadrome Shard	(A,W)

### ARMOR MATERIAL EFFECTS

#### Giaprey Scale

You have a +1 bonus to Insight checks while you wear this armor.

#### Giadrome Hide

You reduce cold damage you take by 3 while you wear this armor.

#### Giadrome Skull

The air around you is always unnaturally cold while you wear this armor. Your breath becomes visible, and frost continually forms on the surface of your hair, weapons, and armor. Additionally, you suffer no ill effect from being in extremely cold environments.

#### Giadrome Shard

*Detect.* You gain a +1 bonus to your passive Perception while you wear this armor.

### WEAPON MATERIAL EFFECTS

#### Giadrome Claw

When you cast a spell that deals cold damage, add 1/2 of your proficiency bonus to that damage.

#### Giadrome Hide

Icy wind and snowflakes bluster around this weapon, even in warm environments. While touching it, you can walk on the surface of the lightest snow, leaving no footprints.

#### Giadrome Skull

The first time you make a Carve check on a creature, you do so with advantage.

#### Giadrome Shard

*(druid, sorcerer, warlock, or wizard)* While attuned to this weapon you know the *frostbite* cantrip.

### OTHER MATERIAL EFFECTS

#### Screamer Sac

A crafting material used to make sonic bombs.

## MAGCAO

Challenge Rating 1/4  
Carves 1

Carve Chance	Material	Slots
1-9	Bird Wyvern Fang	(W)
10-13	Macao Hide	(A)
14-17	Macao Scale	(A)
18-20	Sm Monsterbone	(O)

### ARMOR MATERIAL EFFECTS

#### Macao Hide

You and all of your possessions are completely odorless while you wear this armor.

#### Macao Scale

You have a +1 bonus to Performance checks while you wear this armor.

### WEAPON MATERIAL EFFECTS

#### Bird Wyvern Fang

Your piercing weapon deals an extra 1 piercing damage.

### OTHER MATERIAL EFFECTS

#### Sm Monsterbone

Uncommon weapon crafting material.

## GREAT MAGCAO

Challenge Rating 2  
Carves/Capture 2

Carve Chance	Capture Chance	Material	Slots
1-3	----	Macao Scale	(A)
4-5	1-4	Macao Tailspike	(W)
6-12	5-8	Great Maccao Scale	(A,O)
13-17	9-16	Great Maccao Hide	(A,W)
18-19	17-19	Champion's Crest	(A,W)
20	20	Macao Gem	(A,W)

### ARMOR MATERIAL EFFECTS

#### Macao Scale

You have a +1 bonus to Performance checks while you wear this armor.

#### Great Maccao Scale

You reduce fire damage you take by 3 while you wear this armor.

#### Great Maccao Hide

You can use your reaction to reduce fall damage by 1d6 until the end of turn. Once you use this property you cannot use it again until you finish a long rest.

#### Champion's Crest

Whenever you are casting a spell as a ritual, you have advantage on Constitution saving throws to maintain concentration.

#### Macao Gem

*Airborne.* While wearing this armor, you can cast the *jump* spell from it as a bonus action at will, but can target only yourself when you do so.

### WEAPON MATERIAL EFFECTS

#### Macao Tailspike

*Hitter.* When a creature must succeed on a saving throw or become stunned by the effect of a weapon attack, increase the save DC by 2.

#### Great Maccao Hide

Whenever you break a grapple, you may choose to push the grappler up to 10 feet away from you as a bonus action.

#### Champion's Crest

When you make a weapon attack with this weapon, and roll a 20 for the attack roll, you can make all creatures, other than yourself, that are within 5 feet of the target (including the target) make a DC 12 Strength saving throw. On a failed, save that creature is knocked prone by a wave of concussive force.

#### Macao Gem

*(druid, ranger, sorcerer, or wizard)* While attuned to this weapon you can cast the *jump* spell at will, without expending a spell slot.

### OTHER MATERIAL EFFECTS

#### Great Maccao Scale

Uncommon armor crafting material.

## KULU-YA-KU

Challenge Rating 4

Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-6	1-5	Kulu-Ya-Ku Scale	(A,W)
7-11	6-12	Kulu-Ya-Ku Hide	(A,W)
12-14	13-16	Kulu-Ya-Ku Plume	(A,W)
15-19	17-19	Kulu-Ya-Ku Beak	(A,W)
20	20	Kulu Gem	(A,W)

### ARMOR MATERIAL EFFECTS

#### Kulu-Ya-Ku Scale

You can use an action to speak this armor's command word, causing it to emit soothing music and cast the *calm emotions* spell (save DC 14) centered on you. Once you use this property, you cannot use it again until you finish a long rest.

#### Kulu-Ya-Ku Hide

While wearing this armor you can use a bonus action to gain advantage to Wisdom (Medicine) checks for the rest of the turn.

#### Kulu-Ya-Ku Plume

*Item Prolonger.* Whenever you use a consumable item that has a duration, its duration is increased by an additional 6 seconds.

#### Kulu-Ya-Ku Beak

*Stamina Surge.* While wearing this armor, you can use an action to cast the *haste* spell from it once per day, but can target only yourself when you do so and you gain 3 levels of exhaustion when the spell ends.

#### Kulu Gem

As an action, you form a boulder in your hand, from dust and debris on the ground, and hurl it at a creature within 60 feet of you. That creature must make a DC 14 Dexterity saving throw, taking 2d10 bludgeoning damage on a failed save, or half as much on a successful one. Once you use this property, you can't use it again until you finish a short or long rest.

### WEAPON MATERIAL EFFECTS

#### Kulu-Ya-Ku Scale

Every minute, a beautifully colored feather falls from your weapon and floats to the ground.

#### Kulu-Ya-Ku Hide

When you are outdoors, harmless creatures such as squirrels and birds flock to you when you sing songs for a minute or longer.

#### Kulu-Ya-Ku Plume

You have a +2 bonus to Persuasion checks while you are attuned to this weapon.

#### Kulu-Ya-Ku Beak

You can use a bonus action to shroud your weapon in magical feathers for 1 minute. The next time you hit a creature with a melee weapon attack while your weapon is still shrouded in feathers, it must make a DC 11 Constitution saving throw. On a failed save, the target falls unconscious until the end of its next turn, until the sleeper takes damage, or until someone uses an action to shake or slap the sleeper awake. Once you use this property, you can't use it again until you finish a long rest.

#### Kulu Gem

*Critical Eye.* Your weapon attacks critical hit range is increased by 1.

## TZITZI-YA-KU

Challenge Rating 6

Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-6	1-4	Tzitzi-Ya-Ku Scale	(A,W)
7-11	5-8	Tzitzi-Ya-Ku Hide	(A,W)
12-14	9-11	Tzitzi-Ya-Ku Claw	(A,W)
15-19	12-13	Tzitzi-Ya-Ku Photophore	(A,W)
----	14-16	Med Monsterbone	(O)
----	17-19	Dash Extract	(O)
20	20	Tzitzi-Ya-Ku Gem	(A,W)

### ARMOR MATERIAL EFFECTS

#### Tzitzi-Ya-Ku Scale

This armor is 10% lighter than normal armor of this type. If it has a Strength requirement to use, it is reduced by 1.

#### Tzitzi-Ya-Ku Hide

You have a +2 bonus to Sleight of Hand checks while you wear this armor.

#### Tzitzi-Ya-Ku Claw

You cannot become intoxicated while you wear this armor.

#### Tzitzi-Ya-Ku Photophore

Whenever you make a saving throw against the stunned condition, unconscious condition, or other sleep-like effects; you do so with a +2 bonus.

#### Tzitzi-Ya-Ku Gem

While wearing this armor, you have advantage on Wisdom (Perception) checks that rely on sight. In conditions of clear visibility, you can make out details of even extremely distant creatures and objects as small as 2 feet across.

### WEAPON MATERIAL EFFECTS

#### Tzitzi-Ya-Ku Scale

Your eyes glow red while you are touching your weapon.

#### Tzitzi-Ya-Ku Hide

While you hold this weapon, you can use an action to speak this weapon's command word to ignite the magic in it, causing it to flare brilliantly. Each creature within a 10-foot radius of you, that can see you, must use their reaction to shield their eyes or be blinded until the end of their next turn.

#### Tzitzi-Ya-Ku Claw

When you cast a spell that deals lightning damage, add 1/2 of your proficiency bonus to that damage.

#### Tzitzi-Ya-Ku Photophore

This weapon has 3 runes. When you hit a creature, you can expend 1 of its runes to have the target make a DC 14 Constitution saving throw. On a failed save, the target is blinded for 1 minute. This weapon regains 1 expended rune daily at dawn.

#### Tzitzi-Ya-Ku Gem

(Druid, Sorcerer, or Wizard only) While attuned to this weapon, you can use an action to cast the *color spray* from it spell once per day, without expending a spell slot.

### OTHER MATERIAL EFFECTS

#### Med Monsterbone

Rare armor crafting material.

#### Dash Extract

Crafting material for potions of haste.

## BIRD WYVERNS

### YIAN KUT-KU

**Challenge Rating** 3

**Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-6	1-3	Kut-Ku Scale	(A,W)
7-9	4-9	Kut-Ku Carapace	(A,W)
10-11	----	Kut-Ku Webbing	(A)
12-13	10	Splendid Beak	(A,W)
----	11-14	Jumbo Bone	(O)
----	15-16	Screamer Sac	(O)
14-19	----	Kut-Ku Ear	(A,W)
20	17-20	Kut-Ku Auricle	(A,W)

#### ARMOR MATERIAL EFFECTS

##### **Kut-Ku Scale**

You reduce fire damage you take by 3 while you wear this armor.

##### **Kut-Ku Carapace**

*Well Rested.* When you finish a long rest, you gain 5 temporary hit points for 24 hours while attuned to this armor.

##### **Kut-Ku Webbing**

You have a +1 bonus to History checks while you wear this armor.

##### **Splendid Beak**

*Recovery Speed.* Whenever you roll a Hit Die to regain hit points, double the number of hit points it restores.

##### **Kut-Ku Ear**

As a bonus action, you can conjure a horn in the shape of the Kut-Ku's ear. When held up to your ear, this horn suppresses the effects of the deafened condition on you, allowing you to hear normally.

##### **Kut-Ku Auricle**

When you make a skill check while wearing this armor, you can use your reaction to gain an advantage on it. Once you use this property, you can't use it again until you finish a long rest.

#### WEAPON MATERIAL EFFECTS

##### **Kut-Ku Scale**

You may use this weapon to make pink colored marks on any surface. The marks fade away in 24 hours.

##### **Kut-Ku Carapace**

This weapon cannot be detected by the *detect magic* spell unless the caster touches the weapon.

##### **Splendid Beak**

This weapon is so finely constructed it never needs maintenance, cannot rust or tarnish, and gains a +1 to damage rolls.

##### **Kut-Ku Ear**

While touching this weapon you can speak its command phrase: "*The limits of my language are the limits of my world*" to gain proficiency in any language of your choice for 24 hours. Once you use this property, you can't use it again until the next day.

##### **Kut-Ku Auricle**

While attuned to this weapon, you can use a bonus action to exhale fire at a target within 15 feet of you. The target must make a DC 13 Dexterity saving throw, taking 2d6 fire damage on a failed save, or half as much damage on a successful one.

Once used, this property cannot be used again until you finish a long rest.

#### OTHER MATERIAL EFFECTS

##### **Jumbo Bone**

Uncommon armor crafting material.

##### **Screamer Sac**

A crafting material used to make sonic bombs.

## HYPNOCATRICE

Challenge Rating 4

Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-5	1-5	Orange Hypno Pelt	(A,W)
6-8	6-7	Hypno Claw	(W)
9-10	8-9	Hypno Bezoar	(A,W)
11-13	10-12	Sleep Sac	(A,O)
14-18	13-16	Hypno Fang	(W)
----	17-20	Rainbow Tail Feather	(A,W)
19-20	----	Hypno Beak	(W)

### ARMOR MATERIAL EFFECTS

#### Orange Hypno Pelt

You have a +2 bonus to Animal Handling checks while you wear this armor.

#### Hypno Bezoar

You can read books you are touching while sleeping.

#### Sleep Sac

Whenever you make a saving throw against the unconscious condition or other sleep-like effects, you do so with a +2 bonus.

#### Rainbow Tail Feather

You gain the benefits of a long rest after 4 hours instead of 8 while you are attuned to this armor.

### WEAPON MATERIAL EFFECTS

#### Orange Hypno Pelt

While you are attuned to this weapon you can conjure a gold-rimmed glass monocle. While wearing this monocle in a library, you have advantage on Intelligence (Investigation) checks to find relevant books and information.

#### Hypno Claw

*Taunt.* When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to redirect the attack to you.

#### Hypno Bezoar

When you hit a creature with this weapon, it must make a DC 14 Wisdom saving throw. If it fails the save it becomes charmed by you for 1 minute or until you or your companions do anything harmful to it.

#### Hypno Fang

This weapon has 3 runes. When you hit a creature with this weapon, you can expend 1 of its runes to have the target make a DC 12 Constitution saving throw. On a failed save it falls unconscious for 1 minute, until the sleeper takes damage, or until someone uses an action to shake or slap the sleeper awake. This weapon regains 1 expended rune daily at dawn.

#### Rainbow Tail Feather

You can produce an illusory document from your bag. The document is real only so long as you hold it, after which it dissipates in a puff of smoke. A creature may also determine the document is fake with a Wisdom (insight) check against your spell save DC. If you do not have a spell save DC, the creature must succeed on a DC 11 Wisdom (Insight) check.

#### Hypno Beak

*(Bard, Sorcerer, and Wizard only)* While attuned to this weapon, you can use an action to cast the *sleep* spell from it once a day, without expending a spell slot.

### OTHER MATERIAL EFFECTS

#### Sleep Sac

Material used to create tranq bombs.

## PUKEI-PUKEI

Challenge Rating 4

Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-4	1-4	Pukei-Pukei Shell	(A,W)
5-9	5-7	Pukei-Pukei Scale	(A,W)
10-12	8-9	Pukei-Pukei Quill	(A,W)
----	10-11	Pukei-Poison Sac	(A,W,O)
13-15	12-13	Pukei-Pukei Sac	(A,W)
16-17	14-15	Jumbo Bone	(O)
18-20	18-20	Pukei-Pukei Wing	(A,W)

### ARMOR MATERIAL EFFECTS

#### Pukei-Pukei Shell

You have a +2 bonus to Deception checks while you wear this armor.

#### Pukei-Pukei Scale

*Botanist.* When you successfully gather a plant resource, you instead gather 2.

#### Pukei-Pukei Quill

While you are wearing this armor, you can use your reaction or bonus action to gain resistance to poison damage until the end of your next turn. Once you use this property, you cannot use it again until you finish a long rest.

#### Pukei-Poison Sac

Whenever you make a saving throw against the poisoned condition, you do so with a +2 bonus.

#### Pukei-Pukei Sac

*Item Prolonger.* Whenever you use a consumable item that has a duration, its duration is increased by an additional 6 seconds.

#### Pukei-Pukei Wing

While wearing this armor, you can conjure 1 of 4 types of nut into the palm of your hand and consume it as an action. Choose one creature that you can see within 60 feet of you. Both you and the target must succeed on a DC 14 Constitution saving throw or suffer the effects of the nut for 1 minute. Roll a d4 to determine the effect of the nut; On a 1, stunned; On a 2, deafened; On a 3, paralyzed; On a 4, blinded. Both creatures can repeat this saving throw at the end of their turn, ending the effecting on a success. You can use this property a number of times equal to your Constitution Modifier, regaining all expended uses on when you finish a long rest.

### WEAPON MATERIAL EFFECTS

#### Pukei-Pukei Shell

You have proficiency with the herbalism kit while attuned to this weapon. If you are already proficient you double your proficiency bonus when using it.

#### Pukei-Pukei Scale

While touching this weapon, you can use an action to determine which way is north. This property functions only on the Material Plane.

#### Pukei-Pukei Quill

While you are attuned to this weapon, you can use this weapon as your spellcasting focus.

#### Pukei-Poison Sac

When you cast a spell that deals poison damage, add 1/2 of your proficiency bonus to that damage.

#### Pukei-Pukei Sac

This weapon has 3 runes. When you hit a creature with this weapon, you can expend 1 of its runes to have the target make a DC 14 Constitution saving throw or become poisoned for 1 minute. A creature can repeat its saving throw at the end of its turn, ending the effecting on a success. This weapon regains 1 expended rune daily at dawn.

#### Pukei-Pukei Wing

When you cast a spell that deals poison damage, you gain a +1 bonus to its spell attack roll or increase its spell save DC by 1.

### OTHER MATERIAL EFFECTS

#### Pukei-Poison Sac

Material used to create poisons.

#### Jumbo Bone

Uncommon armor crafting material.



## CORAL PUKEI-PUKEI

Challenge Rating 10

Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-4	1-4	Coral Pukei-Pukei Cortex	(A,W)
5-9	5-7	Coral Pukei-Pukei Shard	(W)
10-12	8-9	Coral Pukei-Pukei Lash	(A,W)
---	10-11	Flood Sac	(A,W)
13-15	12-13	Large Coral Pukei-Pukei Sac	(A,W)
16-17	14-15	Lg Monster Bone	(O)
18-20	18-20	Coral Pukei-Pukei Fellwing	(A,W)

### ARMOR MATERIAL EFFECTS

#### Coral Pukei-Pukei Cortex

While wearing this armor, you can cast the *create or destroy water* spell from it as an action once per day.

#### Coral Pukei-Pukei Lash

*Item Prolonger+*. Whenever you use a consumable item that has a duration, its duration is increased by an additional 12 seconds.

#### Flood Sac

While wearing this armor, you have a swimming speed equal to your walking speed and you can hold breath underwater for twice as long as normal.

#### Coral Pukei-Pukei Sac

You have resistance to cold damage while you wear this armor.

#### Coral Pukei-Pukei Fellwing

You have resistance to cold damage and immunity to the waterblight condition while you wear this armor.

### WEAPON MATERIAL EFFECTS

#### Coral Pukei-Pukei Cortex

When you place this weapon into any liquid, it will absorb up to 1 vial of it. The weapon will hold the liquid for 24 hours, or until you use an action to cause the liquid to pour out from the hilt or tip of the weapon.

#### Coral Pukei-Pukei Shard

*Partbreaker+1*. You deal an extra 1d6 damage when you critically hit with this weapon.

#### Coral Pukei-Pukei Lash

Your weapon deals an extra 1d6 cold damage.

#### Flood Sac

When you cast a spell that deals cold damage, add 1/2 of your proficiency bonus to that damage.

#### Coral Pukei-Pukei Sac

*Critical Draw*. During the first round of combat your melee weapon attacks score a critical hit on a roll of 15-20.

#### Coral Pukei-Pukei Fellwing

While you are attuned to this weapon, you can use a bonus action to exhale a stream of water in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 4d6 cold damage on a failed save, or half as much damage on a successful one. Once used, this property cannot be used again until you finish a long rest.

### OTHER MATERIAL EFFECTS

#### Lg Monster Bone

Very rare armor crafting material.

## QURUPECO

Challenge Rating 6

Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-7	1-3	Qurupeco Scale	(A,W)
8-12	4-8	Qurupeco Feather	(A,W)
13-16	9-12	Screamer Sac x2	(O)
17-18	13-14	Vivid Feather	(A,W)
----	15-16	Med Monsterbone	(O)
19	17	Alluring Beak	(A,W)
20	18-20	Flintstone	(A,W)

### ARMOR MATERIAL EFFECTS

#### Qurupeco Scale

While you are wearing this armor, you can use your reaction or bonus action to gain resistance to fire damage until the end of your next turn. Once you use this property, you cannot use it again until you finish a long rest.

#### Qurupeco Feather

Whenever you finish a long rest you may attempt a DC 15 Charisma (Performance) check using an instrument you are proficient with. On a success, you gain inspiration if you do not already have it.

#### Vivid Feather

You have a +2 bonus to Performance checks while you wear this armor.

#### Alluring Beak

*Recovery Speed.* Whenever you roll a Hit Die to regain hit points, double the number of hit points it restores.

### Flintstone

Your armor is decorated with bird carvings. It has 10 runes. While wearing it, you can use an action to expend 1 rune from the armor and cause it to create one of the following sounds out to a range of 60 feet: a finch's chirp, a raven's caw, a duck's quack, a chicken's cluck, a goose's honk, a loon's call, a turkey's gobble, a seagull's cry, an owl's hoot, or an eagle's shriek.

This armor regains 1d6 + 4 expended runes daily at dawn. If you expend the last rune, roll a d20. On a 1, the runes cannot recharge for a week.

### WEAPON MATERIAL EFFECTS

#### Qurupeco Scale

You gain proficiency with the horn musical instruments. If you are already proficient you double your proficiency bonus when using it.

#### Qurupeco Feather

While holding this weapon, you can use an action to summon a jaggi to your aid for 1 hour. It will act on your turn in the initiative and will flee if you or your allies attempt to harm it. Once you use this property, you cannot use it again for one week.

#### Vivid Feather

While you are attuned to this weapon, you can use this weapon as your spellcasting focus.

#### Alluring Beak

When you hit a creature with this weapon it must make a DC 12 Wisdom saving throw. On a failed save, the target becomes charmed by you until the end of its next turn. On a successful save, the target becomes immune to this effect for 24 hours.

#### Flintstone

When you cast a spell that deals fire damage, you gain a +1 bonus to its spell attack roll.

### OTHER MATERIAL EFFECTS

#### Screamer Sac

A crafting material used to make sonic bombs.

#### Med Monsterbone

Uncommon armor crafting material.

## YIAN GARUGA

Challenge Rating 7

Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-4	1-2	Garuga Scale	(A,W)
5-6	3-10	Garuga Shell	(A,W)
7	11-13	Garuga Mane	(A,W)
8	14-18	Garuga Wing	(A,W)
9-12	----	Garuga Tail	(A,W,O)
13-16	19	Rejuvenated Beak	(A,W)
17-20	20	Garuga Ear	(A,W)

### ARMOR MATERIAL EFFECTS

#### Garuga Scale

You have a +2 bonus to Intimidation checks while you wear this armor.

#### Garuga Shell

(Bow only) Whenever you apply the close range coating to your arrows, you can coat up to 5 more.

#### Garuga Mane

You can use an action to speak this armor's command word and regain one expended spell slot of up to 3rd level. Once you have used this effect, it can't be used again until the next dawn.

#### Garuga Wing

Whenever you make a saving throw against the poisoned condition, you do so with a +2 bonus.

#### Garuga Tail

While wearing this armor, you have darkvision out to a range of 60 feet. If you already have darkvision, your sight range increases by 60 feet.

#### Rejuvenated Beak

You have advantage on initiative rolls while you wear this armor.

#### Garuga Ear

*Earplugs.* While you are attuned to this armor, you can use a bonus action to conjure two earplugs in the shape of your choice. While using these earplugs, you are considered deafened. You can dispel the ear plugs as a bonus action ending the deafened effect.

### WEAPON MATERIAL EFFECTS

#### Garuga Scale

While attuned to this weapon you can cast the *gust of wind* spell (save DC 13) once a day.

#### Garuga Shell

(Bows only) Arrows coated with the close range coating, deal an extra 1 piercing damage and it now ignores any disadvantages when attacking creatures you can see that are within 20 feet of you.

#### Garuga Mane

While you wear this armor, your walking speed becomes 30 feet, unless your walking speed is higher, and your speed isn't reduced if you are encumbered or wearing heavy armor.

#### Garuga Wing

*Abnormal Status Atk up (S).* Whenever you inflict a condition on a creature or object that has a duration of 1 minute or longer, the maximum duration of the condition is increased by 6 seconds.

#### Garuga Tail

Your weapon deals an extra 1d4 poison damage.

#### Rejuvenated Beak

This weapon warns you of danger. While the weapon is on your person, it magically awakens you and your companions within a 30-foot range if any of you are sleeping naturally when combat begins.

#### Garuga Ear

This weapon has 4 runes. When you hit a creature with this weapon, you can expend 1 of its runes to have the target make a DC 14 Constitution saving throw. On a failed save the target is deafened for 1 minute. This weapon regains 1d4 expended runes daily at dawn.

### OTHER MATERIAL EFFECTS

#### Garuga Tail

Rare armor crafting material.

## SCARRED YIAN GARUGA

Challenge Rating 16

Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-4	1-2	Garuga Shard	(A,W)
5-6	3-10	Garuga Cortex	(A,W)
7	11-13	Garuga Silverpelt	(A,W)
8	14-18	Garuga Fellwing	(A,W)
9-12	----	Garuga Lash	(A,W,O)
13-16	19	Fancy Beak	(A,W)
17-20	20	Garuga Auricle	(A,W)

### ARMOR MATERIAL EFFECTS

#### Garuga Shard

While wearing this armor, you have darkvision out to a range of 60 feet. If you already have darkvision, your sight range increases by 60 feet.

#### Garuga Cortex

*HG Earplugs.* While you are attuned to this armor, you can use a bonus action to conjure two earplugs in the shape of your choice. While using these earplugs, you can only hear creatures you choose to be able to hear.

#### Garuga Silverpelt

You can use an action to speak this armor's command word and regain one expended spell slot of up to 4th level. Once you have used this effect, it can't be used again until the next dawn.

#### Garuga Fellwing

Whenever you make a saving throw against the poisoned condition, you do so with a advantage.

#### Garuga Lash

*(Druid Only)* While you wear this armor, your wild shapes last a number of hours equal to your druid level and you can use your wild shape on additional time.

#### Fancy Beak

You have advantage on initiative rolls while you wear this armor.

#### Garuga Auricle

You cannot be poisoned and you have resistance to poison damage while wearing this armor.

### WEAPON MATERIAL EFFECTS

#### Garuga Shard

If you coat this weapon with poison, the poisons save DC is increased by 3.

#### Garuga Cortex

*(Bows only)* Your poison coating now lasts for 1 minute, but the target can repeat its saving throw at the end of its turn. ending the poison on a successful save.

#### Garuga Silverpelt

*Critical Eye.* Your weapon attacks critical hit range is increased by 1.

#### Garuga Fellwing

*Abnormal Status Atk up (M).* Whenever you inflict a condition on a creature or object that has a duration of 1 minute or longer, the maximum duration of the condition is increased by 12 seconds.

#### Garuga Lash

*Resentment.* Until the end of your turn, you gain a +1 bonus to attack and damage rolls against any creature that has damage you since the end of your last turn.

#### Fancy Beak

*Critical Status.* When you make a weapon attack with this weapon, and roll a 20 for the attack roll, the target is poisoned until the end of its next turn.

#### Garuga Auricle

Your weapon deals an extra 1d10 poison damage.

### OTHER MATERIAL EFFECTS

#### Garuga Lash

Very Rare armor crafting material.

## GYPCEROS

Challenge Rating 8

Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-10	1-3	Rubbery Hide	(A,W)
11-13	4-9	Dash Extract	(O)
14-15	10-13	Gypceros Poison Sac	(A,W,O)
16-17	----	Lightcrystal	(A,W)
18-19	14-19	Gypceros Webbing	(A,W)
20	20	Gypceros Head	(A,W)

### ARMOR MATERIAL EFFECTS

#### Rubbery Hide

While you are wearing this armor, you can use your reaction or bonus action to gain resistance to lightning damage until the end of your next turn. You can use this property twice, regaining all uses when you finish a long rest.

#### Gypceros Poison Sac

Whenever you make a saving throw against the poisoned condition, you do so with a +2 bonus.

#### Lightcrystal

While wearing this armor, you can use a bonus action to speak its command word to ignite the magic within it, causing it to flare brilliantly. Any creature within a 10-foot radius of you must use their reaction to shield their eyes or be blinded until the end of their next turn. You can use this property twice, regaining all expended uses when you finish a long rest.

#### Gypceros Webbing

*Marathon Runner.* While wearing this armor, your walking speed increases by 5 feet.

#### Gypceros Head

While you are attuned to this armor, you can use your reaction, immediately after you are hit by an attack, to feign death for up to 1 hour. A creature can determine you are alive by making an Intelligence (Investigation) check against your Charisma (Performance) check. Once you use this property, you cannot use it again until you finish a long rest.

### WEAPON MATERIAL EFFECTS

#### Rubbery Hide

While holding your weapon, you can speak a command word and transform it into a fishing pole with a hook, a line, and a reel. Speaking the command word again changes the fishing pole back into the weapon.

#### Gypceros Poison Sac

Your weapon deals an extra 1d4 poison damage.

#### Lightcrystal

While holding this weapon in darkness, it sheds moonlight, creating bright light in a 15-foot radius and dim light for an additional 15 feet.

#### Gypceros Webbing

*(Cleric, Druid, Ranger, Sorcerer, and Wizard only)* While attuned to this weapon you can cast the *protection from energy (lightning)* spell once a day, without expending a spell slot.

#### Gypceros Head

While attuned to this weapon, you can conjure a hooded lantern as an action. The lantern hovers 10 feet off the ground and stays within 5 feet of you. While lit, this hooded lantern burns for 6 hours on 1 pint of oil, shedding bright light in a 30-foot radius and dim light for an additional 30 feet. Invisible creatures and objects are visible as long as they are in the lantern's bright light. You can use an action to lower the hood, reducing the light to dim light in a 5-foot radius.

### OTHER MATERIAL EFFECTS

#### Dash Extract

Crafting material for potions of haste.

#### Gypceros Poison Sac

Material used for creating poisons.

## MALFESTIO

Challenge Rating 9

Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-5	1-2	Azurefeather	(A,W)
6-8	3-6	Coma Sac	(O)
9-10	7-9	Malfestio Wingtalon	(A,W)
----	10-11	Malfestio Ear	(A,W)
11-12	12-16	Malfestio Wing	(A,W)
13-18	17-18	Malfestio Tailfeather	(A,W)
19	----	Malfestio Webbing	(A,W)
20	19-20	Malfestio Goldfeather	(A,W)

### ARMOR MATERIAL EFFECTS

#### Azurefeather

You have a +2 bonus to Insight checks while you wear this armor.

#### Malfestio Wingtalon

Whenever you make a saving throw against the unconscious condition or other sleep-like effects, you do so with a +3 bonus.

#### Malfestio Ear

*Detect+.* You gain a +2 bonus to your passive Perception while you wear this armor.

#### Malfestio Wing

You have advantage on Wisdom (Perception) checks that rely on sight while you wear this armor. In conditions of clear visibility, you can make out details of even extremely distant creatures and objects as small as 2 feet across.

#### Malfestio Tailfeather

While wearing this armor, you have darkvision out to a range of 60 feet. If you already have darkvision, your sight range increases by 60 feet.

#### Malfestio Webbing

Your armor becomes a light and flexible. If it is medium or light armor it can be worn under normal clothes. If the armor normally imposes disadvantage on Dexterity (Stealth) checks or has a Strength requirement, it no longer does.

### WEAPON MATERIAL EFFECTS

#### Azurefeather

While you are attuned to this weapon, you can speak its command word and swing it in a horizontal fashion to release a sonic wave in a 30-foot cone. Each creature in that area must make a DC 13 Constitution saving throw or, they fall Unconscious until the spell ends, until the sleeper takes damage, or until someone uses an action to shake or slap the sleeper awake. Once you use this property, you cannot use it again until you finish a long rest.

#### Malfestio Wingtalon

Your weapon deals an extra 1d4 slashing damage.

#### Malfestio Ear

*Hunter.* While attuned to this armor you gain one extra ration from whatever you hunt.

#### Malfestio Wing

Your weapon has 3 runes. While holding it, you can use an action to expend 1 of its runes, and if a secret door or trap is within 30 feet of you, the weapon pulses and points at the one nearest to you. This weapon regains 1d3 expended runes daily at dawn.

#### Malfestio Tailfeather

*(Ranger only)* While attuned to this weapon you can cast the *Zephyr Strike (XG 171)* spell once a day, without expending a spell slot.

#### Malfestio Webbing

*Weakness Exploit.* Your weapon deals max damage to a creature that is vulnerable to this weapons damage type.

#### Malfestio Goldfeather

While you are holding this weapon, you can use an action to speak its command word to summon a giant owl for up to 8 hours. The owl can telepathically communicate with you at any range if you and it are on the same plane of existence. Once this property has been used, it can't be used again until 2 days have passed.

### OTHER MATERIAL EFFECTS

#### Coma Sac

Crafting material for potions of sleep.

# FANGED BEASTS

## BULLFANGO

Challenge Rating 1/4  
Carves 1

Carve Chance	Material	Slots
1-8	Raw Meat	(O)
9-13	Bullfango Pelt	(A)
14-18	Sm Monsterbone	(O)
19-20	Bullfango Head	(W)

### ARMOR MATERIAL EFFECTS

#### Bullfango Pelt

You have a +1 bonus to Intimidation checks while you wear this armor.

### WEAPON MATERIAL EFFECTS

#### Bullfango Head

Your slashing weapon deals an extra 1 slashing damage.

### OTHER MATERIAL EFFECTS

#### Raw Meat

Can be cooked for 2 days of rations.

#### Sm Monsterbone

Uncommon weapon crafting material.

## WULG

Challenge Rating 1  
Carves 3

Carve Chance	Material	Slots
1-14	Raw Meat	(O)
15-20	Wulg Thickfur	(A,W)

### ARMOR MATERIAL EFFECTS

#### Wulg Thickfur

You reduce cold damage you take by 3 while you wear this armor.

### WEAPON MATERIAL EFFECTS

#### Wulg Thickfur

*Master Mounter.* You have advantage on Strength (Athletic) checks when attempting to Climb Onto a Bigger Creature (DMG p.271) while you are attuned to this weapon.

### OTHER MATERIAL EFFECTS

#### Raw Meat

Can be cooked for 2 days of rations.

## BULLDROME

Challenge Rating 2  
Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1	----	Raw Meat	(O)
2-7	1-13	Buldrome Hide	(A)
8-12	14-17	Jumbo Bone	(O)
13-16	----	Stout Bone	(A,W)
17-19	18	Buldrome Tusk	(W)
20	19-20	Buldrome Head	(A,W)

### ARMOR MATERIAL EFFECTS

#### Buldrome Hide

You have a +1 bonus to Survival checks while you wear this armor.

#### Stout Bone

Whenever you must succeed on a saving throw or be knocked prone, you do so with a +2 bonus.

#### Buldrome Head

*Botanist.* When you successfully gather a plant resource, you instead gather 2.

### WEAPON MATERIAL EFFECTS

#### Jumbo Bone

Your bludgeoning weapon deals an extra 2 bludgeoning damage.

#### Buldrome Tusk

Your slashing weapon deals an extra 1 slashing damage.

#### Buldrome Head

*(Hammer and Lance only)* You gain a +1 bonus to your attack rolls if you move 20 feet in a straight line towards a creature without taking damage.

### OTHER MATERIAL EFFECTS

#### Raw Meat

Can be cooked for 2 days of rations.

#### Jumbo Bone

Uncommon armor crafting material.

## LAGOMBI

Challenge Rating 3  
Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-7	1-3	Lagombi Pelt	(A)
8-11	4-10	Lagombi Plastron	(A,W)
12-13	11-15	Lagombi Iceclaw	(A,W)
14-15	16-18	Jumbo Bone	(W,O)
16-20	19-20	Lagombi Ear	(A,W)

### ARMOR MATERIAL EFFECTS

#### Lagombi Pelt

You have a +1 bonus to Acrobatics checks while you wear this armor.

#### Lagombi Plastron

You ignore difficult terrain created by ice or snow while you wear this armor.

#### Lagombi Iceclaw

You reduce cold damage you take by 3 while you wear this armor.

#### Lagombi Ear

Whenever you make a saving throw against the blinded condition, you do so with a +1 bonus.

### WEAPON MATERIAL EFFECTS

#### Lagombi Plastron

This weapon has a reservoir of ice magic that can freeze the ground for up to 30 seconds. While holding this weapon, you can use an action to plant this weapon in the ground and release the ice magic within. While planted and undepleted, the ground in a 10-foot radius of this weapon becomes difficult terrain. This weapon recharges 1d6 seconds of energy to the weapon's reservoir daily at dawn.

#### Lagombi Iceclaw

When you cast a spell that deals cold damage, add 1/2 of your proficiency bonus to that damage.

#### Jumbo Bone

Your bludgeoning weapon deals an extra 2 bludgeoning damage.

#### Lagombi Ear

(*Sorcerer and Wizard only*) While attuned to this weapon you know the *ray of frost* cantrip.

### OTHER MATERIAL EFFECTS

#### Jumbo Bone

Uncommon armor crafting material.

## ARZUROS

Challenge Rating 4  
Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-6	1-5	Honey x2	(O)
7-14	6-7	Arzueros Pelt	(A,W)
15-17	8-13	Arzueros Shell	(A)
18	14-17	Jumbo Bone	(W,O)
19-20	18-20	Arzueros Brace	(A,W)

### ARMOR MATERIAL EFFECTS

#### Arzueros Pelt

*Botanist.* When you successfully gather a plant resource, you instead gather 2.

#### Arzueros Shell

You have a +1 bonus to Athletics checks while you wear this armor.

#### Arzueros Brace

While you are wearing this armor, you can use your reaction or bonus action to gain resistance to bludgeoning damage until the end of your next turn. Once you use this property, you cannot use it again until you finish a long rest.

### WEAPON MATERIAL EFFECTS

#### Arzueros Pelt

While you are attuned to this weapon, you can use this weapon as your spellcasting focus.

#### Jumbo Bone

Your bludgeoning weapon deals an extra 2 bludgeoning damage.

#### Arzueros Brace

You are proficient in unarmed strikes while you are attuned to this weapon. Additionally, your unarmed strikes deal slashing damage instead of bludgeoning damage and you can use a d6 in place of the normal weapon damage dice with unarmed strikes.

### OTHER MATERIAL EFFECTS

#### Honey

Item found in (AGtMH p.32)

#### Jumbo Bone

Uncommon armor crafting material.



## VOLVIDON

Challenge Rating 5

Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
----	1-2	Sharpened Fang+	(A,W)
1-6	3-10	Volvi Carapace	(A,W)
7-10	11-12	Volvidon Talon	(A,W)
11-16	13-18	Volvidon Paralysis Sac	(A,W)
17-20	19-20	Volvi Rickrack	(A,W)

### ARMOR MATERIAL EFFECTS

#### Sharpened Fang+

While you are wearing this armor, you can use your reaction or bonus action to gain resistance to slashing damage until the end of your next turn. Once you use this property, you cannot use it again until you finish a long rest.

#### Volvi Carapace

Whenever you make a saving throw against waterblight condition, you do so with a +1 bonus.

#### Volvidon Talon

You have a +1 bonus to Acrobatic checks while you wear this armor.

#### Volvidon Paralysis Sac

You can cast the *light* cantrip once per day, while you are wearing this armor.

#### Volvi Rickrack

Whenever you must succeed on a saving throw or be knocked prone, you do so with a +2 bonus.

### WEAPON MATERIAL EFFECTS

#### Sharpened Fang+

Your weapon deals an extra 1d4 slashing damage.

#### Volvi Carapace

As an action you transform into a 5-foot sphere that resembles the color and shape of a volvidon's shell. While in this form your speed increases to 40 feet, you can speak but it sounds muffled, and you cannot take any actions, reactions, or bonus actions except to transform back.

#### Volvidon Talon

*FastCharge.* When you roll for initiative, your greatsword, longsword, or charge blade gains 1 *charge*, *spirit*, or *phial charge*.

#### Volvidon Paralysis Sac

When you cast a spell that deals lightning damage, you gain a +1 bonus to its spell attack roll.

#### Volvi Rickrack

*(Melee Weapon only)* When you hit a creature with this weapon you can attempt to grapple the creature as a bonus action.

## KECHA WACHA

Challenge Rating 6

Carves/Capture 3

Carve Chance	Capture Chance	Material	Slot
1-7	----	Kecha Pelt	(A)
8-12	1-7	Kecha Longbone	(A,W)
13-14	8-10	Kecha Tail	(A,W)
15-16	11-13	Brute Bone	(W,O)
17	14-15	Kecha Ear	(A,W)
18-20	16-20	Kecha Talon	(A,W)

### ARMOR MATERIAL EFFECTS

#### Kecha Pelt

You have a +2 bonus to Animal Handling checks while you wear this armor.

#### Kecha Longbone

*Well Rested.* When you finish a long rest, you gain 5 temporary hit points for 24 hours while attuned to this armor.

#### Kecha Tail

While wearing this armor, you grow a monkey like tail. You can use the tail to hold an object, or stow or retrieve an item from your bags. The tail can't attack, activate magic items, or carry more than 10 pounds.

#### Kecha Ear

*Recovery Speed.* Whenever you roll a Hit Die to regain hit points, double the number of hit points it restores.

#### Kecha Talon

While wearing this armor, you can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free. You have a climbing speed equal to your walking speed. However the armor doesn't allow you to move this way on a slippery surface, such as one covered by ice or oil.

### WEAPON MATERIAL EFFECTS

#### Kecha Longbone

When you cast a spell that deals cold damage, you gain a +1 bonus to its spell attack roll.

#### Kecha Tail

When you hit a creature with this weapon they must make a DC 12 Constitution saving throw or be poisoned with waterblight until the end of their next turn.

#### Brute Bone

Your weapon deals an extra 1d4 bludgeoning damage.

#### Kecha Ear

While holding this weapon, you can use an action to speak the its command word, to conjure a pair of kecha wacha ears that cover your weapon. While your weapon is covered it acts as a shield and cannot be used to attack, but retains all its abilities. You can speak the command word again, as a bonus action, to change cause the weapon to revert to its normal form.

#### Kecha Talon

*Spirit's Whim.* The first time you mine or gather on a expedition, you gain double the amount of ore or herbs you would normally receive.

### OTHER MATERIAL EFFECTS

#### Brute Bone

Rare armor crafting material.

## CONGA

Challenge Rating 1/2  
Carves 1

Carve Chance	Material	Slots
1-10	Conga Pelt	(A)
11-16	Sharp Claw	(W)
17-20	Jumbo Bone	(O)

### ARMOR MATERIAL EFFECTS

#### Conga Pelt

While wearing this armor you have a +1 bonus to Constitution saving throws to maintain concentration.

### WEAPON MATERIAL EFFECTS

#### Sharp Claw

Your slashing weapon deals an extra 1 slashing damage.

### OTHER MATERIAL EFFECTS

#### Jumbo Bone

Uncommon armor crafting material.

## CONGALALA

Challenge Rating 6  
Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-4	1-4	Congalala Pelt	(A,W)
5-10	----	Congalala Claw	(A,W)
11-12	5-8	Congalala Fang	(W)
13	9-10	Brute Bone	(W,O)
14-18	11-16	Territorial Dung	(O)
19-20	17-20	Vibrant Pelt	(A,W)

### ARMOR MATERIAL EFFECTS

#### Congalala Pelt

When you attune to this armor, you gain proficiency with either alchemy tools or tinker's tools, your choice daily at dawn.

#### Congalala Claw

Whenever you must succeed on a saving throw or be knocked prone, you do so with a +2 bonus.

#### Vibrant Pelt

*Capture Novice.* While attuned to this weapon tranq bombs and tranq ammo roll an extra 2d8 when they hit a creature.

### WEAPON MATERIAL EFFECTS

#### Congalala Pelt

While you are attuned to this weapon, you may spend one minute contemplating the patterns etched on this weapon's surface and regain 1 expended ki point. Once you use this property, you cannot use it again until you finish a long rest.

#### Congalala Claw

When you hit a creature with this weapon, it must make a DC 12 Constitution saving throw. On a failed save the creature has disadvantage on concentration checks for 1 minute. You can use this property three times, regaining all expended uses when you finish a long rest.

#### Congalala Fang

*Load up.* Your normal ammo capacity increases by 10 while you are attuned to this weapon.

#### Brute Bone

Your weapon deals an extra 1d4 bludgeoning damage.

#### Vibrant Pelt

*(Sorcerer and Wizard only)* While attuned to this weapon you can cast the *chromatic orb* spell once a day, without the required the material components and without expending a spell slot.

### OTHER MATERIAL EFFECTS

#### Brute Bone

Rare weapon crafting material.

#### Territorial Dung

A material used to make Dung Bombs.

## BLANGO

Challenge Rating 1  
Carves 1

Carve Chance	Material	Slots
1-10	Blango Pelt	(A)
11-16	Sharp Claw	(W)
17-20	Jumbo Bone	(O)

### ARMOR MATERIAL EFFECTS

#### Blango Pelt

You suffer no harm in temperature as cold as -20 degrees Fahrenheit while you wear this armor.

### WEAPON MATERIAL EFFECTS

#### Sharp Claw

Your slashing weapon deals an extra 1 slashing damage.

### OTHER MATERIAL EFFECTS

#### Jumbo Bone

Uncommon armor crafting material.

## BLANGONGA

Challenge Rating 9  
Carves/Capture 3

Carve Chance	Capture Chance	Material	Slot
1-5	1-7	Blangonga Pelt	(A,W)
6-11	8	Territorial Dung	(O)
12-13	9-15	Blangonga Whisker	(A,W)
14-18	16-17	Blangonga Tail	(A,W)
19	18-20	Brute Bone	(W,O)
20	----	Blangonga Fang	(A,W)

### ARMOR MATERIAL EFFECTS

#### Blangonga Pelt

*Well Rested+*. When you finish a long rest, you gain 10 temporary hit points for 24 hours while attuned to this armor.

#### Blangonga Whisker

While you are attuned to this armor, you can use a bonus action to speak its command word to exhale ice and snow at a target within 30 feet of you. The target must make a DC 15 Dexterity saving throw, taking 4d6 cold damage on a failed save, or half as much damage on a successful one.

Once used, this property cannot be used again until you finish a long rest.

#### Blangonga Tail

You ignore difficult terrain created by ice or snow while you wear this armor.

#### Blangonga Fang

You have resistance to cold damage while you wear this armor.

### WEAPON MATERIAL EFFECTS

#### Blangonga Pelt

When you are in freezing temperatures, this weapon sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

#### Blangonga Whisker

Your weapon deals an extra 1d4 cold damage.

#### Blangonga Tail

While you are attuned to this weapon you can draw it, to extinguish all nonmagical flames within 30 feet of you. This property can be used no more than once per hour.

#### Brute Bone

Your weapon deals an extra 1d4 bludgeoning damage.

#### Blangonga Fang

Your weapon deals an extra 1d6 cold damage.

### OTHER MATERIAL EFFECTS

#### Territorial Dung

A material used to make Dung Bombs.

#### Brute Bone

Rare armor crafting material.

## RAJANG

Challenge Rating 15

Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-8	1-5	Rajang Fang	(A,W)
9-13	6-13	Rajang Blackfur	(A,W)
----	14-15	Rajang Tail	(A,W)
14-17	16-18	Rajang Claw	(A,W)
18	----	Rajang Horn	(A,W)
19-20	19-20	Gold Rajang Pelt	(A,W)

### ARMOR MATERIAL EFFECTS

#### Rajang Fang

You have advantage on Insight checks while you wear this armor.

#### Rajang Blackfur

You suffer no harm in temperature as cold as -20 degrees Fahrenheit while you wear this armor.

#### Rajang Tail

*Imperial Wrath.* You have advantage on intimidation checks when interacting with nobles while you wear this armor.

#### Rajang Claw

When you must succeed on a saving throw or be knocked prone, you do so with advantage.

#### Rajang Horn

You have resistance to thunder damage while you wear this armor.

#### Gold Rajang Pelt

You have immunity to thunder damage while you wear this armor.

### WEAPON MATERIAL EFFECTS

#### Rajang Fang

*(Insect Glaive only.)* As an action you can hurl this weapon and speak this weapon's command word, it transforms into a bolt of lightning, forming a line 5 feet wide that extends out from you to a target within 120 feet. Each creature in the line excluding you and the target must make a DC 16 Dexterity saving throw, taking 4d6 lightning damage on a failed save, and half as much damage on a successful one. The lightning bolt turns back into a javelin when it reaches the target. Make a ranged weapon attack against the target. On a hit, the target takes damage from the javelin plus 4d6 lightning damage. Once used, this property can't be used again until the next dawn.

#### Rajang Blackfur

Your weapon deals an extra 1d6 lightning damage.

#### Rajang Tail

*(Spellcaster only)* This weapon has 7 runes. While holding it, you can use an action to expend 1 or more of its runes to cast the *lightning bolt* spell (save DC 15) from it. For 1 rune, you cast the 3rd-level version of the spell. You can increase the spell slot level by one for each additional charge you expend.

This weapon regains 1d6 + 1 expended runes daily at dawn. If you expend the weapon's last charge, roll a d20. On a 1, the runes cannot recharge for a week.

#### Rajang Claw

*Critical Eye.* Your weapon attacks critical hit range is increased by 1.

#### Rajang Horn

Your weapon gains the following properties. When one of these properties is used, it can't be used again until the next dawn.

- **Lightning.** When you hit with a melee attack using the weapon, you can cause the target to take an extra 2d6 lightning damage.
- **Thunder.** When you hit with a melee attack using the weapon, you can cause the weapon to emit a crack of thunder, audible out to 300 feet. The target you hit must succeed on a DC 17 Constitution saving throw or become stunned until the end of your next turn.
- **Lightning Strike.** You can use an action to cause a bolt of lightning to leap from the weapon's tip in a line that is 5 feet wide and 120 feet long. Each creature in that line must make a DC 17 Dexterity saving throw, taking 9d6 lightning damage on a failed save, or half as much damage on a successful one.
- **Thunderclap.** You can use an action to cause the weapon to issue a deafening thunderclap, audible out to 600 feet. Each creature within 60 feet of you (not including you) must make a DC 17 Constitution saving throw. On a failed save, a creature takes 2d6 thunder damage and becomes deafened for 1 minute. On a successful save, a creature takes half damage and isn't deafened.
- **Thunder and Lightning.** You can use an action to use the Lightning Strike and Thunderclap properties at the same time. Doing so doesn't expend the daily use of those properties, only the use of this one.

#### Gold Rajang Pelt

Your weapon deals an extra 1d8 lightning damage.

## GAMMOTH

Challenge Rating 16

Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-6	1-3	Gammoth Pelt	(A,W)
7-11	4-10	Gammoth Shell	(A,W)
12-14	11-15	Gammoth Redfur	(A,W)
15-17	19-20	Trunkspine	(A,W)
18-19	16-18	Gammoth Fang	(A,W)
20	19-20	Gammoth Scalp	(A,W)

### ARMOR MATERIAL EFFECTS

#### Gammoth Pelt

While you wear this armor, you can tolerate temperatures as low as -50 degrees Fahrenheit without any additional protection. If you wear heavy clothes, you can tolerate temperatures as low as -100 degrees Fahrenheit.

#### Gammoth Shell

You ignore difficult terrain created by ice or snow while you wear this armor.

#### Gammoth Redfur

You have resistance to cold damage while you wear this armor.

#### Trunkspine

*Botanist+*. When you successfully gather a plant resource, you gather an extra 1d4 more.

#### Gammoth Fang

While you are attuned to this armor, you can make Intelligence (History) checks as a bonus action.

#### Gammoth Scalp

You have immunity to cold damage while you wear this armor.

### WEAPON MATERIAL EFFECTS

#### Gammoth Pelt

While you are attuned to this weapon you can speak its command word to shroud it in ice. When touched to an object it will slowly cover it in a thin sheet of ice. A creature takes 1 cold damage every minute this weapon is touching their skin.

#### Gammoth Shell

Your weapon deal an extra 1d6 cold damage.

#### Gammoth Redfur

When you cast a spell that deals cold damage, you gain a +3 bonus to its spell attack roll and you ignore half cover when making a spell attack.

#### Trunkspine

While attuned to this weapon you can use an action to speak its command word to exhale shards of ice in a 30-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 5d6 cold damage on a failed save, or half as much damage on a successful one.

Once used, this property cannot be used again until you finish a long rest.

#### Gammoth Fang

*(Druid, Sorcerer, Warlock, and Wizard only)* This weapon has 10 runes. While holding it, you can use an action to expend 1 or more of its runes to cast one of the following Spells from it, using your spell save DC: *Cone of Cold* (5 charges), *Fog Cloud* (1 charge), *Ice Storm* (4 charges), or *Wall of Ice* (4 charges).

This weapon regains 1d6 + 4 expended runes daily at dawn. If you expend the weapon's last charge, roll a d20. On a 1, the runes cannot recharge for a week.

#### Gammoth Scalp

Your weapon deal an extra 1d8 cold damage.

## FLYING WYVERNS

## GIGGI

Challenge Rating 1/2

Carves 1

Carve Chance	Material	Slots
1-13	Giggi Stinger	(W)
14-17	Velvety Hide	(A)
18-20	Monster Fluid	(O)

### ARMOR MATERIAL EFFECTS

#### Velvety Hide

You can set pitfall traps or shock traps as a bonus action while you wear this armor.

### WEAPON MATERIAL EFFECTS

#### Giggi Stinger

When you hit a creature with this weapon, they must succeed on a DC 10 Constitution saving throw or become poisoned until the end of their next turn.

### OTHER MATERIAL EFFECTS

#### Monster Fluid

Uncommon or rare crafting material that can be used for weapons or armor.

## GIGGINOX

Challenge Rating 10

Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-7	1-3	Gigginox Hide	(A,W)
8-11	4-10	Uncanny Hide	(A,W)
12-13	11-15	Gigginox Talon	(A,W)
14-15	16-18	Fearsome Maw	(A,W)
16-20	19-20	Foul Venom Gland	(A,W)

### ARMOR MATERIAL EFFECTS

#### Gigginox Hide

(Clerics, Druids, Paladins, or Rangers.) While attuned to this armor, you can cast the *protection from poison* spell once a day, without expending a spell slot or having it prepared.

#### Uncanny Hide

You have advantage on saving throws against the poison while you wear this armor.

#### Gigginox Talon

You have a climbing speed equal to your walking speed while you wear this armor.

#### Fearsome Maw

While wearing this armor, you can breathe normally in any Environment, and you have advantage on saving throws made against harmful gases and vapors (such as cloudkill and stinking cloud effects, inhaled poisons, and the breath weapons of some dragons).

#### Foul Venom Gland

You have advantage on saving throws against the poisoned condition while you wear this armor.

### WEAPON MATERIAL EFFECTS

#### Gigginox Hide

*Abnormal Status Atk up (S).* Whenever you inflict a condition on a creature or object that has a duration of 1 minute or longer, the maximum duration of the condition is increased by 6 seconds.

#### Uncanny Hide

While you wear this armor, you can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free.

#### Gigginox Talon

Your weapon deals an extra 1d6 slashing damage.

#### Fearsome Maw

You can use an action to speak the command word and regain one expended spell slot of up to 3rd level. Once you have used this effect, it can't be used again until the next dawn.

#### Foul Venom Gland

Your weapon deals an extra 1d6 poison damage.

## BASARIOS

Challenge Rating 6

Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-9	1-5	Basarios Shell	(A,W)
10-13	6-11	Poison Sac	(A,W)
14-18	12-18	Machalite Ore	(O)
19	19	Basarios Wing	(A,W)
20	20	Basarios Carapace	(A,W)

### ARMOR MATERIAL EFFECTS

#### Basarios Shell

You have advantage on stealth checks made to hide in rocky terrain while you wear this armor.

#### Poison Sac

While you are wearing this armor, you can use your reaction or bonus action to gain resistance to poison damage until the end of your next turn. Once you use this property, you cannot use it again until you finish a long rest.

#### Basarios Wing

Whenever you make a saving throw against the unconscious condition or other sleep-like effects, you do so with a +2 bonus.

#### Basarios Carapace

*Guts.* When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. Once you use this property, you can't use it again for 2 days.

### WEAPON MATERIAL EFFECTS

#### Basarios Shell

*Stamina Drain.* When you hit a creature with this weapon, its speed is reduced by 5 feet until the start of your next turn.

#### Poison Sac

When you cast a spell that deals poison damage, add 1/2 of your proficiency bonus to that damage.

#### Basarios Wing

This weapon has 3 runes and regains all expended runes daily at dawn. Once per turn, when you hit a creature with this weapon, you may expend a rune to gain +2 AC until the end of your next turn.

#### Basarios Carapace

Your bludgeoning weapon deals an extra 1d4 bludgeoning damage.

### OTHER MATERIAL EFFECTS

#### Machalite Ore

Item found in (AGtMH p.32)

## GRAVIOS

**Challenge Rating** 14

**Carves/Capture** 4

Carve Chance	Capture Chance	Material	Slots
1-6	1-4	Gravios Carapace	(A,W)
7-8	5-8	Gravios Shell	(A,W)
9	9-12	Inferno Sac	(A,W)
10	13-14	Sleep Sac	(A,W)
11	15-18	Gravios Scalp	(A,W)
12-17	19	Gravios Wing	(A,W)
18	----	Gravios Medulla	(A)
19	----	Gravios Gem	(A,W)
20	20	Firecell Stone	(A,W)

### ARMOR MATERIAL EFFECTS

#### Gravios Carapace

*Fortitude.* You have advantage on survival skills to track, forage, or travel while you are attuned to this armor.

#### Gravios Shell

While you are attuned to this armor, you can use an action to speak its command word and summon a campfire with blue flames. The fire burns for 24 hours, until it is extinguished, or until you summon another fire in this way.

#### Inferno Sac

*(Cleric, Druid, Ranger, Sorcerer, and Wizard only)* While attuned to this weapon you can use an action to cast the *protection from energy (fire only)* spell from it three times per day, without expending a spell slot.

#### Sleep Sac

While you wear this armor, you can use an action to releases sleeping gas in a 10-foot radius around you. Each creature in that area must make a DC 13 Constitution saving throw or they fall unconscious for 1 minute, until the sleeper takes damage, or until someone uses an action to shake or slap the sleeper awake. Once you use this property, you cannot use it again until you finish a long rest.

#### Gravios Scalp

When you regain hit points from a spell while attuned to this armor, increase the regained amount by half your cleric or paladin level.

#### Gravios Wing

While you're wearing this armor, any critical hit against you becomes a normal hit.

#### Gravios Medulla

You have resistance to fire damage while you wear this armor.

#### Gravios Gem

You have a +1 bonus to your AC while you wear this armor.

#### Firecell Stone

*Shield.* While you are attuned to this armor and you use a reaction that would increase your AC, you gain an additional +1 bonus to your AC until the start of your next turn.

### WEAPON MATERIAL EFFECTS

#### Gravios Carapace

*Partbreaker+1.* You deal an extra 1d6 damage when you critically hit with this weapon.

#### Gravios Shell

*Barbarian only.* After you make a weapon attack while attacking recklessly with this weapon, you may make another attack with the same weapon against a different creature that is within 5 feet of original target that is within range of this weapon. You can this property once per turn.

#### Inferno Sac

Your weapon deals an extra 1d8 fire damage.

#### Sleep Sac

When you cast the *sleep* spell while holding this weapon, you double the amount of dice rolled.

#### Gravios Scalp

*(Paladin only)* Whenever you restore a creature's hit points with your Lay on Hands feature, it gains temporary hit points equal to the amount healed until the start of your next turn.

#### Gravios Wing

When you hit a Huge or smaller creature with this weapon, it must succeed on a DC 15 Strength check or be pushed back 5 feet.

#### Gravios Gem

*(Light Bowgun and Heavy Bowgun only)* *Load up+.* While attuned to this weapon, you increase the maximum capacity for all of your ammo by 2.

#### Firecell Stone

While you are attuned to this weapon, you can use an action to gain the same benefits as a potion of fire giants strength for 10 minutes. Once you use this property, you cannot use it again for 1 week.



## SEREGIOS

Challenge Rating 7

Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-6	1-2	Seregios Slavescale (A,W)	
7-10	3-8	Seregios Airblade (A,W)	
11-12	9-12	Seregios Carver (A,W)	
13-17	13-14	Seregios Impaler (A,W)	
18-19	15-19	Seregios Scraper (A,W)	
20	20	Seregios Dissenter (W)	

### ARMOR MATERIAL EFFECTS

#### Seregios Slavescale

While you are attuned to this armor, you can conjure a magical comb as an action. Running this comb through your hair allows you to change the length, color, curliness, and style of your hair. After running the comb through your hair, your hair is also cleaned and has a pleasant fragrance.

#### Seregios Airblade

While you are attuned to this armor, you can cast the *blade ward* spell from it as a bonus action. Once you use this property, you can't use it again until you finish a long rest.

#### Seregios Carver

(requires *Shield*) While attuned to this armor, the front of your shield is shaped in the likeness of a face. While bearing the shield, you can use a bonus action to alter the face's expression.

#### Seregios Impaler

While you wear this armor, any creature that hits you with a melee weapon, an unarmed strike, or a natural melee weapon takes 1d4 piercing damage.

#### Seregios Scraper

*Constitution.* The duration from slowing effects, such as the *slow* spell or a copper dragon's breath attack, are reduced by half while you wear this armor.

### WEAPON MATERIAL EFFECTS

#### Seregios Slavescale

As an action, you can try to cast a cantrip that you don't know from the warlock spell list. When you do, you must succeed on a DC 10 Intelligence (Arcana) check. On a successful check, you cast the cantrip. Once you use this property, you can't use this property again until you finish a long rest.

#### Seregios Airblade

While attuned to this weapon, you can conjure a finely crafted halfling dagger, this dagger can whittle one small object once per day without the use of its master.

#### Seregios Carver

While attuned to this weapon, you can use an action to conjure a coin from thin air, this bronze coin always lands on tails.

#### Seregios Impaler

When you hit a creature with this weapon, it must succeed on a DC 12 Constitution saving throw or lose 1d4 hit points at the start of each of its turns due to an open wound. Any creature can take an action to stanch the wound with a successful DC 12 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

#### Seregios Scraper

Your weapon deals an extra 1d4 slashing damage.

#### Seregios Dissenter

*Critical Draw.* During the first round of combat, you critically strike if you roll a 17 or higher on your attack roll if you attack with this weapon.

## PAOLUMU

**Challenge Rating** 7  
**Carves/Capture** 3

Carve	Chance	Capture	Chance	Material	Slots
1-5	1-5	1-5	1-5	Paolumu Scale	(A,W)
6-8	6-8	6-8	6-8	Paolumu Shell	(A,W)
9-11	9-11	9-12	9-12	Nourishing Extract	(O)
12-15	12-15	13-16	13-16	Paolumu Pelt	(A,W)
16-19	16-19	17-19	17-19	Paolumu Webbing	(A,W)
20	20	20	20	Lumu Gem	(A,W)

### ARMOR MATERIAL EFFECTS

#### Paolumu Scale

While you are wearing this armor, you can use your reaction or bonus action to gain resistance to cold damage until the end of your next turn. You can use this property twice, regaining all uses when you finish a long rest.

#### Paolumu Shell

You have a +2 bonus to Acrobatic checks while you wear this armor.

#### Paolumu Pelt

*Stamina Surge+1.* While wearing this armor, you can use an action to cast the *haste* spell from it once per day, but can target only yourself when you do so and you gain 2 levels of exhaustion when the spell ends.

#### Paolumu Webbing

*Windproof.* Spells you cast such as fog cloud, can no longer be dispersed by wind, magical or otherwise while you wear this armor.

#### Lumu Gem

While you are attuned to this armor, you can cast the *enlarge* spell from it. Once you use this property, you can't use it again until you finish a long rest.

### WEAPON MATERIAL EFFECTS

#### Paolumu Scale

You gain a +1 bonus to Dexterity saving throws while attuned to this weapon.

#### Paolumu Shell

While you are attuned to this weapon, you can use an action to speak its command word and exhale a blast of strong wind in a 45-foot line that is 5 feet wide. Each creature in that line must succeed on a DC 14 Dexterity saving throw, taking 3d6 thunder damage and be knocked prone on a failed save or half as much on a successful one and is not knocked prone.

Once used, this property cannot be used again until you finish a long rest.

#### Paolumu Pelt

While flying, you can take the dodge action as a bonus action while you holding this weapon.

#### Paolumu Webbing

*Master Mounter.* You have advantage on Strength (Athletic) checks when attempting to Climb Onto a Bigger Creature (DMG p.271) while you are attuned to this weapon.

#### Lumu Gem

*(Gunlance only) Artillery+.* While attuned to this weapon, your wyvernfire can now be used twice per long rest and you can add your Strength modifier to the damage of your shell attacks.

### OTHER MATERIAL EFFECTS

#### Nourishing Extract

A material used for crafting Ancient Potions, Mega Demondrugs/Armorskin

## NIGHTSHADE PAOLUMU

Challenge Rating 12

Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-5	1-4	Nightshade Paolumu Thickfur	(A,W)
6-11	5-8	Nightshade Paolumu Shard	(A,W)
----	9-12	Torpor Sac	(O)
12-15	13-16	Paolumu Cortex	(A,W)
16-19	17-19	Nightshade Paolumu Fellwing	(A,W)
20	20	Nightshade Gem	(A,W)

### ARMOR MATERIAL EFFECTS

#### Nightshade Paolumu Thickfur

While in dim light or darkness, you can take the hide action as a bonus action.

#### Nightshade Paolumu Shard

You have a +3 bonus to Acrobatic checks while you wear this armor.

#### Torpor Sac

Whenever you make a saving throw against the unconscious condition or other sleep-like effects, you do so with advantage.

#### Paolumu Cortex

You have resistance to thunder damage while you wear this armor.

#### Nightshade Paolumu Fellwing

*Wide-Range.* When you use Herbs, Antidotes, Cool Drinks, Hot Drinks, Armor Seeds, or Power Seeds; all other creatures within a 10-foot radius of you gain its effect.

#### Nightshade Gem

While you are attuned to this armor, you can cast the *enlarge* spell from it. You can use this property twice, regaining all expended uses when you finish a long rest.

### WEAPON MATERIAL EFFECTS

#### Nightshade Paolumu Thickfur

You can read books you are touching while sleeping.

#### Nightshade Paolumu Shard

Your weapon deals an extra 1d6 bludgeoning damage.

#### Torpor Sac

*(Spellcaster Only)* You know the *sleep* spell while you wear this armor. If you prepare spells, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If this spell is not on your class list, the spell is nonetheless a class spell for you.

#### Paolumu Cortex

This weapon warns you of danger. While the weapon is on your person, it magically awakens you and your companions within a 30-foot range if any of you are sleeping naturally when combat begins.

#### Nightshade Paolumu Fellwing

*Weakness Exploit.* Your weapon deals max damage to a creature that is vulnerable to this weapons damage type.

#### Nightshade Gem

*Maximum Might.* While your hit points are full and you are not suffering from any levels of exhaustion, you deal maximum weapon damage with your attacks.

## ASTALOS

Challenge Rating 9

Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-5	1-3	Astalos Scale	(A,W)
6-8	4-7	Astalos Shell	(A,W)
9-10	8-12	Astalos Membrane	(A,W)
11-14	13-15	Astalos Scissortail	(A,W)
15-17	16-17	Astalos Wingtalon	(A,W)
18-19	18-19	Electroscale	(A,W)
20	20	Astalos Plate	(A,W)

### ARMOR MATERIAL EFFECTS

#### Astalos Scale

While you are wearing this armor, you can use your reaction or bonus action to gain resistance to necrotic damage until the end of your next turn. You can use this property twice, regaining all uses when you finish a long rest.

#### Astalos Shell

You have a +3 bonus to Acrobatic checks while you wear this armor.

#### Astalos Membrane

*Marathon Runner.* While wearing this armor, your walking speed increases by 5 feet.

#### Astalos Scissortail

While you are attuned to this armor, lightning arcs across it, creating bright light in a 10-foot radius and dim light for an additional 5 feet.

#### Astalos Wingtalon

*Stam Recov.* When you take a long rest, you reduce your exhaustion by 2 levels instead of 1.

#### Electroscale

You have resistance to lightning damage, while you wear this armor.

#### Astalos Plate

You have advantage on saving throws against being stunned while you wear this armor.

### WEAPON MATERIAL EFFECTS

#### Astalos Scale

While holding this weapon, you can use an action to shoot a harmless spark of lightning into the air. In the open, this flare is visible for up to 1 mile.

#### Astalos Shell

When you raise your weapon to the sky, you can speak its command word to call down a bolt of lightning directly behind you. You have advantage on intimidation checks for 1 minute against any creature who witnessed it.

#### Astalos Membrane

When you cast a spell that deals lightning or thunder damage, you gain a +1 bonus to its spell attack roll.

#### Astalos Scissortail

*(Cleric and Paladin only)* While you are attuned to this weapon, whenever you use a spell of 1st-level or higher to restore hit points to a creature, the creature regains additional hit points equal to the spell's level.

#### Astalos Wingtalon

*(Druids only)* While attuned to this weapon, you can use an action to cast the *Call Lightning* spell from it once a day, without expending a spell slot.

#### Electroscale

Your weapon deals an extra 1d6 lightning damage.

#### Astalos Plate

*Chain Crit.* Every consecutive hit on a creature increases your crit range by 1 until you score a critical hit, miss an attack, or hit a different creature.

## RATHIAN

Challenge Rating 8

Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-4	1-4	Rathian Scale	(A,W)
5	5-7	Flame Sac	(A,W)
6-8	8-13	Rathian Carapace	(A)
9	14-15	Rathian Webbing	(A)
10	----	Rathian Spike	(A,W)
11	16-17	Rathian Tail	(A,W,O)
12-18	18	Rath Wingtalon	(A,W)
19	19	Rathian Plate	(A,W)
20	20	Rathian Ruby	(A,W)

### ARMOR MATERIAL EFFECTS

#### Rathian Scale

While you are wearing this armor, you can use your reaction or bonus action to gain resistance to poison damage until the end of your next turn. You can use this property twice, regaining all uses when you finish a long rest.

#### Flame Sac

While you are attuned to this armor, you can use a bonus action to speak its command word and exhale fire at a target within 15 feet of you. The target must make a DC 15 Dexterity saving throw, taking 3d6 fire damage on a failed save, or half as much damage on a successful one.

Once used, this property cannot be used again until you finish a long rest.

#### Rathian Carapace

You have advantage on checks when attempting to identify poisons while attuned to this armor.

#### Rathian Webbing

You have advantage on saving throws against the poisoned condition while you wear this armor.

#### Rathian Spike

When you cast a spell that deals acid or poison damage, you gain a +1 bonus to its spell attack roll.

#### Rathian Tail

While you wear this armor, you gain 2 additional hit points whenever you regain hit points by magical or non-magical means, except when spending hit dice.

#### Rath Wingtalon

*Stamina Surge*+1. While wearing this armor, you can use an action to cast the *haste* spell from it once per day, but can target only yourself when you do so and you gain 2 levels of exhaustion when the spell ends.

#### Rathian Plate

You are immune to the poisoned condition while you wear this armor.

#### Rathian Ruby

You have resistance to poison damage while you wear this armor.

### WEAPON MATERIAL EFFECTS

#### Rathian Scale

If you coat this weapon with poison, the poisons save DC is increased by 2.

#### Flame Sac

When you cast a spell that deals fire damage, it deal an extra 1d4 fire damage.

#### Rathian Spike

While holding this weapon, you can use an action to cause thick, black poison to coat it. The poison remains for 1 minute or until an attack using this weapon hits a creature. That creature must succeed on a DC 15 Constitution saving throw or take 2d10 poison damage and become poisoned for 1 minute. This weapon can't be used this way again until the next dawn.

#### Rathian Tail

Your weapon deals an extra 1d4 poison damage.

#### Rath Wingtalon

When you attune to this weapon, a ring manifests on one of your fingers. While you wear it, you can use an action to fire a slender wooden dart from the ring at a target within 20 feet of you. Make a ranged weapon attack; you have proficiency in the ring. On a hit, the target takes 1 point of piercing damage, and must succeed on a DC 13 Constitution save or be poisoned for 24 hours. It can repeat the save every 4 hours; if it succeeds three times, the effect ends, but if it fails three times, it dies.

#### Rathian Plate

When you cast a spell that deals poison damage, you increase its spell save DC by 1.

#### Rathian Ruby

While you hold your weapon, you gain +1 bonus to spell attack rolls and you ignore half cover when making a spell attack.

### OTHER MATERIAL EFFECTS

#### Rathian Tail

Rare armor or weapon crafting material.

## RATHALOS

**Challenge Rating** 10  
**Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-4	1-4	Rathalos Scale	(A)
5-6	----	Inferno Sac	(A,W)
7-10	5-10	Rathalos Carapace	(A)
----	11-13	Rathalos Webbing	(A)
11	14-15	Rathalos Marrow	(A,W)
12-16	16-17	Rathalos Tail	(W,O)
17-18	----	Rathalos Wing	(A)
19	18-19	Rathalos Plate	(A,W)
20	20	Rathalos Ruby	(A,W)

### ARMOR MATERIAL EFFECTS

#### Rathalos Scale

*Detect+*. You gain a +2 bonus to your passive Perception while you wear this armor.

#### Inferno Sac

While you are attuned to this armor, you can use a bonus action to speak its command word and exhale fire at a target within 30 feet of you. The target must make a DC 16 Dexterity saving throw, taking 4d6 fire damage on a failed save, or half as much damage on a successful one.

Once used, this property cannot be used again until you finish a long rest.

#### Rathalos Carapace

You have a +1 bonus to your AC while you wear this armor.

#### Rathalos Webbing

When you must succeed on a saving throw or be knocked prone, you do so with advantage.

#### Rathalos Marrow

You suffer no harm from temperatures as warm as 120 degrees Fahrenheit while you wear this armor.

#### Rathalos Wing

While you are attuned to this armor, you can cast the *fly* spell once per day.

#### Rathalos Plate

You have resistance to fire damage while you wear this armor.

#### Rathalos Ruby

You have immunity to fire damage while you wear this armor.

### WEAPON MATERIAL EFFECTS

#### Inferno Sac

Your weapon deals an extra 1d6 fire damage.

#### Rathalos Marrow

You can use a bonus action to speak this weapon's command word, causing flames to erupt from the weapon. These flames shed bright light in a 40-foot radius and dim light for an additional 40 feet.

#### Rathalos Tail

When you hit a creature with this weapon, they must make a DC 12 Wisdom saving throw or become frightened of you for 1 minute. They may repeat the save at the end of each of their turns, ending the effect on a success. On a successful save, the target is immune to this effect for 24 hours.

#### Rathalos Plate

*Critical Eye*. Your weapon attacks critical hit range is increased by 1

#### Rathalos Ruby

Your weapon deals an extra 1d8 fire damage.

### OTHER MATERIAL EFFECTS

#### Rathalos Tail

Very rare armor or weapon crafting material.

## KHEZU

Challenge Rating 10

Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-9	1-6	Flabby Hide	(A,W)
10-16	7-14	Pale Extract	(A,W,O)
17-19	15-18	Electro Sac	(A,W)
20	19-20	Pale Bone	(A,W)

### ARMOR MATERIAL EFFECTS

#### Flabby Hide

While you wear this armor, you gain 2 additional hit points whenever you regain hit points by magical or non-magical means, except when spending hit dice.

#### Pale Extract

*Recovery Level.* Whenever you suffer an effect that deals damage to you at the start of your turn your armor flash white and ends the effect. This could include such effect as a bleeding wound, acid or poison that continues to damage you over time, being set on fire, etc. They have no effect on environmental effects, damage that you take from being in a given location or spell's area of effect or similar damage sources.

#### Electro Sac

While wearing this armor, your walking speed becomes 30 feet, unless your walking speed is higher, and your speed isn't reduced if you are encumbered or wearing heavy armor. In addition, you can jump three times the normal distance, though you can't jump farther than your remaining movement would allow.

#### Pale Bone

You have resistance to thunder damage while you wear this armor.

### WEAPON MATERIAL EFFECTS

#### Flabby Hide

As an action you shroud your body in electricity for 1 minute. Any creature that ends its turn within 5 feet of you takes 1d4 lightning damage. Once you use this property you can't use it again until you finish a short or long rest.

#### Pale Extract

While you are holding this weapon, you can use an action you can release a jolt of electricity in a 5-foot radius around you. Each creature in that area must succeed on a DC 13 Constitution saving throw or be incapacitated and has its movement speed is reduced to 0 until the end of its next turn. You can use this property a number of times equal to 1/2 your Constitution modifier (minimum of 1), regaining all expended uses when you finish a long rest.

#### Electro Sac

Your weapon deals an extra 1d6 lightning damage.

#### Pale Bone

While you are attuned to this weapon you can use an action to create a thunderous sound in a 20-foot cone in front of you. Each creature in that area must succeed on a DC 15 Constitution saving throw, or be stunned until the end of their next turn. On a successful save, the creature is deafened until the end of their next turn. Once you use this property, you cannot use it again until you finish a long rest.

### OTHER MATERIAL EFFECTS

#### Pale Extract

A material used for crafting Mega Demondrugs/Armorskin

## NARGACUGA

Challenge Rating 11

Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-7	1-4	Nargacuga Scale	(A,W)
8-11	5-11	Nargacuga Pelt	(A,W)
12-13	12-15	Nargacuga Fang	(W)
14-15	----	Nargacuga Razor	(A,W)
16	16-17	Narga Medulla	(A,W)
17-19	18-20	Nargacuga Tail	(A,W)
20	----	Nargacuga Tailspike	(A,W)

### ARMOR MATERIAL EFFECTS

#### Nargacuga Scale

While in dim light or darkness, you can take the hide action as a bonus action.

#### Nargacuga Pelt

While you wear this armor, your eye's glow red at night, much like the nargacuga's. You gain darkvision out to 60 feet. if you already have darkvision, it is increased by an additional 60 feet.

#### Nargacuga Razor

While you wear this armor, being in a lightly obscured area doesn't impose disadvantage on your Wisdom (Perception) checks if you can both see and hear.

#### Narga Medulla

You have advantage on Dexterity (Stealth) checks while you wear this armor.

#### Nargacuga Tail

While you wear this armor, your walking speed becomes 30 feet, unless your walking speed is higher, and your speed isn't reduced if you are encumbered or wearing heavy armor. In addition, you can jump three times the normal distance, though you can't jump farther than your remaining movement would allow.

#### Nargacuga Tailspike

*Evade Window.* This armor has 3 runes, and it regains 1d3 expended runes daily at dawn. When you fail a Dexterity saving throw while wearing it, you can use your reaction to expend 1 of its runes to succeed on that saving throw instead.

### WEAPON MATERIAL EFFECTS

#### Nargacuga Scale

Your weapon deals an extra 1d6 slashing damage.

#### Nargacuga Fang

While you are attuned to this armor, your ammo pouch can hold double the amount of pierce ammo and cluster ammo it can normally hold.

#### Nargacuga Razor

*Abnormal Status Atk up (M).* Whenever you inflict a condition on a creature or object that has a duration of 1 minute or longer, the maximum duration of the condition is increased by 12 seconds.

#### Narga Medulla

*Quick Load.* You can reload as a free action while you wear this armor.

#### Nargacuga Tail

*Status Pursuit.* You have advantage on opportunity attacks and creatures within your reach provoke opportunity attacks even if they took the Disengage action, if the creature is afflicted with a Condition.

#### Nargacuga Tailspike

*Critical Eye.* Your weapon attacks critical hit range is increased by 1.



## MONOBLOS

Challenge Rating 12  
Carves/Capture 4

Carve Chance	Capture Chance	Material	Slots
1-8	1-7	Monoblos Carapace	(A,W)
9-11	8-11	Monoblos Thoracic	(A,W)
12-16	12-17	Scarlet Finehorn	(A,W)
17-8	18-19	Blos Medulla	(A,W)
19	-----	Blos Gem	(A,W)
20	20	Monoblos Heart	(A,W)

### ARMOR MATERIAL EFFECTS

#### Monoblos Carapace

*Botanist+*. When you successfully gather a plant resource, you gather an extra 1d4 more.

#### Monoblos Thoracic

You have resistance to cold damage while you wear this armor.

#### Scarlet Finehorn

While you're wearing this armor, any critical hit against you becomes a normal hit.

#### Blos Medulla

*Alert*. You can't be surprised while you are conscious.

#### Blos Gem

You have a +1 bonus to your AC while you wear this armor.

#### Monoblos Heart

*Adrenaline*. The first time you drop below half of your hit points maximum in combat. You gain a rush of Adrenaline. On your next turn your movement speed doubles and you can take one extra action.

### WEAPON MATERIAL EFFECTS

#### Monoblos Carapace

While you are attuned to this weapon, you can perform the somatic components of spells even when you have weapons or a shield in one or both hands.

#### Monoblos Thoracic

Whenever you have advantage on a melee attack roll with this weapon and hit, you can knock the target prone if the lower of the two d20 rolls would also hit the target.

#### Scarlet Finehorn

Your weapon deals an extra 1d6 piercing damage.

#### Blos Medulla

*Charger*. When you use your action to Dash, you can use a bonus action to shove a creature.

#### Blos Gem

*(Light Bowgun and Heavy Bowgun only) Load up+*. While attuned to this weapon, you increase the maximum capacity for all of your ammo by 2.

#### Monoblos Heart

*Critical Eye*. Your weapon attacks critical hit range is increased by 1.

## DIABLOS

Challenge Rating 18

Carves/Capture 4

Carve Chance	Capture Chance	Material	Slots
1-6	1-3	Diablos Carapace	(A,W)
7-9	4-5	Diablos Fang (x3 if capture)	(A,W)
10	6-11	Diablos Shell	(A,W)
11	12-13	Diablos Ridge	(A,W)
12-16	14-16	Diablos Tailcase	(A,W)
16	17-18	Diablos Marrow	(A,W)
----	19	Blos Medulla	(A,W)
17-18	----	Twisted Horn	(A,W)
19	----	Majestic Horn	(A,W)
20	20	Diablos Stone	(O)

### ARMOR MATERIAL EFFECTS

#### Diablos Carapace

*Tremor-Proof.* You cannot be knocked prone while you wear this armor.

#### Diablos Fang

While you wear this armor, if an effect moves you against your will along the ground, you can use your reaction to reduce the distance you are moved by up to 10 feet.

#### Diablos Shell

You gain a burrowing speed of 20 feet while you wear this armor.

#### Diablos Ridge

*Wind Resistance.* You have resistance to thunder damage and you suffer no ill effects from strong winds (DMG p.110) while you wear this armor.

#### Diablos Tailcase

While holding a shield, you have resistance to damage from ranged weapon attacks. Whenever a ranged weapon attack is made against a target within 10 feet of you, you to become the target instead.

#### Diablos Marrow

You have immunity to fire damage, but you are vulnerable to cold damage while you wear this armor.

#### Blos Medulla

*Alert.* You can't be surprised while you are conscious.

#### Twisted Horn

You gain resistance to slashing & piercing damage from nonmagical attacks while you wear this armor.

#### Majestic Horn

*Heroics.* While below 25% of your maximum hit points your weapon attacks deal 1d4 extra damage and you have resistance to all damage except psychic damage.

### WEAPON MATERIAL EFFECTS

#### Diablos Carapace

*KO.* When a creature must succeed on a saving throw or become stunned by the effect of one of your weapon attacks, they make the save with disadvantage.

#### Diablos Fang

Your weapon deals an extra 1d8 piercing damage.

#### Diablos Shell

While attuned to this weapon, you can use an action to say its command and let out a violent roar. Each creature in a 15-foot radius around you must make a DC 17 Constitution saving throw. On a fail the creature takes 5d6 thunder damage and is deafened for 1 minute. On a successful save, the creature takes half damage and is not deafened. Once you use this property, you can't use it again until you finish a long rest.

#### Diablos Ridge

*Earplugs.* While you are attuned to this weapon, you can use a bonus action to conjure two earplugs in the shape of your choice. While using these earplugs, you are considered deafened. You can dispel the ear plugs as a bonus action ending the deafened effect.

#### Diablos Tailcase

*Quick Load.* You can reload as a free action while you wear this armor.

#### Diablos Marrow

*Stamina Thief.* Once per turn when you hit a creature with this weapon, it must make a DC 10 Constitution saving throw or gain one level of exhaustion. A creature cannot gain more than 2 levels of exhaustion from this weapon's property.

#### Blos Medulla

*Charger.* When you use your action to Dash, you can use a bonus action to shove a creature.

#### Twisted Horn

*Critical Draw+.* During the first round of combat your melee weapon attacks score a critical hit on a roll of 15-20.

#### Majestic Horn

Your weapon deals an extra 1d10 piercing damage.

### OTHER MATERIAL EFFECTS

#### Diablos Stone

Legendary armor or weapon crafting material.

## LEGIANA

**Challenge Rating** 13

**Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-4	1-5	Legiana Hide	(A,W)
5-8	6-9	Legiana Scale	(A,W)
9-12	10-12	Legiana Claw	(W)
13-15	13-14	Legiana Wing	(A,W)
16-18	15-17	Frost Sac	(A,W)
19	18-19	Legiana Plate	(A,W)
20	20	Legiana Gem	(A)

### ARMOR MATERIAL EFFECTS

#### Legiana Hide

*Airborne.* While wearing this armor, you can cast the *jump* spell from it as a bonus action at will, but can target only yourself when you do so.

#### Legiana Scale

*(Druids, Sorcerers, Warlocks, or Wizards only)* While attuned to this weapon you can cast the *wall of ice* spell three times per day, without expending a spell slot.

#### Legiana Wing

*Wind Resist.* You and your equipment suffer no ill effects from Strong Winds (DMG p.110) while you are wear this armor.

#### Frost Sac

You have resistance to cold damage while you wear this armor.

#### Legiana Plate

*Evade Window.* This armor has 3 runes, and it regains 1d3 expended runes daily at dawn. When you fail a Dexterity saving throw while wearing it, you can use your reaction to expend 1 of its runes to succeed on that saving throw instead.

#### Legiana Gem

*Good Luck.* While you are attuned to this armor, you have one luck point that you regain daily at dawn. You may use this point as if you had the Lucky feat.

### WEAPON MATERIAL EFFECTS

#### Legiana Hide

This weapon has a reservoir of ice magic that can freeze the ground for up to 1 minute. While holding this weapon, you can use an action to plant this weapon in the ground and release the ice magic within. While planted and undepleted, the ground in a 10-foot radius of this weapon becomes difficult terrain. This weapon recharges 3d6 seconds of energy to the weapon's reservoir daily at dawn.

#### Legiana Scale

While holding this weapon, you can use an action to cause thick, opaque poison to coat the blade of a melee weapon that deals slashing or piercing damage. The poison remains for 1 minute or until an attack using this weapon hits a creature. That creature must succeed on a DC 15 Constitution saving throw or take 2d10 cold damage and become poisoned with iceblight for 1 minute. This effect can't be used this way again until the next dawn.

#### Legiana Claw

Your weapon deals an extra 1d6 cold damage.

#### Legiana Wing

*Critical Draw.* During the first round of combat your melee weapon attacks score a critical hit on a roll of 15-20.

#### Frost Sac

You gain a +1 bonus to your spell attack rolls and spell save DC while attuned to this weapon. This bonus increases to +2 when the spell you are casting deals cold damage, such as the *ice knife* or *snilloc's snowball swarm* spell.

#### Legiana Plate

Your weapon deals an extra 1d8 cold damage.

## SHRIEKING LEGIANA

Challenge Rating 17

Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-4	1-5	Rimed Hide	(A,W)
5-8	6-9	Legiana Shard	(A,W)
9-12	10-12	Obsidian Ictalon	(W)
13-15	13-14	Stark Wing	(A,W)
16-18	15-17	Cryo Sac	(A,W)
19	18-19	Legiana Tail Webbing	(A,W)
20	20	S.Legiana Gem	(A,W)

### ARMOR MATERIAL EFFECTS

#### Rime Hide

*Free meal.* While attuned to this armor, you no longer need to eat or drink.

#### Legiana Shard

*Marathon Runner+.* While wearing this armor, your walking speed increases by 10 feet and you ignore difficult terrain if it was not created by a magical effect.

#### Stark Wing

While flying you can take the dodge action as a bonus action. You can use this property a number of times equal to your constitution modifier, regaining all expended uses when you finish a long rest.

#### Cryo Sac

You have immunity to cold damage while you wear this armor.

#### Legiana Tail Webbing

*Evade Extender (M).* You gain a +2 bonus to Dexterity saving throws while you wear this armor.

#### S.Legiana Gem

*Good Luck.* While you are attuned to this armor, you have one luck point that you regain daily at dawn. You may use this point as if you had the Lucky feat.

### WEAPON MATERIAL EFFECTS

#### Rime Hide

*FastCharge+.* When you roll for initiative, your greatsword, longsword, or charge blade gains 2 charge, spirit, or phial charge.

#### Legiana Shard

*(Bow Only).* Your dragonpiercer can be used one extra time per long rest and deals an extra 2d6 piercing damage.

#### Obsidian Ictalon

*Critical Draw.* During the first round of combat your melee weapon attacks score a critical hit on a roll of 15-20.

#### Stark Wing

Your weapon deals an extra 2d4 cold damage.

#### Cryo Sac

You gain a +2 bonus to your spell attack rolls and spell save DC while attuned to this weapon. This bonus increases to +3 when the spell you are casting deals cold damage, such as the *ice knife* or *snilloc's snowball swarm* spell.

#### Legiana Tail Webbing

Your weapon deals an extra 1d8 cold damage.

#### S.Legiana Gem

While attuned to this weapon, you can use an action to speak its command word causing ice to coat the weapon for 1 minute or up to 10 pieces of ammunition. A creature hit by the coated weapon or ammunition takes 1d6 extra damage and has its movement speed reduced by 10 feet until the end of its next turn. Once used, this property can't be used again until you finish a long rest.

## BARIOTH

Challenge Rating 15

Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-4	----	Barioth Cortex	(A,W)
5-6	1-6	Barioth Fur	(A,W)
7-10	7-9	Barioth Talon	(A,W)
11-13	10-13	Cryo Sac	(A,W)
14	14-17	Barioth Spike	(A,W)
15-19	----	Barioth Tail	(A,W)
20	18-20	Amber Tusks	(A,W)

### ARMOR MATERIAL EFFECTS

#### Barioth Cortex

While you wear this armor, you ignore difficult terrain created by ice or snow and you can tolerate temperatures as low as -50 degrees Fahrenheit without any additional protection. If you wear heavy clothes, you can tolerate temperatures as low as -100 degrees Fahrenheit.

#### Barioth Fur

*Evasion.* You have advantage on Dexterity saving throws while you wear this armor.

#### Barioth Talon

If you are wearing no armor and using no shield you gain a +2 bonus to AC.

#### Cryo Sac

You have resistance to cold damage while you wear this armor.

#### Barioth Spike

Increase your Dexterity score by 1, to a maximum of 20 while you wear this armor..

#### Barioth Tail

You have immunity to cold damage while you wear this armor.

#### Amber Tusks

When you are attuned to this armor, you can speak the armor's command word to conjure a mask made from the scales and tusks of a barioth. While wearing the mask you have advantage on Charisma (Intimidation) checks. Additionally, this mask has 3 runes. You can use an action to expend 1 rune to give the mask a horrifying visage. Each creature within 30 feet of you that can see the mask must succeed on a DC 17 Wisdom saving throw or become frightened of you for 1 minute. If you wish, all creatures in the area that aren't hostile toward you automatically succeed on the saving throw. A creature that fails the saving throw can repeat it at the end of each of its turns, ending the effect on itself on a success. A creature that succeeds on its saving throw is immune to the effect of this mask for 24 hours. This mask regain 1d3 expended runes daily at dawn.

### WEAPON MATERIAL EFFECTS

#### Barioth Cortex

In freezing temperatures, this weapon sheds bright light in a 10-foot radius and dim light for an additional 10 feet. When you draw this weapon, you can extinguish all nonmagical flames within 30 feet of you. This property can be used no more than once per hour.

#### Barioth Fur

While you are attuned to this weapon and you cast a spell that is a water or ice themed, it is cast as if it was one spell level higher. A spell cannot be increased beyond level 6 with this effect.

#### Barioth Talon

Your Strength score is 19 while attuned to this weapon. It has no effect on you if your Strength is already 19 or higher.

#### Cryo Sac

Your weapon deals an extra 1d6 cold damage.

#### Barioth Spike

When you hit a creature with this weapon it must make a DC 14 Constitution saving throw or become poisoned with Iceblight until the end of its next turn.

#### Barioth Tail

This weapon has 3 runes, and it regains 1d3 expended runes daily at dawn. While attuned to this weapon, you can use an action to expend 1 to 3 of its runes to attack one creature you can see within 60 feet of you. The ring produces a spectral ram's head and makes its attack roll with a +7 bonus. On a hit, for each charge you spend, the target takes 2d10 force damage and is pushed 5 feet away from you.

Alternatively, you can expend 1 to 3 of the weapon's runes as an action to try to break an object you can see within 60 feet of you that isn't being worn or carried. You make a Strength check with a +5 bonus for each charge you spend.

#### Amber Tusks

Your weapon deals an extra 1d8 cold damage.

## TIGREX

**Challenge Rating** 16

**Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-5	1-4	Tigrex Scale	(A,W)
6-10	5	Tigrex Claw	(A,W)
11-13	6-12	Tigrex Carapace	(A,W)
14-15	13-17	Tigrex Tail	(A,W)
16-19	18-19	Tigrex Fang	(A,W)
20	20	Tigrex Scalp	(A,W)

### ARMOR MATERIAL EFFECTS

#### Tigrex Scale

You have advantage on survival checks when tracking a creature while you wear this armor.

#### Tigrex Claw

*Speed Eating.* While you are attuned to this armor, you can use any consumable, such as a potion or food, as a bonus action; so long as you are the one consuming it.

#### Tigrex Carapace

*Marathon Runner+.* While wearing this armor, your walking speed increases by 10 feet and you ignore difficult terrain if it was not created by a magical effect.

#### Tigrex Tail

You have resistance to cold damage while you wear this armor.

#### Tigrex Fang

*Tranquilizing Guru.* While you wear this armor, you are able to detect when a monster is weakened enough to be captured.

#### Tigrex Scalp

You have immunity to fire damage while you wear this armor.

### WEAPON MATERIAL EFFECTS

#### Tigrex Scale

Your weapon deals an extra 1d8 slashing damage.

#### Tigrex Claw

You have advantage on death saving throws while you are attuned to this weapon.

#### Tigrex Carapace

*Earplugs.* While you are attuned to this weapon, you can use a bonus action to conjure two earplugs in the shape of your choice. While using these earplugs, you are considered deafened. You can dispel the ear plugs as a bonus action ending the deafened effect.

#### Tigrex Tail

*Strong Attack.* When you hit a creature with this weapon you can use your bonus action to push the creature back 10 feet.

#### Tigrex Fang

*Mind's Eye.* Your attacks with this weapon bypass the damage resistances of any creature.

#### Tigrex Scalp

Your weapon deals an extra 1d10 slashing damage.

**Curse.** All of the tigrex material's are cursed. Becoming attuned to the armor or weapon the material is inserted into extends the curse to you. As long as you remain cursed, you are under the following effect:

- You are unwilling to part with the weapon or armor, keeping it within reach at all times.
- You have disadvantage on attack rolls with weapons other than this one, unless no foe is within 60 feet of you that you can see or hear.
- Whenever a hostile creature damages you, you must succeed on a DC 15 Wisdom saving throw or go berserk. The DC increases by 1 for each additional tigrex material inserted into your armor or weapon. While berserk, you must use your action each round to attack the creature nearest to you with your weapon. If you can make extra attacks as part of the Attack action, you use those extra attacks, moving to attack the next nearest creature after you fell your current target. If you have multiple possible targets, you attack one at random. You are berserk until you start your turn with no creatures within 60 feet of you that you can see or hear.

## BRUTE TIGREX

Challenge Rating 20

Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-5	1-4	Brute Tigrex Shard	(A,W)
6-10	5	Brute Tigrex Hardclaw	(A,W)
11-13	6-12	Brute Tigrex Cortex	(A,W)
14-15	13-17	Brute Tigrex Lash	(A,W)
16-19	18-19	Brute Tigrex Hardfang	(A,W)
20	20	Tigrex Mantle	(A,W)

### ARMOR MATERIAL EFFECTS

#### Brute Tigrex Shard

You have advantage on survival and athletics checks when tracking a creature while you wear this armor.

#### Brute Tigrex Hardclaw

*Free meal & Speed Eating.* While you are attuned to this armor, you no longer need to eat or drink. Additionally, you can use any consumable, such as a potion or food, as a bonus action; so long as you are the one consuming it.

#### Brute Tigrex Cortex

*Recovery Up.* Whenever you regain hit points from any potion or plant, the first die is maximized.

#### Brute Tigrex Lash

You have resistance to cold damage while you wear this armor.

#### Brute Tigrex Hardfang

*Health Boost+.* While wearing this armor, your hit point maximum increases by 2 for each character level you have.

#### Tigrex Mantle

You have immunity to fire damage while you wear this armor.

### WEAPON MATERIAL EFFECTS

#### Brute Tigrex Shard

*Weakness Exploit.* Your weapon deals max damage to a creature that is vulnerable to this weapons damage type.

#### Brute Tigrex Hardclaw

*Strong Attack.* When you hit a creature with this weapon you can use your bonus action to push the creature back 10 feet.

#### Brute Tigrex Cortex

*HG Earplugs.* While you are attuned to this armor, you can use a bonus action to conjure two earplugs in the shape of your choice. While using these earplugs, you can only hear creatures you choose to be able to hear.

#### Brute Tigrex Lash

While attuned to this weapon, your movement speed is doubled whenever you use your movement to close the distance between you and the last creature you hit.

#### Brute Tigrex Hardfang

*Critical Status.* When you critically hit with this weapon, the target must succeed on a DC 15 Strength saving throw or be knocked prone. A Huge or larger creature make their save with advantage.

#### Tigrex Mantle

Your weapon deals an extra 2d6 slashing damage.

**Curse.** All of the tigrex material's are cursed. Becoming attuned to the armor or weapon the material is inserted into extends the curse to you. As long as you remain cursed, you are under the following effect:

- You are unwilling to part with the weapon or armor, keeping it within reach at all times.
- You have disadvantage on attack rolls with weapons other than this one, unless no foe is within 60 feet of you that you can see or hear.
- Whenever a hostile creature damages you, you must succeed on a DC 15 Wisdom saving throw or go berserk. The DC increases by 1 for each additional tigrex material inserted into your armor or weapon. While berserk, you must use your action each round to attack the creature nearest to you with your weapon. If you can make extra attacks as part of the Attack action, you use those extra attacks, moving to attack the next nearest creature after you fell your current target. If you have multiple possible targets, you attack one at random. You are berserk until you start your turn with no creatures within 60 feet of you that you can see or hear.

## BAZELGEUSE

Challenge Rating 17

Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-5	1-4	Bazelgeuse Scale	(A,W)
6-9	5-9	Bazelgeuse Carapace	(A,W)
10-13	10-12	Bazelgeuse Fuse	(A,W)
14-16	13-16	Bazelgeuse Talon	(A,W)
17-19	17-18	Bazelgeuse Wing	(A,W)
----	19-20	Bazelgeuse Tail	(A,W)
20	----	Bazelgeuse Gem	(A,W)

### ARMOR MATERIAL EFFECTS

#### Bazelgeuse Scale

Your armor has 10 *explosive scales* that regrown at dawn. When a creature hits you with a melee attack, you can use a reaction to cause one of these scales to explode dealing 2d4 fire damage to the attacker.

#### Bazelgeuse Carapace

You have an emblem of a burning brazier on your armor. You can use an action to speak the brazier's command word and summon a fire elemental, as if you had cast the *conjure elemental* spell. Once you use this property, you can't use it again until you finish a long rest.

#### Bazelgeuse Fuse

*Earplugs.* While you are attuned to this armor, you can use a bonus action to conjure two earplugs in the shape of your choice. While using these earplugs, you are considered deafened. You can dispel the ear plugs as a bonus action ending the deafened effect.

#### Bazelgeuse Talon

*Greatsword only* While attuned to this armor, your Guard AC bonus now last until the start of your next turn and you cannot be knocked prone.

#### Bazelgeuse Wing

You have a flying speed of 30 feet while you wear this armor.

#### Bazelgeuse Tail

*Guts+.* When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. Once you use this property, you can't use it again until you finish a long rest.

#### Bazelgeuse Gem

You have immunity to fire damage while you wear this armor.

### WEAPON MATERIAL EFFECTS

#### Bazelgeuse Scale

*(Melee Weapon only)* When you hit a creature with this weapon, they must succeed on a DC 17 Constitution saving throw. On a failed save, the creature becomes burned for 1 minute. A burned creature takes 1d4 fire damage at the start of their turn. A creature may use its action to put out the flames early.

#### Bazelgeuse Carapace

While you are attuned to this armor, you can use a bonus action to speak its command word and exhale fire at a target within 30 feet of you. The target must make a DC 17 Dexterity saving throw, taking 5d6 fire damage on a failed save, or half as much damage on a successful one.

Once used, this property cannot be used again until you finish a long rest.

#### Bazelgeuse Fuse

*(Sorcerer and Wizard only) Bombardier.* The weapon has 10 runes, you can use an action to expend 1 or more of its runes to cast one of the following spells from it, using your spell save DC: *scorching ray* (2 runes), *melf's minute meteors* (3 runes), or *wall of fire* (4 runes). The weapon regains 1d6 + 4 expended runes daily at dawn. If you expend the last rune it cannot regain any runes for one week.

#### Bazelgeuse Talon

Your weapon deals an extra 1d8 fire damage.

#### Bazelgeuse Wing

*Critical Draw+.* During the first round of combat your melee weapon attacks score a critical hit on a roll of 15-20.

#### Bazelgeuse Tail

You gain a +2 bonus to your spell attack rolls and spell save DC while attuned to this weapon. This bonus increases to +3 when the spell you are casting deals fire damage.

#### Bazelgeuse Gem

While attuned to this weapon, your Strength score changes to 25. If your Strength is already equal to or greater than 25, the material has no effect on you.



## SEETHING BAZELGEUSE

Challenge Rating 21

Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-5	1-4	Bazelgeuse Shard	(A,W)
6-9	5-9	Flickering Silvershell	(A,W)
10-13	10-12	Bazelgeuse Hardclaw	(A,W)
14-16	13-16	Distilled Blast Fluid	(A,W)
17-19	17-18	Scorching Silverwing	(A,W)
----	19-20	Bazelgeuse Flail	(A,W)
20	----	Seething Gem	(A,W)

### ARMOR MATERIAL EFFECTS

#### Bazelgeuse Shard

Your armor has 10 *explosive scales* that regrown at dawn. When a creature hits you with a melee attack, you can use a reaction to cause one of these scales to explode dealing 3d4 fire damage to the attacker.

#### Flickering Silvershell

*Jump Master+*. While wearing this armor, you can cast the *jump* spell from it as a bonus action at will, but can target only yourself when you do so.

#### Bazelgeuse Hardclaw

*HG Earplugs*. While you are attuned to this armor, you can use a bonus action to conjure two earplugs in the shape of your choice. While using these earplugs, you can only hear creatures you choose to be able to hear.

#### Distilled Blast Fluid

You have immunity to fire damage while you wear this armor.

#### Scorching Silverwing

*(Lance and Greatsword only)* Your Guard AC bonus now last until the start of your next turn and you cannot be knocked prone.

#### Bazelgeuse Flail

You have an emblem of a burning brazier on your armor. You can use an action to speak the armor's command word and summon a fire elemental, as if you had cast the *conjure elemental* spell. Once you use this property, you can't use it again until you finish a long or short rest.

#### Seething Gem

*Guts+2*. When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. Once you use this property, you can't use it again until you finish a short or long rest.

### WEAPON MATERIAL EFFECTS

#### Bazelgeuse Shard

*(Melee Weapon only)* When you hit a creature with this weapon, they must succeed on a DC 17 Constitution saving throw. On a failed save, the creature becomes burned for 1 minute. A burned creature takes 2d4 fire damage at the start of their turn. A creature may use its action to put out the flames early.

#### Flickering Silvershell

*Critical Draw+*. During the first round of combat your melee weapon attacks score a critical hit on a roll of 15-20.

#### Bazelgeuse Hardclaw

Your weapon deals an extra 1d10 fire damage.

#### Distilled Blast Fluid

*(Sorcerer and Wizard only)* *Bombardier+*. The weapon has 12 runes, you can use an action to expend 1 or more of its runes to cast one of the following Spells from it, using your spell save DC: *aganazzar's scorcher* (2 runes), *heat metal* (2 runes), *scorching ray* (2 runes), *melf's minute meteors* (3 runes), *wall of fire* (4 runes), *delayed blast fireball* (7 runes). The weapon regains 1d8 + 4 expended runes daily at dawn. If you expend the last rune it cannot regain any runes for one week.

#### Scorching Silverwing

When you make a weapon attack with this weapon, and roll a 20 for the attack roll, the target and each creature within 5 feet of it, excluding you, must make a DC 15 Dexterity saving throw taking 3d6 fire damage on a failed save, or half as much on a successful one.

#### Bazelgeuse Flail

You gain a +2 bonus to your spell attack rolls and spell save DC while attuned to this weapon. This bonus increases to +3 when the spell you are casting deals fire damage.

#### Seething Gem

While attuned to this weapon, your Strength score changes to 25. If your Strength is already equal to or greater than 25, the material has no effect on you.

## UKANLOS

Challenge Rating 20

Carves 6

Carve Chance	Material	Slots
1-7	Ukanlos Carapace	(A,W)
8-12	Ukanlos Underscale	(A,W)
13-14	Ukanlos Digger	(A,W)
15-16	Ukanlos Fin	(A,W)
17-18	Ukanlos Tail	(A,W)
19	Ukanlos Shoveljaw	(A,W)
20	Ukanlos Gem	(A,W)

### ARMOR MATERIAL EFFECTS

#### Ukanlos Carapace

You can summon a *Decanter of Endless Water (DMG 161)* at will while you are attuned to this armor, but if it leaves your hands, it vanishes into thin air.

#### Ukanlos Underscale

*Tremor-Proof.* You cannot be knocked prone while you wear this armor.

#### Ukanlos Digger

While you are attuned to this armor, you can cast the *move earth* spell. Once you use this property, you cannot use it again until you finish a long rest.

#### Ukanlos Fin

You have darkvision out to a range of 120 feet and you have advantage on Wisdom (Perception) checks that rely on sight while you wear this armor.

#### Ukanlos Tail

You can stand on and move across any liquid surface as if it were solid ground while you wear this armor.

#### Ukanlos Shoveljaw

You have an emblem of water pouring out of a bowl on your armor. You can use an action to speak the armor's command word and summon a water elemental, as if you had cast the *conjure elemental* spell. Once you use this property, you cannot use it again until you finish a long rest.

#### Ukanlos Gem

You have immunity to cold damage while you wear this armor.

### WEAPON MATERIAL EFFECTS

#### Ukanlos Carapace

*Quick Load.* You can reload as a free action while you wear this armor.

#### Ukanlos Underscale

Your cold spells ignore a creature's resistance to cold damage while you are attuned to this weapon.

#### Ukanlos Digger

*(Bow only)* Whenever you apply a coating to your arrows, you can coat up to 5 more.

#### Ukanlos Fin

While you are holding this weapon, you can use an action to let out a cacophonous roar. Each creature in a 15-foot radius that considers you an enemy, must make a DC 16 Wisdom saving throw. On a failed save, the creature becomes frightened of you for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this effect for 24 hours.

#### Ukanlos Tail

You gain a +2 bonus to your spell attack rolls and spell save DC while attuned to this weapon. This bonus increases to +4 when the spell you are casting deals cold damage, such as *ice knife* or *snilloc's snowball swarm* spells.

#### Ukanlos Shoveljaw

*(Sorcerer and Wizard only)* This weapon has 10 runes. While holding it, you can use an action to expend 1 or more of its runes to cast one of the following spells from it, using your spell save DC: *ice knife* (1 rune), *ice storm* (4 runes), or *wall of ice* (4 runes). The weapon regains 1d6 + 4 expended runes daily at dawn. If you expend the last rune it cannot regain any runes for one week.

#### Ukanlos Gem

While you are attuned to this weapon, your cold spells deal full damage to a creature that has resistance to cold damage and half damage to a creature that has immunity to cold damage.

## AKANTOR

Challenge Rating 20

Carves 6

Carve Chance	Material	Slots
1-7	Akantor Scale	(A,W)
8-12	Akantor Carapace	(A,W)
13-14	Akantor Hardclaw	(A,W)
15-16	Firecell Stone	(A,W)
17	Akantor Tallfang	(A,W)
18	Akantor Tail	(A,W)
19	Akantor Spike	(A,W)
20	Akantor Gem	(A,W)

### ARMOR MATERIAL EFFECTS

#### Akantor Scale

While you are wearing this armor, you can cast the *dimension door* spell as an action. Once you use this property, you can't use it again until the next dawn.

When you disappear, you leave behind a cloud of smoke, and you appear in a similar cloud of smoke at your destination. The smoke lightly obscures the space you left and the space you appear in, and it dissipates at the end of your next turn. A light or stronger wind disperses the smoke.

#### Akantor Carapace

While you are attuned to this armor, you ignore the effects of the first 2 levels of exhaustion unless your exhaustion level is 3 or higher.

#### Akantor Hardclaw

You gain a +1 bonus to saving throws while you wear this armor. You can use an action to enter the Elemental Plane of fire along with everything you are wearing and carrying. You remain there until you use an action to return to the plane you were on. You reappear in the last space you occupied, or if that space is occupied, the nearest unoccupied space. Once you use this property, you can't use it again until the next dawn.

#### Firecell Stone

*Shield+*. While you are attuned to this armor and you use a reaction that would increase your AC, you gain an additional +2 bonus to your AC until the start of your next turn.

#### Akantor Tallfang

You have advantage on Charisma (Intimidation) checks while you wear this armor.

#### Akantor Tail

You have resistance to cold damage while you wear this armor.

#### Akantor Spike

You have advantage on saving throws against spells while you wear this armor.

#### Akantor Gem

You have immunity to fire damage while you wear this armor.

### WEAPON MATERIAL EFFECTS

#### Akantor Scale

While holding this weapon, you can use a bonus action to speak this weapon's command word, causing flames to erupt from it. These flames shed bright light in a 40-foot radius and dim light for an additional 40 feet.

#### Akantor Carapace

Your weapon deals an extra 1d8 fire damage.

#### Akantor Hardclaw

*(Melee Weapon only)* When you hit a creature with this weapon, it must make a DC 17 Constitution saving throw. On a failed save the creature becomes *burned* for 1 minute. A burned creature takes 2d4 fire damage at the start of their turn. A creature may use its action to put out the flames early.

#### Firecell Stone

While you are attuned to this weapon, you can use an action to gain the same benefits as a potion of fire giant's strength for 1 hour. Once you use this property, you cannot use it again for 3 days.

#### Akantor Tallfang

While you are holding this weapon, you can use an action to let out a cacophonous roar. Each creature in a 15-foot radius that considers you an enemy, must make a DC 16 Wisdom saving throw. On a failed save, the creature becomes frightened of you for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this effect for 24 hours.

#### Akantor Tail

*(Monk only)* Your unarmed strikes deal an extra 1d6 fire damage and your weapon has 3 runes that recharge at dawn. When you hit a creature with a melee weapon attack you can expend a rune to generate an explosion on impact. You can only expend one rune per round. The target and all creatures other than yourself within 5 feet of the target must make a DC 16 Constitution saving throw, taking 4d6 fire damage on a failed save or half as much on a successful one.

#### Akantor Spike

Your weapon deals an extra 1d10 fire damage.

#### Akantor Gem

*Critical Eye+*. Your weapon attacks critical hit range is increased by 2.

# BRUTE WYVERNS

## BARROTH

Challenge Rating 4

Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-3	1-3	Fertile Mud	(A,O)
4-8	4-8	Barroth Ridge	(A)
9-11	9-13	Barroth Shell	(W)
12-15	14-17	Barroth Claw	(W)
16-19	18-19	Barroth Scalp	(A,W)
20	20	Barroth Gem	(A,W)

### ARMOR MATERIAL EFFECTS

#### Fertile Mud

You do not suffer from difficult terrain in muddy or swamp terrain while wearing this armor.

#### Barroth Ridge

Whenever you make a saving throw against the stunned condition, you do so with a +2 bonus.

#### Barroth Scalp

*Marathon Runner.* While wearing this armor, your walking speed increases by 5 feet.

#### Barroth Gem

*Guard.* You cannot be pushed or knocked backwards while you wear this armor.

### WEAPON MATERIAL EFFECTS

#### Barroth Shell

When you hit a creature with this weapon, it must succeed on a DC 13 Constitution saving throw or become afflicted by waterblight for 1 minute. The creature may repeat its saving throw at the end of its turn, ending the effect on a success.

#### Barroth Claw

*Stamina Drain.* When you hit a creature with this weapon, its speed is reduced by 5 feet until the start of your next turn.

#### Barroth Scalp

While attuned to this weapon, you may use the hammer's *Mighty Weapon* skill 1 additional time between rests.

#### Barroth Gem

You gain +2 AC while attuned to this weapon, but your critical hits no longer deal extra damage.

### OTHER MATERIAL EFFECTS

#### Fertile Mud

A material that increases the fertility of crops.

## URAGAAN

Challenge Rating 6

Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-4	1-5	Uragaan Carapace	(A,W)
5-9	6-9	Uragaan Scale	(W)
----	10-11	Firecell Stone	(A,W)
10-14	12-15	Uragaan Scute	(A,W)
-----	16-18	Flame Sac	(W)
15-17	19-20	Uragaan Marrow	(A)
18-19	----	Uragaan Jaw	(W)
20	----	Uragaan Ruby	(A)

### ARMOR MATERIAL EFFECTS

#### Uragaan Carapace

While you are wearing this armor, you can use your reaction or bonus action to gain resistance to lightning or thunder damage (your choice) until the end of your next turn. Once you use this property, you cannot use it again until you finish a long rest.

#### Firecell Stone

*Shield.* While you are attuned to this armor and you use a reaction that would increase your AC, you gain an additional +1 bonus to your AC until the start of your next turn.

#### Uragaan Scute

*Guard.* You cannot be pushed or knocked backwards while you wear this armor.

#### Uragaan Marrow

*Negate Bleeding.* You are immune to wounding effects, such as the Odogaron's bloody wound or the bearded devil's infernal wound while you wear this armor.

#### Uragaan Ruby

*Uragaan Protection.* When you must make a saving throw while taking the dodge action, you can use your Armor Class in place of making the roll. You can use this property three times, regaining all uses when you finish a long rest.

### WEAPON MATERIAL EFFECTS

#### Uragaan Carapace

*Sharpening.* During a short or long rest you can spend your time sharpening a bladed weapon. When you hit a creature for the first time after sharpening it, the weapon deals its maximum piercing or slashing damage to the target.

#### Uragaan Scale

*Carver.* You have advantage on your first carve attempt on a creature while you are attuned to this weapon.

#### Firecell Stone

While you are attuned to this weapon you can use an action to conjure a flask of alchemist's fire once a day. If unused for 24 hours, the flask returns to whence it came, where that is, who knows?

#### Uragaan Scute

*Partbreaker.* You deal an extra 1d4 damage when you critically hit with this weapon.

#### Flame Sac

Your fire spells deal an extra 1d4 fire damage.

#### Uragaan Jaw

*Spread up.* Your spread ammo deals an extra 2 damage.

## ANJANATH

Challenge Rating 7

Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-5	1-5	Anjanath Pelt	(A,W)
6-10	6-10	Anjanath Scale	(A)
11-13	----	Anjanath Fang	(A,W)
14-16	11-14	Anjanath Nosebone	(A)
17-19	15-16	Anjanath Tail	(A,W)
----	17-19	Flame Sac	(A,W)
20	20	Anjanath Plate	(A,W)

### ARMOR MATERIAL EFFECTS

#### Anjanath Pelt

*Marathon Runner.* While wearing this armor, your walking speed increases by 5 feet.

#### Anjanath Scale

While you are wearing this armor, you can use your reaction or bonus action to gain resistance to fire damage until the end of your next turn. You can use this property twice, regaining all uses when you finish a long rest.

#### Anjanath Fang

When you are attacked by a creature within 30 feet of you that you can see, you can use your reaction to impose disadvantage on the attack roll, causing a blinding white flame to erupt from your mouth before the attack hits or misses. An attacker that can't be blinded is immune to this property.

You can use this property two times. You regain all expended uses when you finish a long rest.

#### Anjanath Nosebone

While you wear this armor, you may pass a Constitution saving throw you otherwise would have failed. Once used, this property can't be used again until you finish a long rest.

#### Anjanath Tail

*(Spellcasters only)* This armor has 2 runes, which it regains daily at dawn. You may expend a rune to cast the *hellish rebuke* spell from it.

#### Flame Sac

While you are attuned to this armor, you can use a bonus action to speak its command word and exhale fire at a target within 15 feet of you. The target must make a DC 15 Dexterity saving throw, taking 3d6 fire damage on a failed save, or half as much damage on a successful one.

Once used, this property cannot be used again until you finish a long rest.

#### Anjanath Plate

You have resistance to fire damage while you wear this armor.

### WEAPON MATERIAL EFFECTS

#### Anjanath Pelt

While you are holding this weapon, you can use an action to make this weapon deal fire damage instead of its normal damage type. This effect lasts one hour and cannot be used again until you have finished a long rest. You can use another action to end the effect before the duration expires.

#### Anjanath Fang

*(Clerics, Druids, and Rangers only)* You know the *produce flame* cantrip while wearing this armor. If you already know it, you gain a +1 bonus to its spell attack roll.

#### Anjanath Tail

*(Bow only) Special Ammo boost.* While attuned to this weapon, your coat arrow now coats up to 20 arrows and your dragonpiercer an extra 1d6 piercing damage.

#### Flame Sac

Your fire spells deal extra 1d4 fire damage.

#### Anjanath Plate

*(Gunlance only) Artillery+.* While attuned to this weapon, your wyvernfire can now be used twice per long rest and you can add your Strength modifier to the damage of your shell attacks.

## FULGUR ANJANATH

Challenge Rating 15

Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-5	1-5	Fulgur Anjanath Thickfur	(A,W)
6-10	6-10	Fulgur Anjanath Shard	(A)
11-13	----	Fulgur Anjanath Hardfang	(A,W)
14-16	11-14	Heavy Fulgur Anjanath Nosebone	(A,W)
17-19	15-16	Fulgur Anjanath Lash	(A,W)
----	17-19	Lightning Sac	(A,W)
20	20	Fulgur Anjanath Mantle	(A,W)

### ARMOR MATERIAL EFFECTS

#### Fulgur Anjanath Thickfur

*Item Prolonger+.* Whenever you use a consumable item that has a duration, its duration is increased by an additional 12 seconds.

#### Fulgur Anjanath Shard

*Resuscitate.* You have advantage on Dexterity saving throws if you are suffering from a condition.

#### Fulgur Anjanath Hardfang

You have advantage on saving throws against being stunned while you wear this armor.

#### Heavy Fulgur Anjanath Nosebone

While you wear this armor, you may pass a Dexterity saving throw you otherwise would have failed. Once used, this property can't be used again until you finish a long rest.

#### Fulgur Anjanath Lash

This armor has 2 runes, that it regains daily at dawn. You may expend a rune to cast the *lightning arrow* spell from it.

#### Lightning Sac

You have immunity to lightning damage while you wear this armor.

#### Fulgur Anjanath Mantle

*Flinch Free.* While wearing this armor you cannot be knocked prone, or unwillingly moved from your current location by any means.

### WEAPON MATERIAL EFFECTS

#### Fulgur Anjanath Thickfur

While you are holding this weapon, you can use an action to make this weapon deal lightning damage instead of its normal damage type. This effect lasts one hour and cannot be used again until you have finished a long rest. You can use another action to end the effect before the duration expires.

#### Fulgur Anjanath Hardfang

*Weakness Exploit.* Your weapon deals max damage to a creature that is vulnerable to this weapons damage type.

#### Heavy Fulgur Anjanath Nosebone

While attuned to this weapon you can use an action to speak its command word, causing it to expel electric snot at a creature within 60 feet of you. That creature must make a DC 15 Dexterity saving throw, or be covered in the snot for 1 minute or until it uses an action to wipe it away. While covered, the creature takes 1d4 lightning damage whenever it is hit by a melee weapon attack.

You can use this property a number of times equal to your Constitution modifier, regaining all expended uses when you finish a long rest.

#### Fulgur Anjanath Lash

*Special Ammo Boost+1.* Your coating now coats up to 25 arrows and your dragonpiercer deals an extra 2d6 piercing damage.

#### Lightning Sac

Your weapon deals an extra 1d8 lightning damage.

#### Fulgur Anjanath Mantle

You gain a +1 bonus to your spell attack rolls and spell save DC while attuned to this weapon. This bonus increases to +2 when the spell you are casting deals thunder or lightning damage.

## DURAMBOROS

Challenge Rating 9

Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-7	1-3	Duram Carapace	(W)
8-12	4-9	Hard Mossplate	(A,W)
13-14	10-13	Duramboros Hump	(A)
15-17	14-16	Duram Tailcase	(W)
18-19	17-19	Duramboros Horn	(A,W)
20	20	Duram Sacrum	(A,W)

### ARMOR MATERIAL EFFECTS

#### Hard Mossplate

While you are attuned to this armor, you can use your reaction to grant yourself advantage on any Acrobatics check. Once used, you can't use it again until you finish a short or long rest.

#### Duramboros Hump

While you are wearing this armor, you can use your reaction or bonus action to gain resistance to piercing damage until the end of your next turn. You can use this property twice, regaining all uses when you finish a long rest.

#### Duramboros Horn

While you are wearing this armor, you can use your reaction or bonus action to gain resistance to slashing damage until the end of your next turn. You can use this property twice, regaining all uses when you finish a long rest.

#### Duram Sacrum

You have resistance to cold damage while you wear this armor.

### WEAPON MATERIAL EFFECTS

#### Duram Carapace

*Partbreaker.* You deal an extra 1d4 damage when you critically hit with this weapon.

#### Hard Mossplate

*FastCharge.* When you roll for initiative, your greatsword, longsword, or charge blade gains 1 charge, spirit, or phial charge.

#### Duram Tailcase

*(Hammer only) Blunt.* While you are attuned to this weapon, your save DC for your mighty weapon property is increased by 2.

#### Duramboros Horn

*Shotplus.* Your normal ammo deals an extra 2 damage.

#### Duram Sacrum

*(Range Weapon only) Deadeye+.* Your weapon's normal attack range is doubled.

## RADOBAAAN

Challenge Rating 10

Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-5	1-5	Radobaan Shell	(A)
6-11	6-10	Radobaan Scale	(A)
12-16	11-13	Radobaan Oilshell	(A)
----	14-16	Sleep Sac	(W)
17-19	17-19	Radobaan Marrow	(A)
20	19-20	Radobaan Gem	(A)

### ARMOR MATERIAL

#### Radobaan Shell

*Guard.* You cannot be pushed or knocked backwards while you wear this armor.

#### Radobaan Scale

You have resistance to fire damage while you wear this armor.

#### Radobaan Oilshell

*Tremor-Proof.* You cannot be knocked prone while you wear this armor.

#### Radobaan Marrow

*Negate Bleeding.* You are immune to wounding effects, such as the Odogaron's bloody wound or the bearded devil's infernal wound while you wear this armor.

#### Radobaan Gem

While you wear this armor, any creature that hits you with a melee weapon, an unarmed strike, or a natural melee weapon takes 1d6 slashing damage.

### WEAPON MATERIAL

#### Sleep Sac

This weapon has 4 runes. When you hit a creature with this weapon, you can expend 1 of its runes to have the target make a DC 12 Constitution saving throw, or it falls unconscious for 1 minute, until the sleeper takes damage, or until someone uses an action to shake or slap the sleeper awake. This weapon regains 1 expended rune daily at dawn.



## BANBARO

Challenge Rating 12  
Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-5	1-5	Banbaro Chine	(A,W)
6-11	6-9	Banbaro Cortex	(A,W)
-----	10-12	Dash Extract	(O)
12-14	13-15	Banbaro Great Horn	(A,W)
13-19	16-19	Banbaro Lash	(A,W)
20	20	Banbaro Gem	(A,W)

### ARMOR MATERIAL EFFECTS

#### Banbaro Chine

*Transporter.* While you are attuned to this armor, you count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

#### Banbaro Cortex

*Speed Eating.* While you are attuned to this armor, you can use any consumable, such as a potion or food, as a bonus action; so long as you are the one consuming it.

#### Banbaro Great Horn

You have resistance to cold damage while you wear this armor.

#### Banbaro Lash

*Health Boost.* While wearing this armor, your hit point maximum increases by 1 for each character level you have.

#### Banbaro Gem

*Mushroomancer+.* While wearing this armor you can digest mushrooms that would otherwise be inedible and gain their advantageous effects. The more banbaro materials equipped in your armor or trinkets, the more mushrooms you can eat.

#### 1 banbaro material.

- Blue Mushroom, *Restores a 1d4 hit points.*
- Toadstool, *You regain 1 hit point at the start of each of your turn for 1 minute.*

#### 2 banbaro material.

- Nitroshroom, *Your Strength score increases by +2 for 1 minute.*
- Parashroom, *Your AC becomes 13 + your Dexterity modifier for the next 8 hours.*

#### 3 banbaro material.

- Chaos Mushroom, *You are poisoned for 1 hour, and gain 5 temporary hitpoints per character level for the next 10 minutes.*
- Bindshroom, *Your speed increases by 10 feet for 1 hour.*
- Exciteshroom, *Provides one of the other mushroom effects, roll a d6 to see which one:*

1. Blue Mushroom

4. Parashroom

2. Toadstool

5. Chaos Mushroom

3. Nitroshroom

6. Bindshroom

### WEAPON MATERIAL EFFECTS

#### Banbaro Chine

Your weapon deals an extra 1d6 bludgeoning damage.

#### Banbaro Cortex

You are proficient with improvised weapons while attuned to this weapon.

#### Banbaro Great Horn

While attuned to this weapon, you can cast the *catapult* spell at 2nd level from it. Once you use this property, you can't use it again until you finish a long rest.

#### Banbaro Lash

*(Greatsword or Lance Only) Offensive Guard.* Whenever you use a reaction that increases your AC, the next attack you make with that weapon deals extra damage equal to the bonus AC the reaction provided.

#### Banbaro Gem

*Resentment.* Until the end of your turn, you gain a +1 bonus to attack and damage rolls against any creature that has damage you since the end of your last turn.

### OTHER MATERIAL EFFECTS

#### Dash Extract

Crafting material for potions of haste.

## GLAVENUS

Challenge Rating 13

Carves/Capture 3

Carve	Chance	Capture	Chance	Material	Slots
1-5	1-4			Glavenus Scale	(A)
6-7	5-6			Glavenus Fang	(W)
8-9	7-8			Glavenus Carapace	(A)
----	9			Flaming Bursa	(A,W)
10-11	10-13			Glavenus Pyroshell	(A,W)
12-14	14			Glavenus Tail	(A)
15-16	15			Glavenus Tailpiece	(W)
17-18	16-18			Solar Bursa	(A,W)
19	19			Glavenus Plate	(A,W)
20	20			Glavenus Fire Orb	(A,W)

### ARMOR MATERIAL EFFECTS

#### Glavenus Scale

*Handicraft.* For 24 hours, you gain proficiency with one artisan tool of your choice each dawn.

#### Glavenus Carapace

You suffer no harm from temperatures as warm as 120 degrees Fahrenheit while you wear this armor.

#### Flaming Bursa

You have resistance to fire damage while you wear this armor.

#### Glavenus Pyroshell

While you wear this armor, any creature that hits you with a melee weapon, an unarmed strike, or a natural melee weapon takes 1d6 fire damage.

#### Glavenus Tail

While you are attuned to this armor, it glows faintly when a Rathian, Malfestio, Agnaktor, and Zinogre is near (240 feet or less).

#### Solar Bursa

Whenever you make a saving throw against an attack or spell that deals fire damage, you do so with advantage.

#### Glavenus Plate

You have advantage on (Charisma & Strength) Intimidation checks while you wear this armor.

#### Glavenus Fire Orb

While attuned to this armor you can use an action to speak the armor's command word and gain truesight out to 60 feet for 1 hour. Once used, you can't use this property again until you finish a long rest.

### WEAPON MATERIAL EFFECTS

#### Glavenus Fang

*(Melee only)* When you hit a creature with this weapon, you can use your bonus action to cause flames to shoot forth from the weapon 15-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw. A creature takes 3d6 fire damage on a failed save, or half as much on a successful one.

#### Flaming Bursa

Your weapon deals an extra 1d6 fire damage.

#### Glavenus Pyroshell

This weapon has 6 runes and regains 1d6 runes daily at dawn. You can use a bonus action to shoot a spark out of the weapon at a creature, up to 60 feet away. The targeted creature must make a DC 13 Constitution saving throw, or become burned for 1 minute. A burned creature takes 1d6 fire damage at the start of their turn.

#### Glavenus Tailpiece

*(Range Weapon only)* *Deadeye+.* Your weapon's normal attack range is doubled.

#### Solar Bursa

*Crisis.* While you are attuned to this weapon and suffering from an abnormal status effect, such as poisoned, burning, slowed, blinded, etc, all attacks and spells deal an extra 1d10 spell or weapon damage.

#### Glavenus Plate

*Heavy Polish.* This weapon ignores a creature's resistance to slashing damage.

#### Glavenus Fire Orb

While you are attuned to this weapon, you can use an action to prime your shield. The next time you take damage from a melee attack, fire erupts from the shield and bathes the attacker in flames. The attacker must make a DC 15 Dexterity saving throw or take 4d6 fire damage. On a successful save, the creature takes half of that damage. Once used, you can't use this property again until you finish a short or long rest.

## ACIDIC GLAVENUS

Challenge Rating 19

Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-6	1-4	Acidic Glavenus Shard	(A)
7-11	5-8	Acidic Glavenus Cortex	(A)
12-14	9-11	Acidic Glavenus Hardfang	(W)
15	12-14	Honed Acidcryst	(A,W)
16-19	15-18	Acidic Glavenus Spineshell	(A,W)
20	19-20	Acidic Glavenus Tailedge	(W)

### ARMOR MATERIAL EFFECTS

#### Acidic Glavenus Shard

*Handicraft+2.* For 24 hours, you gain proficiency with two artisan tool of your choice each dawn.

#### Acidic Glavenus Cortex

*Effluvia Resis+.* While wearing this armor you are immune to damage from Effluvia and you have resistance to acid damage.

#### Acidic Glavenus Hardfang

You have advantage on saving throws against being stunned while you wear this armor.

#### Honed Acidcryst

*Iron Skin.* While this material is in your armor, your AC cannot be reduced in any way. You do not retain AC granted to you by a shield if you drop it; or a potion, or magical effect after it has expired.

#### Acidic Glavenus Spineshell

While you wear this armor, acidic spikes grow from it. Whenever a creature hits you with a melee weapon attack, that creature takes 1d4 slashing damage and 1d4 acid damage. Additionally, your unarmed strikes deal an extra 1d4 acid damage while you wear this armor.

#### Acidic Glavenus Tailedge

You have immunity to cold damage and resistance to acid damage while you wear this armor.

### WEAPON MATERIAL EFFECTS

#### Acidic Glavenus Shard

When this material is placed into a weapon it gains the finesse tag. This material cannot be place in a weapon that has the heavy tag.

#### Acidic Glavenus Cortex

*Maximum Might.* While your hit points are full and you are not suffering from any levels of exhaustion, you deal maximum weapon damage with your attacks.

#### Acidic Glavenus Hardfang

*Stamina Surge+2.* While wearing this armor, you can use an action to cast the *haste* spell from it once per day, but can target only yourself when you do so and you gain 1 level of exhaustion when the spell ends.

#### Honed Acidcryst

*(Bladed weapon only)* You can use a bonus action to speak this weapon's command word, causing acidic crystals to grow on the blade. While the weapon is covered in these crystals, it deals acid damage instead of its normal weapon damage, and it reduces the AC of any target it hits, for the first time on a turn, by 1 until the start of your next turn. The acidic crystals last until you use a bonus action to speak the command word again or until you drop or sheathe the sword.

#### Acidic Glavenus Spineshell

Your weapon deals an extra 1d10 acid damage.

#### Acidic Glavenus Tailedge

*Heavy Polish+.* This weapon ignores a creatures immunity and resistance to slashing damage.

## BRACHYDIOS

Challenge Rating 17

Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-5	1-3	Brach Carapace	(A,W)
6-8	4-8	Brach Ebonshell	(A)
9-10	9	Mystery Slime	(A,W)
11	10-14	Brach Scalp	(A,W)
12-14	15-16	Brach Tail	(A,W)
15	----	Brach Hammer	(W)
16	----	Brach Marrow	(A,W)
17-19	17-19	Brach Pounder	(W)
20	20	Brach Gem	(A,W)

### ARMOR MATERIAL EFFECTS

#### Brach Carapace

*Handicraft+2.* For 24 hours, you gain proficiency with two artisan tool of your choice each dawn.

#### Brach Ebonshell

You have resistance to fire damage while wearing this armor.

#### Mystery Slime

While you are attuned to this armor, you can use an action to prime your shield. The next time you take damage from a melee attack, fire erupts from the shield and bathes the attacker in flames. The attacker must make a DC 15 Dexterity saving throw or take 4d6 fire damage. On a successful save, the creature takes half of that damage. You can use this property twice, regaining all expended uses on a short or long rest.

#### Brach Scalp

While attuned to this armor you can cast the *grease* spell. You can use this property three times, regaining all expended uses on a short or long rest.

#### Brach Tail

While you wear this armor, you may pass a Constitution saving throw you otherwise would have failed. Once used, this property can't be used again until you finish a long rest.

#### Brach Marrow

*Biology.* You become proficient with dung bombs while you are wearing this armor, and you are immune to blight effects such as waterblight, iceblight, or the *blight* spell.

#### Brach Gem

You have immunity to fire damage while you wear this armor.

### WEAPON MATERIAL EFFECTS

#### Brach Carapace

You gain a +2 bonus to your spell attack rolls and spell save DC while attuned to this weapon. This bonus increases to +3 when the spell you are casting is a fire spell.

#### Mystery Slime

Once per turn, when you hit a creature this weapon, you can wound the target. At the start of each of the wounded creature's turns, it takes 1d4 fire damage for each time you've wounded it, and it can then make a DC 16 Constitution saving throw, ending the effect of all such wounds on itself on a success. Alternatively, the wounded creature, or a creature within 5 feet of it, can use an action to make a DC 15 Wisdom (Medicine) check, ending the effect of such wounds on it on a success.

#### Brach Scalp

While you are attuned to this weapon, whenever a creature attempts to break a grapple with you, you make your skill check with advantage.

#### Brach Tail

While holding this weapon, you can use an action to cause thick, black oil to coat the weapon. The oil remains for 1 minute or until an Attack using this weapon hits a creature. On hit, the oil ignites and that creature must succeed on a DC 15 Constitution saving throw or take 2d10 fire damage and begins to burn for 1 minute. A creature that is burning must make a DC 15 Constitution saving throw at the start of each of its turns. On a failed save, it takes 1d6 fire damage. On a successful save, the creature is no longer burning. This weapon can't be used this way again until the next dawn.

#### Brach Hammer

*(Sorcerer and Wizard only) Bombardier.* This weapon has 10 runes. While holding it, you can use an action to expend 1 or more of its runes to cast one of the following Spells from it, using your spell save DC: *scorching ray* (2 runes), *Melf's Minute Meteors* (3 runes), or *Wall of Fire* (4 runes). This weapon regains 1d6 + 4 expended runes daily at dawn. If you expend the last rune it can't regain any runes for one week.

#### Brach Marrow

*Blast Coat.* This material provides one of the following weapon properties depending on which weapon it is placed in:

- *(Heavy Bowgun)* Your cluster ammo deal an extra 2d6 fire damage.
- *(Bow)* Your blast coating deal an extra 1d6 fire damage.

#### Brach Pounder

*(Light Bowgun only) Rapid Fire.* Whenever you use the attack action on your turn using this weapon, you can make one additional attack with it as a bonus action.

#### Brach Gem

*Spirit.* When fighting a Huge or larger creature, this weapon deals 1d6 extra weapon damage and its crit range is increased by 1.

## DEVILJHO

**Challenge Rating** 18

**Carves/Capture** 4

Carve Chance	Capture Chance	Material	Slots
1-4	1-4	Deviljho Hide	(A)
5-7	5-8	Deviljho Scale	(A)
8-10	9-11	Deviljho Talon	(W)
11-12	12-14	Deviljho Talffang	(W)
13-14	-----	Deviljho Scalp	(A,W)
15-17	15-18	Deviljho Saliva	(A,W)
18-19	19-20	Deviljho Tail	(A,W)
20	-----	Deviljho Gem	(A,W)

### ARMOR MATERIAL EFFECTS

#### Deviljho Hide

*Carving Celebrity.* While you are attuned to this armor, you can carve a creature of CR 13 or lower 1 extra time.

#### Deviljho Scale

*Speed Eating.* While you are attuned to this armor, you can use any consumable, such as a potion or food, as a bonus action; so long as you are the one consuming it.

#### Deviljho Scalp

While you wear this armor, you taste in all directions, and you have advantage on Wisdom (Perception) checks that rely on taste.

#### Deviljho Saliva

Whenever you make a saving throw against the frightened condition, you do so with advantage.

#### Deviljho Tail

While you wear this armor, you can use an action, to speak the armor's command word and attempt to swallow either a creature, or object, that is Medium or smaller. An unwilling creature must make a DC 14 Dexterity saving throw to escape the armor's grasp. Once swallowed, the creature or object is transported to a room that exists on a plane of existence found only within the armor. The room is a 10 foot by 10 foot cube, and can hold a single, living creature, and up to 1,000 pounds of objects. There are two windows on one of the walls that peer out, giving vision of the outside world.

For every hour that passes, a creature can attempt to escape by succeeding on a DC 15 Strength saving throw. On a success, the creature is regurgitated, falling prone in a space within 10 feet of you. Also, whenever you take 40 damage or more on a single turn, you must succeed on a DC 16 Constitution saving throw, or regurgitate any swallowed creature and all swallowed objects, which fall prone in a space within 10 feet of you. Speaking the armor's command word again spits out the creature or an object of your choice.

#### Deviljho Gem

You have resistance to fire and necrotic damage while you wear this armor.

### WEAPON MATERIAL EFFECTS

#### Deviljho Talon

*Weakness Exploit.* Your weapon deals max damage to a creature that is vulnerable to this weapons damage type.

#### Deviljho Talffang

*Partbreaker+2.* You deal an extra 1d8 damage when you critically hit with this weapon.

#### Deviljho Scalp

When you cast a necromancy spell, you gain a +2 bonus to its spell attack roll or increase its spell save DC by 2.

#### Deviljho Saliva

*(Sorcerer and Wizard only)* The weapon has 10 runes. You can use an action to expend 1 or more of its runes to cast one of the following spells from it, using your spell save DC: *cause fear* (1 rune), *ray of enfeeblement* (2 runes), *ray of sickness* at 3rd level (3 runes), *contagion* (4 runes), or *harm* (6 runes). The weapon regains 1d6 + 4 expended runes daily at dawn. If you expend the last rune it can't regain any runes for one week.

#### Deviljho Tail

Your weapon deals an extra 1d4 fire damage and an extra 1d4 necrotic damage.

#### Deviljho Gem

While you are attuned to this weapon, you can speak its command word to exhale a beam of hellfire in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw, taking 4d6 fire damage and 14 (4d6) necrotic damage on a failed save, or half as much damage on a successful one.

Once used, this property cannot be used again until you finish a long rest.

## FANGED WYVERNS

### ZINOGRE

**Challenge Rating** 10

**Carves/Capture** 3

Carve Chance	Capture Chance	Material	Slots
1-5	1-5	Zinogre Carapace	(A)
6-8	6-9	Zinogre Electrofur	(A,W)
9-10	10-12	Zinogre Claw	(W)
11-12	13-15	Zinogre Shocker	(W)
13	----	Zinogre Shell	(A)
14	16-17	Fulgurbug	(A)
15-19	-----	Zinogre Tail	(A)
20	18	Zinogre Jasper	(A,W)
-----	19-20	Zinogre Plate	(A,W)

#### ARMOR MATERIAL EFFECTS

##### Zinogre Carapace

*Stam Recov.* When you take a long rest, you reduce your exhaustion by 2 levels instead of 1.

##### Zinogre Electrofur

While you are wearing no armor and not holding a shield, your Armor Class equals 10 + your Dexterity modifier + your Charisma modifier.

##### Zinogre Shell

When you take lightning damage while wearing this armor, your walking speed increases by 20 feet until the end of your next turn.

##### Fulgurbug

While attuned to this armor, a thunderbug travels with you. As an action, it will take flight. While in flight it sheds bright light in a 5-foot radius and dim light for an additional 15 feet.

##### Zinogre Tail

*Barbarian only.* When you rage, you shroud yourself in an aura of lightning. Any creature that ends its turn within 5 feet of you takes 1d4 lightning damage.

##### Zinogre Jasper

You have resistance to lightning damage while you wear this armor.

##### Zinogre Plate

Whenever you make a saving throw against the paralyzed condition, you do so with advantage.

#### WEAPON MATERIAL EFFECTS

##### Zinogre Electrofur

While you are attuned to this weapon, you can use its command word to give a weather prediction for the next day, as detailed in the *druidcraft* cantrip. Once used, you can't use this property again until the next dawn.

##### Zinogre Claw

Your weapon deals an extra 1d6 lightning damage.

##### Zinogre Shocker

*Critical Element (lightning).* When you critically hit with a weapon or spell that deals lightning damage, you deal an extra 1d6 lightning damage.

##### Zinogre Jasper

When a creature must succeed on a saving throw due to the effect of your weapon attack, increase the save DC by 1.

##### Zinogre Plate

*Chain Crit.* Every consecutive hit on a creature increases your crit range by 1 until you score a critical hit, miss an attack, or hit a different creature.

## JAGRAS CR 1/2 - 1 CARVE

Challenge Rating 1/2

Carves 1

Carve Chance	Material	Slots
1-8	Jagras Hide	(A)
9-15	Jagras Scale	(A)
16-20	Sharp Claw	(W)

### ARMOR MATERIAL EFFECTS

#### Jagras Hide

You have a +1 bonus to Nature checks while you wear this armor.

#### Jagras Scale

You grow snake like fangs while you are attuned to this weapon.

### WEAPON MATERIAL EFFECTS

#### Sharp Claw

Your slashing weapon deals an extra 1 slashing damage.

## GREAT JAGRAS

Challenge Rating 4

Carves/Capture 2

Carve Chance	Capture Chance	Material	Slots
1-6	1-4	Great Jagras Scale	(A)
7-11	5-10	Great Jagras Hide	(A)
12-15	11-14	Great Jagras Mane	(A)
16-20	15-16	Great Jagras Claw	(W)
-----	17-20	Monsterbone+	(O)

### ARMOR MATERIAL EFFECTS

#### Great Jagras Scale

You have a +2 bonus to Intimidation checks while you wear this armor.

#### Great Jagras Hide

*Speed Eating.* While you are attuned to this armor, you can use any consumable, such as a potion or food, as a bonus action; so long as you are the one consuming it.

#### Great Jagras Mane

*Free meal.* While attuned to this armor, you no longer need to eat or drink.

### WEAPON MATERIAL EFFECTS

#### Great Jagras Claw

*Palico Rally.* NPC allies within 10 feet of you gain +1 AC and +1 to attack rolls while you are attuned to this weapon.

### OTHER MATERIAL EFFECTS

#### Monsterbone+

Rare weapon crafting material.

## GIRROS

Challenge Rating 1

Carves 1

Carve Chance	Material	Slots
1-8	Girros Hide	(A)
9-15	Girros Scale	(A)
16-20	Girros Fang	(W)

### ARMOR MATERIAL EFFECTS

#### Girros Hide

You have a +1 bonus to Stealth checks while you wear this armor.

#### Girros Scale

Your eyes look like snake eyes while you wear this armor, granting you blindsight out to 10 feet.

### WEAPON MATERIAL EFFECTS

#### Girros Fang

A creature hit by this weapon must succeed a DC 8 Constitution saving throw or become incapacitated and has its movement speed is reduced to 0 until the start of its next turn.

## GREAT GIRROS

Challenge Rating 6

Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-2	1-3	Monsterbone+	(O)
3-5	4-7	Great Girros Hide	(A)
6-8	8-9	Great Girros Hood	(A,W)
9-13	10-13	Great Girros Scale	(A)
14-16	-----	Great Girros Tail	(W)
17-18	14-16	Great Girros Fang	(W)
19-20	17-20	Paralysis Sac	(W)

### ARMOR MATERIAL EFFECTS

#### Great Girros Hide

*Palico Rally.* NPC allies within 10 feet of you gain +1 AC and +1 to attack rolls while you are attuned to this weapon.

#### Great Girros Hood

*Effluvia Resis.* You are immune to damage from *Effluvia* and you reduce acid damage you take by 2 while you wear this armor.

#### Great Girros Scale

Whenever you make a saving throw against the paralyzed condition, you do so with a +3 bonus.

### WEAPON MATERIAL EFFECTS

#### Great Girros Hood

While attuned to this armor, you have darkvision out to a range of 60 feet.

#### Great Girros Tail

*(Hunting Horn only) Horn Maestro.* While attuned to this weapon, your melody lasts an extra 30 seconds longer than normal.

#### Great Girros Fang

A creature hit by this weapon must succeed a DC 9 Constitution saving throw, or be incapacitated and has its movement speed is reduced to 0 until the end of its next turn.

#### Paralysis Sac

*(Bard, Cleric, Druid, Sorcerer, Warlock, and Wizard only)* While attuned to this weapon you can cast the *hold person* spell at 2nd level once per day, without expending a spell slot.

### OTHER MATERIAL EFFECTS

#### Monsterbone+

Rare weapon crafting material.



## DODOGAMA

Challenge Rating 7

Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-3	1-3	Monsterbone+	(O)
4-6	4-7	Dodogama Hide	(A,W)
7-9	8-9	Dodogama Jaw	(W)
-----	10-12	Nourishing Extract	(O)
10-14	13-17	Dodogama Scale	(A)
15-17	----	Dodogama Tail	(A,W)
18-20	18-20	Dodogama Talon	(A,W)

### ARMOR MATERIAL EFFECTS

#### Dodogama Hide

While you are wearing this armor, you can use your reaction or bonus action to gain resistance to fire damage until the end of your next turn. You can use this property twice, regaining all uses when you finish a long rest.

#### Dodogama Scale

You have a +2 bonus to Animal Handling checks while you wear this armor.

#### Dodogama Tail

Whenever you make a saving throw against an attack or spell that deals fire damage, you do so with a +2 bonus.

#### Dodogama Talon

(*Charge Blade and Gunlance only*) *Capacity Boost*. This material provides one of the following armor properties depending on which weapon it is placed in:

- (*Charge Blade*) Your phial charge maximum is increased by 1.
- (*Gunlance*) You can use your shell attack one extra time between rests.

### WEAPON MATERIAL EFFECTS

#### Dodogama Hide

While attuned to this weapon, you gain a +1 bonus to your spell attack rolls when casting fire spells.

#### Dodogama Jaw

(*Sorcerer and Wizard only*) You know the *fire bolt* cantrip while wearing this armor.

#### Dodogama Tail

(*Sorcerer and Wizard only*) *Mini-Bombardier*. This weapon has 5 runes. While holding it, you can use an action to expend 1 or more of its runes to cast one of the following Spells from it, using your spell save DC: *burning hands* (1 rune) *scorching ray* (2 runes), *aganazzar's scorcher* (2 runes), or *flaming sphere* (2 runes). This weapon regains 1d4 + 1 expended runes daily at dawn. If you expend the last rune it cannot regain any runes for one week.

#### Dodogama Talon

(*Gunlance only*) *Artillery+*. While attuned to this weapon, your wyvernfire can now be used twice per long rest and you can add your Strength modifier to the damage of your shell attacks.

### OTHER MATERIAL EFFECTS

#### Monsterbone+

Rare weapon crafting material.

#### Nourishing Extract

A material used for crafting ancient potions, mega demondrugs, and armorskin.

## SHAMOS

Challenge Rating 1  
Carves 1

Carve Chance	Material	Slots
1-8	Sharp Claw	(A)
9-15	Shamos Scale	(A)
16-20	Shamos Hide	(W)

### ARMOR MATERIAL EFFECTS

#### Shamos Hide

*Geologist.* When you successfully gather a mining resource, you instead gather 2.

#### Shamos Scale

*Detect.* You gain a +1 bonus to your passive Perception while you wear this armor.

### WEAPON MATERIAL EFFECTS

#### Sharp Claw

Your slashing weapon deals an extra 1 slashing damage.

## TOBI-KADACHI

Challenge Rating 6  
Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-3	1-3	Med Monsterbone	(O)
4-7	4-7	Tobi-Kadachi Pelt	(A,W)
8-12	8-11	Tobi-Kadachi Scale	(A)
13-15	12-14	Tobi-Kadachi Membrane	(A)
16-19	15-16	Tobi-Kadachi Claw	(A,W)
----	17-19	Electro Sac	(A,W)
20	20	Kadachi Gem	(A)

### ARMOR MATERIAL EFFECTS

#### Tobi-Kadachi Pelt

You can don or doff your armor as an action, while you are attuned to this armor.

#### Tobi-Kadachi Scale

You have a +3 bonus to Acrobatics checks while you wear this armor.

#### Tobi-Kadachi Membrane

When you place this material into your armor it gains a gliding membrane, which extends from your forearms to your hindlegs. As an action or reaction, you can extend your arms to reduce your fall speed to 10 feet per round while traveling in a forward motion until you reach the ground, you are grappled, or you use your action to end the effect early. If you are falling straight down, you may choose the direction you travel when you begin your glide. Once used, you can't use this property again until you finish a short or long rest.

#### Tobi-Kadachi Claw

*Jump Master+.* While wearing this armor, you can cast the *jump* spell from it as a bonus action at will, but can target only yourself when you do so.

#### Electro Sac

While wearing this armor, your walking speed becomes 30 feet, unless your walking speed is higher, and your speed isn't reduced if you are encumbered or wearing heavy armor. In addition, you can jump three times the normal distance, though you can't jump farther than your remaining movement would allow.

#### Kadachi Gem

*Evade Extender (S).* You have a +1 bonus to Dexterity saving throws while you wear this armor.

### WEAPON MATERIAL EFFECTS

#### Tobi-Kadachi Pelt

While attuned to this weapon, you can use a bonus action to have this weapon to return to your hand so long as it is within 200 feet of you.

#### Tobi-Kadachi Claw

Your lightning spells deal an extra 1d4 lightning damage.

#### Electro Sac

Your weapon deals an extra 1d4 lightning damage.

### OTHER MATERIAL EFFECTS

#### Med Monsterbone

Rare armor crafting material.

## VIPER TOBI-KADACHI

Challenge Rating 9

Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-4	1-3	V.Tobi-Kadachi Thickfur	(A,W)
5-9	4-7	V.Tobi-Kadachi Shard	(A,W)
----	8-10	V.Deadly Poison Sac	(A,W)
10-13	11-13	V.Tobi-Kadachi Membrane	(A)
14-16	14-17	V.Tobi-Kadachi Hardclaw	(A)
17-19	----	V.Tobi-Kadachi thorn	(A)
----	18-19	V.Ultraplegia Sac	(A,W)
20	20	V.Kadachi Gem	(A)

### ARMOR MATERIAL EFFECTS

#### V.Tobi-Kadachi Thickfur

You can don or doff your armor as an action, while you are attuned to this armor.

#### V.Tobi-Kadachi Shard

You have advantage on Acrobatics checks while you wear this armor.

#### V.Deadly Poison Sac

You have advantage on saving throws against the poisoned condition while you wear this armor.

#### V.Tobi-Kadachi Membrane

*Constitution.* The duration from slowing effects, such as the slow spell or a copper dragon's breath attack, are reduced by half while you wear this armor.

#### V.Tobi-Kadachi Hardclaw

*Jump Master+.* While wearing this armor, you can cast the *jump* spell from it as a bonus action at will, but can target only yourself when you do so.

#### V.Tobi-Kadachi thorn

You are resistant to cold damage while you wear this armor.

#### V.Ultraplegia Sac

Whenever you make a saving throw against the paralyzed condition, you do so with advantage.

#### V.Kadachi Gem

*Evade Extender (M).* You have a +2 bonus to Dexterity saving throws while you wear this armor.

### WEAPON MATERIAL EFFECTS

#### V.Tobi-Kadachi Thickfur

*Quick Sheath.* While attuned to this weapon, you can always sheath it as a free action even if you have already drawn a weapon as part of your move action.

#### V.Tobi-Kadachi Shard

While attuned to this weapon, your spell save DC is increased by 2 when casting spells that paralyze or poison a creature.

#### V.Deadly Poison Sac

Your poison spells and attacks with this weapon deal an extra 1d4 poison damage.

#### Ultraplegia Sac

*(Bard, Cleric, Druid, Sorcerer, Warlock, and Wizard only)* While attuned to this weapon you can cast the *hold person* spell from it, without expending a spell slot. You can use this property twice, regaining all expended uses when you finish a long rest.

#### V.Kadachi Gem

When you attack a creature with this weapon and roll a 20 on the attack roll, that target must make a DC 14 Constitution saving throw or be poisoned for 1 minute.

## ODOGARON

Challenge Rating 8

Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-4	1-4	Odogaron Sinew	(A,W)
5-9	5-9	Odogaron Scale	(A,O)
10-13	10-12	Odogaron Claw	(A,W)
14-15	13-14	Odogaron Tail	(W)
-----	15-17	Nourishing Extract	(O)
16-18	-----	Odogaron Fang	(W)
19	18	Odogaron Plate	(A)
20	19-20	Odogaron Gem	(W)

### ARMOR MATERIAL EFFECTS

#### Odogaron Sinew

You have a +2 bonus to Intimidation checks while you wear this armor.

#### Odogaron Scale

While you are wearing this armor, you can use your reaction or bonus action to gain resistance to necrotic damage until the end of your next turn. You can use this property twice, regaining all uses when you finish a long rest.

#### Odogaron Claw

*Marathon Sprinter.* While wearing this armor, your walking speed increases by 10 feet.

#### Odogaron Plate

*Negate Bleeding.* You are immune to wounding effects, such as the Odogaron's bloody wound or the bearded devil's infernal wound while you wear this armor.

### WEAPON MATERIAL EFFECTS

#### Odogaron Sinew

*Quick Sheath.* While attuned to this weapon, you can always sheath it as a free action even if you have already drawn a weapon as part of your move action.

#### Odogaron Claw

Your weapon deals an extra 1d4 slashing damage.

#### Odogaron Tail

*(Light Bowgun only)* When you hit a target with your demon ammo, its effect is doubled.

#### Odogaron Fang

*Critical Eye.* Your weapon attacks critical hit range is increased by 1.

#### Odogaron Gem

When you hit a creature with this weapon, you can wound the target. At the start of each of the wounded creature's turns, it takes 1d4 necrotic damage for each time you've wounded it, and it can then make a DC 13 Constitution saving throw, ending the effect of all such wounds on itself on a success. Alternatively, the wounded creature, or a creature within 5 feet of it, can use an action to make a DC 15 Wisdom (Medicine) check, ending the effect of such wounds on it on a success.

### OTHER MATERIAL EFFECTS

#### Nourishing Extract

A material used for crafting ancient potions, mega demondrugs, and armorskin.

#### Odogaron Scale

A material used to craft Oil of Sharpness.

## EBONY ODOGARON

Challenge Rating 12

Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-4	1-4	Hard Ebony Odogaron Sinew	(A,W)
5-9	5-9	Ebony Odogaron Shard	(A,W)
10-13	10-12	Ebony Odogaron Hardclaw	(A,W)
14-15	13-14	Ebony Odogaron Lash	(W)
-----	15-17	Nourishing Extract	(O)
16-18	-----	Ebony Odogaron Hardfang	(A,W)
19	18	Ebony Odogaron Gem	(A,W)
20	19-20	Ebony Odogaron Mantle	(W)

### ARMOR MATERIAL EFFECTS

#### Hard Ebony Odogaron Sinew

*Tool Specialist.* While wearing this armor your proficiency bonus is double for any ability check made with a tool you are proficient with.

#### Ebony Odogaron Shard

*Negate Bleeding.* You are immune to wounding effects, such as the Odogaron's bloody wound or the bearded devil's infernal wound while you wear this armor.

#### Ebony Odogaron Hardclaw

While you wear this armor you have advantage on Charisma (Intimidation) and Dexterity (Acrobatic) checks.

#### Ebony Odogaron Hardfang

You have resistance to necrotic damage while you wear this armor.

#### Ebony Odogaron Gem

When you make a melee attack against a creature while wearing this armor, you don't provoke opportunity attacks from that creature for the rest of the turn, whether you hit or not.

### WEAPON MATERIAL EFFECTS

#### Hard Ebony Odogaron Sinew

*Quick Sheath.* While attuned to this weapon, you can always sheath it as a free action even if you have already drawn a weapon as part of your move action.

#### Ebony Odogaron Shard

You gain a +1 bonus to your spell attack rolls and spell save DC while attuned to this weapon. This bonus increases to +2 when the spell you are casting deals necrotic damage, such as the *inflict wounds* or *vampiric touch* spell.

#### Ebony Odogaron Hardclaw

While attuned to this weapon, your eyes glow red, your mouth emits a black smoke, and your weapon deals an extra 1d6 necrotic damage.

#### Ebony Odogaron Lash

*Critical Eye.* Your weapon attacks critical hit range is increased by 1.

#### Ebony Odogaron Hardfang

*Critical Status.* When you make a weapon attack with this weapon, and roll a 20 for the attack roll, the target is afflicted with dragonblight until the end of its next turn.

#### Ebony Odogaron Gem

While attuned to this weapon, you can use a bonus action to move up to half your movement speed towards an enemy creature.

#### Ebony Odogaron Mantle

*Latent Power +1.* When you are reduced to a quarter of your maximum hit points for the first time in combat or at the start of your turn on the 10th round of combat, whichever comes first, you gain the effects of the *haste* spell for 1 minute. Once used, you must finish a short or long rest before you can use this property again.

### OTHER MATERIAL EFFECTS

#### Nourishing Extract

A material used for crafting ancient potions, mega demondrugs, and armorskin.

# UNKNOWN

## GORE MAGALA

Challenge Rating 21

Carves/Capture 6

Carve Chance	Capture Chance	Material	Slots
1-3	1-5	Gore Magala Carapace	(A,W)
4-5	6-7	Gore Magala Ripclaw	(A,W)
6	8-10	Gore Magala Wing	(A,W)
7-10	---	Gore Magala Tail	(A,W)
11-13	11-13	Frenzy Crystal	(W)
14-15	14-15	Gore Magala Feeler	(A,W)
16-17	16-18	Defiled Scale	(A,W)
18-19	19	Gore Magala Plate	(A,W)
20	20	Gore Magala Nyctgem	(A,W)

### ARMOR MATERIAL EFFECTS

#### Gore Magala Carapace

*Frenzy Res.* Whenever you make a saving throw against the frenzy virus, you do so with advantage.

#### Gore Magala Ripclaw

*Evasion.* You have advantage on Dexterity saving throws while you wear this armor.

#### Gore Magala Wing

*Biology.* You become proficient with dung bombs while you are wearing this armor, and you are immune to blight effects such as waterblight, iceblight, or the *blight* spell.

#### Gore Magala Tail

Your passive Perception is increased by 5 and you have advantage on Dexterity (Stealth) checks made to hide while you wear this armor.

#### Gore Magala Feeler

You have resistance to cold damage while you wear this armor.

#### Defiled Scale

While you wear this armor, it projects an illusion that makes you appear to be standing in a place near your actual location, causing any creature to have disadvantage on attack rolls against you. If you take damage, the property ceases to function until the start of your next turn. This property is suppressed while you are incapacitated, restrained, or otherwise unable to move.

#### Gore Magala Plate

You have immunity to cold damage while you wear this armor.

#### Gore Magala Nyctgem

If you aren't wearing armor; your base Armor Class is 15 + your Dexterity modifier.

### WEAPON MATERIAL EFFECTS

#### Gore Magala Carapace

When held, this weapon draws in light, snuffing all nonmagical flames within 30 feet out. It turns dim light into darkness and bright light into dim light.

#### Gore Magala Ripclaw

*(Melee Weapon only)* When you attack a creature with this weapon and roll a 20 on the attack roll, that target takes an extra 4d6 weapon damage. Then roll another d20. If you roll a 20, you remove one of the target's limbs, with the effect of such loss determined by the GM. If the creature has no limb to sever, you lop off a portion of its body instead.

#### Gore Magala Wing

*Spirit.* When fighting a Huge or larger creature, your weapon deals 1d6 extra damage and its crit range is increased by 1

#### Gore Magala Tail

Your weapon deals an extra 1d8 necrotic damage.

#### Gore Magala Feeler

*(Melee Weapon only)* This Weapon has 3 Runes. While holding it, you can use an action and expend 1 rune to release a wave of terror. Each creature of your choice in a 30-foot radius extending from you must succeed on a DC 15 Wisdom saving throw or become frightened of you for 1 minute. While it is frightened in this way, a creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action it can use only the dash action or try to escape from an effect that prevents it from moving. If it has nowhere it can move, the creature can use the dodge action. At the end of each of its turns, a creature can repeat the saving throw, ending the effect on itself on a success.

The weapon regains 1d3 expended Runes daily at dawn.

#### Defiled Scale

Your weapon deals an extra 1d10 necrotic damage.

#### Gore Magala Plate

You gain a + 3 bonus to your spell attack rolls and spell save DC while attuned to this weapon.

#### Gore Magala Nyctgem

*(Cleric and Druid only)* The weapon has 10 runes. While holding it, you can use an action to expend 1 or more of its runes to cast one of the following Spells from it, using your spell save DC: *inflict wounds* (3rd level, 3 runes), *blindness/deafness* (2 runes), *bestow curse* (3 runes), *blight* (4 runes), or *circle of death* (6 runes) *eyebite(sickened)* (6 runes). The weapon regains 1d6 + 4 expended runes daily at dawn. If you expend the last rune it cannot regain any runes for one week.

### OTHER MATERIAL EFFECTS

#### Frenzy Crystal

A legendary research material and quite valuable.

## SHAGARU MAGALA

Challenge Rating 25

Carves 4

Carve Chance	Material	Slots
1-3	S.Magala Shard	(A,W)
4-5	S.Magala Cortex	(A,W)
6	S.Magala Purifier	(A,W)
7	S.Magala Lightwing	(A,W)
8-9	S.Magala Lash	(A)
10-11	S.Magala Hardhorn	(W)
12	S.Magala Prismwing	(A,W)
13-14	Pure Scale	(A,W)
15	S.Magala Phosgem	(A,W)
16	S.Magala Mantle	(A,W)
17-18	Pure Frenzy Crystal	(O)
19-20	Vile Frenzy Crystal	(O)

### ARMOR MATERIAL EFFECTS

#### S.Magala Shard

*Handicraft+3.* For 24 hours, you gain proficiency with three artisan tool of your choice each dawn.

#### S.Magala Cortex

*Gourmand.* While attuned to this armor, you double amount of days you can go without food or water before suffering a level of exhaustion.

#### S.Magala Purifier

*(Lance only)* While you are holding this weapon, you cannot be knocked prone. Also, your AC bonus from its guard property now last until the start of your next turn.

#### S.Magala Lightwing

While wearing this armor, you can use an action to speak its command word to grow wings that look like the Shagaru Magala's. You gain a flying speed of 60 feet for 24 hours or until you end the effect as an action. Once used, this property can't be used again for 3 days.

#### S.Magala Lash

You have resistance to cold damage while you wear this armor.

#### S.Magala Prismwing

You have advantage on saving throws against spells while you wear this armor.

#### Pure Scale

You have immunity to cold damage while you wear this armor.

#### S.Magala Phosgem

This armor has 5 runes. It regains 1d4 + 1 charges daily at dawn. When you roll a Dexterity saving throw or you roll for initiative, you can expend 1 rune to gain advantage on that roll before you make it. When you are hit by an attack, you can use your reaction to expend 2 runes and halve the damage you take from that attack, unless the damage is necrotic.

#### S.Magala Mantle

While attuned to this armor, you have truesight out to a range of 60 feet.

### WEAPON MATERIAL EFFECTS

#### S.Magala Shard

*Peak Performance.* When your hit points are full and you roll a 1 or 2 on a damage die for an attack you make with a melee weapon, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.

#### S.Magala Cortex

*Quick Load.* You can reload as a free action while you wear this armor.

#### S.Magala Purifier

Your weapon deals an extra 1d8 radiant damage.

#### S.Magala Lightwing

*(Spellcaster only)* This weapon has 3 runes that it regains daily at dawn. When you hit a creature, you can expend 1 rune to cast the *faerie fire* spell using your save DC centered on the target. If you are in the area, you automatically succeed on the save.

#### S.Magala Hardhorn

Your weapon deals an extra 1d10 radiant damage.

#### S.Magala Prismwing

*Latent Power +2.* When you are reduced to a half of your maximum hit points for the first time in combat or at the start of your turn on the 10th round of combat, whichever comes first, you gain the effects of the *haste* spell for 1 minute. Once used, you must finish a short or long rest before you can use this property again.

#### Pure Scale

*Trump Card.* You have advantage on attack rolls vs creatures that are grappled.

#### S.Magala Phosgem

*Elderseal.* A creature hit by this weapon cannot use an action that has a *recharge* until the start of your next turn. The creature can still roll to *recharge* its ability at the end of its turn.

#### S.Magala Mantle

This weapon has 2 runes that recharge daily at dawn. You may expend a rune to cause three 60-foot tall spore geysers, that are 5 feet wide, to erupt from the ground. These geysers must appear within a 60 foot radius around you. A creature within a geysers area, must make on a DC 17 Constitution saving throw, or take 6d8 necrotic damage on a failed save, or half as much on a successful one.

### OTHER MATERIAL EFFECTS

#### Pure Frenzy Crystal

A crystal so pure it hardly belongs in this world. Sows destructive impulses.

#### Vile Frenzy Crystal

A sanity-robbing crystal. The Guild demands these be turned in immediately.

## LESHEN

Challenge Rating 12

Carves 3

Carve Chance	Material	Slots
1-5	Leshen Claw	(A,W)
6-10	Cursed Bone	(A,W)
11-13	Leshen Resin	(A,W)
14-18	Leshen Skull	(A,W)
19-20	Leshen Antlers	(A,W)

### ARMOR MATERIAL EFFECTS

#### Leshen Claw

*Marathon Runner+.* While wearing this armor, your walking speed increases by 10 feet.

#### Cursed Bone

*Recovery Speed.* Whenever you roll a Hit Die to regain hit points, double the number of hit points it restores.

#### Leshen Resin

*Health Boost.* While wearing this armor, your hit point maximum increases by 1 for each character level you have.

#### Leshen Skull

While wearing this armor, you can cast the *misty step* spell from it as a bonus action. You can use this property twice, regaining all expended uses daily at dawn. The mist takes the form of a murder of crows.

#### Leshen Antlers

*Super Recovery.* Whenever you would gain temporary hit points, you can instead increase your hit point maximum and current hit points by that amount for 24 hours. You can only increase your maximum hit points by 20 with this effect, any additional temporary hit points gained beyond that are lost. Once used, this property can't be used again for 24 hours.

### WEAPON MATERIAL EFFECTS

#### Leshen Claw

Your weapon deals an extra 1d6 slashing damage.

#### Cursed Bone

*Weakness Exploit.* Your weapon deals max damage to a creature that is vulnerable to this weapons damage type.

#### Leshen Resin

While holding this weapon, you can use an action to summon a shamos to your aid for 1 hour. it will act on your turn in the initiative and will flee if you or your allies attempt to harm it. One you use this property, you cannot use it again for 3 days.

#### Leshen Skull

*Critical Eye.* Your weapon attacks critical hit range is increased by 1.

#### Leshen Antlers

This weapon has 5 runes. While holding it, you can use an action to expend 1 or more of its runes to cast the *burning hands* spell (save DC 14) from it. For 1 charge, you cast the 1st-level version of the spell. You can increase the spell slot level by one for each additional rune you expend.

This weapon regains 1d6 + 4 expended runes daily at dawn. If you expend the last runes, roll a d20. On a 1. The weapon can't regain any runes for 1 week.



## ANCIENT LESHEN

Challenge Rating 21

Carves 3

Carve Chance	Material	Slots
1-5	Leshen Claw	(A,W)
6-10	Cursed Bone	(A,W)
11-13	Leshen Resin	(A,W)
14-18	Leshen Skull	(A,W)
19-20	Leshen Antlers	(A,W)

### ARMOR MATERIAL EFFECTS

#### Leshen Claw

*Marathon Runner+*. While wearing this armor, your walking speed increases by 10 feet.

#### Cursed Bone

*Recovery Speed+*. Whenever you roll a Hit Die to regain hit points, double the number of hit points it restores. Additionally, you regain all expended hit die when you finish a long rest.

#### Leshen Resin

*Health Boost+*. While wearing this armor, your hit point maximum increases by 2 for each character level you have.

#### Leshen Skull

This armor has 3 runes, which it regains daily at dawn. You can expend a rune to cast the *misty step* spell as a bonus action or the *entangle* spell as an action.

#### Leshen Antlers

*Super Recovery+*. While wearing this armor, you regain 1d6 hit points every 10 minutes provided that you have at least 1 hit point. Also, whenever you would gain temporary hit points, you can instead increase your hit point maximum and current hit points by that amount for 24 hours. You can only increase your maximum hit points by 20 with this effect, any additional temporary hit points gained beyond that are lost. Once used, this property can't be used again for 24 hours.

### WEAPON MATERIAL EFFECTS

#### Leshen Claw

Your weapon deals an extra 1d8 slashing damage.

#### Cursed Bone

*(Spellcaster Only)* While you are attuned to this weapon, you can use a bonus action to summon a murder of crows to your aid for 1 minute. As part of the same bonus action, you can make a range spell attack against a creature within 80 feet of you. On a hit, the target takes piercing damage equal to 1d6 + your spellcasting ability modifier.

As a bonus action on your turn, you repeat the attack against a creature within 60 feet of you.

Once used, this property can't be used again until the next dawn.

#### Leshen Resin

While holding this weapon, you can use an action to summon 1d4 shamos to your aid for 1 hour. They will act on your turn in the initiative and will flee if you or your allies attempt to harm either of them. One you use this property, you cannot use it again for 3 days.

#### Leshen Skull

*Critical Eye+*. Your weapon attacks critical hit range is increased by 2.

#### Leshen Antlers

*(Sorcer and Wizard only) Bombardier*. The weapon has 10 runes, you can use an action to expend 1 or more of its runes to cast one of the following Spells from it, using your spell save DC: *scorching ray* (2 runes), *Melf's Minute Meteors* (3 runes), or *Wall of Fire* (4 runes). The weapon regains 1d6 + 4 expended runes daily at dawn. If you expend the last rune it cannot regain any runes for one week.

# LEVIATHAN

## LUDROTH

Challenge Rating 1  
Carves 1

Carve Chance	Material	Slots
1-10	Hydro Hide	(A)
11-16	Immature Sponge	(W)
17-20	Sm Monsterbone	(O)

### ARMOR MATERIAL EFFECTS

#### Hydro Hide

While wearing this armor, you have a swimming speed equal to your walking speed.

### WEAPON MATERIAL EFFECTS

#### Immature Sponge

You have advantage on checks to find a fishing spot and to catch any fish while you wear this armor.

### OTHER MATERIAL EFFECTS

#### Sm Monsterbone

Uncommon weapon crafting material.

## ROYAL LUDROTH

Challenge Rating 5  
Carves/Captures 3

Carve Chance	Capture Chance	Material	Slots
1-4	1-2	Spongy Hide	(A)
5-9	3-4	R.Ludroth Scale	(A)
10-12	5-7	R.Ludroth Claw	(W)
13-14	8-12	Dash Extract	(O)
15-16	13-16	Aqua Sac	(A,W)
17-19	17-19	R.Ludroth Tail	(A,W)
20	20	R.Ludroth Crest	(A,W)

### ARMOR MATERIAL EFFECTS

#### Spongy Hide

While you are wearing this armor, you can use your reaction or bonus action to gain resistance to cold damage until the end of your next turn. Once you use this property, you cannot use it again until you finish a long rest.

#### R.Ludroth Scale

While wearing this armor, you gain +2 AC while completely submerged in water.

#### Aqua Sac

You can hold breath underwater for twice as long as normal.

#### R.Ludroth Tail

*Divine Blessing.* When you take damage you are not immune or resistant to, roll a d4 and reduce the damage you take by the number rolled. You can use this feature a number of times equal to your Wisdom modifier. You regain all expended uses when you finish a long rest.

#### R.Ludroth Crest

*Constitution.* The duration from slowing effects, such as the *slow* spell or a copper dragon's breath attack, are reduced by half while you wear this armor.

### WEAPON MATERIAL EFFECTS

#### R.Ludroth Claw

This weapon deals maximum weapon damage to a creature that has an innate swimming speed.

#### Aqua Sac

You can cast the *water breathing* spell once per long rest, while you wear this armor.

#### R.Ludroth Tail

When you hit a creature with this weapon, they must make a DC 10 Constitution saving throw or become poisoned with waterblight until the end of their next turn.

#### R.Ludroth Crest

Your weapon deals an extra 1d4 cold damage.

### OTHER MATERIAL EFFECTS

#### Dash Extract

Crafting material for potions of haste.

## UROKTOR

Challenge Rating 1/2  
Carves 1

Carve Chance	Material	Slots
1-2	Dragonfell Berry	(O)
3-14	Uroktor Scale	(A,W)
15-20	Jumbo Bone	(O)

### ARMOR MATERIAL EFFECTS

#### Uroktor Scale

Wisps of harmless, odorless smoke rise from this armor while it is worn.

### WEAPON MATERIAL EFFECTS

#### Uroktor Scale

As a bonus action, you can speak this weapon's command word, causing it to shed bright light in a 20 foot radius and dim light for an additional 20 feet.

### OTHER MATERIAL EFFECTS

#### Jumbo Bone

Uncommon armor crafting material.

#### Dragonfell Berry

Can be eaten as a ration.

## AGNAKTOR

Challenge Rating 6  
Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-5	----	Agnaktor Shell	(A,W)
6-8	1-6	Agnaktor Hide	(A)
9	7-9	Agnaktor Claw	(W)
10-11	10-13	Agnaktor Scale	(A)
12	14-15	Firestone	(W)
13-14	----	Agnaktor Tail	(W)
15-17	16-19	Agnaktor Fin	(W)
18	----	Med Monsterbone	(O)
19-20	20	Agnaktor Beak	(A,W)

### ARMOR MATERIAL EFFECTS

#### Agnaktor Shell

While you are wearing this armor, you can use your reaction or bonus action to gain resistance to fire damage until the end of your next turn. Once you use this property, you cannot use it again until you finish a long rest.

#### Agnaktor Hide

You suffer no harm from temperatures as warm as 120 degrees Fahrenheit while you wear this armor.

#### Agnaktor Scale

You have a +2 bonus to Athletics checks while you wear this armor.

#### Agnaktor Beak

This armor has 3 runes, it regains all expended runes daily at dawn. While wearing this armor, you can use an action to expend 1 or more of its runes to reduce your movement speed by 10 feet, but increase your AC bonus by 1 for each rune expended. This effect lasts for 1 minute, expending an additional rune does not extend its duration.

### WEAPON MATERIAL EFFECTS

#### Agnaktor Shell

While holding this weapon, you can use an action to cast the *light* cantrip from it. Once used, this property can't be used again until the next dawn.

#### Agnaktor Claw

When you cast a spell that deals fire damage, you gain a +1 bonus to its spell attack roll.

#### Firestone

When you roll a 20 on your attack roll with this weapon, the target creature catches fire. Until someone takes an action to douse the flames, the creature takes 1d4 fire damage at the start of each of its turns.

#### Agnaktor Tail

Your fire spells deal extra 1d4 fire damage.

#### Agnaktor Fin

(*Greatsword and Lance only*) You gain an extra +1 bonus to your AC until the end of your next turn, whenever you use a reaction that would increase your AC.

#### Agnaktor Beak

*Precision.* While attuned to this weapon, you gain +1 bonus to range attack rolls with this weapon if the target did not move on their last turn.

### OTHER MATERIAL EFFECTS

#### Med Monsterbone

Rare armor crafting material.

## GOBUL

Challenge Rating 7  
Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-7	1-7	Gobul Hide	(A)
8-12	8-12	Gobul Spike	(A,W)
13-15	13-16	Gobul Paralysis Sac	(W)
16-17	-----	Gobul Fin	(A)
18-19	17-19	Gobul Whisker	(A,W)
20	20	Gobul Lantern	(A,W)

### ARMOR MATERIAL EFFECTS

#### Gobul Hide

While you are wearing this armor, you can use your reaction or bonus action to gain resistance to cold damage until the end of your next turn. You can use this property twice, regaining all uses when you finish a long rest.

#### Gobul Spike

Whenever you make a saving throw against the paralyzed condition, you do so with a +2 bonus.

#### Gobul Fin

You have a swimming speed of 40 feet while you wear this armor.

#### Gobul Whisker

*Speed Eating.* While you are attuned to this armor, you can use any consumable, such as a potion or food, as a bonus action; so long as you are the one consuming it.

#### Gobul Lantern

While attuned to this weapon, you can use an action to conjure a globe of thick glass in your hand. You can speak its command word to cause it to emanate the *light* or *daylight* spell. Once used, the *daylight* effect can't be used again until the next dawn.

You can speak another command word as an action to make the illuminated globe rise into the air and float no more than 5 feet off the ground. The globe hovers in this way until you or another creature grasps it. If you move more than 60 feet from the hovering globe, it follows you until it is within 60 feet of you. It takes the shortest route to do so. If prevented from moving, the globe light winks out, it sinks gently to the ground and vanishes.

When you place the globe into your hand, you can use an action to cause it to vanish in a puff of smoke.

### WEAPON MATERIAL EFFECTS

#### Gobul Spike

This weapon has 3 runes. While you carry it, you can use an action and expend 1 charge to cast the *dominate beast* (save DC 15) spell from it, on a beast that has an innate swimming speed. This weapon regains 1d3 expended charges daily at dawn.

#### Gobul Paralysis Sac

This weapon has 3 runes which are regained every day at dawn. When you hit a creature with this weapon, you may expend a rune to have the target make a DC 13 Constitution saving throw. On a fail the creature is incapacitated and has its movement speed is reduced to 0 for 1 minute. The creature may repeat its saving throw at the end of its turn, ending the effect on a success.

#### Gobul Whisker

*Critical Eye.* Your weapon attacks critical hit range is increased by 1.

#### Gobul Lantern

*(Bard, Cleric, Druid, Sorcerer, Warlock, and Wizard only)* While attuned to this weapon, you can use an action to cast the *hold person* spell at 2nd level from it, without expending a spell slot. Once used, this property can't be used again until the next dawn.

### GM NOTE: GOBUL SPIKE

While using these loot tables in a Monster Hunting setting (which you most likely are), the gobul spike material will also work on Leviathans, Amphibians, Carapaceons and Piscine Wyverns in the **Monster Hunter Monster Manual** that has an innate swim speed.

## NIBELSNARF

Challenge Rating 8

Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-8	1-10	Nibelsnarf Hide	(A)
9-13	----	Nibel Carapace	(A)
14-16	11-14	Nibelsnarf Claw	(W)
17-19	15-19	Brilliant Fluid	(A,W)
20	20	Nibelsnarf Scalp	(A,W)

### ARMOR MATERIAL EFFECTS

#### Nibelsnarf Hide

*Gourmand.* While attuned to this armor, you double amount of days you can go without food or water before suffering a level of exhaustion.

#### Nibel Carapace

*Speed Eating.* While you are attuned to this armor, you can use any consumable, such as a potion or food, as a bonus action; so long as you are the one consuming it.

#### Brilliant Fluid

While you wear this armor, you can use a bonus action to exhale sand and debris in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 3d6 bludgeoning damage on a failed save, or half as much damage on a successful one.

Once used, this property cannot be used again until you finish a long rest.

#### Nibelsnarf Scalp

While you wear this armor, you have advantage on Dexterity (Stealth) checks made to hide in desert terrain.

### WEAPON MATERIAL EFFECTS

#### Nibelsnarf Claw

*(Bow, Light Bowgun, and Heavy Bowgun only)* *Pellet Shot.* When you roll a 15 or higher on your attack roll with this weapon while using normal ammo, you can make an attack against an additional creature within 5 feet of your original target.

#### Brilliant Fluid

*(Druid, Sorcerer, and Wizard only)* While attuned to this weapon you can cast the *Earth Tremor* and the *Dust Devil* spell at 2nd level once per day, without expending a spell slot.

#### Nibelsnarf Scalp

*(Melee Weapon only)* When you hit a creature with this weapon, they must make a DC 13 Dexterity saving throw or become blinded until the start of their next turn.

## MIZUTSUNE

Challenge Rating 11

Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-6	1	Mizutsune Scale	(A)
7-9	2-4	Mizutsune Claw	(W)
10-11	5-6	Bubble Fluid	(A,W)
12-13	7-11	Mizutsune Pelt	(A)
14-16	12-15	Mizutsune Tail	(W)
17-18	16-17	Mizutsune Fin	(W)
---	18	Mizutsune Purplefur	(A)
19	19	Mizutsune Plate	(A,W)
20	20	Mizutsune Water Gem	(A,W)

### ARMOR MATERIAL EFFECTS

#### Mizutsune Scale

*Gourmand.* While attuned to this armor, you double amount of days you can go without food or water before suffering a level of exhaustion.

#### Bubble Fluid

While you are attuned to this armor, you can cast the *Otiluke's Resilient Sphere* spell once per day.

#### Mizutsune Pelt

While wearing this armor, you ignore difficult terrain from spells like grease or other environmental effects that cause the ground to become slippery. Additionally, you have advantage on saving throws against the slick condition.

#### Mizutsune Purplefur

You have resistance to cold damage while you wear this armor.

#### Mizutsune Plate

While attuned to this armor, your steps make no sound, regardless of the surface you are moving across. You also have advantage on Dexterity (Stealth) checks that rely on moving silently.

### Mizutsune Water Gem

*Bubbly.* While attuned to this armor, you have advantage on Dexterity saving throws. Also the durations from slowing effects, such as the *slow* spell or a copper dragon's breath attack, are reduced by half.

### WEAPON MATERIAL EFFECTS

#### Mizutsune Claw

You gain +1 to spell attack rolls and you ignore half cover when making a spell attack.

#### Bubble Fluid

When you hit a creature with this weapon, the creature must succeed a DC 13 Dexterity saving throw or become slick. A creature can use its action on itself or another adjacent creature to wipe off the liquid, removing the effect.

#### Mizutsune Tail

This weapon has 5 runes. While holding it, you can use an action and expend 1 rune to speak its command word. For the next minute, you know the direction of the nearest creature hostile to you within 60 feet, but not its distance from you. The weapon can sense the presence of hostile creatures that are ethereal, Invisible, disguised, or hidden, as well as those in plain sight. The effect ends if you stop holding the weapon. This weapon regains 1d4 + 1 expended runes daily at dawn.

#### Mizutsune Fin

*(Hunting Horn only)* Your maximum cord length is increased by 1 when holding this weapon.

#### Mizutsune Plate

*Crisis.* While suffering from an abnormal status effect, such as poisoned, burning, slowed, blinded, etc, all attacks and spells deal an extra 1d10 spell or weapon damage.

#### Mizutsune Water Gem

*(Spellcaster only)* While attuned to this weapon, you know the *watery sphere* spell. If you prepare spells, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If this spell is not on your class list, the spell is nonetheless a class spell for you.

## LAGIACRUS

Challenge Rating 14

Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-5	1-5	Lagiacruss Hide	(A)
6-8	----	Lagiacruss Scale	(A,W)
9-11	6	Lagiacruss Claw	(W)
----	7-9	Lg Monsterbone	(O)
12-13	----	Lagiacruss Tail	(A,W)
14-16	10-12	Wyvern Claw	(W)
17-18	13-14	Lagiacruss Horn	(A,W)
19	15-19	Shell Shocker	(W)
20	20	Lagiacruss Plate	(A,W)

### ARMOR MATERIAL EFFECTS

#### Lagiacruss Hide

*Olympic Swimmer.* You have a swimming speed of 40 feet while wearing this armor and your swim speed increases by an additional 10 feet for every lagiacruss material you have in your weapon, armor, or trinket.

#### Lagiacruss Scale

While outside, as an action, you can strike a pose to call down a bolt of lightning from the sky that strikes in the distance behind to help create an intimidating scene. Each creature must make a DC 17 Charisma saving throw or become intimidated by you for 1 minute. A creature that is intimidated by you, will do what it takes to appease you or get rid of you.

#### Lagiacruss Tail

When a creature hits with a melee weapon attack you while you wear this armor, you can use your reaction to use the shove the attacker away from you.

#### Lagiacruss Horn

You have resistance to lightning damage while you wear this armor.

#### Lagiacruss Plate

You have resistance to lightning and thunder damage while you wear this armor.

### WEAPON MATERIAL EFFECTS

#### Lagiacruss Scale

While holding this weapon, you can use an action to cast the *spider climb* spell from it. Once used, this property can't be used again until the next dawn.

#### Lagiacruss Claw

Your weapon deals an extra 1d6 lightning damage.

#### Lagiacruss Tail

*Abnormal Status Atk up (M).* Whenever you inflict a condition on a creature or object that has a duration of 1 minute or longer, the maximum duration of the condition is increased by 12 seconds.

#### Wyvern Claw

Your weapon deals an extra 1d8 lightning damage.

#### Lagiacruss Horn

This weapon has 4 runes. When you hit a creature with this weapon, you can expend 1 of its runes to have the target make a DC 16 Constitution saving throw or be incapacitated and has its movement speed is reduced to 0 for 1 minute. The creature can repeat its saving throw at the end of its turns, ending the effect on a success. The weapon regains 1d4 expended rune daily at dawn.

#### Shell Shocker

*Awaken.* When this material is placed in a weapon that does not deal cold, fire, lightning, necrotic, or thunder damage, it rolls one extra damage die when it hits. For example a shortsword now rolls 2d6 and a greatsword deals 3d6.

#### Lagiacruss Plate

*(Light Bowgun only) Rapid Fire.* Whenever you use the attack action on your turn using this weapon, you can make one additional attack with it as a bonus action.

### OTHER MATERIAL EFFECTS

#### Lg Monsterbone

Very rare armor crafting material.

## AMPHIBIANS

### TETSUCABRA

Challenge Rating 4

Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1	1-4	Jumbo Bone	(O)
2-6	5-6	Tetsucabra Scale	(A,W)
7-9	7-9	Tetsucabra Shell	(A)
10-11	10-13	Tetsucabra Claw	(W)
12-13	14-16	Dignified Skull	(A,W)
14-17	17-20	Paddock Oil	(O)
18-20	----	Tetsucabra Tusks	(A,W)

#### ARMOR MATERIAL EFFECTS

##### Tetsucabra Scale

While you are wearing this armor, you can use your reaction or bonus action to gain resistance to fire damage until the end of your next turn. Once you use this property, you cannot use it again until you finish a long rest.

##### Tetsucabra Shell

Whenever you must succeed on a saving throw or be knocked prone, you do so with a +2 bonus.

##### Dignified Skull

*Well Rested.* When you finish a long rest, you gain 5 temporary hit points for 24 hours while attuned to this armor.

### Tetsucabra Tusks

You gain a burrowing speed of 10 feet while you wear this armor.

#### WEAPON MATERIAL EFFECTS

##### Tetsucabra Scale

While attuned to this weapon, you can use an action to conjure an ethereal pickaxe at will. When using this pickaxe, you have advantage on Strength (Athletic) checks.

##### Tetsucabra Claw

While attuned this weapon, you can cast the *mold earth* cantrip at will.

##### Dignified Skull

*(Range Weapon only) Deadeye.* Your weapon's normal attack range is increased by 20 feet.

##### Tetsucabra Tusks

*Punish Draw.* A creature hit for the first time by the Hammers *Mighty Weapon*, has disadvantage on the saving throw.

#### OTHER MATERIAL EFFECTS

##### Paddock Oil

When this oil is applied to the skin, the target gains tremorsense out to 30 feet for 1 hour.

##### Jumbo Bone

Uncommon armor crafting material.

### ZAMITE

Challenge Rating 1/2

Carves 1

Carve Chance	Material	Slots
1-7	Sharp Fang	(W)
8-14	Meaty Hide	(O)
15-18	Monster Guts	(O)
19-20	Sharqskin Scale	(A)

#### ARMOR MATERIAL EFFECTS

##### Sharqskin Scale

While wearing this armor, you have a swimming speed equal to your walking speed.

#### WEAPON MATERIAL EFFECTS

##### Sharp Fang

Your slashing weapon deals an extra 1 slashing damage.

#### OTHER MATERIAL EFFECTS

##### Meaty Hide

This material can be cooked for 2 days of rations

##### Monster Guts

Monster innards. A prized delicacy worth 50 gp.



## ZAMTRIOS

Challenge Rating 5  
Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-4	1-2	2x Paddock Oil	(O)
5-10	3-6	Zamtrios Hide	(A)
11-13	7-9	Zamtrios Scale	(A,W)
14-16	10-12	Freezer Sac	(A,W)
17-18	13-14	Zamtrios Fin	(W)
19	15-17	Zamtrios Sawtooth	(W)
20	18-20	Zamtrios Tailblade	(A)

### ARMOR MATERIAL EFFECTS

#### Zamtrios Hide

While wearing this armor, you can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra moment.

#### Zamtrios Scale

*Meat Lover.* Consuming meat, cooked or otherwise, counts as 1 days ration. After consuming it you to temporarily ignore one level of exhaustion for an hour.

#### Freezer Sac

*(Spellcasters only)* This armor has 2 runes, which it regains daily at dusk. While wearing it, you can expend a rune to cast *armor of agathys*.

#### Zamtrios Tailblade

While you wear this armor, you have a swimming speed equal to your walking speed, you can breathe underwater, and you suffer no harm in water as cold as -20 degrees Fahrenheit.

### WEAPON MATERIAL EFFECTS

#### Zamtrios Scale

*(Bladed Weapon only)* You can place your weapon in the water and 1d4 sushifish will impale themselves onto it. Once used, this property can't be used again until then next dawn.

#### Freezer Sac

*(Light Bowgun)* When you hit a creature with your water ammo its movement speed is reduced to 0 until the end of its next turn.

#### Zamtrios Fin

*(Druid, Sorcerer, or Wizard only)* While attuned to this weapon you know the *ice knife* spell. If you have to prepare spells, you always have it prepared, and it doesn't count against the number of spells you can prepare each day.

#### Zamtrios Sawtooth

Your weapon deals an extra 1d4 cold damage.

### OTHER MATERIAL EFFECTS

#### Paddock Oil

When applied to the skin, the target gains tremorsense out to 30 feet for 1 hour.

## CARAPACEON

## HERMITAUR

Challenge Rating 1/2  
Carves 1

Carve Chance	Material	Slots
1-8	Sm. Hermitaur Shell	(A)
9-15	Carapaceon Brains	(O)
16-20	Sharp Claw	(W)

### ARMOR MATERIAL EFFECTS

#### Sm. Hermitaur Shell

You reduce bludgeoning damage you take by 2 while you wear this armor.

### WEAPON MATERIAL EFFECTS

#### Sharp claw

Your slashing weapon deals an extra 1 slashing damage.

### OTHER MATERIAL EFFECTS

#### Carapaceon Brains

A rare delicacy, can be eaten as a ration or sold for 25 gp

## CEANATAUR

Challenge Rating 1/2  
Carves 1

Carve Chance	Material	Slots
1-9	Sm. Ceantaur Shell	(A)
10-14	Sm Monsterbone	(O)
15-20	Sharp Claw	(W)

### ARMOR MATERIAL EFFECTS

#### Sm. Hermitaur Shell

You reduce slashing damage you take by 2 while you wear this armor.

### WEAPON MATERIAL EFFECTS

#### Sharp claw

Your slashing weapon deals an extra 1 slashing damage.

### OTHER MATERIAL EFFECTS

#### Sm Monsterbone

Uncommon weapon crafting material.

## DAIMYO HERMITAUR

Challenge Rating 9

Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-4	1-3	Crab Pearl	(O)
5-12	4-6	Hermitaur Shell	(A)
13-15	7-10	Monsterbone+	(O)
16-17	11-15	Hermitaur Claw	(A,W)
18	16-19	Black Pearl	(O)
19-20	20	Decayed Crimson Horn	(A,W)

### ARMOR MATERIAL EFFECTS

#### Hermitaur Shell

*Guard.* You cannot be pushed or knocked backwards while you wear this armor.

#### Hermitaur Claw

*Well Rested+.* When you finish a long rest, you gain 10 temporary hit points for 24 hours while attuned to this armor.

#### Decayed Crimson Horn

You have resistance to cold damage while you wear this armor.

### WEAPON MATERIAL EFFECTS

#### Hermitaur Claw

Your weapon deals an extra 1d4 slashing damage.

#### Decayed Crimson Horn

*Crisis.* While suffering from an abnormal status effect, such as poisoned, burning, slowed, blinded, etc, all attacks and spells deal an extra 1d10 spell or weapon damage.

### OTHER MATERIAL EFFECTS

#### Crab Pearl

A jewel formed inside the body over many years valued at 75 gp.

#### Monsterbone+

Rare weapon crafting material.

#### Black Pearl

A pearl with a black glow valued at 250 gp.

## SHOGUN CEANATAUR

Challenge Rating 13

Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-6	1-4	Crab Pearl	(O)
7-10	5-9	Ceanataur Shell	(A,W)
11-13	10-11	Monster Toughbone	(O)
14-17	11-17	Ceanataur Leg	(A,W)
18	18-19	Black Pearl	(O)
19-20	20	Ceanataur Claw	(A,W)

### ARMOR MATERIAL EFFECTS

#### Ceanataur Shell

*Handicraft.* For 24 hours, you gain proficiency with one artisan tool of your choice each dawn.

#### Ceanataur Leg

You have resistance to cold damage while you wear this armor.

#### Ceanataur Claw

*Greatsword only.* While attuned to this armor, your Guard AC bonus now last until the start of your next turn.

### WEAPON MATERIAL EFFECTS

#### Ceanataur Shell

*Ammo Saver.* When you roll a 17-20 on a range attack roll die, it does not consume the ammo or arrow.

#### Ceanataur Leg

*Critical Eye.* Your weapon attacks critical hit range is increased by 1.

#### Ceanataur Claw

Once per turn, when you hit a creature this weapon, you can wound the target. At the start of each of the wounded creature's turns, it takes 1d4 necrotic damage for each time you've wounded it, and it can then make a DC 15 Constitution saving throw, ending the effect of all such wounds on itself on a success. Alternatively, the wounded creature, or a creature within 5 feet of it, can use an action to make a DC 15 Wisdom (Medicine) check, ending the effect of such wounds on it on a success.

### OTHER MATERIAL EFFECTS

#### Crab Pearl

A jewel formed inside the body over many years valued at 75 gp.

#### Monster Toughbone

Very rare weapon crafting material.

#### Black Pearl

A pearl with a black glow valued at 250 gp.

## SHEN GAOREN

Challenge Rating 30  
Carves/Capture 7

Carve Chance	Material	Slots
1-5	Gaoren Shell	(A,W)
6-9	Gaoren Pincer	(A,W)
10-12	Elder Dragon Bone	(O)
13-16	Gaoren Claw	(W)
17-18	Gaoren Carapace	(A,W)
19-20	Gaoren Spine	(A,W)

### ARMOR MATERIAL EFFECTS

#### Gaoren Shell

*Tremor-Proof.* You cannot be knocked prone while you wear this armor.

#### Gaoren Pincer

*(Lance and Greatsword only)* Your Guard AC bonus now last until the start of your next turn and you cannot be knocked prone.

#### Gaoren Carapace

*Guts+2.* When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. Once you use this property, you can't use it again until you finish a short or long rest.

#### Gaoren Spine

You have immunity to cold damage and resistance to thunder and lightning damage while you wear this armor.

### WEAPON MATERIAL EFFECTS

#### Gaoren Shell

Your weapon deals an extra 1d8 acid damage.

#### Gaoren Pincer

Whenever you hit a creature with a melee weapon attack with this weapon, you can restrain the creature instead of dealing damage. You can only have one creature restrained in this way at a time.

#### Gaoren Claw

While attuned to this weapon, as an action you can exhale acid in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 20 Dexterity saving throw, taking 8d6 acid damage on a failed save, or half as much damage on a successful one.

Once used, this property cannot be used again until you finish a long rest.

#### Gaoren Carapace

The first time you attack with this weapon on each of your turns, you can transfer some or all of the weapon's bonus to your Armor Class, instead of using the bonus on any attacks that turn. The adjusted bonuses remain in effect until the start of your next turn, although you must hold the weapon to gain a bonus to AC from it.

#### Gaoren Spine

This weapon stores spells cast into it, holding them until the wielder uses them. You must be attuned to this weapon to use it. The weapon can store up to 7 levels worth of spells at a time. Any creature can cast a spell of 1st through 7th level into the weapon by touching it as the spell is cast. The spell has no effect, other than to be stored in the weapon. If the weapon can't hold the spell, the spell is expended without effect. The level of the slot used to cast the spell determines how much space it uses.

While holding this weapon, you can cast any spell stored in it. The spell uses the slot level, spell save DC, spell attack bonus, and spellcasting ability modifier of the original caster, but is otherwise treated as if you cast the spell. The spell cast from the weapon is no longer stored in it, freeing up space.

### OTHER MATERIAL EFFECTS

#### Elder Dragon Bone

Any rarity armor crafting material.

Players may also carve from the Lao-Shan Skull if it is destroyed during the fight using the loot table below

## LAO-SHUN SKULL

Carves 2

Carve Chance	Material	Slots
1-10	Lao-Shan Scale	(A,W)
11-19	Lao-Shan Shell	(A,W)
20	Lao-Shan Horn	(A,W)

### ARMOR MATERIAL EFFECTS

#### Lao-Shan Scale

*Marathon Runner+.* While wearing this armor, your walking speed increases by 10 feet and you ignore difficult terrain if it was not created by a magical effect.

#### Lao-Shan Shell

*Evasion+.* You gain a +1 bonus to all saving throws and you have advantage on Dexterity saving throws while you wear this armor.

#### Lao-Shan Horn

While wearing this armor, any critical hit against you becomes a normal hit.

### WEAPON MATERIAL EFFECTS

#### Lao-Shan Scale

Your weapon attack deal an extra 2d6 bludgeoning damage and it deals double damage to objects and structures.

#### Lao-Shan Shell

*Quick Sheath.* While attuned to this weapon, you can always sheath it as a free action even if you have already drawn a weapon as part of your move action.

#### Lao-Shan Horn

*Steady Hand.* Your weapon attacks critical hit range is increased by 1 and it bypasses a creatures resistance to slashing damage.

# PISCINE WYVERNS

## CEPHALOS

Challenge Rating 2  
Carves/Capture 1

Carve Chance	Material	Slots
1-10	Piscine Liver	(O)
11-15	Cephalos Scale	(W)
16-19	Piscine Fang	(W)
20	Cephalos Fin	(A)

### ARMOR MATERIAL EFFECTS

#### Cephalos Fin

You have advantage Wisdom (Medicine) checks while you wear this armor.

### WEAPON MATERIAL EFFECTS

#### Cephalos Scale

*Load up.* Your normal ammo capacity increases by 10 while you are attuned to this weapon.

#### Piscine Fang

Your weapon deals an extra 1 slashing damage.

### OTHER MATERIAL EFFECTS

#### Piscine Liver

After it is cooked (DC 11), it can be eaten to cure any disease or poison.

## CEPHADROME

Challenge Rating 7  
Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-3	1-2	Piscine Liver	(O)
4-7	3-10	Cephalos Fin	(A)
8-13	11-14	Cephalos Fang	(A,W)
14-19	15-19	Med Monsterbone	(O)
20	20	Coral Cephalos Scale	(A,W)

### ARMOR MATERIAL EFFECTS

#### Cephalos Fin

You have advantage Wisdom (Medicine) checks while you wear this armor.

#### Cephalos Fang

You suffer no harm from temperatures as warm as 120 degrees Fahrenheit while you wear this armor.

#### Coral Cephalos Scale

*Constitution.* The duration from slowing effects, such as the *slow* spell or a copper dragon's breath attack, are reduced by half while you wear this armor.

### WEAPON MATERIAL EFFECTS

#### Cephalos Fang

Your cold spells deal extra 1d4 cold damage.

#### Coral Cephalos Scale

*(Range Weapon only) Deadeye.* Your weapon's normal attack range is increased by 20 feet.

### OTHER MATERIAL EFFECTS

#### Med Monsterbone

Rare armor crafting material.

#### Piscine Liver

After it is cooked (DC 11), it can be eaten to cure any disease or poison.

## DELEX

Challenge Rating 1/8  
Carves 1

Carve Chance	Material	Slots
1-8	Monster Guts	(O)
9-15	Quality Fin	(A,W)
16-20	Sharpened Fang	(A,W)

### ARMOR MATERIAL EFFECTS

#### Sharpened Fang

You reduce slashing damage you take by 2 while you wear this armor.

#### Quality Fin

While wearing this armor, your swimming speed is increased by 5 feet.

### WEAPON MATERIAL EFFECTS

#### Sharpened Fang

Your slashing weapon deals an extra 1 slashing damage.

#### Quality Fin

*Current Resist.* While holding this weapon you are unaffected by the waters current, natural or magical, unless you otherwise choose to be.

### OTHER MATERIAL EFFECTS

#### Monster Guts

Monster innards. A prized delicacy worth 50 gp.

## GAJAU

Challenge Rating 1  
Carves 1

Carve Chance	Material	Slots
1-9	Gajau Skin	(A)
10-16	Gajau Scale	(A)
17-20	Gajau Whisker	(W)

### ARMOR MATERIAL EFFECTS

#### Gajau Skin

You reduce cold damage you take by 2 while you wear this armor.

#### Gajau Scale

While wearing this armor, your swimming speed is increased by 5 feet.

### WEAPON MATERIAL EFFECTS

#### Gajau Whisker

Your weapon deals an extra 1 cold damage.

## PLESIOTH

Challenge Rating 9  
Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-4	-----	Plesioth Fang	
5-15	1-7	Plesioth Scale	
16-18	8-12	Plesioth Fin	
-----	13-16	Plesioth Webbing	
19	17-19	Plesioth Head	
20	20	Wyvern Stone	

### ARMOR MATERIAL EFFECTS

#### Plesioth Scale

*Airborne.* While wearing this armor, you can cast the *jump* spell from it as a bonus action at will, but can target only yourself when you do so.

#### Plesioth Fin

*Speed Eating.* While you are attuned to this armor, you can use any consumable, such as a potion or food, as a bonus action; so long as you are the one consuming it.

#### Plesioth Webbing

*Master Mounter.* You have advantage on Strength (Athletic) checks when attempting to Climb Onto a Bigger Creature (DMG 271).

#### Plesioth Head

*Survivor.* When an ally, that you can see, is reduced to 0 hit points you can use your reaction to gain +1 AC, +1 damage, and +1 to attack rolls for 1 minute. Once this ability has been used, it cannot be used again until the next dawn.

#### Wyvern Stone

*Wide-Range.* When you use Herbs, Antidotes, Cool Drinks, Hot Drinks, Armor Seeds, or Power Seeds; all other creatures within a 10-foot radius of you gain its effect.

### WEAPON MATERIAL EFFECTS

#### Plesioth Fang

*Abnormal Status Atk up (S).* Whenever you inflict a condition on a creature or object that has a duration of 1 minute or longer, the maximum duration of the condition is increased by 6 seconds.

#### Plesioth Fin

*FastCharge.* When you roll for initiative, your greatsword, longsword, or charge blade gains 1 charge, spirit, or phial charge.

#### Plesioth Head

*Capturer.* When you capture a creature, you gain one extra material from it.

#### Wyvern Stone

*Quick Load.* You can reload as a free action while you wear this armor.

## JYURATODUS

Challenge Rating 11  
Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-5	1-4	Jyuratodus Scale (A,W)	
6-9	5-8	Jyuratodus Shell (A)	
10-12	9-11	Lg Monster Bone (O)	
13-15	12-14	Jyuratodus Fang (W)	
----	15-17	Aqua Sac+ (W)	
16-19	18-19	Jyuratodus Fin (A,W)	
20	20	Jyuratodus Gem (A,W)	

### ARMOR MATERIAL EFFECTS

#### Jyuratodus Scale

While wearing this armor you ignore difficult terrain created by muddy terrain, swamps, or other water sources that are waist deep.

#### Jyuratodus Shell

While wearing this armor, you have a swimming speed equal to your walking speed.

#### Jyuratodus Fin

You have resistance to cold damage while you wear this armor.

#### Jyuratodus Gem

Your armor is caked in a mud like substance increasing your AC by 3. Each time you are hit, some of the mud breaks off reducing the bonus by 1. The mud reforms on your armor when you finish a long rest.

### WEAPON MATERIAL EFFECTS

#### Jyuratodus Scale

*FastCharge.* When you roll for initiative, your greatsword, longsword, or charge blade gains 1 charge, spirit, or phial charge.

#### Jyuratodus Fang

Your weapon deals an extra 1d6 cold damage.

#### Aqua Sac+

While you are attuned to this weapon, you can use an action to cast the *water breathing* spell from it at will.

#### Jyuratodus Fin

This weapon has 5 runes that it regains daily at dawn. When you hit a creature or object, you can expend a rune to cause the ground in a 20-foot radius around the target to become muddy for 1 minute. The muddy area is difficult terrain.

#### Jyuratodus Gem

Your cold spell deal an extra 1d6 cold damage.

### OTHER MATERIAL EFFECTS

#### Lg Monster Bone

Very rare armor crafting material.

## LAVASIOOTH

Challenge Rating 13  
Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-6	1-6	Lavasiooth Scale (A,W)	
7-10	7-11	Lavasiooth Carapace (A)	
11-15	12-15	Lavasiooth Fang (W)	
16-19	16-18	Lavasiooth Fin (A,W)	
20	19-20	Lavasiooth Gem (A,W)	

### ARMOR MATERIAL EFFECTS

#### Lavasiooth Scale

*Heat Guard.* While wearing this armor you are immune to damage from lava and you are unaffected by extreme heat.

#### Lavasiooth Carapace

You have resistance to fire damage while you wear this armor.

#### Lavasiooth Fin

*Wide-Range.* When you use Herbs, Antidotes, Cool Drinks, Hot Drinks, Armor Seeds, or Power Seeds; all other creatures within a 10-foot radius of you gain its effect.

#### Lavasiooth Gem

*Recovery Up.* Whenever you regain hit points from any potion or plant, the first die is maximized.

### WEAPON MATERIAL EFFECTS

#### Lavasiooth Scale

Your weapon deals an extra 1d6 fire damage.

#### Lavasiooth Fang

*(Bow, Light Bowgun, and Heavy Bowgun only)*  
*Spread/Power Up.* While you are attuned to this weapon, your spread ammo deals an extra 1d4 piercing damage and your power coating gains +1 to attack rolls.

#### Lavasiooth Fin

You gain a +1 bonus to your spell attack rolls and spell save DC while attuned to this weapon. This bonus increases to +2 when the spell you are casting deals fire damage.

#### Lavasiooth Gem

*(Spellcaster only)* This weapon has 7 runes. While holding it, you can use an action to expend 1 or more of its runes to cast the *fireball* spell (save DC 15) from it. For 1 charge, you cast the 3rd-level version of the spell. You can increase the spell slot level by one for each additional rune you expend.

This weapon regains 1d6 + 1 expended runes daily at dawn. If you expend the last runes, roll a d20. On a 1. The weapon can't regain any runes for 1 week.

## BEOTODUS

Challenge Rating 12

Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-4	1-4	Beotodus Shard	(A,W)
5-8	5-8	Beotodus Cortex	(A)
9-12	9-12	Cryo Sac	(A,W)
13-15	13-15	Beotodus Hardhorn	(A,W)
16-19	16-18	Beotodus Grandfin	(A,W)
20	19-20	Beotodus Gem	(A,W)

### ARMOR MATERIAL EFFECTS

#### Beotodus Shard

While you are wearing this armor, you can use your reaction or bonus action to gain resistance to necrotic damage until the end of your next turn. You can use this property twice, regaining all uses when you finish a long rest.

#### Beotodus Cortex

*Aquatic/Polar Mobility.* You ignore difficult terrain created by ice or snow and you have a swimming speed equal to your walking speed while you wear this armor.

#### Cryo Sac

You have resistance to cold damage while you wear this armor.

#### Beotodus Hardhorn

*Stamina Surge+2.* While wearing this armor, you can use an action to cast the *haste* spell from it once per day, but can target only yourself when you do so and you gain 1 level of exhaustion when the spell ends.

#### Beotodus Grandfin

*(Sorcerer, Warlock, and Wizard only)* This armor has two runes that it regains daily at dawn. As an action you can expend one of these runes to cast *armor of agathys* at 3rd level.

#### Beotodus Gem

*Health Boost.* While wearing this armor, your hit point maximum increases by 1 for each character level you have.

### WEAPON MATERIAL EFFECTS

#### Beotodus Shard

*(Druid, Sorcerer, or Wizard only)* While attuned to this weapon you know the *ice knife* spell. If you have to prepare spells, you always have it prepared, and it doesn't count against the number of spells you can prepare each day.

#### Cryo Sac

Your weapon deals an extra 1d6 cold damage.

#### Beotodus Hardhorn

While wearing this armor you can use an action to cast the *snilloc's snowball swarm* spell from it. This property can be used twice, regaining all expended uses daily at dawn.

#### Beotodus Grandfin

When you hit a creature with this weapon they must make a DC 13 Constitution saving throw. On a failed saving throw, the creature is afflicted with iceblight for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this weapons trait for 24 hours.

#### Beotodus Gem

When you cast a spell that deals cold damage, you gain a +2 bonus to its spell attack roll and you ignore half cover when making a spell attack.

# NEOPTERONS

## ALTAROTH

Challenge Rating 0  
Carves 1

Carve Chance	Material	Slots
1-4	Altaroth Stomach	(A)
5-10	Quality Sac	(O)
11-13	Altaroth Jaw	(W)
14-20	Monster Fluid	(O)

### ARMOR MATERIAL EFFECTS

#### Altaroth Stomach

*Transporter.* While you are attuned to this armor, you count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

### WEAPON MATERIAL EFFECTS

#### Altaroth Jaw

*Entomologist.* When you capture an insect with a bug net, you instead catch two.

### OTHER MATERIAL EFFECTS

#### Monster Fluid

Uncommon or rare crafting material that can be used for weapons or armor.

#### Quality Sac

When placed into a trinket, that trinket becomes a bag of holding and does not count against your number of trinkets you can bring on a hunt.

## BNAHABRA

Challenge Rating 1/4  
Carves 1

Carve Chance	Material	Slots
1-8	Bnahabra Shell	(A)
9-16	Bnahabra Wing	(W)
17-20	Monster Fluid	(O)

### ARMOR MATERIAL EFFECTS

#### Bnahabra Shell

You reduce necrotic damage you take by 2 while you wear this armor.

### WEAPON MATERIAL EFFECTS

#### Bnahabra Wing

Your slashing weapon deal an extra 1 slashing damage.

### OTHER MATERIAL EFFECTS

#### Monster Fluid

Uncommon or rare crafting material that can be used for weapons or armor.

## HORNETAUR

Challenge Rating 1/4  
Carves 1

Carve Chance	Material	Slots
1-6	Hornetaur Shell	(A)
7-12	Hornetaur Wing	(A)
13-17	Monster Fluid	(O)
18-20	Hornetaur Head	(W)

### ARMOR MATERIAL EFFECTS

#### Hornetaur Shell

You reduce necrotic damage you take by 2 while you wear this armor.

#### Hornetaur Wing

While you wear this armor, you can use an action, to magically clean yourself, your outfit, and your armor itself of dirt, grime, sweat, and so forth.

### WEAPON MATERIAL EFFECTS

#### Hornetaur Head

Your weapon deals an extra 1 necrotic damage.

### OTHER MATERIAL EFFECTS

#### Monster Fluid

Uncommon or rare crafting material that can be used for weapons or armor.



## VESPOID

Challenge Rating 1/4

Carves 1

Carve Chance	Material	Slots
1-10	Vespid Shell	(A,W)
11-17	Vespid Wing	(W)
18-20	Monster Fluid	(O)

### ARMOR MATERIAL EFFECTS

#### Vespid Shell

*Honey Hunter.* Once per day, when you use an herbalist kit to gather plants, you gather 1 honey with it.

### WEAPON MATERIAL EFFECTS

#### Vespid Shell

While attuned to this weapon your save DC for condition causing effects, such as the *sleep* spell, or a material effect, is increased by 1.

#### Vespid Wing

This weapon has 2 runes, that it regains daily at dawn. When you hit a creature with this weapon you can expend a rune to have the target make a DC 10 Constitution saving throw. On a failed save the target is incapacitated and has its movement speed is reduced to 0 for 1 minute. A creature can repeat this saving throw at the end of their turn, ending the effect on a success.

### OTHER MATERIAL EFFECTS

#### Monster Fluid

Uncommon or rare crafting material that can be used for weapons or armor.

## VESPOID QUEEN

Challenge Rating 1

Carves 2

Carve Chance	Material	Slots
1-4	Vespid Abdomen	(A,W)
5-12	QueenVespidShl	(A)
13-17	Monster Fluid	(O)
18-20	VespidQn'sCrown	(W)

### ARMOR MATERIAL EFFECTS

#### Vespid Abdomen

While you wear this armor, the maximum number of resources your party can gather on a hunt is increased by 1.

#### QueenVespidShl

*Entomologist.* When you capture an insect with a bug net, you instead catch two.

### WEAPON MATERIAL EFFECTS

#### Vespid Abdomen

*(Spellcaster only)* You know the *poison spray* cantrip while wearing this armor. If you already know it, the DC of the spell increases by 1.

#### VespidQn'sCrown

When you hit a creature with this weapon and it is suffering from a condition, it takes an extra 2 damage of the same type dealt.

### OTHER MATERIAL EFFECTS

#### Monster Fluid

Uncommon or rare crafting material that can be used for weapons or armor.

## GREAT THUNDERBUG

Challenge Rating 1/4

Carves 1

Carve Chance	Material	Slots
1-10	Thunderbug	
11-16	Shocking Extract	(W)
17-20	Monster Fluid	(O)

### WEAPON MATERIAL EFFECTS

#### Shocking Extract

While wearing this armor you know the *shocking grasp* cantrip. If you already know this cantrip, you gain a +1 bonus to its spell attack roll.

### OTHER MATERIAL EFFECTS

#### Monster Fluid

Uncommon or rare crafting material that can be used for weapons or armor.

## KONCHU

Challenge Rating 1/4

Carves 1

Carve Chance	Material	Slots
1-12	Konchu Shell	(A)
13-17	Sharp Fang	(W)
18-19	Armor Sphere	(O)
20	Monster Fluid	(O)

### ARMOR MATERIAL EFFECTS

#### Konchu Shell

You can doff or don this armor as an action while you are attuned to this armor.

### WEAPON MATERIAL EFFECTS

#### Sharp Fang

Your slashing weapon deals an extra 1 slashing damage.

### OTHER MATERIAL EFFECTS

#### Armor Sphere

Uncommon armor crafting material

#### Monster Fluid

Uncommon or rare crafting material that can be used for weapons or armor.

## SELTAS

Challenge Rating 3

Carves/Capture 2

Carve Chance	Capture Chance	Material	Slots
1-8	1-3	Seltas Shell	(A)
9	4	Aqua Sac	(A)
10-12	5-9	Seltas Wing	(A,W)
13-15	10-13	Drone Substance	(W,O)
16-18	14-17	Monster Fluid	(O)
19-20	18-20	Seltas Horn	(W)

### ARMOR MATERIAL EFFECTS

#### Seltas Shell

You reduce cold and necrotic damage you take by 2 while you wear this armor.

#### Aqua Sac

You can hold breath underwater for twice as long as normal while you wear this armor.

#### Seltas Wing

While wearing this armor you can use an action to cast the *feather fall* spell from it. Once used, you can't use this property again until the next dawn.

### WEAPON MATERIAL EFFECTS

#### Seltas Wing

(*Gunlance only*) *Artillery*. While attuned to this weapon, your wyvernfire can now be used twice per long rest.

#### Drone Substance

*Capture Novice*. While attuned to this weapon tranq bombs and tranq ammo roll an extra 2d8 when they hit a creature.

#### Seltas Horn

*Load up*. Your normal ammo capacity increases by 10 while you are attuned to this weapon.

### OTHER MATERIAL EFFECTS

#### Drone Substance

This oily like substance can be applied to the skin of a medium or smaller creature. Applying the substance takes 1 minute. The affected creature then has advantage on Charisma (persuasion) checks for 1 hour. During this time if they attempt to charm a creature with spells or spell like abilities, the targeted creature has disadvantage on its saving throw.

*Cursed*. When applied to a creature, there is a 10% chance to attract nearby seltas while in urban areas. While in the wilds, there is a 50% chance to attract nearby seltas.

#### Monster Fluid

Uncommon or rare crafting material that can be used for weapons or armor.

## SELTAS QUEEN

Challenge Rating 11

Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-8	1-4	S.Queen Shell	(A,W)
9	5-6	Drone Substance	(O)
10-15	7-13	S.Queen Pectus	(A,W)
16-17	14-16	S.Queen Claw	(A,W)
18-19	17-19	Torrent Sac	(A,W)
20	20	S.Queen Extract	(O)

### ARMOR MATERIAL EFFECTS

#### S.Queen Shell

While wearing this armor you can summon a baby seltas for 1 hour. During this time, it clings to your back and grants you a flying speed of 10 feet.

#### S.Queen Pectus

*Hero Shield.* You have immunity to bludgeoning, piercing, and slashing damage from CR 2 or lower creatures while you wear this armor.

#### S.Queen Claw

You have resistance to cold damage while you wear this armor.

#### Torrent Sac

While you are attuned to this armor, you can use a bonus action to exhale an icy blast in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 4d6 cold damage on a failed save, or half as much damage on a successful one.

Once used, this property cannot be used again until you finish a long rest.

### WEAPON MATERIAL EFFECTS

#### S.Queen Shell

*(Gunlance only) Artillery+.* While attuned to this weapon, your wyvernfire can now be used twice per long rest and you can add your Strength modifier to the damage of your shell attacks.

#### Drone Substance

*Capture Expert.* Tranq bombs & ammo roll an extra 3d8 when they hit a creature.

#### S.Queen Pectus

*(Light Bowgun and Heavy Bowgun only) Load up+.* While attuned to this weapon, you increase the maximum capacity for all of your ammo by 2.

#### S.Queen Claw

*Ammo Saver+.* When you make a ranged weapon attack and roll a 15 or higher on the attack die, the ammunition returns to you unbroken after hitting the target(s).

#### Torrent Sac

*(Spellcasters only).* This weapon has 5 runes. While holding this weapon, you can use an action to expend 1 or more of its runes to cast one of the following Spells from it, using your spell save DC: *charm person* (1 rune), *feather fall* (1 rune), *ray of frost* (1 rune), *Enhance ability* (2 runes), or *Enthrall* (2 runes). The weapon regains 1d4 + 1 expended runes daily at dawn. If you expend the last rune it cannot regain any runes for one week.

### OTHER MATERIAL EFFECTS

#### S.Queen Extract

A crafting material that can be used to upgrade your weapons or armor to rare or very rare.

#### Drone Substance

This oily like substance can be applied to the skin of a medium or smaller creature. Applying the substance takes 1 minute. The affected creature then has advantage on Charisma (persuasion) checks for 1 hour. During this time if they attempt to charm a creature with spells or spell like abilities, the targeted creature has disadvantage on its saving throw.

*Cursed.* When applied to a creature, there is a 10% chance to attract nearby seltas while in urban areas. While in the wilds, there is a 50% chance to attract nearby seltas.

## AHTAL-KA

Challenge Rating 23

Carves 4

Carve Chance	Material	Slots
1-2	Iridescent Carapace	(A,W)
3-6	Ahtal-Ka Gold Cocoon	(A,W)
7-8	Queen Substance	(O)
9-11	Ahtal-Ka Purple Cocoon	(A,W)
12-13	Ahtal-Ka Pheromone	(A)
14-15	Royal Pyroxene	(O)
16-17	Ahtal-Ka Foreblade	(W)
18-19	Ahtal-Ka Fine Silk	(A,W)
20	Ahtal-Ka Alluring Gem	(A,W)

### ARMOR MATERIAL EFFECTS

#### Iridescent Carapace

*Secret Arts.* Whenever you make a skill check with a skill you are proficient in, you gain a +3 bonus to the roll.

#### Ahtal-Ka Gold Cocoon

*Talisman boost.* While wearing this armor, you double the effect of the material in your trinket.

#### Ahtal-Ka Purple Cocoon

You have advantage on Wisdom (Insight) checks while you wear this armor.

#### Ahtal-Ka Pheromone

You have resistance to necrotic damage while you wear this armor.

#### Ahtal-Ka Fine Silk

If you aren't wearing armor, your base Armor Class is 14 + your Dexterity modifier.

#### Ahtal-Ka Alluring Gem

You have immunity to fire damage while you wear this armor.

### WEAPON MATERIAL EFFECTS

#### Iridescent Carapace

*Partbreaker+3.* You deal an extra 1d10 damage when you critically hit with this weapon.

#### Ahtal-Ka Gold Cocoon

Whenever you hit a creature with a range weapon attack, you can use a bonus action to pull the creature 10 feet towards you.

#### Ahtal-Ka Purple Cocoon

While holding this weapon, you gain a +3 bonus to spell attack rolls. In addition, you ignore half cover when making a spell attack.

#### Ahtal-Ka Foreblade

Your weapon deals an extra 1d8 slashing damage.

#### Ahtal-Ka Fine Silk

This weapon has 3 runes, that are regained daily at dawn. Once per turn when you hit a creature with this weapon you can expend a rune to have the target make a DC 19 Wisdom saving throw or become frightened of you for 1 minute. A creature may repeat its saving throw at the end of its turn, ending the effect on a successful save.

#### Ahtal-Ka Alluring Gem

*Latent Power +2.* When you are reduced to a half of your maximum hit points for the first time in combat or at the start of your turn on the 10th round of combat, whichever comes first, you gain the effects of the *haste* spell for 1 minute. Once used, you must finish a short or long rest before you can use this property again.

### OTHER MATERIAL EFFECTS

#### Queen Substance

A potent pheromone sometimes released by the Ahtal-Ka. It is highly valued by nobles (sell value 2000gp).

#### Royal Pyroxene

A crafting material that can be used to upgrade your weapons or armor to legendary.

### DM NOTES

The Ahtal-ka has only 4 carves as other elder dragons also do. If you do use the creature with its paragon feature, add one additional carve for each hit point pool it has.

### AHTAL-NESTO

The Ahtal-Nesto does not have it's own loot table. If you choose to use the Ahtal-Nesto as its own monster, use the ahtal-ka's loot table

# TEMNOCERAN

## NERSCYLLA

Challenge Rating 6

Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-3	1-3	Rubbery Hide	(A,W)
4-8	4-5	Nerscylla Shell	(A)
9-10	6-8	Nerscylla Chelicera	(A,W)
11-13	9-11	Drone Substance	(O)
14-15	12	Monster Fluid	(O)
16-17	13-14	N.Sleep Sac	(A,W)
18-19	15-17	Nerscylla Claw	(A,W)
20	18-20	Nerscylla Spike	(A,W)

### ARMOR MATERIAL EFFECTS

#### Rubbery Hide

While you are wearing this armor, you can use your reaction or bonus action to gain resistance to lightning damage until the end of your next turn. Once you use this property, you cannot use it again until you finish a long rest.

#### Nerscylla Shell

*Perceptive.* You are proficient with perception checks while wearing this armor.

#### Nerscylla Chelicera

*Trap Master.* While you wear this armor, you can set pitfall traps or shock traps as a bonus action and you can use an action to cast the *snare* spell from it. Once used, the *snare* effect can't be used again until the next dawn.

#### N.Sleep Sac

*Negate Sleep.* You cannot unwillingly be put to sleep by any means while wearing this armor.

#### Nerscylla Claw

*Spider Climb.* While you wear this armor, you can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free. You have a climbing speed equal to your walking speed. However, the armor doesn't allow you to move this way on a slippery surface, such as one covered by ice or oil.

#### Nerscylla Spike

You have resistance to poison damage while you wear this armor.

### WEAPON MATERIAL EFFECTS

#### Rubbery Hide

While holding your weapon, you can speak a command word and transform it into a fishing pole with a hook, a line, and a reel. Speaking the command word again changes the fishing pole back into the weapon.

#### Nerscylla Chelicera

When you hit a creature with this weapon they must make a DC 13 Constitution saving throw or become poisoned until the end of their next turn.

#### N.Sleep Sac

When you poison a creature and they fail the saving throw by 5 or more, the creature falls unconscious until they take damage, are shaken awake, or the poison is removed.

#### Nerscylla Claw

When you cast a spell that deals poison damage, you gain a +1 bonus to its spell attack roll.

#### Nerscylla Spike

When you hit a creature or object that is within 60 feet of you with a ranged weapon attack, you can use your bonus action to pull the target 10 feet towards you.

### OTHER MATERIAL EFFECTS

#### Drone Substance

This oily like substance can be applied to the skin of a medium or smaller creature. Applying the substance takes 1 minute. The affected creature then has advantage on Charisma (persuasion) checks for 1 hour. During this time if they attempt to charm a creature with spells or spell like abilities, the targeted creature has disadvantage on its saving throw.

*Cursed.* When applied to a creature, there is a 10% chance to attract nearby seltas while in urban areas. While in the wilds, there is a 50% chance to attract nearby seltas.

#### Monster Fluid

Uncommon or rare crafting material that can be used for weapons or armor.

# ELDER DRAGONS

## DIRE MIRALIS

**Challenge Rating** 11

**Carves** 6

Carve Chance	Material	Slots
1-4	Miralis Scale	(A,W)
5-7	Miralis Fireback	(A)
8-9	Miralis Fireclaw	(W)
10	Gushing Magma	(A)
11-13	Immortal Heart	(A,W)
14-15	Miralis Smelter	(W)
16-17	Miralis Hellwing	(A,W)
18-19	Miralis Evil Eye	(A,W)
20	Dire Dragongem	(W)

### ARMOR MATERIAL EFFECTS

#### Miralis Scale

*Current Resist.* While wearing this armor you are unaffected by the waters current, natural or magical, unless you otherwise choose to be.

#### Miralis Fireback

*Windproof.* Spells you cast such as fog cloud, can no longer be dispersed by wind, magical or otherwise while you wear this armor.

#### Gushing Magma

*Earplugs.* While you are attuned to this armor, you can use a bonus action to conjure two earplugs in the shape of your choice. While using these earplugs, you are considered deafened. You can dispel the ear plugs as a bonus action ending the deafened effect.

#### Immortal Heart

When you are below half of your maximum hit points, you can use your bonus action to increasing your AC by 2 for 1 minute. Once you use this feature, you cannot use it again until you complete a short or long rest.

#### Miralis Hellwing

You have resistance to fire damage while you wear this armor.

#### Miralis Evil Eye

*Rock Steady.* While wearing this armor, you can't be unwillingly knocked prone and you ignore the kushala daora and amatsu's wind barrier.

### WEAPON MATERIAL EFFECTS

#### Miralis Scale

Your weapon deals an extra 1d6 slashing damage.

#### Miralis Fireclaw

Your weapon deals an extra 1d6 fire damage.

#### Immortal Heart

Whenever you cast a spell of 1st-level or higher, lava erupts from the ground around you. any creature within 5 feet of you takes 5 points of fire damage. Also when you cast a spell that deals fire damage, it deals extra damage equal to 2 times the spells level as fire damage.

#### Miralis Smelter

This weapon has 3 runes that it regains daily at dawn. When you hit a creature with this weapon, you can expend a rune to have it make a DC 15 Wisdom saving throw. On a failed save, the target has disadvantage on all attack rolls against targets other than you until the end of your next turn.

#### Miralis Hellwing

*(Spellcaster only)* This weapon has 7 runes. While holding it, you can use an action to expend 1 or more of its runes to cast the *fireball* spell (save DC 15) from it. For 1 charge, you cast the 3rd-level version of the spell. You can increase the spell slot level by one for each additional rune you expend.

#### Miralis Evil Eye

*Elderseal.* A creature hit by this weapon cannot use an action that has a *recharge* until the start of your next turn. The creature can still roll to *recharge* its ability at the end of its turn.

#### Dire Dragongem

*Latent Power +1.* When you are reduced to a quarter of your maximum hit points for the first time in combat or at the start of your turn on the 10th round of combat, whichever comes first, you gain the effects of the *haste* spell for 1 minute. Once used, you must finish a short or long rest before you can use this property again.

## TEMPERED DIRE MIRALIS

Challenge Rating 18

Carves 6

Carve Chance	Material	Slots
1-4	T.Miralis Scale	(A,W)
5-7	T.Miralis Fireback	(A)
8-9	T.Miralis Fireclaw	(W)
10	T.Gushing Magma	(A)
11-13	T.Immortal Heart	(A,W)
14-15	T.Miralis Smelter	(W)
16-17	T.Miralis Hellwing	(A,W)
18-19	T.Miralis Evil Eye	(A,W)
20	T.Dire Dragongem	(W)

### ARMOR MATERIAL EFFECTS

#### T.Miralis Scale

*Current Resist.* While wearing this armor you are unaffected by the waters current, natural or magical, unless you otherwise choose to be.

#### T.Miralis Fireback

*Windproof.* Spells you cast such as fog cloud, can no longer be dispersed by wind, magical or otherwise while you wear this armor.

#### T.Gushing Magma

*HG Earplugs.* While you are attuned to this armor, you can use a bonus action to conjure two earplugs in the shape of your choice. While using these earplugs, you can only hear creatures you choose to be able to hear.

#### T.Immortal Heart

When you are below half of your maximum hit points, you can use your bonus action to increasing your AC by 3 for 1 minute. Once you use this feature, you cannot use it again until you complete a short or long rest.

#### T.Miralis Hellwing

You have immunity to fire damage while you wear this armor.

#### T.Miralis Evil Eye

*Rock Steady.* While wearing this armor, you can't be unwillingly knocked prone and you ignore the kushala daora and amatsu's wind barrier.

### WEAPON MATERIAL EFFECTS

#### T.Miralis Scale

Your weapon deals an extra 1d8 slashing damage.

#### T.Miralis Fireclaw

Your weapon deals an extra 1d8 fire damage.

#### T.Immortal Heart

Whenever you cast a spell of 1st-level or higher, lava erupts from the ground around you. any creature within 5 feet of you takes 9 (2d8) points of fire damage. Also when you cast a spell that deals fire damage, it deals extra damage equal to 2 times the spells level as fire damage.

#### T.Miralis Smelter

This weapon has 4 runes that it regains daily at dawn. When you hit a creature with this weapon, you can expend a rune to have it make a DC 16 Wisdom saving throw. On a failed save, the target has disadvantage on all attack rolls against targets other than you until the end of your next turn.

#### T.Miralis Hellwing

*(Spellcaster only)* This weapon has 7 runes. While holding it, you can use an action to expend 1 or more of its runes to cast the *fireball* spell (save DC 16) from it. For 1 charge, you cast the 3rd-level version of the spell. You can increase the spell slot level by one for each additional rune you expend.

#### T.Miralis Evil Eye

*Elderseal.* A creature hit by this weapon cannot use an action that has a *recharge* until the start of your next turn. The creature can still roll to *recharge* its ability at the end of its turn.

#### T.Dire Dragongem

*Latent Power +2.* When you are reduced to a half of your maximum hit points for the first time in combat or at the start of your turn on the 10th round of combat, whichever comes first, you gain the effects of the *haste* spell for 1 minute. Once used, you must finish a short or long rest before you can use this property again.

## ARCHTEMPERED DIRE MIRALIS

Challenge Rating 26

Carves 6

Carve Chance	Material	Slots
1-4	AT.Miralis Scale	(A,W)
5-7	AT.Miralis Fireback	(A)
8-9	AT.Miralis Fireclaw	(W)
10	AT.Gushing Magma	(A)
11-13	AT.Immortal Heart	(A,W)
14-15	AT.Miralis Smelter	(W)
16-17	AT.Miralis Hellwing	(A,W)
18-19	AT.Miralis Evil Eye	(A,W)
20	AT.Dire Dragongem	(W)

### ARMOR MATERIAL EFFECTS

#### AT.Miralis Scale

*Current Resist.* While wearing this armor you are unaffected by the waters current, natural or magical, unless you otherwise choose to be.

#### AT.Miralis Fireback

*Windproof.* Spells you cast such as fog cloud, can no longer be dispersed by wind, magical or otherwise while you wear this armor.

#### AT.Gushing Magma

*HG Earplugs.* While you are attuned to this armor, you can use a bonus action to conjure two earplugs in the shape of your choice. While using these earplugs, you can only hear creatures you choose to be able to hear.

#### AT.Immortal Heart

When you are below half of your maximum hit points, you can use your bonus action to increasing your AC by 4 for 1 minute. Once you use this feature, you cannot use it again until you complete a short or long rest.

#### AT.Miralis Hellwing

You have immunity to fire damage while you wear this armor.

#### AT.Miralis Evil Eye

*Rock Steady.* While wearing this armor, you can't be unwillingly knocked prone and you ignore the kushala daora and amatsu's wind barrier.

### WEAPON MATERIAL EFFECTS

#### AT.Miralis Scale

Your weapon deals an extra 1d10 slashing damage.

#### AT.Miralis Fireclaw

Your weapon deals an extra 2d6 fire damage.

#### AT.Immortal Heart

Whenever you cast a spell of 1st-level or higher, lava erupts from the ground around you. any creature within 10 feet of you takes 9 (2d8) points of fire damage. Also when you cast a spell that deals fire damage, it deals extra damage equal to 2 times the spells level as fire damage.

#### AT.Miralis Smelter

This weapon has 5 runes that it regains daily at dawn. When you hit a creature with this weapon, you can expend a rune to have it make a DC 17 Wisdom saving throw. On a failed save, the target has disadvantage on all attack rolls against targets other than you until the end of your next turn.

#### AT.Miralis Hellwing

*(Spellcaster only)* This weapon has 8 runes. While holding it, you can use an action to expend 1 or more of its runes to cast the *fireball* spell (save DC 17) from it. For 1 charge, you cast the 3rd-level version of the spell. You can increase the spell slot level by one for each additional rune you expend.

#### AT.Miralis Evil Eye

*Elderseal.* A creature hit by this weapon cannot use an action that has a *recharge* until the start of your next turn. The creature can still roll to *recharge* its ability at the end of its turn.

#### AT.Dire Dragongem

*Latent Power +2.* When you are reduced to a half of your maximum hit points for the first time in combat or at the start of your turn on the 10th round of combat, whichever comes first, you gain the effects of the *haste* spell for 1 minute. Once used, you must finish a short or long rest before you can use this property again.



## KIRIN

Challenge Rating 12

Carves 4

Carve Chance	Material	Slots
1-4	Kirin Hide	(A,W)
5-7	Kirin Mane	(A,W)
8-10	Kirin Tail	(A,W)
11-13	Kirin Thunderhorn	(A,W)
14-15	Elder Dragon Blood	(O)
16-18	Elder Dragon Bone	(O)
19-20	Kirin Azure Horn	(A,W)

### ARMOR MATERIAL EFFECTS

#### Kirin Hide

*Marathon Runner+*. While wearing this armor, your walking speed increases by 10 feet.

#### Kirin Mane

*Control Lightning*. Whenever you cast a cone or line spell that deals lightning damage, you can choose any location within 30 feet of you as the starting location.

#### Kirin Tail

*Divine Blessing+*. When you take damage you are not immune or resistant to, roll a d6 and reduce the damage you take by the number rolled. You can use this feature a number of times equal to your Wisdom modifier. You regain all expended uses when you finish a long rest.

#### Kirin Thunderhorn

You can't be paralyzed while you wear this armor.

#### Kirin Azure Horn

You have resistance to lightning damage while you wear this armor.

### WEAPON MATERIAL EFFECTS

#### Kirin Hide

Your weapon deals an extra 1d6 lightning damage.

#### Kirin Mane

This weapon has 3 runes which are regained every day at dawn. When you hit a creature with this weapon, you may expend a rune to have the target make a DC 14 Constitution saving throw. On a fail, the creature is incapacitated and has its movement speed is reduced to 0 for 1 minute. The creature may repeat its saving throw at the end of its turn, ending the effect on a success.

#### Kirin Tail

*Critical Element (lightning)*. When you critically hit with a weapon or spell that deals lightning damage, you deal an extra 1d6 lightning damage.

#### Kirin Thunderhorn

When you cast a spell that deals lightning damage, you gain a +2 bonus to its spell attack roll or you increase the spell save DC by 2.

#### Kirin Azure Horn

*(Spellcaster only)* While you are holding this weapon, you can use an action to cast the *call lightning* spell from it. Once used, you can't use this property again until the next dawn.

### OTHER MATERIAL EFFECTS

#### Elder Dragon Blood

Any rarity weapon crafting material.

#### Elder Dragon Bone

Any rarity armor crafting material.

## KIRIN MATERIAL BONUS

When a character has three kirin materials socketed into their equipment they gain the *Kirin Favor* bonus.

**Kirin Favor.** Whenever you make a carve check, you make the check with advantage.

## LUNA STRA

Challenge Rating 12

Carves 4

Carve Chance	Material	Slots
1-2	Elder Dragon Blood	(O)
3-4	Elder Dragon Bone	(O)
5-8	Lunastra Scale	(A,W)
9-11	Lunastra Carapace	(A,W)
12-14	Lunastra Tail	(A,W)
15-16	Lunastra Wing	(A,W)
17-18	Lunastra Mane	(W)
19	Lunastra Horn	(A,W)
20	Lunastra Gem	(A,W)

### ARMOR MATERIAL EFFECTS

#### Lunastra Scale

*Tool Specialist.* While wearing this armor your proficiency bonus is double for any ability check made with a tool you are proficient with.

#### Lunastra Carapace

A creature that touches or hits you with a melee weapon attack while within 5 feet of you takes 1d6 fire damage.

#### Lunastra Tail

You have resistance to fire damage while you wear this armor.

#### Lunastra Wing

*Evade Window.* This armor has 3 runes, and it regains 1d3 expended runes daily at dawn. When you fail a Dexterity saving throw while wearing it, you can use your reaction to expend 1 of its runes to succeed on that saving throw instead.

#### Lunastra Horn

*Wide-Range.* When you use Herbs, Antidotes, Cool Drinks, Hot Drinks, Armor Seeds, or Power Seeds; all other creatures within a 10-foot radius of you gain its effect.

#### Lunastra Gem

*Health Boost.* While wearing this armor, your hit point maximum increases by 1 for each character level you have.

### WEAPON MATERIAL EFFECTS

#### Lunastra Scale

*Guard.* You cannot be pushed or knocked backwards while you wear this armor.

#### Lunastra Carapace

*Critical Eye.* Your weapon attacks critical hit range is increased by 1.

#### Lunastra Tail

Your weapon deals an extra 1d6 fire damage.

#### Lunastra Wing

When you hit a creature with a melee weapon attack using this weapon, you can engulf the target in flames. At the start of each of the engulfed creature's turns, it takes 1d4 fire damage and it can then make a DC 15 Dexterity saving throw, putting out the flames on a successful save. Alternatively, the engulfed creature, or a creature within 5 feet of it, can use an action to smother the flames ending the effect. Once used, this property can't be used again until you finish a short or long rest.

#### Lunastra Mane

*Elderseal.* A creature hit by this weapon cannot use an action that has a *recharge* until the start of your next turn. The creature can still roll to *recharge* its ability at the end of its turn.

#### Lunastra Horn

*Peak Performance.* When your hit points are full and you roll a 1 or 2 on a damage die for an attack you make with a melee weapon, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.

#### Lunastra Gem

*Mind's Eye.* Your attacks with this weapon bypass the damage resistances of any creature.

### OTHER MATERIAL EFFECTS

#### Elder Dragon Blood

Any rarity weapon crafting material.

#### Elder Dragon Bone

Any rarity armor crafting material.

## TEMPERED LUNAstra

Challenge Rating 19

Carves 4

Carve Chance	Material	Slots
1-2	Elder Dragon Blood	(O)
3-4	Elder Dragon Bone	(O)
5-8	T.Lunastra Scale	(A,W)
9-11	T.Lunastra Carapace	(A,W)
12-14	T.Lunastra Tail	(A,W)
15-16	T.Lunastra Wing	(A,W)
17-18	T.Lunastra Mane	(W)
19	T.Lunastra Horn	(A,W)
20	T.Lunastra Gem	(A,W)

### ARMOR MATERIAL EFFECTS

#### T.Lunastra Scale

*Tool Specialist.* While wearing this armor your proficiency bonus is double for any ability check made with a tool you are proficient with.

#### T.Lunastra Carapace

While you wear this armor, any creature that touches you or hits you with a melee weapon attack takes 1d6 fire damage.

#### T.Lunastra Tail

You have immunity to fire damage while you wear this armor.

#### T.Lunastra Wing

*Wide-Range+.* When you use Herbs, Antidotes, Cool Drinks, Hot Drinks, Armor Seeds, or Power Seeds; all other creatures within a 20-foot radius of you gain its effect.

#### T.Lunastra Horn

*Health Boost+.* Your hit point maximum increases by 2 for each character level you have while wearing this armor.

#### T.Lunastra Gem

*Fiery Protection.* While wearing this armor you have immunity to poison damage and the poisoned condition. Also when you would gain a level of exhaustion, you can choose ignore it. Once you use this property you can't use it until the next dawn.

### WEAPON MATERIAL EFFECTS

#### T.Lunastra Scale

*Guard.* You cannot be pushed or knocked backwards while you wear this armor.

#### T.Lunastra Carapace

*Critical Eye+.* Your weapon attacks critical hit range is increased by 2.

#### T.Lunastra Tail

Your weapon deals an extra 1d8 fire damage.

#### T.Lunastra Wing

Once per turn, when you hit a creature with a melee weapon attack using this Weapon, you can engulf the target in flames. At the start of each of the engulfed creature's turns, it takes 1d6 fire damage and it can then make a DC 17 Dexterity saving throw, putting out the flames on a successful save. Alternatively, the engulfed creature, or a creature within 5 feet of it, can use an action to smother the flames ending the effect.

#### T.Lunastra Mane

*Elderseal.* A creature hit by this weapon cannot use an action that has a *recharge* until the start of your next turn. The creature can still roll to *recharge* its ability at the end of its turn.

#### T.Lunastra Horn

*Awaken.* When this material is placed in a weapon that does not deal cold, fire, lightning, necrotic, or thunder damage, it rolls one additional damage die when it hits. For example a shortsword now rolls 2d6 and a greatsword deals 3d6.

#### T.Lunastra Gem

While holding this weapon your spell attack rolls and spell save DC increase by +2. If the spell deals fire damage, the bonus is increased to +3.

### OTHER MATERIAL EFFECTS

#### Elder Dragon Blood

Any rarity weapon crafting material

#### Elder Dragon Bone

Any rarity armor crafting material

## TEOSTRA

Challenge Rating 13

Carves 4

Carve Chance	Material	Slots
1-2	Elder Dragon Bone	(O)
3-4	Elder Dragon Blood	(O)
5-7	Fire Dragon Scale	(A,W)
8-10	Teostra Carapace	(A,W)
11-12	Teostra Claw	(W)
13-14	Teostra Webbing	(A,W)
15-16	Teostra Tail	(W)
17-18	Teostra Mane	(W)
19	Teostra Horn	(A,W)
20	Teostra Gem	(A,W)

### ARMOR MATERIAL EFFECTS

#### Fire Dragon Scale

*Biology.* You become proficient with dung bombs while you are wearing this armor, and you are immune to blight effects such as waterblight, iceblight, or the blight spell.

#### Teostra Carapace

While wearing this armor you can use an action to cast the *protection from energy(fire)* spell from it. This property can be used twice, regaining all expended uses daily at dawn.

#### Teostra Webbing

While wearing this armor you have resistance to fire damage.

#### Teostra Horn

*Wide-Range.* When you use Herbs, Antidotes, Cool Drinks, Hot Drinks, Armor Seeds, or Power Seeds; all other creatures within a 10-foot radius of you gain its effect.

#### Teostra Gem

*(Spellcaster only)* While wearing this armor you can use an action to cast the *Fire Shield (warm shield)* spell from it. Once used, you can't use this property again until the next dawn.

### WEAPON MATERIAL EFFECTS

#### Fire Dragon Scale

*Quick Load.* You can reload as a free action while you wear this armor.

#### Teostra Carapace

*Special Ammo Boost+1.* Your coating now coats up to 25 arrows and your dragonpiercer deals an extra 2d6 piercing damage.

#### Teostra Claw

Your weapon deals an extra 1d6 fire damage.

#### Teostra Webbing

*Weakness Exploit.* Your weapon deals max damage to a creature that is vulnerable to this weapons damage type.

#### Teostra Tail

Once per turn, when you hit a creature with a melee weapon attack using this Weapon, you can engulf the target in flames. At the start of each of the engulfed creature's turns, it takes 1d4 fire damage and it can then make a DC 15 Dexterity saving throw, putting out the flames on a successful save. Alternatively, the engulfed creature, or a creature within 5 feet of it, can use an action to smother the flames ending the effect.

#### Teostra Mane

*Critical Eye.* Your weapon attacks critical hit range is increased by 1.

#### Teostra Horn

*Reckless Abandon.* When you make your first attack on your turn with this weapon, you can choose to without care or regard for consequences. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but have disadvantage on all saving throws and all attack rolls against you have advantage until the start of your next turn.

#### Teostra Gem

*Latent Power +1.* When you are reduced to a quarter of your maximum hit points for the first time in combat or at the start of your turn on the 10th round of combat, whichever comes first, you gain the effects of the *haste* spell for 1 minute. Once used, you must finish a short or long rest before you can use this property again.

### OTHER MATERIAL EFFECTS

#### Elder Dragon Blood

Any rarity weapon crafting material

#### Elder Dragon Bone

Any rarity armor crafting material

## TEMPERED TEOSTRA

Challenge Rating 20

Carves 4

Carve Chance	Material	Slots
1-2	Elder Dragon Bone	(O)
3-4	Elder Dragon Blood	(O)
5-7	T.Fire Dragon Scale	(A,W)
8-10	T.Teostra Carapace	(A,W)
11-12	T.Teostra Claw	(W)
13-14	T.Teostra Webbing	(A,W)
15-16	T.Teostra Tail	(W)
17-18	T.Teostra Mane	(W)
19	T.Teostra Horn	(A,W)
20	T.Teostra Gem	(A,W)

### ARMOR MATERIAL EFFECTS

#### Fire Dragon Scale

*Biology.* You become proficient with dung bombs while you are wearing this armor, and you are immune to blight effects such as waterblight, iceblight, or the *blight* spell.

#### Teostra Carapace

While wearing this armor you can use an action to cast the *protection from energy(fire)* spell from it. This property can be used three times, regaining all expended uses daily at dawn.

#### Teostra Webbing

While wearing this armor you have immunity to fire damage.

#### Teostra Horn

*Wide-Range+.* When you use Herbs, Antidotes, Cool Drinks, Hot Drinks, Armor Seeds, or Power Seeds; all other creatures within a 20-foot radius of you gain its effect.

#### Teostra Gem

*(Spellcaster only)* While wearing this armor you can use an action to cast the *Fire Shield (warm shield)* spell from it. This property can be used twice, regaining all expended uses daily at dawn.

### WEAPON MATERIAL EFFECTS

#### Fire Dragon Scale

*Quick Load.* You can reload as a free action while you wear this armor.

#### Teostra Carapace

*Special Ammo boost +2.* Your coating now coats up to 30 arrows and your dragonpiercer deals an extra 3d6 piercing damage.

#### Teostra Claw

Your weapon deals an extra 1d10 fire damage.

#### Teostra Webbing

*Weakness Exploit+ (fire).* Your weapon deals max damage to a creature that is vulnerable to fire or this weapons damage type.

#### Teostra Tail

Once per turn, when you hit a creature with a melee weapon attack using this Weapon, you can engulf the target in flames. At the start of each of the engulfed creature's turns, it takes 1d6 fire damage and it can then make a DC 15 Dexterity saving throw, putting out the flames on a successful save. Alternatively, the engulfed creature, or a creature within 5 feet of it, can use an action to smother the flames ending the effect.

#### Teostra Mane

*Critical Eye+.* Your weapon attacks critical hit range is increased by 2.

#### Teostra Horn

*Reckless Abandon.* When you make your first attack on your turn with this weapon, you can choose to without care or regard for consequences. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but have disadvantage on all saving throws and all attack rolls against you have advantage until the start of your next turn.

#### Teostra Gem

*Latent Power +.* When you are reduced to a half of your maximum hit points for the first time in combat or at the start of your turn on the 10th round of combat, whichever comes first, you gain the effects of the *haste* spell for 1 minute. Once used, you must finish a short or long rest before you can use this property again.

### OTHER MATERIAL EFFECTS

#### Elder Dragon Blood

Any rarity weapon crafting material

#### Elder Dragon Bone

Any rarity armor crafting material

## CHAMELEOS

Challenge Rating 14

Carves 4

Carve Chance	Material	Slots
1-2	Elder Dragon Bone	(O)
3-4	Elder Dragon Blood	(O)
5-8	Chameleos Speckled Hide	(A)
9-11	Chameleos Webbing	(A,W)
12-13	Chameleos Claw	(A,W)
14	Deadly Poison Sac	(A,W)
15-16	Chameleos Tail	(A,W)
17-19	Chameleos Horn	(A,W)
20	Chameleos Gem	(A,W)

### ARMOR MATERIAL EFFECTS

#### Chameleos Speckled Hide

While wearing this armor all creatures have disadvantage on skills checks when trying to track you.

#### Chameleos Webbing

You have advantage on Dexterity (Stealth) checks while you wear this armor.

#### Chameleos Claw

*HG Earplugs.* While you are attuned to this armor, you can use a bonus action to conjure two earplugs in the shape of your choice. While using these earplugs, you can only hear creatures you choose to be able to hear.

#### Deadly Poison Sac

You are immune to the poisoned condition while you wear this armor.

#### Chameleos Tail

You have resistance to cold damage while you wear this armor.

#### Chameleos Horn

*Rock Steady.* While wearing this armor, you can't be unwillingly knocked prone and you ignore the kushala daora and amatsu's wind barrier.

#### Chameleos Gem

While you are wearing this armor and you take damage, you can use your reaction to magically turn invisible until the start of your next turn or until you attack, make a damage roll, or force someone to make a saving throw. Once you use this property, you can't use it again until you finish a short or long rest.

### WEAPON MATERIAL EFFECTS

#### Chameleos Webbing

While attuned to this weapon, you know the *poison spray* cantrip. If you already know the cantrip it deals one extra die of damage.

#### Chameleos Claw

This weapon has 5 runes. When you hit a creature, you can expend 1 of its runes to have the target make a DC 15 Constitution saving throw. On a failed save, the creature is poisoned for 1 minute. A creature can repeat its saving throw at the end of its turn, ending the effect on a success.

This weapon regains 1d4+1 expended runes daily at dawn.

#### Deadly Poison Sac

*Abnormal Status Atk up (M).* Whenever you inflict a condition on a creature or object that has a duration of 1 minute or longer, the maximum duration of the condition is increased by 12 seconds.

#### Chameleos Tail

When you cast a spell that deals poison damage or causes the poisoned condition, you can increase your spell attack roll or spell save DC by 2.

#### Chameleos Horn

*Status Crit (Poison).* Whenever you critically hit with this weapon, the target creature must make a DC 15 Constitution saving throw. On a failed save the target is poisoned for 1 minute.

#### Chameleos Gem

*(Druid, Sorcerer, Warlock and Wizard only).* This weapon has 10 runes. While holding this weapon, you can use an action to expend 1 or more of its runes to cast one of the following spells from it, using your spell save DC: *dragon's breath (poison)* (1 rune), *fog cloud* (1 rune), *darkvision* (2 runes), *invisibility* (2 runes) or, *stinking cloud* (3 rune). The weapon regains 1d4 + 1 expended runes daily at dawn. If you expend the last rune it cannot regain any runes for one week.

### OTHER MATERIAL EFFECTS

#### Elder Dragon Blood

Any rarity weapon crafting material

#### Elder Dragon Bone

Any rarity armor crafting material

## NAMIELLE

Challenge Rating 14

Carves 4

Carve Chance	Material	Slots
1-2	Elder Dragon Blood	(O)
3-4	Elder Dragon Bone	(O)
5-8	Namielle Finehide	(A,W)
9-12	Namielle Hardclaw	(A,W)
13-14	Namielle Whisker	(A,W)
15-17	Namielle Fellwing	(A,W)
18-19	Namielle Lash	(A,W)
20	Namielle Mantle	(A,W)

### ARMOR MATERIAL EFFECTS

#### Namielle Finehide

*Tool Specialist.* While wearing this armor your proficiency bonus is double for any ability check made with a tool you are proficient with.

#### Namielle Hardclaw

*Blightproof.* While wearing this armor you are immune to blight spells, spell like abilities, and conditions.

#### Namielle Whisker

*Constitution.* The duration from slowing effects, such as the slow spell or a copper dragon's breath attack, are reduced by half while you wear this armor.

#### Namielle Fellwing

*Stamina Surge+2.* While wearing this armor, you can use an action to cast the *haste* spell from it once per day, but can target only yourself when you do so and you gain 1 level of exhaustion when the spell ends.

#### Namielle Lash

While wearing this armor you have resistances to lightning damage.

#### Namielle Mantle

While wearing this armor you have immunity to cold damage.

### WEAPON MATERIAL EFFECTS

#### Namielle Finehide

While attuned to this weapon, you can use an action to cast the *levitate* spell on yourself at will.

#### Namielle Hardclaw

While you are attuned to this armor you can use a bonus action to cast the *dancing lights* spell at will.

#### Namielle Whisker

When you critically hit with this weapon, the target can't take reactions until the start of its next turn.

#### Namielle Fellwing

When you finish a short or long rest you choose a damage type. This damage type can be either cold or lightning damage. A creature hit by this weapon takes an extra 1d8 of the chosen damage type.

#### Namielle Lash

*(Spellcaster only)* This weapon has 10 runes. While holding it, you can use an action to expend 1 or more of its runes to cast one of the following spells from it, using your spell save DC: *shape water* (1 rune), *create or destroy water* (1 rune), *fog cloud* (1 rune), *call lightning* (3 runes) or *control water* (4 runes). The weapon regains 1d6 + 4 expended runes daily at dawn. If you expend the last rune it cannot regain any runes for one week.

#### Namielle Mantle

You gain a +1 bonus to your spell attack rolls and spell save DC while attuned to this weapon. This bonus increases to +2 when the spell you are casting deals cold or lightning damage.

### OTHER MATERIAL EFFECTS

#### Elder Dragon Blood

Any rarity weapon crafting material

#### Elder Dragon Bone

Any rarity armor crafting material

## TEMPERED NAMIELLE

Challenge Rating 19

Carves 4

Carve Chance	Material	Slots
1-2	Elder Dragon Blood	(O)
3-4	Elder Dragon Bone	(O)
5-8	T.Namielle Finehide	(A,W)
9-12	T.Namielle Hardclaw	(A,W)
13-14	T.Namielle Whisker	(A,W)
15-17	T.Namielle Fellwing	(A,W)
18-19	T.Namielle Lash	(A,W)
20	T.Namielle Mantle	(A,W)

### ARMOR MATERIAL EFFECTS

#### Namielle Finehide

*Tool Specialist.* While wearing this armor your proficiency bonus is double for any ability check made with a tool you are proficient with.

#### Namielle Hardclaw

*Biology.* You become proficient with dung bombs while you are wearing this armor, and you are immune to blight effects such as waterblight, iceblight, or the *blight* spell.

#### Namielle Whisker

*Constitution.* The duration from slowing effects, such as the *slow* spell or a copper dragon's breath attack, are reduced by half while you wear this armor.

#### Namielle Fellwing

*Stamina Surge+2.* While wearing this armor, you can use an action to cast the *haste* spell from it once per day, but can target only yourself when you do so and you gain 1 level of exhaustion when the spell ends.

#### Namielle Lash

This armor has 3 charges, and it regains 1d3 expended charges daily at dawn. While you wear it, you can use an action and expend 1 charge to cause the armor to display a shifting pattern of dazzling hues until the end of your next turn. During this time, the robe sheds bright light in a 30-foot radius and dim light for an additional 30 feet. Creatures that can see you have disadvantage on attack rolls against you. In addition, any creature in the bright light that can see you when the armor's power is activated must succeed on a DC 15 Wisdom saving throw or become stunned until the effect ends.

#### Namielle Mantle

While wearing this armor you have resistance to cold damage and lightning damage.

### WEAPON MATERIAL EFFECTS

#### Namielle Finehide

While attuned to this weapon, you can use an action to cast the *levitate* spell on yourself at will.

#### Namielle Hardclaw

While you are attuned to this armor you can use a bonus action to cast the *dancing lights* cantrip at will.

#### Namielle Whisker

When you critically hit with this weapon, the target can't take reactions until the start of its next turn.

#### Namielle Fellwing

When you finish a short or long rest you choose a damage type. This damage type can be either cold or lightning damage. A creature hit by this weapon takes an extra 1d8 of the chosen damage type.

#### Namielle Lash

*(Spellcaster only)* This weapon has 10 runes. While holding it, you can use an action to expend 1 or more of its runes to cast one of the following spells from it, using your spell save DC: *shape water* (1 rune), *create or destroy water* (1 rune), *fog cloud* (1 rune), *call lightning* (3 runes), *tidal wave* (3 runes) or *control water* (4 runes). The weapon regains 1d6 + 4 expended runes daily at dawn. If you expend the last rune it cannot regain any runes for one week.

#### Namielle Mantle

You gain a +2 bonus to your spell attack rolls and spell save DC while attuned to this weapon. This bonus increases to +3 when the spell you are casting deals cold or lightning damage.

### OTHER MATERIAL EFFECTS

#### Elder Dragon Blood

Any rarity weapon crafting material

#### Elder Dragon Bone

Any rarity armor crafting material



## ARCHTEMPERED NAMIELLE

Challenge Rating 24

Carves 4

Carve Chance	Material	Slots
1-2	Elder Dragon Blood X2	(O)
3-4	Elder Dragon Bone X2	(O)
5-8	AT.Namielle Finehide	(A,W)
9-12	AT.Namielle Hardclaw	(A,W)
13-14	AT.Namielle Whisker	(A,W)
15-17	AT.Namielle Fellwing	(A,W)
18-19	AT.Namielle Lash	(A,W)
20	AT.Namielle Mantle	(A,W)

### ARMOR MATERIAL EFFECTS

#### Namielle Finehide

*Tool Specialist.* While wearing this armor your proficiency bonus is double for any ability check made with a tool you are proficient with.

#### Namielle Hardclaw

*Biology.* You become proficient with dung bombs while you are wearing this armor, and you are immune to blight effects such as waterblight, iceblight, or the blight spell.

#### Namielle Whisker

*Constitution.* The duration from slowing effects, such as the slow spell or a copper dragon's breath attack, are reduced by half while you wear this armor.

#### Namielle Fellwing

*Stamina Surge+3.* While wearing this armor, you can use an action to cast the *haste* spell from it once per day, but can target only yourself when you do so.

#### Namielle Lash

This armor has 3 charges, and it regains 1d3 expended charges daily at dawn. While you wear it, you can use an action and expend 1 charge to cause the armor to display a shifting pattern of dazzling hues until the end of your next turn. During this time, the robe sheds bright light in a 30-foot radius and dim light for an additional 30 feet. Creatures that can see you have disadvantage on attack rolls against you. In addition, any creature in the bright light that can see you when the armor's power is activated must succeed on a DC 15 Wisdom saving throw or become stunned until the effect ends.

#### Namielle Mantle

While wearing this armor you have immunity to cold damage and resistance lightning damage.

### WEAPON MATERIAL EFFECTS

#### Namielle Finehide

While attuned to this weapon, you can use an action to cast the *levitate* spell on yourself or a bonus action to cast the *dancing lights* cantrip at will.

#### Namielle Hardclaw

When you critically hit with this weapon, the target can't take reactions until the start of its next turn.

#### Namielle Whisker

While you are attuned to this weapon, your cold and lightning spells ignore a creature's damage resistance.

#### Namielle Fellwing

When you finish a short or long rest you choose a damage type. This damage type can be either cold or lightning damage. A creature hit by this weapon takes an extra 1d10 of the chosen damage type.

#### Namielle Lash

*(Spellcaster only)* This weapon has 12 runes. While holding it, you can use an action to expend 1 or more of its runes to cast one of the following spells from it, using your spell save DC: *shape water* (1 rune), *create or destroy water* (1 rune), *fog cloud* (1 rune), *call lightning* (3 runes), *tidal wave* (3 runes), *control water* (4 runes), or *chain lightning* (6 runes). The weapon regains 1d8 + 4 expended runes daily at dawn. If you expend the last rune it cannot regain any runes for one week.

#### Namielle Mantle

You gain a +2 bonus to your spell attack rolls and spell save DC while attuned to this weapon. This bonus increases to +4 when the spell you are casting deals cold or lightning damage.

### OTHER MATERIAL EFFECTS

#### Elder Dragon Blood

Any rarity weapon crafting material

#### Elder Dragon Bone

Any rarity armor crafting material

## KUSHALA DAORA

Challenge Rating 15

Carves 4

Carve Chance	Material	Slots
1-2	Elder Dragon Bone	(O)
3-4	Elder Dragon Blood	(O)
5-8	Daora Dragon Scale	(A,W)
9-11	Daora Carapace	(A,W)
12-14	Daora Claw	(A,W)
15	Daora Tail	(W)
16-17	Daora Webbing	(A,W)
18-19	Daora Horn	(A,W)
20	Daora Gem	(A,W)

### ARMOR MATERIAL EFFECTS

#### Daora Dragon Scale

*Handicraft+2.* For 24 hours, you gain proficiency with two artisan tool of your choice each dawn.

#### Daora Carapace

*Heat Guard.* While wearing this armor you are immune to damage from lava and you are unaffected by extreme heat.

#### Daora Claw

*Evade Extender (M).* You gain a +2 bonus to Dexterity saving throws while you wear this armor.

#### Daora Webbing

*Evade Window.* This armor has 3 runes, and it regains 1d3 expended runes daily at dawn. When you fail a Dexterity saving throw while wearing it, you can use your reaction to expend 1 of its runes to succeed on that saving throw instead.

#### Daora Horn

*Wind Barrier.* While you are attuned to this armor, you can use an action to summon a wind barrier around you for 1 minute. While the barrier is active, you have half cover against range attacks, resistance to nonmagical ammunition, and disperse any fog like effect in a 5-foot radius around you. Once used, you can't use this property again until you finish a long rest.

#### Daora Gem

You have immunity to cold damage while you wear this armor.

### WEAPON MATERIAL EFFECTS

#### Daora Dragon Scale

While attuned to this weapon, you know the *gust cantrip*. If you already know the cantrip you can cast it as a bonus action instead.

#### Daora Carapace

*FastCharge+.* When you roll for initiative, your greatsword, longsword, or charge blade gains 2 charge, spirit, or phial charge.

#### Daora Claw

Your weapon deals an extra 1d8 cold damage.

#### Daora Tail

*Critical Element (cold).* When you critically hit with a weapon or spell that deals cold damage, you deal an extra 1d6 cold damage.

#### Daora Webbing

*Elderseal.* A creature hit by this weapon cannot use an action that has a *recharge* until the start of your next turn. The creature can still roll to *recharge* its ability at the end of its turn.

#### Daora Horn

As an action you can release a blast of strong wind in a 45-foot line that is 5 feet wide. Each creature in the line must succeed on a DC 17 Strength saving throw, taking 5d6 thunder damage and is pushed 15-feet back on a failed save or half as much on a successful one and is not pushed back. Once used, you can't use this property again until you finish a long rest.

#### Daora Gem

*(Druid, Sorcerer, or Wizard only)* This weapon has 6 runes. While holding it, you can use an action to expend 1 or more of its runes to cast the *dust devil* spell from it. For 1 charge, you cast the 2nd-level version of the spell. You can increase the spell slot level by one for each additional charge you expend.

The weapon regains 1d6 + 1 expended runes daily at dawn. If you expend the weapon's last rune, roll a d20. On a 1, you can't regain any runes on this weapon for 1 week.

### OTHER MATERIAL EFFECTS

#### Elder Dragon Blood

Any rarity weapon crafting material

#### Elder Dragon Bone

Any rarity armor crafting material

## VALPHALK

Challenge Rating 16

Carves 4

Carve Chance	Material	Slots
1-2	Elder Dragon Blood	(O)
3-4	Elder Dragon Bone	(O)
5-8	Valstrax Shard	(A,W)
9-10	Valstrax Hardclaw	(A,W)
11-13	Valstrax Cortex	(A,W)
14-16	Shimmering Dragonfluid	(A,W)
17-19	Valstrax Helixtail	(A,W)
20	Ruby Dragon Mindstone	(A,W)

### ARMOR MATERIAL EFFECTS

#### Valstrax Shard

*Marathon Runner+*. While wearing this armor, your walking speed increases by 10 feet and you ignore difficult terrain if it was not created by a magical effect.

#### Valstrax Hardclaw

While you wear this armor, you can use a bonus action and click the armor's boots' heels together. If you do, your walking speed doubles, and any creature that makes an opportunity attack against you has disadvantage on the attack roll. If you click your heels together again, you end the effect.

When the armor's property has been used for a total of 10 minutes, the magic ceases to function until you finish a long rest.

#### Valstrax Cortex

While wearing this armor, difficult terrain doesn't cost you extra movement. In addition, magic can neither reduce your speed nor cause you to be paralyzed or restrained.

#### Shimmering Dragonfluid

While wearing this armor you can use an action to speak its command word. This causes a pair of metallic dragon wings to appear on your back for 1 hour or until you repeat the command word as an action. The wings give you a flying speed of 60 feet. When they disappear, you can't use them again for 1d12 hours.

#### Valstrax Helixtail

You have immunity to necrotic damage while you wear this armor

#### Ruby Dragon Mindstone

*Dragonheart*. When you fall below half of your maximum hit points you gain the dragonblight condition for 1 minute. While affected by dragonblight, you have resistance to cold, fire, lightning, and necrotic damage.

### WEAPON MATERIAL EFFECTS

#### Valstrax Shard

*(Spellcaster only)* You know the *firebolt* cantrip while wearing this armor. If you already know it, you gain a +1 bonus to its spell attack roll.

#### Valstrax Hardclaw

Your weapon deals an extra 1d6 piercing damage.

#### Valstrax Cortex

*Elderseal*. A creature hit by this weapon cannot use an action that has a *recharge* until the start of your next turn. The creature can still roll to *recharge* its ability at the end of its turn.

#### Shimmering Dragonfluid

*Crisis+*. While suffering from an abnormal status effect, such as poisoned, burning, slowed, blinded, etc, all attacks and spells deal an extra 1d12 spell or weapon damage.

#### Valstrax Helixtail

This weapon has 3 runes which are regained daily at dawn. Once per turn when you hit a creature with this weapon you can expend a rune to have the target make a DC 17 Wisdom saving throw or become frightened of you for 1 minute. A creature may repeat its saving throw at the end of its turn, ending the effect on a successful save.

#### Ruby Dragon Mindstone

Your weapon deals an extra 1d8 piercing damage.

### OTHER MATERIAL EFFECTS

#### Elder Dragon Blood

Any rarity weapon crafting material

#### Elder Dragon Bone

Any rarity armor crafting material

## AMATSUMAGATSUCHI

Challenge Rating 17

Carves 6

Carve Chance	Material	Slots
1-2	Elder Dragon Blood	(O)
3-4	Elder Dragon Bone	(O)
5-8	Amatsu Carapace	(A)
9-11	Amatsu Pleura	(W)
12-13	Storm Vesicle	(A,W)
14	Amatsu Webbing	(A,W)
15	Amatsu Hardclaw	(W)
16-18	Amatsu Stormtail	(A,W)
19	Amatsu Horn	(A,W)
20	Heavenly Dragongem	(A,W)

### ARMOR MATERIAL EFFECTS

#### Amatsu Carapace

When a ranged weapon attack hits you while wearing this armor, you can use your reaction to reduce the damage by 1d10 + your Dexterity modifier, provided that you have a free hand. If you reduce the damage to 0, you can catch the missile if it is small enough for you to hold in that hand.

#### Storm Vesicle

While you wear this armor, you can cast the *levitate* spell from it as an action at will, but can target only yourself when you do so.

#### Amatsu Webbing

*Evasion.* You have advantage on Dexterity saving throws while you wear this armor.

#### Amatsu Stormtail

You have advantage on saving throws against spells while you wear this armor.

#### Amatsu Horn

You have immunity to cold damage while you wear this armor.

#### Heavenly Dragongem

*Wind Barrier+.* While you are attuned to this armor, you can use an action to summon a wind barrier around you for 1 minute. While the barrier is active, you have three-quarters cover against range attacks, resistance to nonmagical ammunition, and disperse any fog like effect in a 10-foot radius around you. Once used, you can't use this property again until you finish a long rest.

### WEAPON MATERIAL EFFECTS

#### Amatsu Pleura

*(Druid, Sorcerer, Warlock and Wizard only).* This weapon has 8 runes. While holding this weapon, you can use an action to expend 1 or more of its runes to cast one of the following spells from it, using your spell save DC: *dragon's breath* (cold) (1 rune), *fog cloud* (1 rune), *gust of wind* (2 runes), *wind wall* (3 runes) or, *sleet storm* (3 rune). The weapon regains 1d4 + 1 expended runes daily at dawn. If you expend the last rune it cannot regain any runes for one week.

#### Storm Vesicle

*Partbreaker+2.* You deal an extra 1d8 weapon damage when you critically hit with this weapon.

#### Amatsu Webbing

*Elderseal.* A creature hit by this weapon cannot use an action that has a *recharge* until the start of your next turn. The creature can still roll to *recharge* its ability at the end of its turn.

#### Amatsu Hardclaw

*Latent Power +1.* When you are reduced to a quarter of your maximum hit points for the first time in combat or at the start of your turn on the 10th round of combat, whichever comes first, you gain the effects of the *haste* spell for 1 minute. Once used, you must finish a short or long rest before you can use this property again.

#### Amatsu Stormtail

Your weapon deals an extra 1d8 radiant damage.

#### Amatsu Horn

You gain a +2 bonus to your spell attack rolls and spell save DC while attuned to this weapon. This bonus increases to +3 when the spell you are casting deals thunder damage.

#### Heavenly Dragongem

*(Spellcasters only)* While wearing this armor you can use an action to cast the *control weather* spell from it. Once used, you can't use this property again for 1 week.

### OTHER MATERIAL EFFECTS

#### Elder Dragon Blood

Any rarity weapon crafting material

#### Elder Dragon Bone

Any rarity armor crafting material

## VELKHANA

Challenge Rating 17

Carves 4

Carve Chance	Material	Slots
1	Elder Dragon Bone	(O)
2	Elder Dragon Blood	(O)
3-7	Crystal Shard	(A,W)
8-11	Velkhana Cortex	(A,W)
12-14	Velkhana Lash	(A,W)
15-17	Velkhana Hardclaw	(A,W)
18-19	Velkhana Crownhorn	(A,W)
20	Velkhana Crystal	(A,W)

### ARMOR MATERIAL EFFECTS

#### Crystal Shard

*Flinch Free.* While wearing this armor you cannot be knocked prone, or unwillingly moved from your current location by any means.

#### Velkhana Cortex

*Divine Blessing+2.* When you take damage you are not immune or resistant to, roll a d8 and reduce the damage you take by the number rolled. You can use this property a number of times equal to your Wisdom modifier. You regain all expended uses when you finish a long rest.

#### Velkhana Lash

While you wear this armor you are immune to the iceblight disease.

#### Velkhana Hardclaw

When a creature that touches or hits you with a melee weapon attack while within 5 feet of you, you can use your reaction to have it make a DC 15 Constitution saving throw. On a failed save, the creature is afflicted with iceblight for 1 minute. A creature may repeat its saving throw at the end of its turn, ending the effect on a success. You may use this property a number of times equal to your Constitution modifier (minimum of 1), regaining all expended uses when you finish a long rest.

#### Velkhana Crownhorn

*(Sorcerer, Warlock, and Wizard only)* This armor has two runes that it regains daily at dawn. As an action you can expend one of these runes to cast *armor of agathys* at 4th level from it.

#### Velkhana Crystal

You have immunity to cold damage while you wear this armor.

### WEAPON MATERIAL EFFECTS

#### Crystal Shard

*Quick Sheath.* While attuned to this weapon, you can always sheath it as a free action even if you have already drawn a weapon as part of your move action.

#### Velkhana Cortex

While attuned to this weapon you can use an action to cast the *wall of ice* spell from it, but it deals no damage and the wall is only 3 feet high.

#### Velkhana Lash

While you are attuned to this armor, you can use a bonus action to speak its command word and exhale ice in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw, taking 5d6 cold damage on a failed save, or half as much damage on a successful one.

You can use this property twice, regaining all expended uses when you finish a long rest

#### Velkhana Hardclaw

Your cold spells ignore a creature's resistance to cold damage while you are attuned to this weapon.

#### Velkhana Crownhorn

*Critical Draw+.* During the first round of combat your melee weapon attacks score a critical hit on a roll of 15-20.

#### Velkhana Crystal

*Coalescence.* Whenever you succeed on a saving throw to end a condition, you gain a +1 bonus to your attack rolls and spell save DC, and your weapon or spell attacks deal an extra 1d4 cold, fire, or lightning damage (your choice) until the end of your next turn.

### OTHER MATERIAL EFFECTS

#### Elder Dragon Blood

Any rarity weapon crafting material

#### Elder Dragon Bone

Any rarity armor crafting material

## VELKHANA DIVINITY

**Set bonus (2):** When you critically hit with a weapon or spell that deals cold damage, you deal an extra 1d6 cold damage.

**Set bonus (4):** An aura of frost builds when your weapon is sheathed for at least 1 minute. When you draw this weapon, it deals an extra 1d6 cold damage for the next 4 rounds.

## TEMPERED VELKHANA

Challenge Rating 22

Carves 4

Carve Chance	Material	Slots
1	Elder Dragon Bone	(O)
2	Elder Dragon Blood	(O)
3-7	T.Crystal Shard	(A,W)
8-11	T.Velkhana Cortex	(A,W)
12-14	T.Velkhana Lash	(A,W)
15-17	T.Velkhana Hardclaw	(A,W)
18-19	T.Velkhana Crownhorn	(A,W)
20	T.Velkhana Crystal	(A,W)

### ARMOR MATERIAL EFFECTS

#### T.Crystal Shard

*Flinch Free.* While wearing this armor you cannot be knocked prone, or unwillingly moved from your current location by any means.

#### T.Velkhana Cortex

*Divine Blessing+3.* When you take damage you are not immune or resistant to, roll a d10 and reduce the damage you take by the number rolled. You can use this property a number of times equal to your Wisdom modifier. You regain all expended uses when you finish a long rest.

#### T.Velkhana Lash

While you wear this armor you are resistant to cold damage and immune to the iceblight disease.

#### T.Velkhana Hardclaw

When a creature that touches or hits you with a melee weapon attack while within 5 feet of you, you can use your reaction to have it make a DC 16 Constitution saving throw. On a failed save, the creature is afflicted with iceblight for 1 minute. A creature may repeat its saving throw at the end of its turn, ending the effect on a success. You may use this property a number of times equal to 1 + your Constitution modifier (minimum of 1), regaining all expended uses when you finish a long rest.

#### T.Velkhana Crownhorn

*(Sorcerer, Warlock, and Wizard only)* This armor has two runes that it regains daily at dawn. As an action you can expend one of these runes to cast *armor of agathys* at 5th level from it.

#### T.Velkhana Crystal

You have immunity to cold damage while you wear this armor.

### WEAPON MATERIAL EFFECTS

#### T.Crystal Shard

*Quick Sheath.* While attuned to this weapon, you can always sheath it as a free action even if you have already drawn a weapon as part of your move action.

#### T.Velkhana Cortex

While attuned to this weapon you can use an action to cast the *wall of ice* (save DC 17) spell from it, but it deals only 5d6 cold damage and the wall is only 5 feet high.

#### T.Velkhana Lash

While you are attuned to this armor, you can use a bonus action to speak its command word and exhale ice in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 6d6 cold damage on a failed save, or half as much damage on a successful one.

You can use this property twice, regaining all expended uses when you finish a long rest

#### T.Velkhana Hardclaw

Your cold spells ignore a creatures resistance to cold damage while you are attuned to this weapon.

#### T.Velkhana Crownhorn

*Critical Draw+.* During the first round of combat your melee weapon attacks score a critical hit on a roll of 15-20.

#### T.Velkhana Crystal

*Coalescence.* Whenever you succeed on a saving throw to end a condition, you gain a +2 bonus to your attack rolls and spell save DC, and your weapon or spell attacks deal an extra 1d6 cold, fire, or lightning damage (your choice) until the end of your next turn.

### OTHER MATERIAL EFFECTS

#### Elder Dragon Blood

Any rarity weapon crafting material

#### Elder Dragon Bone

Any rarity armor crafting material

## T. VELKHANA DIVINITY

**Set bonus (2):** When you critically hit with a weapon or spell that deals cold damage, you deal an extra 1d8 cold damage.

**Set bonus (4):** An aura of frost builds when your weapon is sheathed for at least 1 minute. When you draw this weapon, it deals an extra 1d8 cold damage for the next 4 rounds.

## ARCHTEMPERED VELKHANA

Challenge Rating 27

Carves 4

Carve Chance	Material	Slots
1	Elder Dragon Bone	(O)
2	Elder Dragon Blood	(O)
3-7	AT.Crystal Shard	(A,W)
8-11	AT.Velkhana Cortex	(A,W)
12-14	AT.Velkhana Lash	(A,W)
15-17	AT.Velkhana Hardclaw	(A,W)
18-19	AT.Velkhana Crownhorn	(A,W)
20	AT.Velkhana Crystal	(A,W)

### ARMOR MATERIAL EFFECTS

#### AT.Crystal Shard

*Flinch Free.* While wearing this armor you cannot be knocked prone, or unwillingly moved from your current location by any means.

#### AT.Velkhana Cortex

*Divine Blessing+4.* When you take damage you are not immune or resistant to, roll a d12 and reduce the damage you take by the number rolled. You can use this property a number of times equal to your Wisdom modifier. You regain all expended uses when you finish a long rest.

#### AT.Velkhana Lash

While you wear this armor you are resistant to cold damage and immune to the iceblight disease.

#### AT.Velkhana Hardclaw

When a creature that touches or hits you with a melee weapon attack while within 5 feet of you, you can use your reaction to have it make a DC 16 Constitution saving throw. On a failed save, the creature is afflicted with iceblight for 1 minute. A creature may repeat its saving throw at the end of its turn, ending the effect on a success. You may use this property a number of times equal to 1 + your Constitution modifier (minimum of 1), regaining all expended uses when you finish a long rest.

#### AT.Velkhana Crownhorn

*(Sorcerer, Warlock, and Wizard only)* This armor has two runes that it regains daily at dawn. As an action you can expend one of these runes to cast *armor of agathys* at 6th level from it.

#### AT.Velkhana Crystal

You have immunity to cold damage and resistant to radiant damage while you wear this armor.

### WEAPON MATERIAL EFFECTS

#### AT.Crystal Shard

*Quick Sheath.* While attuned to this weapon, you can always sheath it as a free action even if you have already drawn a weapon as part of your move action.

#### AT.Velkhana Cortex

While attuned to this weapon you can use an action to cast the *wall of ice* (save DC 19) spell from it.

#### AT.Velkhana Lash

While you are attuned to this armor, you can use a bonus action to speak its command word and exhale ice in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 17 Dexterity saving throw, taking 7d6 cold damage on a failed save, or half as much damage on a successful one.

You can use this property twice, regaining all expended uses when you finish a long rest

#### AT.Velkhana Hardclaw

While you are attuned to this weapon, your cold spells deal full damage to a creature that has resistance to cold damage and half damage to a creature that has immunity to cold damage.

#### AT.Velkhana Crownhorn

*Critical Draw++.* During the first round of combat your melee weapon attacks score a critical hit on a roll of 13-20.

#### AT.Velkhana Crystal

*Coalescence.* Whenever you succeed on a saving throw to end a condition, you gain a +3 bonus to your attack rolls and spell save DC, and your weapon or spell attacks deal an extra 1d8 cold, fire, or lightning damage (your choice) until the end of your next turn.

### OTHER MATERIAL EFFECTS

#### Elder Dragon Blood

Any rarity weapon crafting material

#### Elder Dragon Bone

Any rarity armor crafting material

## AT.VELKHANA DIVINITY

**Set bonus (2):** When you critically hit with a weapon or spell that deals cold damage, you deal an extra 1d10 cold damage.

**Set bonus (4):** An aura of frost builds when your weapon is sheathed for at least 1 minute. When you draw this weapon, it deals an extra 1d10 cold damage for the next 4 rounds.

## DALAMADUR

Challenge Rating 18

Carves 6

Carve Chance	Material	Slots
1-2	Elder Dragon Bone	(O)
3-4	Elder Dragon Blood	(O)
5-6	Dalamadur Glaive	(W)
7-8	Dalamadur Gazer	(A)
9-10	Dalamadur Steel	(A)
11	Vortex Bone	(A,W)
12	Dalamadur Pectus	(A,W)
13	Dalamadur Talon	(W)
14-15	Dalam Tail Scale	(A,W)
16-17	Dalam Tail Shell	(W)
18-19	Dalamadur Fanblade	(W)
20	Skyblade Gem	(A,W)

### ARMOR MATERIAL EFFECTS

#### Dalamadur Gazer

*Cuts+.* When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. Once you use this property, you can't use it again until you finish a long rest.

#### Dalamadur Steel

While wearing this armor you have resistance to poison damage. You can also communicate with snakes and snake-like creatures as though you shared a language.

#### Vortex Bone

While you are attuned to this armor, you can use an action to speak its command word to cast the *polymorph* spell from it and turn into a *giant constrictor snake* (MM p.324) that resembles the dalamadur. Once used, this property can't be used again until the next dawn.

#### Dalamadur Pectus

You cannot be paralyzed while you wear this armor.

#### Dalam Tail Scale

*Iron Wall.* You have a +2 bonus to your armor class while you wear this armor.

#### Skyblade Gem

You have resistance to cold and fire damage while you wear this armor.

### WEAPON MATERIAL EFFECTS

#### Dalamadur Glaive

*Siege* This weapon deals double damage to objects and structures.

#### Vortex Bone

*Critical Eye.* Your weapon attacks critical hit range is increased by 1.

#### Dalamadur Pectus

*Elderseal.* A creature hit by this weapon cannot use an action that has a *recharge* until the start of your next turn. The creature can still roll to *recharge* its ability at the end of its turn.

#### Dalamadur Talon

*Honed Blade.* When this material is placed into a bladed weapon its damage die is increased by 1 size up to a maximum of a d10. A d6 becomes a d8, and a d8 becomes a d10.

#### Dalam Tail Scale

*(Spellcaster only)* You know the *melf's minute meteors* spell while wearing this armor. If you already know the spell, you cast it as if it was one level higher than the spell slot you use.

#### Dalam Tail Shell

This weapon has 3 runes which are regained daily at dawn. Once per turn when you hit a creature with this weapon you can expend a rune to have the target make a DC 17 Wisdom saving throw or become frightened of you for 1 minute. A creature may repeat its saving throw at the end of its turn, ending the effect on a successful save.

#### Dalamadur Fanblade

At the start of your turn if a creature is grappled or restrained by you, that creature takes 1d6 bludgeoning damage.

#### Skyblade Gem

This weapon has 3 runes which are regained daily at dawn. As an action you can expend a rune to have the target make a DC 17 Charisma saving throw or become charmed by you as if you cast the *charm person* spell.

### OTHER MATERIAL EFFECTS

#### Elder Dragon Blood

Any rarity weapon crafting material

#### Elder Dragon Bone

Any rarity armor crafting material



## YAMA TSUKAMI

Challenge Rating 18

Carves 6

Carve Chance	Material	Slots
1-2	Elder Dragon Blood	(O)
3-4	Tsukami Fluid	(A,W)
5-9	Tsukami Hide	(A,W)
10-14	Dragonwood	(O)
15-16	Dragonmoss	(A,W)
17-20	Tsukami Fillet	(A,W)

### ARMOR MATERIAL EFFECTS

#### Tsukami Fluid

You have advantage on saving throws against paralysis while you wear this armor

#### Tsukami Hide

*Speed Eating.* While you are attuned to this armor, you can use any consumable, such as a potion or food, as a bonus action; so long as you are the one consuming it.

#### Dragonmoss

While wearing this armor, your Strength score changes to 25.

#### Tsukami Fillet

*All Resist.* You have resistances to fire, cold, and lightning damage while you wear this armor.

### WEAPON MATERIAL EFFECTS

#### Tsukami Fluid

*(Light Bowgun and Heavy Bowgun only) Load up+.* While attuned to this weapon, you increase the maximum capacity for all of your ammo by 2.

#### Tsukami Hide

While you are attuned to this weapon, you can make one attack with it as a bonus action on each of your turns.

#### Dragonmoss

*Mind's Eye.* Your attacks with this weapon bypass the damage resistances of any creature.

#### Tsukami Fillet

*(Bow only) Paralysis Coating Up.* When a creature must succeed on a saving throw after being hit by an arrow coated with the paralysis coating, or when it repeats its saving throw in an attempt to end the effect, it do so at disadvantage.

### OTHER MATERIAL EFFECTS

#### Elder Dragon Blood

Any rarity weapon crafting material.

#### Dragonwood

Any rarity armor or weapon crafting material.

## GOGMAZIOS

Challenge Rating 19

Carves 6

Carve Chance	Material	Slots
1-5	Gogmazios Battlement	(A,W)
6-9	Gogmazios Fortress	(A,W)
10-11	Gogmazios Offenders	(A,W)
12	Gogmazios Fiberwing	(A,W)
13	Heavy Drakesbone Oil	(O)
14-16	Gogmazios Briartail	(A,W)
17-19	Gogmazios Gasher	(W)
20	Wartorn Dragonsphire	(A,W)

### ARMOR MATERIAL EFFECTS

#### Gogmazios Battlement

*Handicraft+2.* For 24 hours, you gain proficiency with two artisan tool of your choice each dawn.

#### Gogmazios Fortress

*Bounty Hunter.* Whenever you carve a creature of CR 5 or higher, you can carve it two extra times. This property does not stack with any other carve effect equipped by you or others.

#### Gogmazios Offenders

*Evasion.* You have advantage on Dexterity saving throws while you wear this armor.

#### Gogmazios Fiberwing

You have resistance to cold damage while you wear this armor.

#### Gogmazios Briartail

*Evade Extender (L).* You have a +3 bonus to Dexterity saving throws while you wear this armor.

#### Wartorn Dragonsphire

You have immunity to cold damage while you wear this armor.

### WEAPON MATERIAL EFFECTS

#### Gogmazios Battlement

*Speed Sharpening.* You can spend 1 minute sharpening a bladed weapon. When you hit a creature for the first time after sharpening it, the weapon deals its maximum piercing or slashing damage to the target.

#### Gogmazios Fortress

*Elderseal.* A creature hit by this weapon cannot use an action that has a *recharge* until the start of your next turn. The creature can still roll to *recharge* its ability at the end of its turn.

#### Gogmazios Offenders

*Enlightened Blade.* You have advantage on Intelligence (Arcana) checks and you increase any elemental damage die your weapon deals by one size. IE: a d6 becomes a d8.

#### Gogmazios Fiberwing

Your weapon deals an extra 1d8 fire damage.

#### Gogmazios Briartail

*Critical Eye+.* Your weapon attacks critical hit range is increased by 2.

#### Gogmazios Gasher

This weapon has 3 runes that it regains daily at dawn. When you hit a creature with this weapon, you can expend a rune to have it make a DC 17 Dexterity saving throw. On a failed save, the target is tarred until they escape (DC 17) or until they take fire damage.

#### Wartorn Dragonsphire

*This material acts as a Rune material.* When you hit a creature with this weapon, roll 5d8. If the creatures remaining hit points are below the number rolled, that creature falls unconscious for 1 minute, until the creature takes damage, or until someone uses an action to shake or slap the creature awake. Once the creature wakes up, they are immune to this weapons effect for 24 hours.

### OTHER MATERIAL EFFECTS

#### Heavy Drakesbone Oil

This dark, thick, flammable oil. The oil can coat one slashing or piercing weapon or up to 5 pieces of slashing or piercing Ammunition. Applying the oil takes 1 minute. For 1 hour, the coated item is magical and it deals an extra 2d6 fire damage to any target it hits.

## NAKARKOS

Challenge Rating 20

Carves 6

Carve Chance	Material	Slots
1-6	Nakarkos Hide	(A,W)
7-11	Nakarkos Arm Brace	(A,W)
12-15	Radiant Mucus	(W)
16-17	Nakarkos Cuttlebone	(A,W)
18-19	Nakarkos Fang	(W)
20	Nakarkos Soul Orb	(A,W)

### ARMOR MATERIAL EFFECTS

#### Nakarkos Hide

You have advantage on Wisdom (Insight) checks while you wear this armor.

#### Nakarkos Arm Brace

*Adrenaline.* The first time you drop below half of your hit points maximum in combat. You gain a rush of Adrenaline. On your next turn your movement speed doubles and you can take one extra action.

#### Nakarkos Cuttlebone

*Survivor+.* When an ally, that you can see, is reduced to 0 hit points you can use your reaction to gain +2 AC, +2 damage, and +2 to attack rolls for 1 minute. Once used, this property can't be used again until the next dawn.

#### Nakarkos Soul Orb

*(Sorcerer, Warlock, and Wizard only)* This armor has two runes that it regains daily at dawn. As an action you can expend one of these runes to cast *armor of agathys* at 5th level. When the spell deals its damage, it deals it as piercing damage instead of as cold damage.

### WEAPON MATERIAL EFFECTS

#### Nakarkos Hide

*Elderseal.* A creature hit by this weapon cannot use an action that has a *recharge* until the start of your next turn. The creature can still roll to *recharge* its ability at the end of its turn.

#### Nakarkos Arm Brace

*Furor.* When you are below one-tenth of your maximum hit points, your melee weapon attacks with this weapon deal maximum damage.

#### Radiant Mucus

While holding this weapon, you can use your bonus action to transform the weapon into a tentacle rod (DMG 208) or back to its original form. Each tentacle on the rod has a different damage type: tentacle one, fire; tentacle two, lightning; tentacle three, bludgeoning.

#### Nakarkos Cuttlebone

*Crisis+.* While suffering from an abnormal status effect, such as poisoned, burning, slowed, blinded, etc, all attacks and spells deal an extra 1d12 spell or weapon damage.

#### Nakarkos Fang

*Trump Card.* You have advantage on attack rolls against creatures that are grappled.

#### Nakarkos Soul Orb

*Amplify.* The elemental damage done by your weapon is increased by one die size and the duration of consumables is increased by 50%.

## ALATREON

Challenge Rating 21

Carves 6

Carve Chance	Material	Slots
1-3	Elder Dragon Blood	(O)
4-7	Alatreon Scute	(A,W)
8-9	Alatreon Talon	(W)
10-11	Alatreon Webbing	(A,W)
12-14	Alatreon Tail	(W)
15-18	Alatreon Plate	(A,W)
19	Skypiercer	(A,W)
20	Azure Dragongem	(W)

### ARMOR MATERIAL EFFECTS

#### Alatreon Scute

*Blightproof.* While wearing this armor you are immune to blight spells, spell like abilities, and conditions.

#### Alatreon Webbing

Evade Extender (L). You gain a +3 bonus to Dexterity saving throws while you wear this armor.

#### Alatreon Plate

While wearing this armor, any critical hit against you becomes a normal hit.

#### Skypiercer

You have resistance to piercing damage while you wear this armor.

### WEAPON MATERIAL EFFECTS

#### Alatreon Scute

*Awaken.* When this material is placed in a weapon that does not deal cold, fire, lightning, necrotic, or thunder damage, it rolls one additional damage die when it hits. For example a shortsword now rolls 2d6 and a greatsword deals 3d6.

#### Alatreon Talon

*Critical Element.* When you critically hit with a weapon or spell that deals cold, fire, lightning, necrotic, or thunder damage, you deal an extra 1d6 damage of that type.

#### Alatreon Webbing

*Bonus Shot.* When you take the attack action with the light bowgun or bow, you can make one additional attack with it as a bonus action.

#### Alatreon Tail

You gain +3 to spell attack rolls and you ignore half cover when making a spell attack.

#### Alatreon Plate

Your weapon deals an extra 1d10 damage. This damage can be cold, fire, lightning, or necrotic damage (your choice).

#### Skypiercer

*Elemental Atk Up.* If your weapon deals cold, fire, lightning, or necrotic damage and you hit a creature with this weapon; roll one additional damage die for the elemental damage.

#### Azure Dragongem

*(Druid, Sorcerer, Warlock, or Wizard only)* The weapon has 10 runes. While holding it, you can use an action to expend 1 or more of its runes to cast one of the following spells from it, using your spell save DC: *call lightning* (3 charges), *flame strike* (5 charges), or *ice storm* (4 charges).

The weapon regains 1d6 + 4 expended runes daily at dawn. If you expend the last charge, roll a d20. On a 1, the weapon cannot regain any charges for one week.

### OTHER MATERIAL EFFECTS

#### Elder Dragon Blood

Any rarity weapon crafting material.

## KULVE TAROTH

Challenge Rating 21

Carves 9

Carve Chance	Material	Slots
1-2	Elder Dragon Bone	(O)
3-4	Elder Dragon Blood	(O)
5-7	Golden Shell	(A,W)
8-10	Golden Spiralhorn	(A,W)
11-13	Golden Scale	(A,W)
14-16	Golden Tailshell	(A,W)
17-19	Golden Nugget	(O)
20	Golden Glimstone	(A,W)

### ARMOR MATERIAL EFFECTS

#### Golden Shell

*Handicraft+3.* For 24 hours, you gain proficiency with three artisan tool of your choice each dawn.

#### Golden Spiralhorn

You can't be stunned while you wear this armor.

#### Golden Scale

You have resistance to lightning and thunder damage while you wear this armor.

#### Golden Tailshell

*Wide-Range+.* When you use Herbs, Antidotes, Cool Drinks, Hot Drinks, Armor Seeds, or Power Seeds; all other creatures within a 20-foot radius of you gain its effect.

#### Golden Glimstone

You have immunity to fire damage while you wear this armor.

### WEAPON MATERIAL EFFECTS

#### Golden Shell

Your weapon deals an extra 1d8 fire damage.

#### Golden Spiralhorn

*Peak Performance.* When your hit points are full and you roll a 1 or 2 on a damage die for an attack you make with a melee weapon, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.

#### Golden Scale

You gain a +3 bonus to your spell attack rolls and spell save DC while attuned to this weapon. This bonus increases to +4 when the spell you are casting deals fire damage.

#### Golden Tailshell

*(Melee Weapon only)* Whenever your hit a creature with this weapon they ignite in flames. At the start of each of its turns, the creature must make a DC 17 Constitution saving throw. On a failed save, it takes 1d8 fire damage. On a successful save, the flames are smothered. If the target or a creature within 5 feet of it uses an action to put out the flames, or if some other effect douses the flames (such as the target being submerged in water), the effect ends and the creature is immune to this weapon effect for the next 24 hours.

#### Golden Glimstone

*Power Prolonger.* Depending on which weapon this material is placed into, it gains the following benefits:

- **Dual Blades.** *Demon/Archdemon Mode* duration is increased by 30 seconds.
- **Great Sword** *Guard* grants a +4 AC bonus for the duration of the turn it is used.
- **Hunting Horn.** *Melodies* duration is increased by 1 minute.
- **Insect Glaive.** *Kinsects Essence* duration is increased by 1 minute.
- **Lance** *Powerguard* grants a +4 AC bonus for the duration of the turn it is used.
- **Switch Axe.** *Coat Weapon* duration is increased by 1 minute.

### OTHER MATERIAL EFFECTS

#### Elder Dragon Blood

Any rarity weapon crafting material

#### Elder Dragon Bone

Any rarity armor crafting material

#### Golden Nugget

A glittering white gold nugget from Kulve Taroth valued at 3,000 gp.

## NERGIGANTE

Challenge Rating 23

Carves/Capture 6

Carve Chance	Material	Slots
1-3	Elder Dragon Bone	(O)
4-5	Elder Dragon Blood	(O)
6-9	Nergigante Regrowth Plate	(A,W)
10-12	Nergigante Carapace	(A,W)
13-15	Nergigante Talon	(A,W)
16-17	Nergigante Tail	(A,W)
18-19	Immortal Dragonscale	(A,W)
20	Nergigante Gem	(A,W)

### ARMOR MATERIAL EFFECTS

#### Nergigante Regrowth Plate

While wearing this armor, you regain 1d6 Hit Points every 10 minutes, provided that you have at least 1 hit point. If you lose a body part, the armor causes the missing part to regrow and return to full functionality after 1d6 + 1 days if you have at least 1 hit point the whole time.

#### Nergigante Carapace

*Stamina Surge+3.* While wearing this armor, you can use an action to cast the *haste* spell from it once per day, but can target only yourself when you do so.

#### Nergigante Talon

When a creature within 5 feet of you hits you with a melee attack, you can use your reaction to deal 2d4 piercing damage to them. This damage bypasses resistance and immunity, and can't be reduced or avoided by any means.

#### Nergigante Tail

While wearing this armor, any critical hit against you becomes a normal hit.

#### Immortal Dragonscale

You have resistance to fire and cold damage while you wear this armor.

#### Nergigante Gem

While wearing this armor, you have advantage on saving throws against spells and other magical effects, and spell attacks have disadvantage against you.

### WEAPON MATERIAL EFFECTS

#### Nergigante Regrowth Plate

*Maximum Might.* While your hit points are full and you are not suffering from any levels of exhaustion, you deal maximum weapon damage with your attacks.

#### Nergigante Carapace

*(Bow only)* As a bonus action you can grow a black spike from the palm of your hand and nock it to your bow. A creature hit by this spike suffers normal weapon damage and the spike lodges itself into the creature. A creature's speed is reduced by 5 feet for every spike impaled into it. If the target or a creature within 5 feet of it uses an action to pull out the spikes, or if some other effect removes them, the creature's movement speed returns to normal.

You are able to grow up to 10 black spikes. You are unable to grow anymore until you finish a long rest.

#### Nergigante Talon

Your weapon deals an extra 1d10 slashing damage.

#### Nergigante Tail

When you attack a creature with this weapon and roll a 20 on the attack roll, that target takes an extra 3d6 necrotic damage, provided that the target isn't a construct or an Undead. You gain temporary hit points equal to the extra damage dealt.

#### Immortal Dragonscale

Your weapon deals an extra 2d6 piercing damage.

#### Nergigante Gem

The first time you attack with this weapon on each of your turns, you can transfer some or all of the weapon's bonus to your armor class, instead of using the bonus on any attacks that turn. For example you could reduce the bonus to your attack and damage rolls by 2 to gain a +2 bonus to AC. The adjusted bonuses remain in effect until the start of your next turn, although you must hold the weapon to gain a bonus to AC from it.

### OTHER MATERIAL EFFECTS

#### Elder Dragon Blood

Any rarity weapon crafting material

#### Elder Dragon Bone

Any rarity armor crafting material

## RUINER NERGIGANTE

Challenge Rating 30

Carves/Capture 6

Carve Chance	Material	Slots
1-3	Elder Dragon Bone x2	(O)
4-5	Elder Dragon Blood x2	(O)
6-9	Nergigante Regrowth Plate	(A,W)
10-12	Nergigante Cortex	(A,W)
13-15	Nergigante Hardclaw	(A,W)
16-17	Nergigante Flail	(A,W)
18-19	Immortal Shard	(A,W)
20	Nergigante Gem	(A,W)

### ARMOR MATERIAL EFFECTS

#### Eternal Regrowth Plate

While wearing this armor, you regain 1d6 Hit Points every 10 minutes, provided that you have at least 1 hit point. If you lose a body part, the armor causes the missing part to regrow and return to full functionality after 1d6 + 1 days if you have at least 1 hit point the whole time.

#### Nergigante Cortex

*Stamina Surge+3.* While wearing this armor, you can use an action to cast the *haste* spell from it once per day, but can target only yourself when you do so.

#### Nergigante Hardclaw

When a creature within 5 feet of you hits you with a melee attack, you can use your reaction to deal 3d4 piercing damage to them. This damage bypasses resistance and immunity, and can't be reduced or avoided by any means.

#### Nergigante Flail

While wearing this armor, any critical hit against you becomes a normal hit.

#### Immortal Shard

You have resistance to nonmagical damage while you wear this armor. Additionally, you can use an action to make yourself immune to nonmagical damage for 10 minutes or until you are no longer wearing the armor. Once this special action is used, it can't be used again until the next dawn.

#### Annihilating Greathorn

While wearing this armor, you gain a +3 bonus to AC, you are immune to fire damage, and you can understand and speak Draconic. In addition, you can stand on and walk across molten rock as if it were solid ground.

### WEAPON MATERIAL EFFECTS

#### Eternal Regrowth Plate

*Maximum Might.* While your hit points are full and you are not suffering from any levels of exhaustion, you deal maximum weapon damage with your attacks.

#### Nergigante Cortex

*(Bow only)* As a bonus action you can grow a black spike from the palm of your hand and nock it to your bow. A creature hit by this spike suffers normal weapon damage and the spike lodges itself into the creature. A creature's speed is reduced by 10 feet for every spike impaled into it. If the target or a creature within 5 feet of it uses an action to pull out the spikes, or if some other effect removes them, the creature's movement speed returns to normal.

You are able to grow up to 10 black spikes. You are unable to grow anymore until you finish a long rest.

#### Nergigante Hardclaw

Your weapon deals an extra 2d6 slashing damage.

#### Nergigante Flail

When you attack a creature with this weapon and roll a 20 on the attack roll, that target also has the *dispel magic* spell cast on them at 5th level.

#### Immortal Shard

Your weapon deals an extra 2d8 piercing damage.

#### Annihilating Greathorn

While you are attuned to this weapon, your strength score changes to 29. If your Strength is already equal to or greater than the belt's score, the item has no effect on you.

### OTHER MATERIAL EFFECTS

#### Elder Dragon Blood

Any rarity weapon crafting material

#### Elder Dragon Bone

Any rarity armor crafting material

## VAAL HAZAK

Challenge Rating 24

Carves 6

Carve Chance	Material	Slots
1-2	Elder Dragon Blood	(O)
3-4	Elder Dragon Bone	(O)
5-7	Vaal Hazak Carapace	(A,W)
8-11	Deceased Scale	(A,W)
12-13	Vaal Hazak Talon	(W)
14-15	Vaal Hazak Fang	(W)
16-17	Vaal Hazak Wing	(A,W)
18	Vaal Hazak Membrane	(A,W)
19	Vaal Hazak Tail	(A)
20	Vaal Hazak Gem	(A,W)

### ARMOR MATERIAL EFFECTS

#### Vaal Hazak Carapace

*Effluvia Resis+*. While wearing this armor you are immune to damage from *Effluvia* and you have resistance to acid damage.

#### Deceased Scale

While wearing this armor, you regain 1d6 Hit Points every 10 minutes, provided that you have at least 1 hit point. If you lose a body part, the armor causes the missing part to regrow and return to full functionality after 1d6 + 1 days if you have at least 1 hit point the whole time.

#### Vaal Hazak Wing

*Recovery Up+*. You regain the maximum number of hit points possible from potions or plants that you consume.

#### Vaal Hazak Membrane

While wearing this armor you can speak its command word to release effluvia gas in a 5-foot radius around you for 1 minute. At the start of each of your turns, each creature within 5 feet of you takes 7 (2d6) necrotic damage. Once you use this feature, you cannot use it again until you complete a long rest.

#### Vaal Hazak Tail

You have resistance to cold damage while you wear this armor.

#### Vaal Hazak Gem

*Poison Absorbion*. Whenever you are subjected to poison damage, you take no damage and instead regain a number of hit points equal to the half of the poison damage dealt.

### WEAPON MATERIAL EFFECTS

#### Vaal Hazak Carapace

*Elderseal*. A creature hit by this weapon cannot use an action that has a *recharge* until the start of your next turn. The creature can still roll to *recharge* its ability at the end of its turn.

#### Deceased Scale

*Peak Performance*. When your hit points are full and you roll a 1 or 2 on a damage die for an attack you make with a melee weapon, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.

#### Vaal Hazak Talon

Your weapon deals an extra 1d10 necrotic damage.

#### Vaal Hazak Fang

This weapon has 3 runes which are regained daily at dawn. Once per turn when you hit a creature with this weapon you can expend a rune to have the target make a DC 19 Wisdom saving throw or become frightened of you for 1 minute. A creature may repeat its saving throw at the end of its turn, ending the effect on a successful save.

#### Vaal Hazak Wing

You gain a +3 bonus to your spell attack rolls and spell save DC while attuned to this weapon. This bonus increases to +4 when the spell you are casting deals necrotic damage.

#### Vaal Hazak Membrane

*(Bow only & Requires 3 sockets)* When you nock an arrow on this bow, it whispers in Elvish, "Return to that which spawned you" When you use this weapon to make a ranged attack, you can, as a command phrase, say "To one with life" The target of your attack becomes your sworn enemy until it dies or until dawn seven days later. You can have only one such sworn enemy at a time. When your sworn enemy dies, you can choose a new one after the next dawn.

When you make a ranged attack roll with this weapon against your sworn enemy, you have advantage on the roll. In addition, your target gains no benefit from cover, other than total cover, and you suffer no disadvantage due to long range. If the attack hits, your sworn enemy takes an extra 3d6 piercing damage.

While your sworn enemy lives, you have disadvantage on attack rolls with all other weapons.

#### Vaal Hazak Gem

*(Cleric only)* The weapon has 10 runes. While holding it, you can use an action to expend 1 or more of its runes to cast one of the following spells from it, using your spell save DC: *Animate Dead* (3 charges), *bestow curse* (3 charges), *contagion* (5 charges), or *raise dead* (10 charges).

The weapon regains 1d6 + 4 expended runes daily at dawn. If you expend the last charge, roll a d20. On a 1, the weapon cannot regain any charges for one week.

### OTHER MATERIAL EFFECTS

#### Elder Dragon Blood

Any rarity weapon crafting material

#### Elder Dragon Bone

Any rarity armor crafting material



## BLACKVEIL VAAL HAZAK

Challenge Rating 26

Carves 6

Carve Chance	Material	Slots
1-2	Elder Dragon Blood	(O)
3-4	Elder Dragon Bone	(O)
5-7	Vaal Hazak Cortex	(A,W)
8-11	Deceased Shard	(A,W)
12-13	Vaal Hazak Hardclaw	(W)
14-15	Shadowpierce Fang	(A,W)
16-17	Vaal Hazak Fellwing	(A,W)
18	Deathweaver Membrane	(A,W)
19	Vaal Hazak Flail	(A)
20	Vaal Hazak Mantle	(A,W)

### ARMOR MATERIAL EFFECTS

#### Vaal Hazak Cortex

*Effluvia Resis+*. While wearing this armor you are immune to damage from *Effluvia* and you have resistance to acid damage.

#### Deceased Shard

While wearing this armor, you regain 1d6 Hit Points every 10 minutes, provided that you have at least 1 hit point. If you lose a body part, the armor causes the missing part to regrow and return to full functionality after 1d6 + 1 days if you have at least 1 hit point the whole time.

#### Vaal Hazak Hardclaw

You are immune to poison and disease while you wear this armor.

#### Shadowpierce Fang

While you are wearing this armor you have darkvision out to 60 feet. If you already have darkvision, its range extends by an additional 60 feet.

#### Vaal Hazak Fellwing

*Recovery Up+*. You regain the maximum number of hit points possible from potions or plants that you consume.

#### Deathweaver Membrane

While wearing this armor you can speak its command word to release effluvia gas in a 10-foot radius around you for 1 minute. At the start of each of your turns, each creature within 5 feet of you takes 7 (2d6) necrotic damage. Once you use this feature, you cannot use it again until you complete a long rest.

#### Vaal Hazak Flail

You have immunity to cold damage while you wear this armor.

#### Vaal Hazak Mantle

*Poison Absorbion*. Whenever you are subjected to poison damage, you take no damage and instead regain a number of hit points equal to the half of the poison damage dealt.

### WEAPON MATERIAL EFFECTS

#### Vaal Hazak Cortex

*Elderseal*. A creature hit by this weapon cannot use an action that has a *recharge* until the start of your next turn. The creature can still roll to *recharge* its ability at the end of its turn.

#### Deceased Shard

*Peak Performance*. When your hit points are full and you roll a 1 or 2 on a damage die for an attack you make with a melee weapon, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.

#### Vaal Hazak Hardclaw

Your weapon deals an extra 2d6 necrotic damage.

#### Shadowpierce Fang

This weapon has 3 runes. When you hit a creature with this weapon, you can expend 1 of its runes to have the target make a DC 16 Constitution saving throw. On a failed save, the target is diseased. At the end of each of the diseased target's turns, the target must make a DC 16 Constitution saving throw. If the target succeeds on three of these saves, it is no longer diseased, and the spell ends. If the target fails three of these saves, it remains diseased for 7 days.

Since this induces a natural disease in its target, any effect that removes a disease or otherwise ameliorates a disease's effects apply to it.

While afflicted with this disease, the target has difficulty breathing due to the spores growing in its throat, reducing its movement speed and the time it can hold its breath by half. At dawn of the second day and each day after, the target must make a Constitution saving throw, gaining one level of exhaustion on a failed save. The save DC starts as a DC 10 and increases by 1 each day and the target does not recover a level of exhaustion from finishing a long rest while afflicted with this disease.

#### Vaal Hazak Fellwing

You gain a +3 bonus to your spell attack rolls and spell save DC while attuned to this weapon. This bonus increases to +4 when the spell you are casting deals necrotic damage.

#### Deathweaver Membrane

When you attack a creature with this weapon and roll a 20 on the attack roll, that target must make a DC 17 Constitution saving throw or be poisoned as if by the *contagion* spell.

#### Vaal Hazak Mantle

*(Cleric only)* The weapon has 10 runes. While holding it, you can use an action to expend 1 or more of its runes to cast one of the following spells from it, using your spell save DC: *Animate Dead* (3 charges), *bestow curse* (3 charges), *contagion* (5 charges), or *raise dead* (10 charges).

The weapon regains 1d6 + 4 expended runes daily at dawn. If you expend the last charge, roll a d20. On a 1, the weapon cannot regain any charges for one week.

### OTHER MATERIAL EFFECTS

#### Elder Dragon Blood

Any rarity weapon crafting material

#### Elder Dragon Bone

Any rarity armor crafting material

## SHARA ISHVALDA

Challenge Rating 26

Carves 6

Carve Chance	Material	Slots
1-2	Elder Dragon Bone x2	(O)
3-4	Elder Dragon Blood x2	(O)
5-8	Shara Ishvalda Tenderscale	(A,W)
9-11	Shara Ishvalda Boulderplate	(A,W)
12-15	Shara Ishvalda Petalstone	(A,W)
16-18	Shara Ishvalda Tenderclaw	(A,W)
19	Shara Ishvalda Tenderplate	(A,W)
20	Shara Ishvalda Gem	(A,W)

### ARMOR MATERIAL EFFECTS

#### Shara Ishvalda Tenderscale

You have resistance to fire damage while you wear this armor.

#### Shara Ishvalda Boulderplate

*Health Boost+*. While wearing this armor, your hit point maximum increases by 2 for each character level you have.

#### Shara Ishvalda Petalstone

*Recovery Up+*. You regain the maximum number of hit points possible from potions or plants that you consume.

#### Shara Ishvalda Tenderclaw

While you are wearing this armor, you can use an action to speak its command word to cast the *stone skin* spell, but only target yourself. Once you use this property, you can't use it again until the next dawn.

#### Shara Ishvalda Tenderplate

*Defense Boost (Lightning)*. While wearing this armor, you gain a +1 bonus to AC, you are immune to lightning damage.

#### Shara Ishvalda Gem

*Shara Divinity*. For each shara ishvalda material you have in your armor, trinkets, and weapons that you are attuned to, including this material, you gain the following armor properties from the list below:

# of materials	Name	Material with the Effect
1+	Wind Proof	Paolumu Webbing
2+	Earplugs	Garuga Ear
3+	Tremor-Proof	Diablos Carapace
4+	Flinch Free	Xeno'jiiva Shell

### WEAPON MATERIAL EFFECTS

#### Shara Ishvalda Tenderscale

*Partbreaker+3*. You deal an extra 1d10 damage when you critically hit with this weapon.

#### Shara Ishvalda Boulderplate

*Critical Boost+*. You can roll two additional weapon damage die when determining the extra damage for a critical hit with a weapon attack.

#### Shara Ishvalda Petalstone

While you are attuned to this armor you can use an action and point your finger at a target to cast the *finger of death* spell, but the spell deals thunder damage instead of force. Once you use this property, you can't use it again until the next dawn.

#### Shara Ishvalda Tenderclaw

*Coalescence*. Whenever you succeed on a saving throw to end a condition, you gain a +1 bonus to your attack rolls and spell save DC, and your weapon or spell attacks deal an extra 1d4 cold, fire, or lightning damage (your choice) until the end of your next turn.

#### Shara Ishvalda Tenderplate

Your weapon deals an extra 2d6 thunder damage.

#### Shara Ishvalda Gem

*(Spellcaster only)*. This weapon has 10 runes. While holding it, you can use an action to expend 1 or more of its runes to cast one of the following spells from it, using your spell save DC: *thunder wave* (1 charge), *shatter* (2 charges), *meld into stone* (3 charges), *thunder step* (3 charges), *stone shape* (4 charge)..

The weapon regains 1d6 + 4 expended runes daily at dawn. If you expend the last rune, roll a d20. On a 1. the weapon cannot regain any runes for 1 week.

### OTHER MATERIAL EFFECTS

#### Elder Dragon Blood

Any rarity weapon crafting material

#### Elder Dragon Bone

Any rarity armor crafting material

## XENO'JIIVA

Challenge Rating 25

Carves 8

Carve Chance	Material	Slots
1-2	Elder Dragon Bone	(O)
3-4	Elder Dragon Blood	(O)
5-8	Xeno'jiiva Shell	(A,W)
9-11	Xeno'jiiva Soulscale	(A,W)
12-13	Xeno'jiiva Claw	(W)
14-15	Xeno'jiiva Horn	(A,W)
16-17	Xeno'jiiva Wing	(A,W)
18-19	Xeno'jiiva Veil	(A,W)
20	Xeno'jiiva Gem	(A,W)

### ARMOR MATERIAL EFFECTS

#### Xeno'jiiva Shell

*Flinch Free.* While wearing this armor you cannot be knocked prone, or unwillingly moved from your current location by any means.

#### Xeno'jiiva Soulscale

Your Constitution score is 19 while you wear this armor. It has no effect on you if your Constitution is already 19 or higher.

#### Xeno'jiiva Horn

While wearing this armor you have advantage on saving throws against spells and other magical effects.

#### Xeno'jiiva Wing

You have a flying speed of 60 feet while you wear this armor.

#### Xeno'jiiva Veil

While you're wearing this armor, you can speak its command word as an action to gain the effect of the *etherealness* spell, which lasts for 10 minutes or until you remove the armor or use an action to speak the command word again. This property of the armor can't be used again until the next dawn.

#### Xeno'jiiva Gem

You have resistance to cold, fire, and lightning damage while you wear this armor.

### WEAPON MATERIAL EFFECTS

#### Xeno'jiiva Shell

*Special Ammo boost +2.* Your coating now coats up to 30 arrows and your dragonpiercer deals an extra 3d6 piercing damage.

#### Xeno'jiiva Soulscale

*Partbreaker +4.* You deal an extra 1d12 damage when you critically hit with this weapon.

#### Xeno'jiiva Claw

Your weapon deals an extra 1d10 force damage.

#### Xeno'jiiva Horn

This weapon has 3 runes. As an action, you can speak the weapons's command word and expend 1 rune. For the next 10 minutes, you have truesight out to 120 feet.

The weapon regains 1d3 expended runes daily at dawn.

#### Xeno'jiiva Wing

*Elderseal.* A creature hit by this weapon cannot use an action that has a *recharge* until the start of your next turn. The creature can still roll to *recharge* its ability at the end of its turn.

#### Xeno'jiiva Veil

*Power Prolonger.* Depending on which weapon this material is placed into, it gains the following benefits:

- **Dual Blades.** *Demon/Archdemon Mode* duration is increased by 30 seconds.
- **Great Sword** *Guard* grants a +4 AC bonus for the duration of the turn it is used.
- **Hunting Horn.** *Melodies* duration is increased by 1 minute.
- **Insect Glaive.** *Kinsects Essence* duration is increased by 1 minute.
- **Lance** *Powerguard* grants a +4 AC bonus for the duration of the turn it is used.
- **Switch Axe.** *Coat Weapon* duration is increased by 1 minute.

#### Xeno'jiiva Gem

*Xeno'jiiva Divinity.* This material cannot be placed in a trinket. When placed in a specific weapon it gains one of the following benefits:

(*Melee Weapon except the Magus Staff*) When you expend a rune for a weapon material effect, there is a 50% chance to not expend the rune.

(*Range Weapon*) Attacks with a bow or bowgun has a 50% chance to not expend coatings or ammo.

(*Magus Staff*) When you cast a 6th-level or lower spell there is a 10% chance the spell slot is not used.

### OTHER MATERIAL EFFECTS

#### Elder Dragon Blood

Any rarity weapon crafting material

#### Elder Dragon Bone

Any rarity armor crafting material

## CEADEUS

Challenge Rating 26

Carves 9

Carve Chance	Material	Slots
1-3	Ceadeus Scale	(A,W)
4-5	Ceadeus Hide	(A,W)
6	Luminous Organ	(A)
7-10	Crooked Horn	(A,W)
11-14	Ceadeus Fur	(A)
15-19	Ceadeus Tail	(W)
20	Deep Dragongem	(A,W)

### ARMOR MATERIAL EFFECTS

#### Ceadeus Scale

*HG Earplugs.* While you are attuned to this armor, you can use a bonus action to conjure two earplugs in the shape of your choice. While using these earplugs, you can only hear creatures you choose to be able to hear.

#### Ceadeus Hide

*Handicraft+3.* For 24 hours, you gain proficiency with three artisan tool of your choice each dawn.

#### Luminous Organ

When you are attacked by a creature within 30 feet of you that you can see, you can use your reaction to impose disadvantage on the attack roll, causing a blinding white flash to erupt from your armor before the attack hits or misses. An attacker that can't be blinded is immune to this property.

You can use this property three times. You regain all expended uses when you finish a short rest.

#### Crooked Horn

While you wear this armor, you have a swimming speed of 60 feet, you can breathe underwater, you suffer no harm in water as cold as -20 degrees Fahrenheit, and you can see out to 120 feet even in the murkiest of waters.

#### Ceadeus Fur

You have immunity to cold damage while you wear this armor.

#### Deep Dragongem

Whenever you finish a long rest, you gain the benefits of the *Heroes' Feast* spell.

### WEAPON MATERIAL EFFECTS

#### Ceadeus Scale

*Partbreaker +4.* You deal an extra 1d12 damage when you critically hit with this weapon.

#### Ceadeus Hide

Your weapon deals an extra 1d10 cold damage.

#### Crooked Horn

*Awaken+.* When this material is placed in a weapon that does not deal cold, fire, lightning, necrotic, or thunder damage, it rolls two extra damage die when it hits. For example a shortsword now rolls 3d6 and a greatsword deals 4d6.

#### Ceadeus Tail

*(Light Bowgun and Heavy Bowgun only) H.Load up+.* While attuned to this weapon, you increase the maximum capacity for all of your ammo by 5.

#### Deep Dragongem

*(Druid, Sorcerer, Warlock, and Wizard only).* This weapon has 10 runes. While holding it, you can use an action to expend 1 or more of its runes to cast one of the following spells from it, using your spell save DC: *cone of cold* (5 charges), *fog cloud* (1 charge), *ice storm* (4 charges), or *wall of ice* (4 charges).

The weapon regains 1d6 + 4 expended runes daily at dawn. If you expend the last rune, roll a d20. On a 1. the weapon cannot regain any runes for 1 week.

## JHEN MOHRAN

Challenge Rating 26

Carves 9

Carve Chance	Material	Slots
1-2	Elder Dragon Blood x2	(O)
3-4	Elder Dragon Bone x2	(O)
5-8	Mohran Scale	(A,W)
9-11	Mohran Carapace	(A,W)
12	Pelagicite Ore	(O)
13-15	Mohran Rockskin	(A,W)
16	Sturdy Fang	(A,W)
17	Bathycite Ore	(O)
18-19	Mohran Brace	(A,W)
20	Earth Dragongem	(A,W)

### ARMOR MATERIAL EFFECTS

#### Mohran Scale

*Sand Surfing.* While wearing this armor you're able to swim through desert terrain as if it was water.

#### Mohran Carapace

*Divine Blessing+4.* When you take damage you are not immune or resistant to, roll a d12 and reduce the damage you take by the number rolled. You can use this property a number of times equal to your Wisdom modifier. You regain all expended uses when you finish a long rest.

#### Mohran Rockskin

*Handicraft+3.* For 24 hours, you gain proficiency with three artisan tool of your choice each dawn.

#### Sturdy Fang

You are immune to fire damage while wear this armor.

#### Mohran Brace

*Rock Steady.* While wearing this armor, you can't be unwillingly knocked prone and you ignore the kushala daora and amatsu's wind barrier.

#### Earth Dragongem

*Iron Wall+.* You have a +3 bonus to your armor class while you wear this armor.

### WEAPON MATERIAL EFFECTS

#### Mohran Scale

*Speed Sharpening.* You can spend 1 minute sharpening a bladed weapon. When you hit a creature for the first time after sharpening it, the weapon deals its maximum piercing or slashing damage to the target.

#### Mohran Carapace

*FastCharge+.* When you roll for initiative, your greatsword, longsword, or charge blade gains 2 charge, spirit, or phial charge.

#### Mohran Rockskin

You gain a +3 bonus to your spell attack rolls and spell save DC while attuned to this weapon. This bonus increases to +4 when the spell you are casting deals lightning or thunder damage.

#### Sturdy Fang

*Critical Eye+.* Your weapon attacks critical hit range is increased by 2.

#### Mohran Brace

*Punish Draw+.* All creatures hit by your hammer's *mighty weapon* make their saving throw at disadvantage.

#### Earth Dragongem

*Mind's Eye.* Your attacks with this weapon bypass the damage resistances of any creature.

### OTHER MATERIAL EFFECTS

#### Elder Dragon Blood

Any rarity weapon crafting material

#### Elder Dragon Bone

Any rarity armor crafting material

#### Pelagicite Ore

Any rarity weapon crafting material

#### Bathycite Ore

Any rarity armor crafting material

## DAH'REN MOHRAN LOOT TABLE

Dah'ren Mohran uses the same loot table as the Jhen Morhran.

## BEHEMOTH

Challenge Rating 27

Carves 8

Carve Chance	Material	Slots
1-5	Behemoth Bone	(A,W)
6-9	Behemoth Mane	(A,W)
10-12	Behemoth Shearclaw	(A,W)
13-16	Behemoth Tail	(A,W)
17-19	Behemoth Great Horn	(A,W)
20	Aetheryte Shard	(A,W)

### ARMOR MATERIAL EFFECTS

#### Behemoth Bone

When you take damage while wearing this armor, at the start of your next turn this set of armor casts the *mage armor* spell on you. Once this property has been used, it cannot be used again until the next dawn.

#### Behemoth Mane

This armor has 3 runes, which it regains daily at dawn. While wearing this armor, you can expend 1 rune as an action to call down a 10-foot tall comet (AC 15, 30 hit points) in a unoccupied space within 30 feet of you.

#### Behemoth Shearclaw

You have advantage on Constitution saving throws to maintain concentration while you wear this armor.

#### Behemoth Tail

You have immunity to lightning damage and you cannot be paralyzed while you wear this armor.

#### Behemoth Great Horn

*Wind Barrier+*. While you are attuned to this armor, you can use an action to summon a wind barrier around you for 1 minute. While the barrier is active, you have three-quarters cover against range attacks, resistance to nonmagical ammunition, and disperse any fog like effect in a 10-foot radius around you. Once used, you can't use this property again until you finish a long rest.

#### Aetheryte Shard

As a bonus action, you can utter a vow of enmity against a creature you can see within 10 feet of you. You gain advantage on attack rolls against the creature and disadvantage on attack rolls against other creatures for 1 minute, until it drops to 0 hit points, or falls unconscious.

### WEAPON MATERIAL EFFECTS

#### Behemoth Bone

*Critical Eye+*. Your weapon attacks critical hit range is increased by 2.

#### Behemoth Mane

*(Insect Glaive) Soul of the Dragoon*. When you make a single weapon attack against a target as part of your standing leap, you make the attack with advantage.

#### Behemoth Shearclaw

*(Sorcerer and Wizard only)* This weapon has 3 runes that it regains daily at dawn. While holding it, you can expend 1 rune as an action to cast *Melf's Minute Meteors*. The weapon regains all expended runes daily at dawn.

#### Behemoth Tail

When you attack a creature with a ranged spell attack and roll a 20 on the attack roll, you can cast *fireball* as a bonus action using a 3rd level or higher spell slot. The spell must be centered on the creature you hit with the ranged spell attack.

#### Behemoth Great Horn

*(Insect Glaive) Dragon Soul*. Your kinsect takes on the characteristics of a dragon and your kinsect attacks deal an extra 1d12 bludgeoning damage.

#### Aetheryte Shard

*(Sorcerer and Wizard only)* While attuned to this weapon you know the *meteor swarm* spell. If you already know this spell, the DC of this spell increase by 3.

## FATALIS

Challenge Rating 29

Carves 9

Carve Chance	Material	Slots
1-2	Dark Stone	(O)
3-4	Fatalis B.Scale	(A,W)
5-6	Fatalis R.Scale	(A,W)
7-8	Fatalis W.Scale	(A,W)
9-10	Fatalis Shell	(A,W)
11-12	Fatalis Webbing	(A,W)
13-14	Fatalis Fellwing	(A,W)
15-16	Fatalis Cortex	(A,W)
17-18	Fatalis Horn	(A,W)
19-20	Fatalis Eye	(A,W)

### ARMOR MATERIAL EFFECTS

#### Fatalis B.Scale

You have resistance to poison damage and immunity to acid damage while you wear this armor.

#### Fatalis R.Scale

You have immunity to fire damage and you are immune to the poisoned condition while you wear this armor.

#### Fatalis W.Scale

You have immunity to cold damage and you cannot be paralyzed while you wear this armor.

#### Fatalis Shell

*Evade Window+*. This armor has 5 runes, and it regains 1d5 expended runes daily at dawn. When you fail a Dexterity saving throw while wearing it, you can use your reaction to expend 1 of its runes to succeed on that saving throw instead.

#### Fatalis Webbing

Your Constitution score is 24 while you wear this armor. It has no effect on you if your Constitution is already 24 or higher.

#### Fatalis Fellwing

*(Paladin and Cleric only)* You may use your channel divinity feature one additional time between rests.

#### Fatalis Cortex

*Stellar Hunter*. You have advantage on Dexterity (Stealth), Intelligence (Investigation), Strength (Athletics), Wisdom (Insight), and Wisdom (Survival) checks.

#### Fatalis Horn

*Wellness*. While wearing this armor, you cannot be unwillingly put to sleep, poisoned, paralyzed, or stunned.

#### Fatalis Eye

*Dark Finale*. When you are reduced to 0 hit points but not killed outright, you can use your reaction to become possessed by the Fatalis' evil energies and the following occurs:

- You heal to your maximum hit points.
- Your eyes glow red, and an aura of black wisps encompasses your body.
- At the start of each of your turns, you take you take 10 (1d20) necrotic damage. This damage bypasses resistances and immunities, and can't be reduced or avoided by any means.
- While possessed, you cannot be grappled, stunned, or restrained.
- You gain a +2 bonus to AC and you have advantage on all saving throws.
- You cannot be healed by normal or magical means.

When you are reduced to 0 hit points again, you automatically fail 2 death saving throw and the possession ends.

### WEAPON MATERIAL EFFECTS

#### Fatalis B.Scale

*(Melee Weapon only)* When you attack a creature with this weapon and roll a 20 on the attack roll, that target takes an extra 4d6 acid damage. Then roll another d20. If you roll a 20, one of the target's limbs dissolves, with the effect of such loss determined by the GM. If the creature has no limb to dissolve, you dissolve a portion of its body instead.

#### Fatalis R.Scale

While holding this weapon, you can use an action to speak the weapon's command word and summon a fire elemental and 1d4 magma mephits as if you had cast the *conjure elemental* spell for each creature.

#### Fatalis W.Scale

This weapon has 5 runes that it regains daily at dawn. When you hit a creature with this weapon you can expend 1 rune to have the creature make a DC 21 Constitution saving throw. On a failed save, the target is chilled to the bone for 1 minute. While chilled they have disadvantage on all attack rolls and ability checks, and their speed is reduced by 10 feet. A creature may repeat its saving throw at the end of each of its turns, ending the effect on a success.

#### Fatalis Shell

*Rapid Reload*. You can reload as a free action while you wear this armor. Additionally, when you make a ranged weapon attack roll and roll a 20 for the attack roll, you can make one additional attack as a free action.

#### Fatalis Webbing

Critical Eye++. Your weapon attacks critical hit range is increased by 3.

#### Fatalis Fellwing

This weapon acts as an arcane focus for your spellcasting. While holding this weapon you can cast a spell of 4th level or lower that would normally take an action, as a bonus action.

### Fatalis Cortex

While holding this weapon, it creates an aura in a 10-foot radius around you. You and all creatures friendly to you in the aura have advantage on saving throws against spells and other magical effects. If you have 17 or more levels in the paladin class, the radius of the aura increases to 30 feet.

### Fatalis Horn

*Blazing Majesty.* As a bonus action you can activate this weapons property known as *Blazing Grace* for 1 minute. While blazing grace is active, you gain the following benefits:

- You are immune to fire damage.
- You can use an action to cast *Melf's Minute Meteors* (DC 19) from the armor at will, requiring no material components.
- Your weapons deal an extra 2d6 fire damage.
- You can use the hammer's *Mighty Weapon* property once with any weapon.

Once you use this property, you cannot use it again until the next dawn.

### Fatalis Eye

*Mind's Eye+.* Your attacks with this weapon bypass the damage resistances and immunities of any creature.

## OTHER MATERIAL EFFECTS

### Dark Stone

*(Trinket only)* When inserted into a trinket you begin to hear hushed voices coming from it. When you spend a few hours staring into the trinket and listening to their whispers, name someone you know but on whom you have never used this power on before. Then, roll 2d6+2.

*On a 10+,* The stones reveal a secret about them.  
*On a 7-9,* As 10+, but you must first reveal a secret to the trinket about your hopes, fears, regrets, or desires.  
*On a 6-,* the stones pry a secret from your mind.

Each time the trinket reveals a secret, mark a box and choose an option below.

[ ] [ ] [ ] [ ] [ ] [ ]

When you mark the last box, you unlock the trinkets' mysteries and can use *Shadow Magic*

### SHADOW MAGIC

When you hold the trinket and call on the shadows within, choose one of the following as an action and roll 2d6+2:

#### ACTIONS.

- You cloak yourself in shadows and silence for 1 minute, as if by the *invisibility* and *silence* spells. Moving unseen and unnoticed as long as you draw no attention to yourself and avoid the sun or sacred light.

- Name someone you know or to whom you have an arcane link (hair, piece of clothing, etc.). For the next 24 hours you can see them, hear them, and whisper to them as if from a nearby shadow.
- Choose a creature you can see within 60 feet of you. That creature must succeed on a DC 17 Strength saving throw or be grappled by ensnaring shadows around them. A creature grappled by the shadows can use its action to make contested Strength check against your Intelligence (Athletics) check. On a success, it frees itself.

*On a 10+,* The magic is cast successfully.

*On a 7-9,* As a 10+, but you suffer one of the consequences below of the GM choice, if they choose to pick one.

*On a 6-,* The trinket ceases to function until it is caressed by a dying breath.

### CONSEQUENCES.

- The dark spirit in the trinket you were using escapes, manifesting in the world. Cross off the Shadow Magic option that was just used until the spirit is forced or convinced back into the trinket.
- Your eyes turn jet black. You have truesight out to 120 feet in dim light and darkness, but you see no color and are blinded by sunlight.
- Your skin turns deathly pale or coal black (your choice) and chill to the touch. You have immunity to cold damage, but you have disadvantage on all social interaction checks. Additionally, the sun burns your skin, you take 1d4 fire damage for every 10 minutes you are in the sunlight.
- You begin to suffer from dark and troubling dreams. When you take a long rest make a DC 10 Wisdom saving throw. On a failed save you do not gain the benefits of a long rest and you suffer from nightmares that may reveal a useful secret.
- The spirits in the trinket take purchase in your soul. Once a day the spirits can compel you to action as if by the *command* spell. When they do, you must succeed on a DC 15 Wisdom saving throw. On a failed save, you follow the spirits command. If you fail your saving throw by 5 or more, you fall unconscious and spirits take control of your body for 1d4 hours. When you wakes up, you have no memory of what you did.

**Cursed.** This material is cursed. Attuning to it curses you until you are targeted by the *greater restoration* or *wish* spell. As long as you remain cursed, you are unwilling to part with the trinket, keeping it on your person at all times.

Once the curse is broken, you are no longer attuned to the trinket, you no longer suffer from any consequences, and you can no longer attune to the trinket.



## SHAH DALAMADUR

Challenge Rating 30

Carves 9

Carve Chance	Material	Slots
1-2	Elder Dragon Blood x2	(O)
3-4	Elder Dragon Bone x2	(O)
5-6	S.Dalamadur Glaive	(A,W)
7-8	S.Dalamadur Gazer	(A,W)
9-10	S.Dalamadur Steel	(A,W)
11	Vortex Bone	(A,W)
12	S.Dalamadur Pectus	(A,W)
13	S.Dalamadur Ripper	(W)
14-15	S.Dalam Tail Scale	(A,W)
16-17	S.Dalam Tail Shell	(W)
18-19	S.Dalamadur Fanblade	(W)
20	Skyblade Dragon Sapphire	(A,W)

### ARMOR MATERIAL EFFECTS

#### S.Dalamadur Glaive

*Pack Rat.* While you are attuned to this armor, your party can gather double the normal number of resources available on a hunt.

#### S.Dalamadur Gazer

*Guts+2.* When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. Once you use this property, you can't use it again until you finish a short or long rest.

#### S.Dalamadur Steel

*Nimbleness.* You have advantage on Dexterity (Acrobatics) checks and Dexterity saving throws while you wear this armor. Also when you are subjected to an effect that allows you to make a dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

#### Vortex Bone

While you are attuned to this armor, you can use an action to speak its command word to cast the *polymorph* spell from it and turn into a *giant constrictor snake* (MM p.324) that resembles the dalamadur. You can use this property twice, regaining all expended uses when you finish a long rest.

#### S.Dalamadur Pectus

*Wellness.* While wearing this armor, you cannot be unwillingly put to sleep, poisoned, paralyzed, or stunned.

#### S.Dalam Tail Scale

*Iron Wall+.* You have a +3 bonus to your armor class while you wear this armor.

#### Skyblade Dragon Sapphire

You have immunity to cold and fire damage while you wear this armor.

### WEAPON MATERIAL EFFECTS

#### S.Dalamadur Glaive

*Awaken+.* When this material is placed in a weapon that does not deal cold, fire, lightning, necrotic, or thunder damage, it rolls two extra damage die when it hits. For example a shortsword now rolls 3d6 and a greatsword deals 4d6.

#### S. Dalamadur Gazer.

*Bonus Shot.* When you take the attack action with the light bowgun or bow, you can make one additional attack with it as a bonus action.

#### S.Dalamadur Steel

At the start of your turn if a creature is grappled or restrained by you, that creature takes 2d6 bludgeoning damage.

#### Vortex Bone

*Punish Draw+.* All creatures hit by your hammer's *mighty weapon* make their saving throw at disadvantage.

#### S.Dalamadur Pectus

*Amplify.* The elemental damage done by your weapon is increased by one die size and the duration of consumables is increased by 50%.

#### S.Dalamadur Ripper

*Honed Blade+.* When this material is placed into a bladed weapon its damage die is increased by 1 size up to a maximum of a d12. A d6 becomes a d8, a d8 becomes a d10, a d10 becomes a d12.

#### S.Dalam Tail Scale

*(Spellcaster only)* You know the *elf's minute meteors* spell while wearing this armor. If you already know the spell, you cast it as if it was three levels higher than the spell slot you use.

#### S.Dalam Tail Shell

This weapon has 3 runes which are regained daily at dawn. Once per turn when you hit a creature with this weapon you can expend a rune to have the target make a DC 21 Wisdom saving throw or become frightened of you for 1 minute. A creature may repeat its saving throw at the end of its turn, ending the effect on a successful save.

#### S.Dalamadur Fanblade

*Brutality.* Your weapon attacks critical hit range is increased by 2 and you deal an extra 1d10 damage when you critically hit with this weapon.

#### Skyblade Dragon Sapphire

This weapon has 3 runes which are regained daily at dawn. As an action you can expend a rune to have the target make a DC 21 Charisma saving throw or become charmed by you as if you cast the *charm person* spell.

### OTHER MATERIAL EFFECTS

#### Elder Dragon Blood

Any rarity weapon crafting material

#### Elder Dragon Bone

Any rarity armor crafting material

## LAO-SHAN LUNG

Challenge Rating 30

Carves 9

Carve Chance	Material	Slots
1	Elder Dragon Blood x2	(O)
2	Elder Dragon Bone x2	(O)
3-5	Lao-Shan Scale	(A,W)
6-7	Lao-Shan Shell	(A,W)
8	Lao-Shan Horn	(A,W)
9-11	Lao-Shan Shard	(A,W)
12-13	Lao-Shan Cortex	(A,W)
14	Lao-Shan Mantle	(A,)
15-16	Dragon Healing Crystal	(A,W,O)
17	Lao-Shan Hardhorn	(A,W)
18-19	Lao-Shan Megaclaw	(A,W)
20	Pure Dragon Blood	(A,W,O)

### ARMOR MATERIAL EFFECTS

#### Lao-Shan Scale

*Marathon Runner+*. While wearing this armor, your walking speed increases by 10 feet and you ignore difficult terrain if it was not created by a magical effect.

#### Lao-Shan Shell

*Evasion+*. You gain a +1 bonus to all saving throws and you have advantage on Dexterity saving throws while you wear this armor.

#### Lao-Shan Horn

While wearing this armor, any critical hit against you becomes a normal hit.

#### Lao-Shan Shard

*Adrenaline*. The first time you drop below half of your hit points maximum in combat. You gain a rush of Adrenaline. On your next turn your movement speed doubles and you can take one extra action.

#### Lao-Shan Cortex

You cannot be charmed or frightened while you wear this armor.

#### Lao-Shan Mantle

*Covert*. While wearing this armor you have advantage on Dexterity (Stealth) checks to move silently and you have advantage on any ability check made with an Alchemist kit. Also your bow, light bowgun, and heavy bowgun ammunition capacity doubles for all ammunition.

#### Dragon Healing Crystal

Your Constitution score is 24 while you wear this armor. It has no effect on you if your Constitution is already 24 or higher.

#### Lao-Shan Hardhorn

While wearing this armor you have advantage on saving throws against spells and other magical effects.

#### Lao-Shan Megaclaw

You have resistance to nonmagical damage while you wear this armor. Additionally, you can use an action to make yourself immune to nonmagical damage for 10 minutes or until you are no longer wearing the armor. Once this special action is used, it can't be used again until the next dawn.

#### Pure Dragon Blood.

You gain the following benefits while wearing this armor

- Your armor's Armor Class is now 15 + your Dexterity modifier, unless it is already higher than the new Armor Class.
- You have advantage on saving throws against spells and other magical effects.
- Your spell save DC and spell attack bonus each increase by 2.

### WEAPON MATERIAL EFFECTS

#### Lao-Shan Scale

Your weapon attack deal an extra 2d6 bludgeoning damage and it deals double damage to objects and structures.

#### Lao-Shan Shell

*Quick Sheath*. While attuned to this weapon, you can always sheath it as a free action even if you have already drawn a weapon as part of your move action.

#### Lao-Shan Horn

*FastCharge+*. When you roll for initiative, your greatsword, longsword, or charge blade gains 2 charge, spirit, or phial charge.

#### Lao-Shan Shard

*Steady Hand*. Your weapon attacks critical hit range is increased by 1 and it bypasses a creatures resistance to slashing damage.

#### Lao-Shan Cortex

*Furor*. When you are below one-tenth of your maximum hit points, your melee weapon attacks with this weapon deal maximum damage.

**Lao-Shan Mantle**

Your Strength score is 29 while you are attuned to this weapon. It has no effect on you if your Strength is already 29 or higher.

**Dragon Healing Crystal**

The first time you attack with this weapon on each of your turns, you can transfer some or all of the weapon's bonus to your armor class, instead of using the bonus on any attacks that turn. For example you could reduce the bonus to your attack and damage rolls by 2 to gain a +2 bonus to AC. The adjusted bonuses remain in effect until the start of your next turn, although you must hold the weapon to gain a bonus to AC from it.

**Lao-Shan Hardhorn**

This weapon has 3 runes. While holding it, you can use an action and expend 1 rune to release a wave of terror. Each creature of your choice in a 30-foot radius extending from you must succeed on a DC 19 Wisdom saving throw or become frightened of you for 1 minute. While it is frightened in this way, a creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action it can use only the dash action or try to escape from an effect that prevents it from moving. If it has nowhere it can move, the creature can use the dodge action. At the end of each of its turns, a creature can repeat the saving throw, ending the effect on itself on a success.

The weapon regains 1d3 expended runes daily at dawn.

**Lao-Shan Megaclaw**

While holding this weapon, you gain a +4 bonus to spell attack rolls. In addition, you ignore half cover when making a spell attack.

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**OTHER MATERIAL EFFECTS****Dragon Healing Crystal**

This hard crystal made from dragon scales is highly valued and worth 25,000 gp. As an action, you can crush this crystal over a creature or speak its name to cast the *true resurrection* spell on them.

**Elder Dragon Blood**

Any rarity weapon crafting material

**Elder Dragon Bone**

Any rarity armor crafting material

**Pure Dragon Bone**

Upgrades a weapon or armor to its next rarity when applied to it.

*Must be used with a week of killing the lao-shun lung or it becomes normal elder dragon bone.*

# LYNIANS

## LOOTING LYNIANS

Lynians, much like other humanoid creatures are not carved. Instead, when a hunter searches the body they have a 50% chance to have something type of item. You or the hunter can roll the percentile dice. If they have an item, roll on the tables below to determine what the item is.

Some loot tables for the Lynians will mention **AGtMH p.##** This stands for what page the item is on within [Amellwind's Guide to Monster Hunting](#).

### FELYNE

Challenge Rating 1  
Loot 1

Loot Chance	Item
1-7	Felvine
8-14	Herb
15-17	Round Acorn
18-19	Coins
20	Flash bomb

#### ITEM EFFECTS

##### Felvine

Item found in (AGtMH p.32)

##### Herb

Item found in (AGtMH p.32)

##### Round Acorn

A perfectly round acorn. It's a Felyne's beloved treasure. Can be sold for 10 gp.

##### Coins

The felyne has 2d6 gold pieces on them.

##### Flash bomb

Item found in (AGtMH p.10)

### MELYNX

Challenge Rating 1  
Loot 1

Loot Chance	Item
1-10	Rations (1 day)
11-15	Coins
16-19	Secret Stash+
20	Shock Trap

#### OTHER MATERIAL EFFECTS

##### Ration (1 day)

Rations consist of dry foods suitable for extended travel, including jerky, dried fruit, hardtack, and nuts.

##### Coins

The melynx has 2d6 silver pieces on them.

##### Secret Stash+

A pouch carried by a melynx. Full of miscellaneous junk. Can be sold for 50 gp.

##### Shock Trap

Item found in (AGtMH p.10)

### WILD MELYNX

Challenge Rating 1/8  
Loot 1

Loot Chance	Item
1-5	Bitterbug
6-10	Sushifish
11-15	Secret Stash
16-20	Thunderbug

#### OTHER MATERIAL EFFECTS

##### Bitterbug

Item found in (AGtMH p.31)

##### Sushifish

Item found in (AGtMH p.31)

##### Secret Stash

A pouch carried by a wild melynx. Full of miscellaneous junk. Can be sold for 5 gp.

##### Thunderbug

Item found in (AGtMH p.31)

## GRIMALKYNE

Challenge Rating 1

Loot 1

Loot Chance	Item
1-8	Coins
9-13	Hot Pepper
14-16	Snow Herb
16-20	Flashfly cage

### OTHER MATERIAL EFFECTS

#### Coins

The grimalkyne has 3d6 copper pieces on them.

#### Hot Pepper

Item found in (AGtMH p.32)

#### Snow Herb

Item found in (AGtMH p.32)

#### Flashfly cage

As an action, this tiny cage can be placed on the ground. When struck the cage explodes filling the area within 20 feet of it in blinding light. Each creature in that area must make a DC 12 Constitution saving throw or become blinded for 1 minute.

## SHAKALAKA

Challenge Rating 1/8

Loot 1

Loot Chance	Item
1-10	Poison Knife
11-16	Gold Sake
17-20	Shakalaka Treasure

### OTHER MATERIAL EFFECTS

#### Poison Knife

When you hit a creature with this dagger, it must make a DC 10 Constitution saving throw or become poisoned for 1 minute. A creature can repeat its saving throw at the end of its turn, curing the poison on a success. Once it hits a creature, the poison knife breaks.

#### Gold Sake

A delicious golden colored sake worth 10 gp

#### Shakalaka Treasure

A small pouch containing 5d6 gp

## KING SHAKALAKA

Challenge Rating 1

Loot 2

Loot Chance	Item
1-10	Shakalaka Treasure
11-13	Suiko Jewel
14-15	Akito Jewel
16-18	Battlefield Jewel
19-20	Armor Sphere

### OTHER MATERIAL EFFECTS

#### Shakalaka Treasure

A small pouch containing 5d6 gp

#### Suiko Jewel

A jewel of unknown use, the research fleet is willing to buy for 15 gp

#### Akito Jewel

A jewel of unknown use, the research fleet is willing to buy for 20 gp

#### Battlefield Jewel

A jewel of unknown use, the research fleet is willing to buy for 25 gp

#### Armor Sphere

Uncommon armor crafting material.

## GAJALAKA

Challenge Rating 1/8

Loot 1

Loot Chance	Item
1	Ration (1 day)
2-5	Stone knife
6-10	Blind knife
11-15	Paralysis knife
16-19	Sleep knife
20	Potion of healing

### OTHER MATERIAL EFFECTS

#### Ration (1 day)

These rations consist of dried fruit and some type of animal meat suitable for extended travel.

#### Stone knife

When you hit a creature with this dagger, it must make a DC 10 Constitution saving throw or become petrified for 1 minute. A creature can repeat its saving throw at the end of its turn, ending the petrification on a success. Once it hits a creature, the stone knife breaks.

#### Blind knife

When you hit a creature with this dagger, it must make a DC 10 Constitution saving throw or become blinded for 1 minute. A creature can repeat its saving throw at the end of its turn, restoring sight on a success. Once it hits a creature, the blind knife breaks.

#### Paralysis knife

When you hit a creature with this dagger, it must make a DC 10 Constitution saving throw or be incapacitated and has its movement speed is reduced to 0 for 1 minute. A creature can repeat its saving throw at the end of its turn, ending the effect on a success. Once it hits a creature, the paralysis knife breaks.

#### Sleep knife

When you hit a creature with this dagger, it must make a DC 10 Constitution saving throw or fall unconscious for 1 minute, until it takes damage, or is shaken awake by another creature. Once it hits a creature, the sleep knife breaks.

#### Potion of healing

You regain 2d4 + 2 Hit Points when you drink this potion.

## HERBIVORES

## KELBI

Challenge Rating 0

Carves 1

Carve Chance	Material	Slots
1-4	Raw Meat	(O)
5-6	White Liver	(O)
7-11	Warm Pelt	(A)
12-20	Kelbi Horn	(O)

### ARMOR MATERIAL EFFECTS

#### Warm Pelt

You reduce thunder damage you take by 2 while you wear this armor.

### OTHER MATERIAL EFFECTS

#### Kelbi Horn

Can be ground up and combined with an *Immunizer* or *Nourishing Extract* to make an **Ancient Potion**.

#### Raw Meat

Provides 2 days rations when cooked.

#### White Liver

A white-colored liver, popular for its juicy texture. Sells for 100 gp.

## ANTEKA

Challenge Rating 1/8

Carves 1

Carve Chance	Material	Slots
1-4	Raw Meat	(O)
5-6	White Liver	(O)
7-11	Anteka Pelt	(A)
12-20	Anteka Antler	(A)

### ARMOR MATERIAL EFFECTS

#### Anteka Antler

*Botanist*. When you successfully gather a plant resource, you instead gather 2.

#### Anteka Pelt

You reduce cold damage you take by 2 while you wear this armor.

### OTHER MATERIAL EFFECTS

#### Raw Meat

Provides 2 days rations when cooked.

#### White Liver

A white-colored liver, popular for its juicy texture. Sells for 100 gp.

## APGEROS

Challenge Rating 1/4  
Carves 1

Carve Chance	Material	Slots
1-15	Raw Meat	(O)
16-20	Sm Monsterbone	(O)

### OTHER MATERIAL EFFECTS

#### Raw Meat

Provides 2 days rations when cooked.

#### Sm Monsterbone

Uncommon weapon crafting material.

## APTONOTH

Challenge Rating 1/8  
Carves 1

Carve Chance	Material	Slots
1-15	Raw Meat	(O)
16-20	Sm Monsterbone	(O)

### OTHER MATERIAL EFFECTS

#### Raw Meat

Provides 2 days rations when cooked.

#### Sm Monsterbone

Uncommon weapon crafting material.

## POPO

Challenge Rating 1/4  
Carves 1

Carve Chance	Material	Slots
1-10	Raw Meat	(O)
11-15	Popo Tongue	(O)
16-20	Jumbo Bone	(O)

### OTHER MATERIAL EFFECTS

#### Popo Tongue

Can be cooked (DC 10). A creature who consumes the cooked tongue can choose any one language. It can read, write, and speak that language for 1 hour.

#### Raw Meat

Provides 2 days rations when cooked.

#### Jumbo Bone

Uncommon armor crafting material.

## SLAGTOTH

Challenge Rating 1/8  
Carves 1

Carve Chance	Material	Slots
1-4	Raw Meat	(O)
5-13	Slagtoth Oil	(O)
14-18	Slagtoth Hide	(A)
19-20	Jumbo Bone	(O)

### ARMOR MATERIAL EFFECTS

#### Slagtoth Hide

You reduce cold damage you take by 2 while you wear this armor.

### OTHER MATERIAL EFFECTS

#### Raw Meat

Provides 2 days rations when cooked.

#### Jumbo Bone

Uncommon armor crafting material.

#### Slagtoth Oil

Oil extracted from a Slagtoth's skin. The oil can coat one bludgeoning, piercing, or slashing weapon or up to 5 pieces of slashing or piercing Ammunition. Applying the oil takes 1 minute. For 1 hour, the coated item is magical and deals an extra 1d4 cold damage.

## EPIOTH

Challenge Rating 1/8  
Carves 1

Carve Chance	Material	Slots
1-3	Raw Meat	(O)
4-10	Monster Guts	(O)
11-16	Sm Monsterbone	(O)
17-20	Hydro Hide	(A)

### ARMOR MATERIAL EFFECTS

#### Hydro Hide

While wearing this armor, you have a swimming speed equal to your walking speed.

### OTHER MATERIAL EFFECTS

#### Raw Meat

Provides 2 days rations when cooked.

#### Monster Guts

Monster innards. A prized delicacy worth 50 gp.

#### Sm Monsterbone

Uncommon weapon crafting material.

## RHENOPLOS

Challenge Rating 2

Carves 1

Carve Chance	Material	Slots
1-8	Raw Meat	(O)
9-13	Rhenoplos Shell	(A)
14-18	Jumbo Bone	(O)
19-20	Rhenoplos Scalp	(W)

### ARMOR MATERIAL EFFECTS

#### Rhenoplos Shell

You reduce fire damage you take by 3 while you wear this armor.

### WEAPON MATERIAL EFFECTS

#### Rhenoplos Scalp

(Gunlance only) *Artillery Novice*. While attuned to this weapon, you can add your Strength modifier to the damage of your shell attacks.

### OTHER MATERIAL EFFECTS

#### Raw Meat

Provides 2 days rations when cooked.

#### Jumbo Bone

Uncommon armor crafting material.

## GARGWA

Challenge Rating 1/4

Carves 1

Carve Chance	Material	Slots
1-10	Raw Meat	(O)
11-15	Gargwa Feather	(A)
16-19	Sm Monsterbone	(O)
20	Gargwa Egg	(O)

### ARMOR MATERIAL EFFECTS

#### Gargwa Feather

*Detect*. You gain a +1 bonus to your passive Perception while you wear this armor.

### OTHER MATERIAL EFFECTS

#### Raw Meat

Provides 2 days rations when cooked.

#### Sm Monsterbone

Uncommon weapon crafting material.

#### Gargwa Egg

An egg laid by a Gargwa. Common in food, yet still very costly. Can be sold for 100 gp.

## LARINOTH

Challenge Rating 1/4

Carves 1

Carve Chance	Material	Slots
1-10	Raw Meat	(O)
11-20	Larinoth Hide	(A)

### ARMOR MATERIAL EFFECTS

#### Larinoth Hide

*Detect*. You gain a +1 bonus to your passive Perception while you wear this armor.

### OTHER MATERIAL EFFECTS

#### Raw Meat

Provides 2 days rations when cooked.

## GASTODON

Challenge Rating 1

Carves 1

Carve Chance	Material	Slots
1-5	Raw Meat	(O)
6-13	Gastodon Carapace	(A)
14-20	Gastodon Horn	(A)

### ARMOR MATERIAL EFFECTS

#### Gastodon Carapace

You reduce fire damage you take by 2 while you wear this armor.

#### Gastodon Horn

Whenever you must succeed on a saving throw or be knocked prone, you do so with a +2 bonus.

### OTHER MATERIAL EFFECTS

#### Raw Meat

Provides 2 days rations when cooked.



## KESTODON

Challenge Rating 1/4  
Carves 1

Carve Chance	Material	Slots
1-5	Raw Meat	(O)
6-13	Kestodon Shell	(A)
14-20	Kestodon Scalp	(A)

### ARMOR MATERIAL EFFECTS

#### Kestodon Shell

You reduce fire damage you take by 2 while you wear this armor.

### WEAPON MATERIAL EFFECTS

#### Kestodon Scalp

While you are attuned to this weapon, you can use this weapon as your spellcasting focus.

### OTHER MATERIAL EFFECTS

#### Raw Meat

Provides 2 days rations when cooked.

## MOOFA

Challenge Rating 0  
Carves 1

Carve Chance	Material	Slots
1-5	Raw Meat	(O)
6-13	Moofah Fur	(A)
14-20	Moofah Horn	(W)

### ARMOR MATERIAL EFFECTS

#### Moofah Fur

You reduce cold damage you take by 2 while you wear this armor.

### WEAPON MATERIAL EFFECTS

#### Moofah Horn

Your weapon attacks deal an extra 1 lightning damage.

### OTHER MATERIAL EFFECTS

#### Raw Meat

Provides 2 days rations when cooked.

## MOSSWINE

Challenge Rating 0  
Carves 1

Carve Chance	Material	Slots
1-5	Raw Meat	(O)
6-15	Blue Mushroom	(O)
16-20	Mosswine Hide	(A)

### ARMOR MATERIAL EFFECTS

#### Mosswine Hide

*Mushroomancer.* While wearing this armor you can digest mushrooms that would otherwise be inedible and gain their advantageous effects. The more *mosswine hide* materials equipped in your armor or trinkets, the more mushrooms you can eat.

#### 1 Mosswine Hide.

- Blue Mushroom, *Restores a 1d4 hit points.*
- Toadstool, *You regain 1 hit point at the start of each of your turn for 1 minute.*

#### 2 Mosswine Hides.

- Nitroshroom, *Your Strength score increases by +2 for 1 minute.*
- Parashroom, *Your AC becomes 13 + your Dexterity modifier for the next 8 hours.*

#### 3 Mosswine Hides.

- Chaos Mushroom, *You are poisoned for 1 hour, and gain 5 temporary hitpoints per character level for the next 10 minutes.*
- Bindshroom, *Your speed increases by 10 feet for 1 hour.*
- Exciteshroom, *Provides one of the other mushroom effects, roll a d6 to see which one:*

- |                  |                   |
|------------------|-------------------|
| 1. Blue Mushroom | 4. Parashroom     |
| 2. Toadstool     | 5. Chaos Mushroom |
| 3. Nitroshroom   | 6. Bindshroom     |

### OTHER MATERIAL EFFECTS

#### Raw Meat

Provides 2 days rations when cooked.

#### Blue Mushroom

Item found in (AGtMH p.32)

## SNAKE WYVERNS

## REMOBRA

Challenge Rating 1/2  
Carves 1

Carve Chance	Material	Slots
1-10	Remobra Hide	(A)
11-18	Striped Skin	(A)
19-20	Remobra Head	(A)

### ARMOR MATERIAL EFFECTS

#### Remobra Hide

You reduce necrotic damage you take by 2 while you wear this armor.

#### Striped Skin

*Luck.* Roll a d20 at the end of a hunt. On a 18-20, you get one additional material from the creature.

#### Remobra Head

*ill Omen.* Your Charisma score increases by 1 while you wear this armor, but you have disadvantage on persuasion and deception checks due to an overwhelming feeling of disaster to those around you.

## WINGDRAKE

Challenge Rating 1/8  
Carves 1

Carve Chance	Material	Slots
1-10	Raw Meat	(O)
11-16	Screamer Sac	(O)
17-20	Wingdrake Hide	(A)

### ARMOR MATERIAL EFFECTS

#### Wingdrake Hide

*Jump Master.* While wearing this armor, you can cast the *jump* spell twice per short or long rest, but can target only yourself when you do so.

### OTHER MATERIAL EFFECTS

#### Raw Meat

Provides 2 days rations when cooked.

#### Screamer Sac

A crafting material used to make sonic bombs.

## NAJARALA

Challenge Rating 9  
Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-7	1-4	Najarala Shell	(A)
8-11	5-9	Najarala Fang	(W)
12-14	10-12	Najarala Hide	(A)
15-18	13-15	Najarala Sounder	(W)
-----	16-17	N.Paralysis Sac	(A,W)
19	18-19	Najarala Marrow	(W)
20	20	Chilling Beak	(A,W)

### ARMOR MATERIAL EFFECTS

#### Najarala Shell

While you are wearing this armor, you can use your reaction or bonus action to gain resistance to fire damage until the end of your next turn. You can use this property twice, regaining all uses when you finish a long rest.

#### Najarala Hide

*Earplugs.* While you are attuned to this armor, you can use a bonus action to conjure two earplugs in the shape of your choice. While using these earplugs, you are considered deafened. You can dispel the ear plugs as a bonus action ending the deafened effect.

#### N.Paralysis Sac

You cannot be paralyzed while you wear this armor.

#### Chilling Beak

You have resistance to necrotic damage while you wear this armor.

### WEAPON MATERIAL EFFECTS

#### Najarala Shell

*Capturer.* When you capture a creature, you gain one additional material from it.

#### Najarala Fang

Your weapon deals an extra 1d4 slashing damage.

#### Najarala Sounder

Your weapon deals an extra 1d6 slashing damage.

#### N.Paralysis Sac

This weapon has 3 runes which are regained every day at dawn. When you hit a creature with this weapon, you may expend a rune to to have the target make a DC 14 Constitution saving throw. On a fail the creature is incapacitated and has its movement speed is reduced to 0 for 1 minute. The creature may repeat its saving throw at the end of its turn, ending the effect on a success.

#### Najarala Marrow

*Capture Expert.* Tranq bombs & ammo roll an extra 3d8 when they hit a creature.

#### Chilling Beak

*(Melee Weapon only)* When you hit a creature with this weapon, you can choose to reduce the damage you deal by half to grapple the target.

# CREATE YOUR OWN MAGICAL ITEMS

Have you ever wanted to customize your own magical items? Now you can! In this book you will find loot tables for every creature in the Monster Hunter Monster Manual that can be used with the ruleset found within Amellwind's Guide to Monster Hunting.

Each table consists of different materials with magical effects ranging from the most common magical effect to those of legends. Many of them uniquely created to mirror the armor effects you would find on the creatures armor in the monster hunter video game series.

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