

MONSTER LOOT

TALES FROM THE YAWNING PORTAL



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LEUCROTTA

- 1d4 Leucrotta Legs. Can be crafted into a maul (10 gp, 2 days).
- 1d10 Leucrotta Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. If you score a critical hit while using ammunition made from these teeth, you roll the damage dice three times instead of twice.
- 1 Leucrotta Tongue. When consumed, you can mimic animal sounds and humanoid voices for one hour. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.
- 2d6 Rations.

MALFORMED KRAKEN

- 1d2 Malformed Kraken Eyes. When consumed, you gain truesight out to a range of 15 feet for one hour.
- 1 Malformed Kraken Hide. Can be crafted into a set of light armor (3000 gp, 75 days). Requires attunement. While wearing this armor, you have resistance to lightning damage. In addition, you ignore difficult terrain, and magical effects can't reduce your speed or cause you to be restrained. Two sets of armor can be crafted from this hide.
- 1d2 Malformed Kraken Lightning Sparkers. As an action, you slam this sparker into the ground, shattering it. Three random creatures within 60 feet of you must make a DC 18 Dexterity saving throw, taking 4d10 lightning damage on a failed save, or half as much damage on a successful one.
- 2 Kraken Bones. Two bones can be crafted into plate armor (4000 gp, 80 days) or half-plate armor (3500 gp, 80 days). Requires attunement. While

wearing this armor, you have resistance to lightning damage. In addition, you ignore difficult terrain, and magical effects can't reduce your speed or cause you to be restrained.

- 1d2 Kraken Lung Tissue. When consumed, you become amphibious for 8 hours.
- 2d10 Kraken Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 1d6 acid damage on a hit. After the ammunition has been fired, it loses this property.
- 1d4 Kraken Tentacles. Can be crafted into a maul (20 gp, 3 days). This weapon deals double damage to objects and structures.
- 4d6 Rations.
- 3d6 Vials of Kraken Ink. As an action, you can throw this vial up to 30 feet away where it will shatter in a cloud of darkness. The area within a 15 foot radius of where the vial landed becomes pitch black, as if affected by the *darkness* spell.

MARTIAL ARTS ADEPT

- 1d10 Darts.

NECROMANCER

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

COMMONER

- 1 Broken Club.

CONSTRUCTOR SNAKE

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

COUATL

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

CULT FANATIC

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

DEMILICH

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

DEVA

- 1 Divine Tongue. When consumed, you gain the benefits of the *tongues* spell for eight hours.
- 2d4 Celestial Feathers. Two feathers can be used as fletching on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these feathers deal an additional 1d8 radiant damage on a hit. After the ammunition has been fired, it loses this property.
- 1 Holy Mace. Requires attunement by a creature with a good alignment. This is a magical mace, which deals an additional 1d8 radiant damage on a

hit. The mace deals an additional 1d8 radiant damage if the targeted creature is a fiend or undead.

- 1 Set of Divine Bracers. Requires attunement by a creature with a good alignment. While wearing these magical bracers, you have +1 to AC and resistance to radiant damage.
- 1d2 Vials of Angel Blood. When consumed, this functions as a *potion of greater healing*.

DIRE WOLF

- 1 Dire Wolf Hide. Can be crafted into leather armor (10 gp, 2 days) or studded leather armor (45 gp, 3 days).
- 2d8 Dire Wolf Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 1d4 damage on a hit. After the ammunition has been fired, it loses this property.
- 2d6 Rations.

DISPLACER BEAST

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

DOPPELGANGER

- 1 Doppelganger Skull. Requires attunement. Once per day, you can use this skull to read the thoughts of nearby creatures. As an action, you can read the surface thoughts of one creature within 60 feet of you. The effect can penetrate barriers, but 3 feet of wood or

dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. This effect lasts for ten minutes. While you are reading a creature's mind, you have advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against it.

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

DRAGON TURTLE

- 1d2 Dragon Turtle Eyes. When consumed, you gain darkvision out to a range of 120 feet for one hour.
- 2d10 Dragon Turtle Teeth. Can be sold for 5 gold pieces per tooth.
- 1d2 Large Dragon Turtle Shell Plates. Can be crafted into a shield (400 gp, 17 days). Using this shield, you can use your reaction to give yourself resistance to fire damage. If you use two shell plates, they can be crafted into plate armor (2000 gp, 60 days). Wearing this plate armor grants you resistance to fire damage.
- 1d4 Medium Dragon Turtle Shell Plates. One shell plate can be crafted into an enhanced shield (200 gp, 14 days) which gives you a +1 bonus to armor class. Two shell plates can be crafted into a thicker enhanced shield (2000 gp, 60 days) which gives you a +2 bonus to armor class.
- 10d6 Rations.
- 3d12 Small Dragon Turtle Shell Plates. If you have 20 shell plates, you can craft them into scale mail armor (2000 gp, 60 days). Requires attunement. While wearing this armor, you have resistance to fire damage.

EFREET

- 1 Blazefire Scimitar. Requires attunement. When you hit a creature with this weapon, you deal an additional 1d10 fire damage to it.
- 1 Efreeti Sash. Can be crafted into a cloak or cape (2000 gp, 60 days). Requires attunement. When worn, you are resistant to fire damage.
- 1 Vial of Efreeti Smoke. Requires attunement by a spellcaster. Can be used as an arcane focus or a druidic focus. You may cast each of the spells *fire shield* and *wall of fire* once per day. You use your own spellcasting ability and spell save DC when casting these spells, and any spent uses recharge every day at dawn.
- 1d2 Vials of Fire Essence. This liquid glows in the dark, shedding bright light in a 10-foot radius and dim light for an additional 10 feet if not covered. As an action, the essence can be applied to a weapon made of metal and imbue it with magical fire. For one minute, when the weapon hits a target it deals an additional 1d6 fire damage. The essence then evaporates.

EMPYREAN

- 1 Divine Tongue. When consumed, you gain the benefits of the *tongues* spell for eight hours.
- 1d2 Empyrean Eyes. When consumed, you gain truesight out to a range of 30 feet for one hour.
- 1d2 Empyrean Hands. Requires attunement by a spellcaster. Can be used as an arcane focus. You may cast each of the spells *greater restoration*, *pass without trace*, and *water breathing* once per day. You use your own spellcasting ability and spell save DC when casting these spells, and any spent uses recharge every day at dawn.
- 1 Sash of the Chosen. Requires attunement. While you are wearing this

sash around your waist and no other armor you have a +1 bonus to armor class, you have advantage on initiative checks, and your weapon attacks are magical.

- 1 Set of Empyrean Boots. Requires attunement. These magical boots change in size to fit the creature wearing them. Once per day, you can use an action to put your foot down hard on the ground, triggering an earth tremor. All other creatures on the ground within 30 feet of you must succeed on a DC 17 Strength saving throw or be knocked prone.
- 1 Set of Empyrean Bracers. Requires attunement. These magical bracers change in size to fit the creature wearing them. Once per day, you can use an action to slam the bracers together, sending out an echoing hum that bolsters your allies. All non-hostile creatures within 60 feet of you are bolstered by the sound until the end of your next turn. Bolstered creatures are immune to being charmed or frightened, and they have advantage on ability checks and saving throws until the end of your next turn.
- 2d4 Tufts of Empyrean Hair. Can be used as an additional material component when casting spells that deal acid, cold, fire, force, lightning, radiant, or thunder damage. When used in this way, you deal an additional 3d6 damage when you cast the spell.
- 1d3 Vials of Empyrean Blood. When consumed, this functions as a *potion of stone giant strength*.

ETTIN

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

GIANT CROCODILE

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

GIANT FIRE BEETLE

- 1d4 Rations.

GIANT FROG

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

GIANT HYENA

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

GIANT LIZARD

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

GIANT RAT

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

GIANT SCORPION

- 1 Giant Scorpion Hide. Can be crafted into half-plate armor (1200 gp, 5 days).
- 2d6 Rations.

GIANT SPIDER

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

GIANT WEASEL

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

GIANT WOLF SPIDER

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

LION

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

MANES

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

MANTICORE

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

MASTIFF

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

MERROW

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

MIND FLAYERS

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

ONI

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

ORC

- 1 Broken Greataxe.
- 1 Broken Hide Armor (size Medium).
- 1d4 Javelins.

ORC EYE OF GRUUMSH

- 1 Broken Ring Mail Armor (size Medium).
- 1 Broken Shield.
- 1d6 Broken Spears.

OROG

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

OTYUGH

- 1 Otyugh Hide. Can be crafted into leather armor (10 gp, 2 days) or studded leather armor (45 gp, 3 days).
- 1d4 Large Otyugh Teeth. Can be crafted into a dagger (200 gp, 14 days). Once per day, when you hit a creature with this weapon, you can force the creature to

make a DC 15 Constitution saving throw against the disease in the weapon. On a failed save, the creature is poisoned until the disease is cured. Every 24 hours that elapse, the target must repeat the saving throw, reducing its hit point maximum by 1d10 on a failure. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured.

- 1d2 Otyugh Tentacles. Can be crafted into a maul (100 gp, 7 days). On a hit, you deal an additional 1d4 piercing damage with this weapon.
- 1d8 Small Otyugh Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 1d4 poison damage on a hit. After the ammunition has been fired, it loses this property.
- 1d4 Vials of Otyugh Blood. When consumed, you can magically transmit simple messages and images to any creature within 120 feet of you that can understand a language. This form of telepathy doesn't allow the receiving creature to telepathically respond. This effect lasts for 10 minutes.

OWLBEAR

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



SUCCUBUS

- 1d2 Succubus/Incubus Wings. One wing can be crafted into a cloak (1000 gp, 30 days). Requires attunement. You choose one damage type from cold, fire, lightning, and poison when the cloak is crafted. When worn, you have resistance to the chosen damage type.
- 1 Succubus/Incubus Tail. Can be crafted into a staff of charms (2000 gp, 30 days). Requires attunement. Once per day, you can target one humanoid you can see within 30 feet of you and force it to make a DC 15 Wisdom saving throw. On a failed save, the humanoid is magically charmed for one day. The charmed target obeys your spoken commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. You can only have one target charmed at a time. If you charm another using this staff, the effect on the previous target ends.
- 1d2 Vials of Shapeshifter Blood. Can be used as an additional material component when casting spells that physically alter a creature's body. When used in this way, the duration of the spell is extended by 10 minutes.

SWARM OF BATS

- 1d6 Rations.

SWARM OF POISONOUS SNAKES

- 1d6 Rations.

SWARM OF RATS

- 1d6 Rations.

TIGER

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

TRIBAL WARRIOR

- 1 Broken Hide Armor.
- 1d4 Broken Spears.

TROGLODYTE

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

TROLL

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

TWIG BLIGHTS

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

WHITE DRAGON WYRMLING

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

WIGHT

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

WILL-O'-WISP

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

WINTER WOLF

- 2d6 Rations.
- 1 Winter Wolf Hide. Can be crafted into a set of light armor (2100 gp, 60 days). While wearing this armor, you have resistance to cold damage and you have advantage on Dexterity (Stealth) checks made to hide in snowy terrain.
- 1d10 Winter Wolf Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 1d6 cold damage on a hit. After the ammunition has been fired, it loses this property.

WRAITH

- 1 Spirit Cloth. Can be crafted into a *bag of holding* (DMG p. 153) (200 gp, 14 days).
- 1d2 Ounces of Phantom Dust. As an action, you can blow this dust into the face of a creature standing within 5 feet of you. The creature must succeed on a DC 13 Wisdom saving throw or be frightened of you for one minute for one minute on a failed save. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.
- 1d6 Vials of Ectoplasm. When consumed, you can see into the Ethereal Plane for one hour.
- 1d6 Vials of Shadow Flux. As an action, you can throw this vial up to 30 feet

