

ICEWIND DALE  
**MONSTER LOOT**  
RIME OF THE FROSTMAIDEN



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## How To Use This Book?

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

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

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

## KILLING HUMANOID ENEMIES

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

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

## HARVESTING CHECKS

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

### ABILITY CHECK

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

### TYPE OF ABILITY CHECK

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

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

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

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

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

## TOOL CHECK

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

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

## HARVEST TIME

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

### TIME SPEND HARVESTING

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

## TIME OF DEATH

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

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

## TYPES OF LOOT

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

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

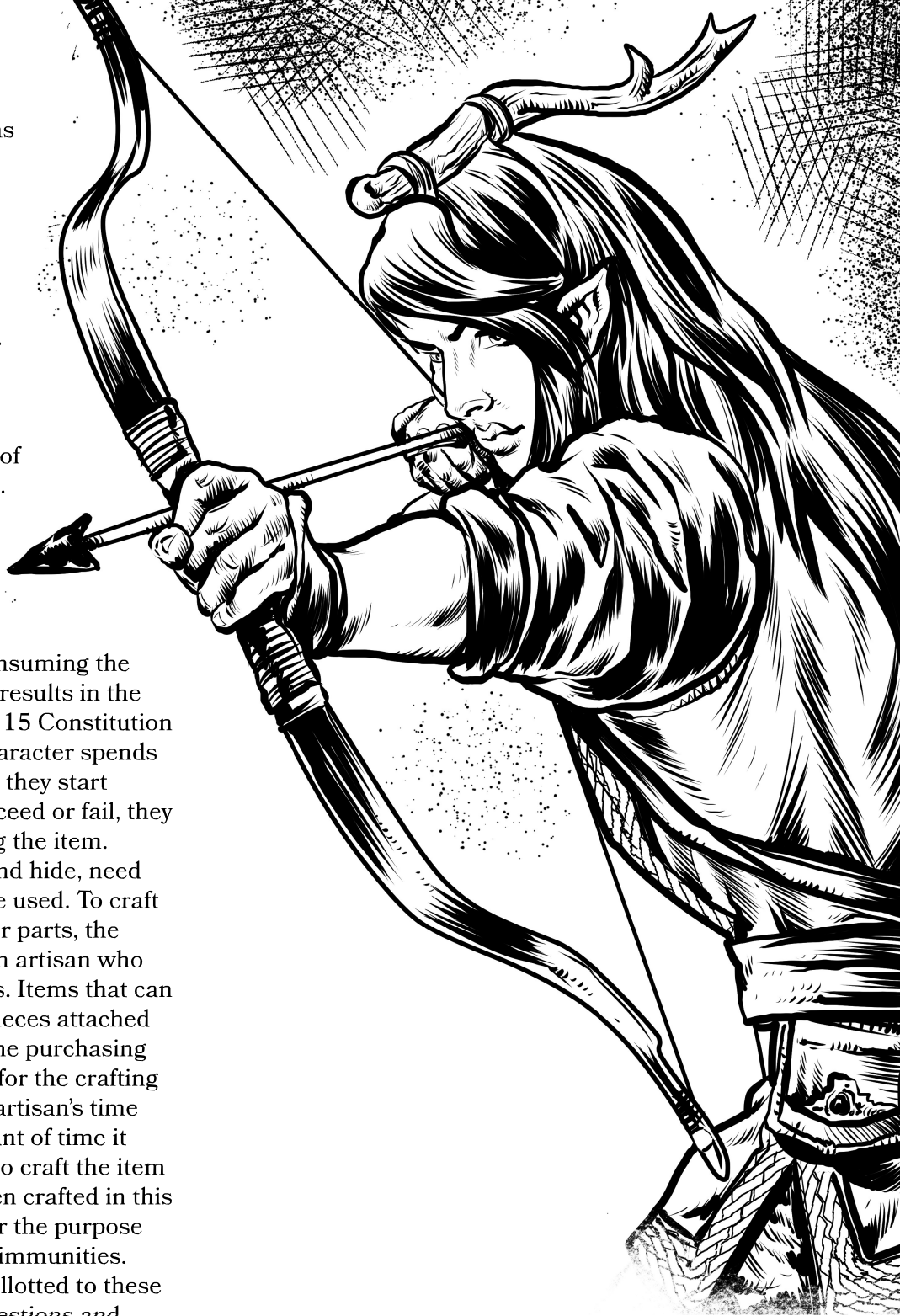
Some creatures, like beasts and monstrosities, might yield **rations**. This refers to harvesting meat from the creature that can be eaten as a day's ration. Whether or not this meat needs to be cooked before it is edible and how long it lasts before it turns rancid is determined by the DM. Most meat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

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

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

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

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





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# NEW MONSTERS

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## ARCANE BROTHERHOOD

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### AVARICE

- 1 *Staff of Frost* (DMG p. 202)
- 1 Spellbook. It has in it the following spells: *detect magic*, *fireball*, *knock*, *Bigby's hand*.

### DZAAAN'S SIMULACRUM

- 1 Spellbook. It has in it the following spells: *detect magic*, *levitate*, *magic missile*.

### NASS LANTOMIR'S GHOST

- 1 Spirit Cloth. Can be crafted into a *bag of holding* (DMG p. 153) (200 gp, 14 days).
- 1d4 Ounces of Phantom Dust. As an action, you can blow this dust into the face of a creature standing within 5 feet of you. The creature must succeed on a DC 13 Wisdom saving throw or be frightened of you for one minute 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.

### VELLYNNE HARPELL

- 1 *Bracers of Defense* (DMG p. 156)
- 1 Spellbook. It has in it the following spells: *comprehend languages*, *Leomund's tiny hut*, *Tasha's hideous laughter*.
- 1 *Wand of Magic Missiles* (DMG p. 211)

## AURIL THE FROSTMAIDEN

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### AURIL (FIRST FORM)

- 1d6 Vials of Divine Essence. When consumed, you regain 4d6 hit points. In addition, consuming the essence works as if someone cast the spell *greater restoration* on you, removing a debilitating effect of your choice as per the rules of the spell.

### AURIL (SECOND FORM)

- 2d4 Shards of Divine Essence. When consumed, you regain 4d6 hit points. In addition, consuming the essence works as if someone cast the spell *greater restoration* on you, removing a debilitating effect of your choice as per the rules of the spell.

### AURIL (THIRD FORM)

- 2d6 Shards of Divine Essence. When consumed, you regain 4d6 hit points. In addition, consuming the essence works as if someone cast the spell *greater restoration* on you, removing a debilitating effect of your choice as per the rules of the spell.
- 2d6 Vials of Frost Essence. As an action, you can throw this vial up to 30 feet away where it shatters in a cloud of powder snow. The area within a 10 foot radius of where the vial landed becomes freezing cold and each creature within the area immediately takes 2d4 cold damage. When consumed, you have resistance to cold damage.

## AWAKENED WHITE MOOSE

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

## BRAIN IN A JAR

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- 1d4 Brain in a Jar Chunks. When consumed, you can sense the presence and location of any creature within 300 feet of you that has an Intelligence of 3 or higher, regardless of interposing barriers, unless the creature is protected by a *mind blank* spell. This effect lasts for 1 hour.

## CHARDALYN BERSERKER

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- 1 Broken Hide Armor (size Medium).
- 1 Chardalyn Flail. When you hit a creature with this weapon, it must succeed on a DC 13 Constitution saving throw or be poisoned until the end of its next turn. Each day at dawn, you are at risk of being corrupted by the chardalyn weapon. Roll a d6 for each chardalyn weapon or set of armor in your possession. On a roll of 1, you must succeed on a DC 13 Charisma saving throw or become an evil NPC under the DM's control, unless the character is evil already. This alignment change can be undone by any magic that ends a curse, but after ten days, it can be reversed only by a *wish* spell or divine intervention.
- 1d4 Chardalyn Javelins. When you hit a creature with this weapon, it must succeed on a DC 13 Constitution saving throw or be poisoned until the end of its next turn. Each day at dawn, you are at risk of being corrupted by the chardalyn weapon. Roll a d6 for each chardalyn weapon or set of armor in your possession. On a roll of 1, you must succeed on a DC 13 Charisma saving throw or become an evil NPC under the DM's control, unless the character is evil already. This alignment change can be undone by any magic that ends a curse, but after ten days, it can be reversed only by a *wish* spell or divine intervention.

## CHARDALYN DRAGON

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- 1d6 Chardalyn Dragon Claws. Can be crafted into a dagger (150 gp, 9 days). On a hit, you deal an additional 1d6 radiant damage with this weapon. Each day at dawn, you are at risk of being corrupted by the chardalyn weapon. Roll a d6 for each chardalyn weapon or set of armor in your possession. On a roll of 1, you must succeed on a DC 13 Charisma saving throw or become an evil NPC under the DM's control, unless the character is evil already. This alignment change can be undone by any magic that ends a curse, but after ten days, it can be reversed only by a *wish* spell or divine intervention.
- 1 Chardalyn Dragon Radiant Energy Core. As an action, you can throw this core up to 30 feet away where it bursts in a radiant explosion. Each creature within 10 feet of where the gland landed must succeed on a DC 16 Dexterity saving throw, taking 7d8 radiant damage on a failed save, or half as much damage on a successful one.
- 2d8 Chardalyn 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 radiant damage. Each day at dawn, you are at risk of being corrupted by the chardalyn armor. Roll a d6 for each chardalyn weapon or set of armor in your possession. On a roll of 1, you must succeed on a DC 13 Charisma saving throw or become an evil NPC under the DM's control, unless the character is evil already. This alignment change can be undone by any magic that ends a curse, but after ten days, it can be reversed only by a *wish* spell or divine intervention.
- 2d8 Chardalyn 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 radiant damage on a hit. After the ammunition has been fired, it loses this property.

## CHWINGA

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- 1 Vial of Chwinga Essence. When consumed, you can cast the spell *pass without trace* once within the next minute without expending a spellslot.

## COLDLIGHT WALKER

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- 1 Coldlight Walker Head. This head sheds bright light in a 20-foot radius and dim light for an additional 20 feet if not covered. As an action, you can target one creature within the bright light that you can see and force it to make a DC 14 Constitution saving throw. On a failed save, the creature is blinded until the beginning of your next turn. The head has this effect for 2d4 days after being harvested, after which it turns into a non-magical decaying head.
- 1d6 Vials of Frost Essence. As an action, you can throw this vial up to 30 feet away where it shatters in a cloud of powder snow. The area within a 10 foot radius of where the vial landed becomes freezing cold and each creature within the area immediately takes 2d4 cold damage. When consumed, you have resistance to cold damage.

## CRAG CAT

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- 1 Crag Cat Hide. Can be crafted into leather armor (500 gp, 2 days) or studded leather armor (500 gp, 3 days). Requires attunement. While wearing his armor, you can't be targeted or detected by divination magic or perceived through magical scrying sensors.
- 1d10 Crag Cat 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.

## DUERGAR

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### DUERGAR HAMMERER

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

### DUERGAR MIND MASTER

- 1 Broken Leather Armor (size Medium).
- 1 Mind-Poison Dagger. Requires attunement. Functions as a dagger that deals an additional 1d6 psychic damage.
- 1d6 Vials of Duergar Blood. Can be used as an additional material component when casting the spell *enlarge/reduce*. When using the spell to enlarge a creature, the creature deals an additional 1d8 damage with its enlarged weapons instead of the written 1d4 damage.

### XARDOROK SUNBLIGHT

- 1 Broken Chain Mail (size Medium).
- 2 Broken Spiked Gauntlets. This weapon, when repaired, functions as a light martial melee weapon that deals 1d4 piercing damage on a hit. It costs 15 gold pieces to repair the weapon.
- 1d6 Vials of Duergar Blood. Can be used as an additional material component when casting the spell *enlarge/reduce*. When using the spell to enlarge a creature, the creature deals an additional 1d8 damage with its enlarged weapons instead of the written 1d4 damage.

## FOX

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- 1 Fox Hide. Eight hides can be crafted into leather armor (10 gp, 2 days) or studded leather armor (45 gp, 3 days).
- 1 Ration.

## FROST DRUID

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- 1 Broken Hide Armor (size Medium).
- 1 Ice Sickle. This sickle deals an additional 2d4 cold damage on a hit.

## FROST GIANT SKELETON

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- 1 Broken Greataxe.

## GNOLL VAMPIRE

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- 2d4 Ounces of Gnoll Vampire Dust. When consumed, you turn into a cloud of mist as if subjected to the *gaseous form* spell. This effect lasts for one hour.
- 1d4 Gnoll Vampire Bones. Can be used as an additional material component when casting the spells that transform a creature into a beast. When used in this way, you can cast the spell without expending a spellslot.
- 1d2 Gnoll Vampire Fangs. One fang can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 3d6 necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and you regain hit points equal to that amount. After the ammunition has been fired, it loses these properties.
- 1d10 Gnoll Vampire Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 1d6 necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken. After the ammunition has been fired, it loses these properties.

## GOLIATHS

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### GOLIATH WARRIOR

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

## GOLIATH WEREBEAR

- 1 Broken Greataxe.
- 1d10 Vials of Cursed Cruor. When consumed, your speed is halved and you have disadvantage on ability checks, saving throws, and attacks based on Strength or Dexterity for one hour.
- 1d8 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.

## GRANDOLPHA MUZGARDT

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- 1 Staff.
- 1d2 Vials of Duergar Blood. Can be used as an additional material component when casting the spell *enlarge/reduce*. When using the spell to enlarge a creature, the creature deals an additional 1d8 damage with its enlarged weapons instead of the written 1d4 damage.

## HARE

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- 1 Hare Hide. Eight hides can be crafted into leather armor (10 gp, 2 days) or studded leather armor (45 gp, 3 days).
- 1 Ration.

## ICE TROLL

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- 1d10 Giant's Toes. Can be sold for 4 gold pieces per toe.
- 1 Ice Troll Heart. See properties for the heart on p. 294 in *Icwind Dale: Rime of the Frostmaiden*.
- 1d4 Ice Troll Claws. Can be crafted into a shortsword (150 gp, 9 days). On a hit, you deal an additional 1d6 cold damage with this weapon.
- 1d6 Vials of Frost Essence. As an action, you can throw this vial up to 30 feet away where it shatters in a cloud of powder snow. The area within a 10 foot radius of where the vial landed becomes freezing cold and each creature within the area

immediately takes 2d4 cold damage. When consumed, you have resistance to cold damage.

- 2d6 Vials of Ice Troll Blood. When consumed, you regain 1d4 hit points at the end of each of your turns for the next minute.

## **KINGSPORT**

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

## **KNUCKLEHEAD TROUT**

- 1 Rations.

## **KOBOLDS**

### **ICEWIND KOBOLD**

- 1 Broken Hide Armor (size Small).
- 1d2 Daggers.
- 1d2 Javelins.

### **ICEWIND KOBOLD ZOMBIE**

- 1d2 Javelins.

### **KOBOLD VAMPIRE SPAWN**

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

## **LIVING SPELLS**

### **LIVING BIGBY'S HAND**

- 4d6 Ounces of Arcane Dust. Can be used as an additional material component when casting spells that deal damage. When used in this way, you can choose to reroll one of the rolled damage dice and must keep the second result.
- 1d4 Vials of Spell Essence. As an action, the essence can be used to coat one slashing or piercing weapon, or up to three pieces of ammunition. A creature hit by the weapon or ammunition must make a DC 13 Constitution saving throw or take 1d6 force damage on a failed save and half as much damage on a successful one. Once applied, the essence retains its potency for one minute before drying.

### **LIVING BLADE OF DISASTER**

- 6d6 Ounces of Arcane Dust. Can be used as an additional material component when casting spells that deal damage. When used in this way, you can choose to reroll one of the rolled damage dice and must keep the second result.
- 1d4 Vials of Spell Essence. As an action, the essence can be used to coat one slashing or piercing weapon, or up to three pieces of ammunition. A creature hit by the weapon or ammunition must make a DC 13 Constitution saving throw or take 1d6 force damage on a failed save and half as much damage on a successful one. Once applied, the essence retains its potency for one minute before drying.

### **LIVING DEMIPLANE**

- 1d6 Ounces of Arcane Dust. Can be used as an additional material component when casting spells that deal damage. When used in this way, you can choose to reroll one of the rolled damage dice and must keep the second result.
- 1d4 Vials of Spell Essence. As an action, the essence can be used to coat one slashing or piercing weapon, or up to

three pieces of ammunition. A creature hit by the weapon or ammunition must make a DC 13 Constitution saving throw or take 1d6 force damage on a failed save and half as much damage on a successful one. Once applied, the essence retains its potency for one minute before drying.

## **MAGEN**

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### **DEMOS MAGEN**

- 1 Broken Chain Mail (size Medium).
- 1 Broken Greatsword.
- 1 Broken Light Crossbow.
- 3d6 Crossbow Bolts.
- 1d6 Ounces of Arcane Dust. Can be used as an additional material component when casting spells that deal damage. When used in this way, you can choose to reroll one of the rolled damage dice and must keep the second result.

### **GALVAN MAGEN**

- 1d10 Ounces of Arcane Dust. Can be used as an additional material component when casting spells that deal damage. When used in this way, you can choose to reroll one of the rolled damage dice and must keep the second result.

### **HYPNOS MAGEN**

- 1d6 Ounces of Arcane Dust. Can be used as an additional material component when casting spells that deal damage. When used in this way, you can choose to reroll one of the rolled damage dice and must keep the second result.

## **MIMIC**

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### **SPITTING MIMIC**

- 2d6 Rations.
- 2d6 Vials of Mimic Adhesive. When poured on a Medium or smaller creature, the creature becomes adhesive for 10 minutes. While adhesive, the creature adheres to anything that it touches or that touches it. A Medium or smaller

creature adhered to the adhesive creature is also grappled by it (escape DC 13). The adhesive creature also automatically succeeds on climbing checks as long as it is adhesive.

- 1d8 Vials of Acid.

## **MIND FLAYERS**

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### **GNOME CEREMORPH**

- 1 Broken Breastplate.
- 1d2 Gnome Ceremorph Eyes. When consumed, you gain darkvision out to a range of 120 feet for one hour.
- 1d4 Gnome Ceremorph 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.
- 1 Laser Pistol. This weapon functions as a martial ranged weapon with a range of 40/120 that deals 2d6 radiant damage on a hit. It is powered by an energy cell which contains enough power to fire off 50 shots. The laser pistol has 5d10 shots left when looted.
- 1d4 Vials of Gnome Ceremorph Blood. When consumed, you have advantage on saving throws against spells and other magical effects for one hour.

### **GNOME SQUIDLING**

- 1d2 Gnome Squidling Tentacles. Can be crafted into a dagger (100 gp, 5 days) or a shortsword (100 gp, 5 days). Once per day, when you hit a creature with this weapon you can force it to make a DC 7 Intelligence saving throw. On a failed save, the creature is stunned until the end of its next turn.
- 1 Vial of Gnome Squidling Blood. When consumed, you have advantage on saving throws against spells and other magical effects for one hour.

## **MOUNTAIN GOAT**

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

## **PRISONER 237**

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- 1 Spellbook. It has in it the following spell: *arcane lock, lightning bolt, shield*.

## **REGHED NOMADS**

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### **GUNVALD HALRAGGSON**

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

### **JARUND ELKHARDT**

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

### **BJORNHILD SOLVIGSDOTTIR**

- 1 Broken Greataxe.
- 1 Broken Hide Armor (size Medium).
- 1d2 Spears.

### **ISARR KRONENSTROM**

- 1 Broken Heavy Crossbow.
- 1 Broken Hide Armor (size Medium).
- 1 Broken Sickle.
- 3d6 Crossbow Bolts.

## **SEAL**

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

## **SEPHEK KALTRO**

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- 1 Broken Ice Dagger. This weapon, when repaired, functions as a longsword that deals an additional 1d4 cold damage on a hit. It costs 40 gold pieces to repair the weapon.
- 1 Broken Ice Longsword. This weapon, when repaired, functions as a longsword that deals an additional 1d4 cold damage on a hit. It costs 50 gold pieces to repair the weapon.
- 1d2 Vials of Frost Essence. As an action, you can throw this vial up to 30 feet away where it shatters in a cloud of powder snow. The area within a 10 foot radius of where the vial landed becomes freezing cold and each creature within the area immediately takes 2d4 cold damage. When consumed, you have resistance to cold damage.

## **SNOW GOLEM**

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- 1d6 Ounces of Arcane Dust. Can be used as an additional material component when casting spells that deal damage. When used in this way, you can choose to reroll one of the rolled damage dice and must keep the second result.
- 1d4 Vials of Golem Grease. When consumed, you become immune to any spell or effect that would alter your form for one hour.
- 1d2 Vials of Frost Essence. As an action, you can throw this vial up to 30 feet away where it shatters in a cloud of powder snow. The area within a 10 foot radius of where the vial landed becomes freezing cold and each creature within the area immediately takes 2d4 cold damage. When consumed, you have resistance to cold damage.

## **SPELLIX ROMWOD**

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- 1 Broken Hide Armor (size Small).

## SPERM WHALE

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- 20d6 Rations.
- 1 Sperm Whale Hide. Can be crafted into leather armor (10 gp, 2 days) or studded leather armor (45 gp, 3 days). Six sets of armor can be crafted from this hide.

## TOMB TAPPER

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- 1 Broken Sledgehammer. This weapon, when repaired, functions as a heavy, two handed martial melee weapon that deals 2d6 bludgeoning or force damage on a hit (your choice). It has a throwing range of 30/60 and if thrown, the hammer returns to you at the end of your turn, landing at your feet if you don't have a hand free. It costs 125 gold pieces to repair the weapon.
- 2d6 Ounces of Arcane Dust. Can be used as an additional material component when casting spells that deal damage. When used in this way, you can choose to reroll one of the rolled damage dice and must keep the second result.
- 2d4 Tomb Trapper Pebbles. As an action, you can crush this pebble between your fingers and for the next minute, you can detect traces of magic in the area. You can sense magic within 30 feet of you and can use an action to pinpoint the location of any creature, object, or area in that range that bears magic. This sense penetrates barriers but is blocked by a thin sheet of lead.

## VERBEEG

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### VERBEEG LONGSTRIDER

- 1d10 Giant's Toes. Can be sold for 4 gold pieces per toe.
- 1 Tribal Amulet. There is a 10% chance that the amulet is an *amulet of health* (DMG, p. 150), 30% chance that the amulet is an *amulet of proof against detection and location* (DMG, p. 150), and a 60% chance that it is a nonmagical tribal amulet.

## VERBEEG MARAUDER

- 1d10 Giant's Toes. Can be sold for 4 gold pieces per toe.
- 1 Tribal Amulet. There is a 10% chance that the amulet is an *amulet of health* (DMG, p. 150), 25% chance that the amulet is an *amulet of proof against detection and location* (DMG, p. 150), and a 65% chance that it is a nonmagical tribal amulet.

## WALRUSES

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### WALRUS

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

### GIANT WALRUS

- 4d6 Rations.
- 1 Giant Walrus Hide. Can hides 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.

## YETI

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### YETI TYKE

- 1d4 Rations.
- 1d2 Tufts of Yeti Fur. Three tufts can be crafted into a cloak (75 gp, 6 days). When worn, you have advantage on Dexterity (Stealth) checks made to hide in snowy terrain.
- 1d2 Yeti Tyke Eyes. Can be used as an additional material component when casting spells that deal cold damage. When used in this way, you deal an additional 1d6 cold damage when you cast the spell.



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# CREATURES FROM THE MONSTER MANUAL

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

## AARAKOCRA

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- 1d6 Aarakocra Feathers. Two feathers can be used as fletching on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these feathers have an increased range of 10 feet. After the ammunition has been fired, it loses this property.
- 1 Broken Leather Armor.
- 1d4 Javelins.

## ABOMINABLE YETI

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

saving throw. A creature takes 10d8 cold damage on a failed save and half as much damage on a successful one.

## ACOLYTE

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

## ANCIENT WHITE DRAGON

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- 1 Ancient White Dragon Frost Gland. As an action, you can throw this gland up to 30 feet away where it will burst in a frosty explosion. Each creature within 10 feet of where the gland landed must succeed on a DC 22 Constitution saving throw, taking 16d8 cold damage on a failed save, or half as much damage on a successful one. The gland is fragile and will burst 3d6 hours after being harvested, regardless of if it was thrown or not.
- 2d6 White Dragon Claws. Can be crafted into a dagger (150 gp, 9 days). On a hit, you deal an additional 1d6 cold damage with this weapon.
- 1d2 White Dragon Fangs. Can be crafted into a shortsword (150 gp, 9 days). On a hit, you deal an additional 1d6 cold damage with this weapon.
- 1 White Dragon Hide. Can be crafted into a set of light armor (2000 gp, 60 days). While wearing this armor, you have resistance to cold damage. Three sets of armor can be crafted from this hide.
- 2d12 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.
- 2d4+2 White Dragon Soles. Two soles can be crafted into a set of ice walker's boots

(100 gp, 7 days). While wearing these shoes, you can move and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost you extra movement.

- 2d12 White Dragon Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 1d6 cold damage on a hit. After the ammunition has been fired, it loses this property.
- 1d2 White Dragon Wings. One wing can be crafted into a resistant cloak (1000 gp, 30 days). Requires attunement. When worn, you have resistance to cold damage.
- 10d6 Rations.

## ANIMATED ARMOR

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

## ARCANALOTH

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- 1d4 Arcanaloth Claws. Can be crafted into a dagger (250 gp, 14 days). This weapon deals an additional 1d6 poison damage on a hit.
- 1d2 Arcanaloth Eyes. When consumed, you gain truesight out to a range of 30 feet for 10 minutes.
- 1 Arcanaloth Hide. Can be crafted into a set of light armor (4000 gp, 90 days). Requires attunement. This armor grants resistance to cold, fire, and lightning damage.
- 1 Arcanaloth Tongue. When consumed, you gain advantage on Charisma checks for one hour.
- 1 Spellbook. It has in it the following spells: *detect thoughts*, *contact other plane*, *identify*, *chain lightning*.
- 1 Yugoloth Heart. When consumed, you magically teleport up to 60 feet to an unoccupied space you can see. Any equipment you are wearing or carrying is teleported with you.

- 1d10 Vials of Yugoloth Muk. As an action, you can throw this vial up to 30 feet away where it will shatter in a vapor of darkness. The area within a 15 foot radius of where the vial landed becomes pitch black, as if affected by the *darkness* spell. When consumed, you have advantage on Dexterity (Stealth) checks made while in dim light or darkness.
- 1d8 Vials of Yugoloth Serum. When consumed, you gain resistance to acid and poison damage for one hour.

## ASSASSIN

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

## AWAKENED SHRUB

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

## AXE BEAK

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

## BABOON

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

## BANDIT

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- 1 Broken Leather Armor.
- 1 Broken Scimitar.

## BANDIT CAPTAIN

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

## BANSHEE

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

## BARBED DEVIL

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- 1 Barbed Devil Hide. Can be crafted into spiky studded leather armor (100 gp, 7 days). When you are grappled, the creature grappling you takes 1d10 piercing damage at the start of each of your turns as long as you remain grappled.
- 1 Barbed Devil Tail. Can be crafted into a greatsword (75 gp, 6 days). As a bonus action, you can switch the type of damage dealt by this weapon from slashing to piercing, or from piercing to slashing.
- 1d2 Devil Eyes. When consumed, you gain darkvision out to a range of 60 feet for one hour. Magical darkness does not impede this darkvision.
- 1d4 Vials of Devil Blood. This functions as a vial of acid. Can be used as an additional material component when casting spells that deal acid damage. When used in this way, you deal an additional 1d6 acid damage when you cast the spell.

## BASILISK

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

## BEARDED DEVIL

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

## BERSERKER

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- 1 Broken Greataxe.
- 1 Broken Hide Armor.

## **BLACK PUDDING**

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

## **BLUE SLAAD**

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

## **BROWN BEAR**

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

## **BUGBEAR**

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

## **BULETTE**

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

## **CARRION CRAWLER**

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

## **CAT**

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- 1 Cat Hide. Eight hides can be crafted into leather armor (10 gp, 2 days) or studded leather armor (45 gp, 3 days).
- 1 Ration.

## **COMMONER**

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- 1 Broken Club.

## **COUATL**

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- 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.

## **CRAWLING CLAW**

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

## **CULT FANATIC**

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

## **CULTIST**

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

## **DEMILICH**

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- 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.

## **DIRE WOLF**

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- 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.

## **DOPPELGANGER**

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- 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.

## **DROW ELITE WARRIOR**

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

## DROW MAGE

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

## DRUID

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

## DRYAD

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- 1d4 Dryad Leaves. When consumed, you regain 1d4 hit points.
- 1 Dryad Heart. Can be used as an additional material component when casting spells that attempt to charm a creature. When used in this way, the targeted creature has disadvantage on the saving throw against being charmed. This component can only be used on spells of 2nd level or lower.
- 1 Ounce of Fey 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 10 Wisdom saving throw or become confused as with the *confusion* spell until the end of their next turn.

## DUERGAR

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

## ELK

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

## FLAMESKULL

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- 1d2 Flameskull Eyes. Can be used as an additional material component when casting spells that deal fire damage. When used in this way, you deal an additional 3d6 fire damage when you cast the spell.
- 1d10 Ounces of Arcane Dust. Can be used as an additional material component when casting spells that deal damage. When used in this way, you can choose to reroll one of the rolled damage dice and must keep the second result.

## FLESH GOLEM

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

## FLYING SNAKE

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- 1 Ration.

## FLYING SWORD

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

## FROST GIANT

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

## GARGOYLE

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

## GELATINOUS CUBE

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

## GHOST

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

## GHOUL

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

## GIANT LIZARD

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- 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

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- 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 SHARK

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

## GIANT VULTURE

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

## GIBBERING MOUTHER

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

## GLADIATOR

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- 1 Broken Shield.
- 1d4 Broken Spears.
- 1 Broken Studded Leather Armor.

## GNOLL

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- 3d6 Arrows.
- 1 Broken Hide Armor (size Medium).
- 1 Broken Longbow.
- 1 Broken Shield.
- 1d2 Broken Spears.
- 1d2 Gnoll Fangs. Can be sold for 3 gold pieces per fang.

## GNOLL FANG OF YEENOGHU

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- 1 Broken Hide Armor.
- 1d2 Gnoll Fangs. Can be sold for 3 gold pieces per fang.
- 1d4 Vials of Gnoll Fang Bile. When consumed by a hyena, the beast undergoes a minute-long transformation. At the end of this transformation, the hyena has transformed into a gnoll. As an action, the bile can be poured on a weapon. For one minute, when the weapon hits a target it deals an additional 1d6 poison damage.
- 1d4 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.

## GOAT

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

## GOBLIN

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



## **GOBLIN BOSS**

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

## **GREEN SLAAD**

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- 1 Green Slaad Hide. Can be crafted into a set of light armor (15000 gp, 100 days). Requires attunement. While wearing this armor, you have resistance to one type of damage. The type of damage you have resistance to can be chosen and switched over the course of a short or long rest. You can choose to have resistance to acid, cold, fire, lightning, or thunder damage.
- 1d4 Slaad Claws. Can be crafted into a dagger (2 gp, 1 day).
- 1d2 Vials of Shapeshifter Blood. Can be used as an additional material component when casting spells that physically alter a creature's body. When used in this way, the duration of the spell is extended by 10 minutes.
- 2d4 Vials of Slaad Mesh. When consumed, you have advantage on saving throws against spells and other magical effects for the next 10 minutes.

## **GRELL**

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- 1d2 Chunks of Grell Meat. When consumed, you gain blindsight out to a range of 15 feet and you are resistant to lightning damage. These effects last for one hour.
- 1d4 Grell Tentacles. Can be crafted into a whip (100 gp, 7 days). Once per day when you hit a creature with this weapon you can force it to make a DC 11 Constitution saving throw. On a failed save it is poisoned for one minute. The poisoned creature is paralyzed, and it can repeat the saving throw at the end of each of its turns, ending the effect on a success. When attacking with this weapon, you can also try to grapple a creature you're

fighting. On a hit, you can choose to forgo doing damage and instead grapple the creature (escape DC 15) if it is Medium or smaller. The grappled creature can use its action on its turn to attempt to free itself from the grapple. Until this grapple ends, you can't use this weapon on another target.

## **GRIFFON**

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

## **HALF-OGRE**

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

## **HARPY**

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- 1 Broken Club.
- 1d6 Rations.
- 1 Set of Harpy Vocal Cords. Once per day, you can blow into these vocal cords as an action and sound out a magical melody. Each creature within 150 feet of you that can hear the melody must succeed on a DC 11 Wisdom saving throw or become charmed by you until the melody ends. You can use a bonus action on your subsequent turns to continue blowing into the vocal cords, but you cannot do so for longer than one minute.

## **HAWK**

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

## **HELMED HORROR**

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

## **HYDRA**

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

## **ICE MEPHIT**

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

## **INVISIBLE STALKER**

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

## **IRON GOLEM**

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- 1d8 Iron Golem Nuggets. When consumed, you gain resistance to fire damage for one hour.
- 1 Iron Golem Blade. Can be crafted into a longsword (15 gp, 2 days) or a greatsword (50 gp, 3 days).
- 2d6 Ounces of Arcane Dust. Can be used as an additional material component when casting spells that deal damage. When used in this way, you can choose to reroll one of the rolled damage dice and must keep the second result.
- 2d6 Vials of Golem Grease. When consumed, you become immune to any spell or effect that would alter your form for one hour.

## **KILLER WHALE**

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- 1 Killer Whale 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.
- 2d6 Killer Whale 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.

## LICH

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- 3d12 Lich Bones. Can be used as an additional material component when casting spells that deal necrotic damage. When used in this way, you deal an additional 1d6 necrotic damage when you cast the spell.
- 1d2 Lich Eyes. Can be crafted into a *wand of fear* (DMG p. 210) (2000 gp, 30 days).
- 1d2 Lich Hands. Requires attunement. Can be used as an arcane focus. You know the *ray of frost* cantrip, but only when you are holding onto the hand. Charisma is your spellcasting ability for the cantrip.
- 1 Necromancer's Robe. Requires attunement by a spellcaster. You have resistance to poison damage and you cannot be frightened as long as you are wearing this robe. In addition, any allied undead creatures within 300 feet of you and any undead creatures under your control have advantage on saving throws against any effect that turns undead.
- 1 Spellbook. It has in it the following spells: *animate dead, cloudkill, counterspell, Melf's acid arrow, plane shift*.

## MAGE

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

## MAMMOTH

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- 1 Mammoth Hide. Can be crafted into leather armor (25 gp, 2 days) or studded leather armor (70 gp, 3 days). While wearing this armor, you suffer no penalties from being in extreme cold. Two sets of armor can be crafted from this hide.
- 4d6 Rations.

## MERROW

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

## MIND FLAYER

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

## MUMMY

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

## MYCONID SOVEREIGN

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

## NEEDLE BLIGHT

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- 1d4 Needles. Functions as a dart.

## NIGHT HAG

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

## NOTHIC

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

## OCTOPUS

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- 1d4 Rations.

## OGRE

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

## OGRE ZOMBIE

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

## ORC

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

## ORC EYE OF GRUUMSH

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

## ORC WAR CHIEF

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

## OWL

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- 1d4 Owl Feathers. Two feathers can be used as fletching on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these feathers have an increased range of 10 feet. After the ammunition has been fired, it loses this property.
- 1 Ration.

## OWLBEAR

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

## PERYTON

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- 1d10 Peryton Feathers. Two feathers can be used as fletching on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these feathers have an increased range of 10 feet. After the ammunition has been fired, it loses this property.
- 1d4 Peryton Talons. Can be crafted into a dagger (2 gp, 1 day).
- 1d10 Peryton Teeth. Can be sold for 5 gold pieces per tooth.
- 1d6 Rations.

## PHASE SPIDER

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

## PIERCER

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

## PLESIOSAURUS

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

## POLAR BEAR

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

## **PRIEST**

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

## **QUAGGOTH**

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

## **QUAGGOTH SPORE SERVANT**

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

## **QUIPPER**

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- 1 Ration.

## **RAT**

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- 1 Ration.

## **RAVEN**

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- 1 Ration.
- 1d4 Raven Feathers. Two feathers can be used as fletching on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these feathers have an increased range of 10 feet. After the ammunition has been fired, it loses this property.

## **REMORHAZ**

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

## **RHINOCEROS**

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

## **Roc**

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- 10d6 Rations.
- 3d8 Roc Feathers. Two feathers can be used as fletching on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these feathers have an increased range of 20 feet. They also deal an additional 1d6 damage if the target is a giant. After the ammunition has been fired, it loses these properties.
- 1d4 Roc Talons. Can be crafted into a shortsword (100 gp, 2 days). This weapon deals an additional 1d6 damage against giants.

## **RUST MONSTER**

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- 1d6 Rations.
- 1 Rust Monster Hide. Can be crafted into a shield (1000 gp, 30 days). Any nonmagical weapon made of metal that hits the shield corrodes. The weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is

destroyed. Nonmagical ammunition made of metal that hits the shield is also destroyed. A weapon hits the shield if the attack roll against you was 1 or 2 lower than your armor class.

## SABER-TOOTHED TIGER

- 2d6 Rations.
- 1 Saber-Toothed Tiger Hide. Can be crafted into leather armor (10 gp, 2 days) or studded leather armor (45 gp, 3 days).
- 1d10 Saber-Toothed 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.

## SCOUT

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

## SEA HAG

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

## SHADOW

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

## SHADOW DEMON

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

## SHIELD GUARDIAN

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

## SILVER DRAGON WYRMLING

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

## SLAAD TADPOLE

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

## SPECTATOR

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

## SPECTER

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

## SPY

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

## SWARM OF RAVENS

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- 1d6 Rations.
- 2d6 Raven Feathers. Two feathers can be used as fletching on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these feathers have an increased range of 10 feet. After the ammunition has been fired, it loses this property.

## TARRASQUE

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- 4d8 Tarrasque Brain Chunks. When consumed, you have advantage on saving throws against being charmed, frightened, paralyzed, and poisoned for one hour.
- 30d6 Rations.
- 3d12 Small Tarrasque Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 1d10 damage. After the ammunition has been fired, it loses this property.
- 3d10 Tarrasque Bones. Can be crafted into a maul (100 gp, 7 days) or into a greatclub (90 gp, 7 days). This weapon deals double damage to objects and structures.
- 1d10 Tarrasque Carapaces. One carapace can be crafted into a shield (4000 gp, 60 days), and two carapaces can be crafted into a set of plate armor (5000 gp, 65 days) or a set of half-plate armor (4500 gp, 63 days). Requires attunement. While wearing this piece of armor, you have a +1 bonus to your armor class. In addition, you can use your reaction to reflect spells away from you. If you are targeted by a magic missile spell, a line spell, or a spell that requires a ranged attack roll, roll a d6. On a 1 to 5, you are unaffected by the spell. On a 6, you are unaffected, and the effect of the spell



is reflected back at the caster as though it originated from you, turning the caster into the target.

- 1d2 Tarrasque Eyes. When consumed, you gain blindsight out to a range of 120 feet for one hour.
- 1d4 Tarrasque Fangs. Can be crafted into a greatsword (2000 gp, 30 days). On a hit, this weapon deals an additional 2d6 damage.
- 1 Tarrasque Hide. Can be crafted into a set of light armor (3000 gp, 75 days). Requires attunement. While wearing the armor, you are resistant to fire and poison damage. Six sets of armor can be crafted from this hide.
- 4d12 Vials of Tarrasque Blood. When consumed, you have advantage on saving throws against spells and other magical effects.
- 3d8 Vials of Tarrasque Stomach Acid. As an action, you can throw this vial up to 30 feet away where it will shatter in a mist of acid. Each creature within 15 feet of where the vial landed must succeed on a DC 19 Dexterity saving throw. A creature takes 16d6 acid damage on a failed save and half as much damage on a successful one.

## THUG

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

## TREANT

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- 1d4 Treant Bark Plates. Two plates can be crafted into a set of plate armor (1500 gp, 5 days) or into a set of half-plate armor (750 gp, 4 days).
- 2d12 Treant Branches. Can be used as an additional material component when casting spells that deal fire damage. When used in this way, you deal an additional 1d6 fire damage when you cast the spell.
- 1d2 Treant Trunks. Can be crafted into a maul (100 gp, 7 days) or into a greatclub (90 gp, 7 days). This weapon deals double damage to objects and structures.
- 1d2 Vials of Treant Sap. When consumed, this functions as a *potion of healing*.

## TRIBAL WARRIOR

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

## UMBER HULK

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- 2d6 Rations.
- 1d4 UMBER Hulk Claws. Can be crafted into a dagger (2 gp, 1 day).
- 1 UMBER Hulk Head. Can be crafted into a helmet (2000 gp, 30 days). Requires attunement. While wearing this helm, you can target a creature within 30 feet of you and force it to make a DC 15 Charisma saving throw. On a failed save, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during that turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action but uses all its movement to move in a random direction. On a 7 or 8, the creature makes one melee attack against a random creature, or it does nothing if no creature is within reach.
- 1d2 UMBER Hulk Mandibles. Can be crafted into a battleaxe (10 gp, 2 days).

## VETERAN

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

## WATER WEIRD

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- 1d2 Ounces of Arcane Dust. Can be used as an additional material component when casting spells that deal damage. When used in this way, you can choose to reroll one of the rolled damage dice and must keep the second result.
- 1d2 Vials of Water Essence. When consumed, the pure water cleanses the body. If you are suffering from either the blinded, deafened, paralyzed, or the poisoned condition, you can choose one of these conditions and end its effects on you. Alternatively, the essence can also remove one disease that is afflicting you.



## **WEASEL**

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- 1 Ration.

## **WEREWOLF**

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- 1 Broken Spear.
- 1d4 Vials of Cursed Cruor. When consumed, your speed is halved and you have disadvantage on ability checks, saving throws, and attacks based on Strength or Dexterity for one hour.
- 1d2 Vials of Shapeshifter Blood. Can be used as an additional material component when casting spells that physically alter a creature's body. When used in this way, the duration of the spell is extended by 10 minutes.

## **WHITE DRAGON WYRMING**

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- 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**

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- 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**

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- 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**

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- 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.

## **WOLF**

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

## WORG

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

## WRAITH

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- 1 Spirit Cloth. Can be crafted into a *bag of holding* (DMG p. 153) (200 gp, 14 days).
- 1d2 Ounces of Phantom Dust. As an action, you can blow this dust into the face of a creature standing within 5 feet of you. The creature must succeed on a DC 13 Wisdom saving throw or be frightened of you for one minute for one minute on a failed save. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.
- 1d6 Vials of Ectoplasm. When consumed, you can see into the Ethereal Plane for one hour.
- 1d6 Vials of Shadow Flux. As an action, you can throw this vial up to 30 feet away where it will shatter in a vapor of darkness. The area within a 15 foot radius of where the vial landed becomes pitch black, as if affected by the *darkness* spell. When consumed, you have advantage on Dexterity (Stealth) checks made while in dim light or darkness.

## YETI

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- 2d6 Rations.
- 1d6 Tufts of Yeti Fur. Three tufts can be crafted into a cloak (75 gp, 6 days). When worn, you have advantage on Dexterity (Stealth) checks made to hide in snowy terrain.
- 1d2 Yeti Eyes. Can be used as an additional material component when casting spells that deal cold damage. When used in this way, you deal an additional 3d6 cold damage when you cast the spell.

- 1 Yeti Hide. Can be crafted into a set of light armor (2000 gp, 60 days). While wearing this armor, you have resistance to cold damage.

## YOUNG REMORHAZ

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- 2d6 Rations.
- 1d2 Remorhaz Fangs. Can be crafted into a dagger (150 gp, 9 days). On a hit, this weapon deals an additional 3 (1d6) fire damage.
- 1 Remorhaz Hide. Can be crafted into a set of light armor (3000 gp, 75 days). Requires attunement. While wearing the armor, you are resistant to fire and cold damage.
- 2d4 Remorhaz Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 1d6 fire damage on a hit. After the ammunition has been fired, it loses this property.