

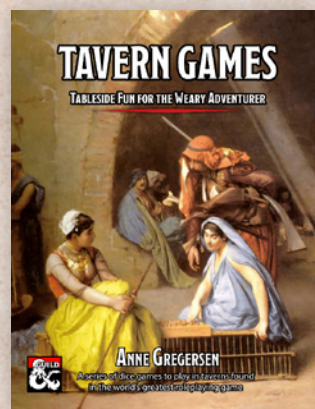
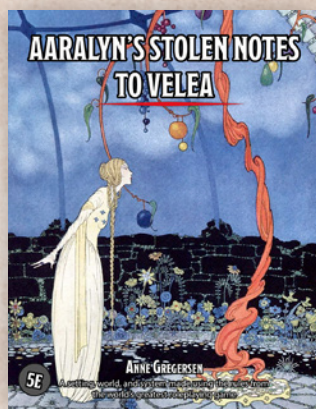
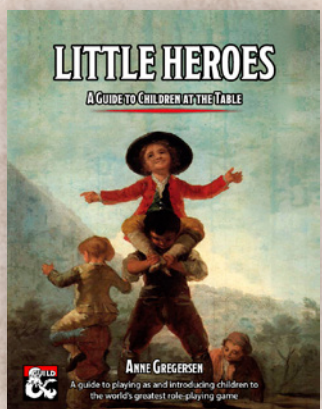
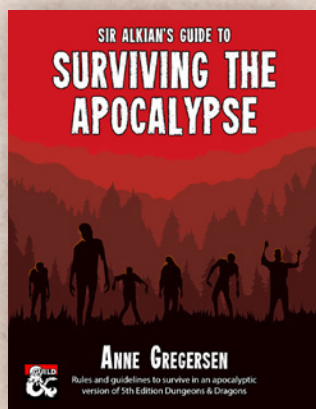
MONSTER LOOT

OUT OF THE ABYSS



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ALSO BY ANNE GREGERSEN



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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.



charmed target uses its actions, reactions, and movement.

3. Insanity Gaze. The target suffers the effect of the *confusion* spell without making a saving throw. The effect lasts until the start of your next turn. You don't need to concentrate on the spell. Whenever you successfully use these eyes against a target, you must make a DC 23 Wisdom saving throw. On a failed save, you suffer a random case of longterm madness.

- 1 Hide of Demogorgon. Can be crafted into a set of light armor (4100 gp, 90 days). Requires attunement. This armor grants resistance to cold, fire, and lightning damage. Two sets of armor can be crafted from this hide. You also gain a swimming speed of 50 feet while wearing this armor.
- 3d10 Teeth of Demogorgon. 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.
- 1d4 Tentacles of Demogorgon. Can be crafted into a maul (500 gp, 30 days). If you hit a target with this weapon, it must succeed on a DC 23 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if its hit point maximum is reduced to 0.
- 2d12 Tufts of Demogorgon's Fur. As an action, you can light one of these tufts on fire and cast the spell *dispel magic*. Charisma is your spellcasting ability for this spell.

- 2d6 Vials of Demogorgon's Mind Fluid. When consumed, you can cast the spell *fear* once within the next minute. Charisma is your spellcasting ability for this spell.
- 4d6 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.

DERRO

- 1 Broken Leather Armor (size Small).
- 1 Broken Light Crossbow.
- 2d6 Crossbow Ammunition.
- 1 Hooked Spear. Functions as a martial weapon that deals 1d6 piercing damage. If the target of an attack made with this weapon is Medium or smaller, you can choose to deal no damage and knock it prone.

DERRO SAVANT

- 1 Broken Leather Armor (size Small).
- 1 Broken Quarterstaff.

DROKI

- 1 Broken Shortsword.
- 1 Broken Studded Leather Armor (size Small).
- 1 Set of *Boots of Speed*.

DROW SPORE SERVANT

- 1 Broken Chain Shirt (size Medium).
- 1 Broken Hand Crossbow.
- 1 Broken Shortsword.
- 1d6 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.

DUERGAR ALCHEMIST

- 1 Broken Scale Mail (size Medium).
- 1 Broken Shield.
- 1 Broken War Pick.
- 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.
- 1d3 Vials of Alchemist Fire.

DUERGAR DARKHAFT

- 1 Broken Scale Mail (size Medium).
- 1 Broken Shield.
- 1 Broken War Pick.
- 1d3 Javelins.
- 1d4 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.

DUERGAR KAVALRACHNI

- 1 Broken Heavy Crossbow.
- 1 Broken Scale Mail (size Medium).
- 1 Broken Shield.
- 1 Broken War Pick.
- 3d6 Crossbow Ammunition.
- 1d4 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.

DUERGAR KEEPER OF THE FLAME

- 1 Broken Scale Mail (size Medium).
- 1 Broken Shield.
- 1 Broken War Pick.
- 1d3 Javelins.
- 1d4 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.

DUERGAR SOULBLADE

- 1 Broken Leather Armor (size Medium).
- 1d4 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.

DUERGAR SPORE SERVANT

- 1 Broken Scale Mail (size Medium).
- 1 Broken Shield.
- 1 Broken War Pick.
- 1d3 Javelins.
- 1d6 Poisonous Spores. Can be used as an additional material component when casting spells that deal poison damage. When used in this way, you deal 1d4 additional poison damage with the spell.
- 1 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.

- 3d6 Vials of Fraz-Urb'luu's Mind Fluid. When consumed, you can't be targeted by divination magic or be perceived through magical scrying sensors.
- 1d2 Wings of Fraz-Urb'luu. One wing can be crafted into a cloak of flying (2000 gp, 60 days). Requires attunement. While wearing this cloak, you have a flying speed of 40 feet.

GIANT RIDING LIZARD

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

GRAZ'ZT

- 1d2 Eyes of Graz'zt. When consumed, you gain truesight out to a range of 120 feet for 10 minutes.
- 1 Heart of Graz'zt. Can be crafted into an amulet of the hardened heart (1500 gp, 40 days). Requires attunement. While wearing this amulet, you are immune to the charmed condition and you have advantage on saving throws against being controlled, compelled, or convinced to do something against your will.
- 1 Hide of Graz'zt. 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.
- 2d12 Locks of Graz'zt's Hair. Can be used as an additional material component when casting the spells *charm person*, *crown of madness*, or *dissonant whispers*. When used in this way, you don't expel a spellslot when casting the spell.
- 4d6 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.

- 2d10 Vials of Shapeshifter Blood. Can be used as an additional material component when casting spells that physically alter a creature's body. When used in this way, the duration of the spell is extended by 10 minutes.
- 1 Wave of Sorrow. This functions as a magical greatsword. On a hit, you deal an additional 3d6 acid damage with this weapon.

GRISHA

- 1 Broken Chain Mail Armor (size Medium).
- 1 *+1 Flail*.
- 1 Broken Shield.

HOOK HORROR SPORE SERVANT

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

IXITXACHITL

- 1 Ixitxachitl Hide. Three hides can be crafted into a *cloak of the manta ray* (DMG p. 159) (200 gp, 14 days).

ZHENTARIM THUG

- 1 Broken Heavy Crossbow.
- 1 Broken Leather Armor (size Medium).
- 1 Broken Mace.
- 3d6 Crossbow Bolts.

ZUGGTMOY

- 1 Heart of Zuggtmoy. When consumed, you can cast the spell *teleport* once within the next minute.
- 1 Hide of Zuggtmoy. Can be crafted into a set of medium armor (4000 gp, 90 days). Requires attunement. This armor grants resistance to cold, fire, and lightning damage.
- 3d10 Ounces of Mind Control Spores. As an action, you can blow these spores into the face of a humanoid or beast within 5 feet of you. The creature must make a DC 19 Wisdom saving throw against disease. On a successful save, the creature becomes immune to the effects of these spores for 24 hours. On a failed save, the creature is infected with a disease called influence of Zuggtmoy for 24 hours. While infected in this way, the creature is charmed by you.
- 4d6 Ounces of Spore Dust. As an action, you can blow this dust into the face of a creature within 5 feet of you. The creature must succeed on a DC 19 Constitution saving throw or take 5d10 poison damage on a failed save.
- 4d8 Vials of Charm Pheromones. Can be used as an additional material component when casting spells that attempts to charm, convince, or compel another creature. When used in this way, the creature has disadvantage on its saving throw against the spell.

- 1d4 Vials of Infestation Spores. As an action, you can throw this vial up to 30 feet away where it will shatter in a cloud of spores. Each flesh-and-blood creature within 20 feet of where the vial landed must make a DC 19 Constitution saving throw. On a successful save, the creature can't be infected by these spores for 24 hours. On a failed save, the creature is infected with a disease called the spores of Zuggtmoy and also gains a random form of long term madness that lasts until the creature is cured of the disease or dies. While infected in this way, the creature can't be reinfected, and it must repeat the saving throw at the end of every 24 hours, ending the infection on a success. On a failure, the infected creature's body is slowly taken over by fungal growth, and after three such failed saves, the creature dies and is reanimated as a spore servant if it's a type of creature that can be.

ARCHMAGE

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

ASSASSIN

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

BALOR

- 1d6 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.
- 1d4 Vials of Fire Essence. This liquid glows in the dark, shedding bright light in a 10-foot radius and dim light for an additional 10 feet if not covered. As an action, the essence can be applied to a weapon made of metal and imbue it with magical fire. For one minute, when the weapon hits a target it deals an additional 1d6 fire damage. The essence then evaporates.

BANDIT

- 1 Broken Leather Armor.
- 1 Broken Scimitar.

BANDIT CAPTAIN

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

BARLGURA

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

BASILISK

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

BEHIR

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

BEHOLDER

- 1d4 Beholder Eystalks. Once per day, the eye stalk can fire one beholder eye ray. The type of ray being fired depends on the type of eye stalk it was shot from. The type of eye stalk is determined at random when the stalk is harvested.
- 4d6 Beholder Teeth. These teeth can be sold for 10 gold pieces per tooth.
- 1 Large Beholder Eye. Can be crafted into an antimagic shield (2500 gp, 75 days). Requires attunement. Once per day, you can cast the *antimagic field* spell using the shield with the following changes: the duration of the spell is one minute and the effects of the spell only exist in a 60 foot cone originating from the shield.
- 1d4 Small Beholder Eyes. Can be used as an additional material component when casting spells that deal psychic damage. When used in this way, you may reroll any 1s and 2s rolled on the damage dice and must keep the second result.

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

BERSERKER

- 1 Broken Greataxe.
- 1 Broken Hide Armor.

BLACK PUDDING

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

BUGBEAR

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

CARRION CRAWLER

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

CHASME

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

CHUUL

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

CLOAKER

- 1 Cloaker Hide. Can be crafted into a *cloak of displacement* (DMG p. 158) (2000 gp, 60 days).
- 1 Cloaker Tail. Can be crafted into a shortsword (10 gp, 2 days).
- 1 Set of Cloaker Vocal Cords. Once per day, you can blow into these vocal cords as an action and sound out a horrifying moan. Each creature within 30 feet of you that can hear the moan and that isn't an aberration must succeed on a DC 13 Wisdom saving throw or become frightened of you until the end of your next turn.
- 1d4 Vials of Cloaker Blood. When consumed, you gain darkvision out to a range of 60 feet for one hour.

COMMONER

- 1 Broken Club.

CRAWLING CLAW

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

CULTIST

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

DARKMANTLE

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

DROW PRIESTESS OF LOLTH

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

DRUID

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

DUERGAR

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

DUODRONE

- 1d2 Javelins.
- 1 Ounce of Modron Dust. When consumed, you become hyper-focused on the next creature you see within one minute of consuming the dust, and become intent on following its every instruction. For the next 10 minutes, you willingly follow every order and command of the creature, with the exception of those that would cause you harm. No magic or effect can compel you to go against these instructions. The duration of this effect is extended by an additional 10 minutes for every additional ounce of modron dust consumed.

DUST MEPHIT

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

EARTH ELEMENTAL

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

GARGOYLE

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

GAS SPORE

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

GELATINOUS CUBE

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

GHOST

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

GIANT BADGER

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

GIANT FIRE BEETLE

- 1d4 Rations.

GIANT LIZARD

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

GIANT OCTOPUS

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

GIANT RAT

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

GIANT SPIDER

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

GIANT WOLF SPIDER

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

GIBBERING MOUTHER

- 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.

GNOLL

- 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

- 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.

GNOLL PACK LORD

- 3d6 Arrows.
- 1 Broken Chainmail (size Medium).
- 1 Broken Glaive.
- 1 Broken Longbow.
- 1d2 Gnoll Fangs. Can be sold for 3 gold pieces per fang.
- 1 Vial of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.

MAGMIN

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

MANES

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

MERROW

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

MIMIC

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

MIND FLAYER

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

MINOTAUR

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



QUAGGOTH

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

QUASIT

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

RED DRAGON WYRMLING

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

ROPER

- 2d6 Rations.
- 1 Roper Hide. Can be crafted into a cloak or cape (75 gp, 6 days). When worn, you have advantage on Dexterity (Stealth) checks made to hide in rocky terrain and you can attempt to blend in with cave walls.
- 1d10 Roper Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 1d4 piercing damage on a hit. After the ammunition has been fired, it loses this property.
- 1d6 Roper Tendrils. Can be crafted into a whip (200 gp, 14 days). When attacking with this weapon, you can try to grapple a creature you're fighting. On a hit, you can choose to forgo doing damage and instead grapple the creature (escape DC 15) if it is Medium or smaller. The grappled creature can use its action on its turn to attempt to free itself from the grapple. Until this grapple ends, you can't use this weapon on another target.

RUST MONSTER

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

TROGLODYTE

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

TROLL

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

UMBER HULK

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

VETERAN

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

VIOLET FUNGUS

- 1 Violet Fungus Tendril. Can be used as an additional material component when casting spells that deal necrotic damage. When used in this way, you deal an additional 1d4 necrotic damage when you cast the spell.
- 1d6 Rations.

VROCK

- 1 Set of Vrock Vocal Cords. Once per day, you can blow into these vocal cords as an action and sound out a stunning screech. Each creature within 30 feet of you that can hear the screech and that isn't a demon must succeed on a DC 14 Constitution saving throw or become stunned until the end of your next turn.
- 1 Spore Pocket. As an action, you can throw this spore pocket at a point within 30 feet of you where it will explode in a cloud of spores. These spores spread around corners. Each creature within 10 feet of where the spore pocket landed must succeed on a DC 14 Constitution saving throw or be poisoned. While poisoned in this way, a target takes 1d10 poison damage at the start of each of its turns. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- 1d2 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.
- 2d6 Vrock Feathers. Two feathers can be used as fletching on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these feathers

ignore any resistances to magical or nonmagical piercing damage. After the ammunition has been fired, it loses this property.

WATER WEIRD

- 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.

WERERAT

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

WINGED KOBOLD

- 1 Broken Dagger.

WRAITH

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

XORN

- 1d3 Chunks of Earth Essence. As an action, this essence can be rubbed on a weapon where it solidifies. For one minute, the weapon is magical, attacks with the weapon deal an additional 1d6 bludgeoning damage, and the weapon deals double damage to objects and structures.
- 1d4 Ounces of Arcane Dust. Can be used as an additional material component when casting spells that deal damage. When used in this way, you can choose to reroll one of the rolled damage dice and must keep the second result.
- 1d12 Xorn Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition

