

CREATURE LOOT

MONSTER MANUAL EDITION



**A SET OF MECHANICS DEVELOPED AT
MEDIEVAL MELODIES BY JON GAZDA**



Creature Loot

Whenever I get the chance to play D&D, I think a lot about how my character changes between sessions, and over the course of the campaign. This probably comes from my beginnings as a story gamer - it was expected that you would have some sort of character development over the course of our 6-8 month campaigns.

But there's more than just updating character traits. I like the idea that the appearance of a character changes drastically over the course of their adventures. For magic users, it's fairly obvious. Wizards get zanier, warlocks get corrupted, druids get more plant- or animal-esque, and clerics become more eminently divine. But I think martial characters should change as well, aside from just getting more scars and injuries.

I love the idea of a character who picks the useful bits from the bodies of his fallen foes. Maybe they have a shield crafted from a Bulette shell and a sword that is an Ankheg leg after their fight with the Cult of Elemental Earth. Maybe a cleric gives up their holy symbol when they get the chance to use angel feathers as their magic focus instead.

As for creating the items themselves, I have a few goals while writing the items:

1. Number of items found on a creature should approximately equal CR. 1d4 small items can count as a single items, and tattered equipment (see below) doesn't count.
2. Make tool proficiencies more useful. Some items can't be used until they are crafted into a workable item by someone trained with the proper equipment.
3. Make basic balance considerations - lower CR creatures should give items about equivalent to adventuring gear (PHB pg. 150), while higher CR creatures can give items that are equivalent to or craftable into magic items.

Basic Rules

If a creature dies naturally or its body was found hours or days after death, it is up to the DM what items remain. Some items may have been already stolen, not remain on the creature after death, or have rotted beyond use.

If the players were fighting the creature and killed it in combat, they must make the appropriate check in order to claim the loot.

- Beast/Dragon/Monstrosity/Plant: Nature check
- Giant/Humanoid: Survival check
- Celestial/Fey/Fiend/Undead: Religion check
- Aberration/Construct/Elemental/Ooze: Arcana check

This represents the type of knowledge required to successfully identify the valuable loot on the body.

Loot Claim Check

| CR | DC (all items) | DC (half items) |
|-------|----------------|-----------------|
| <5 | 10 | 5 |
| 6-10 | 15 | 10 |
| 11-15 | 20 | 15 |
| >16 | 25 | 20 |

This represents the PCs ability to gather the items without harming them or hurting themselves. It might be difficult to harvest a demon heart when their blood is like acid and you just stabbed the fell beast a dozen times.

Beasts, Dragons, and Plants also provide a certain amount of rations:

RATION AMOUNTS

| Size | Days of Rations (1 person) |
|------------|----------------------------|
| Tiny | 1 |
| Small | 1d4 |
| Medium | 1d6 |
| Large | 2d6 |
| Huge | 4d6 |
| Gargantuan | 10d6 |

Some items are not usable until they have been crafted into a usable form. The following terms are used throughout the list:

Crafted. A PC or NPC must spend a number of hours equal to the creature's CR using the listed tools to create the new object. The crafter must be proficient in the listed tools. NPCs may charge gold for their services.

Carefully Crafted. A PC or NPC must spend a number of hours equal to two times the creature's CR using the listed tools to create the new object. The crafter must be proficient in the listed tools or be a wizard studying the listed school of magic. NPCs may charge gold for their services.

Mastercraft. Must be created by a PC or NPC who has dedicated themselves to the use of a particular tool or school of magic. For Wizard PCs, this means at least level 11. This is unlikely to be a PC, meaning they may have to carry the loot into a city to get it crafted. The crafter must spend a number of hours equal to 6-10 times the creature's CR using the listed tools to create the new object. NPCs may charge gold for their services.

A CR 0 creature's crafting can be completed in 1 minute, or multiple minutes for careful/master crafting.

Certain items require Alchemist's Supplies to craft. If the item has a beneficial effect OR if the item is from a plant creature, it can also be crafted with proficiency in a Herbalism Kit. If the item has a malignant effect, it can also be crafted with proficiency in a Poisoner's Kit.

Some modifiers that will be applied to certain pieces of loot:

Tattered. This item has been damaged as a result of its owner's death. You will need to spend gold to repair it, equal to half the cost of a brand-new version of the item. (e.g. a tattered shield would cost 5GP to repair, since a new shield costs 10GP)

Vial. Any item described as a vial must be collected using a flask, vial, bottle, waterskin, or other liquid container. If a container is used to collect multiple different types of liquids, refer to the "Mixing Potions" table (DMG pg. 140)

Treasure Hoard. Roll on the listed Treasure Hoard table (DMG pg. 137-139)

In Lair. These items only appear if the creature is in its lair when it is fought, and the PCs have the time to search the lair after the fight. Depending on the type of lair, the DM may call for additional checks to find this treasure.



Aarakocra (1/4)

Humanoid (survival)

1d4 Tattered Javelins

1 Tattered Leather Armor

1d10 Aarakocra Feathers. No immediate use. Can be crafted (alchemist's supplies) into incense to burn in a Censer of Controlling Air Elementals, allowing one additional use of the item per day. Consumed upon use.

Aboleth (10)

Aberration (arcana)

3 Aboleth Tentacles. Acts as a whip. 3 can be Mastercrafted (Smith's Tools) by a Drow into a Tentacle Rod.

1 Vial of Aboleth Mucous. Acts as basic poison (PHB pg 153). Can be carefully crafted (alchemist's supplies) into a poison called Aboleth's Bane. When ingested, a creature must succeed on a DC 14 Constitution saving throw or become diseased. The disease has no effect for 1 minute and can be removed by any magic that cures disease. After 1 minute, the diseased creature's skin becomes translucent and slimy, the creature can't regain hit points unless it is underwater, and the disease can be removed only by Heal or another disease-curing spell of 6th level or higher. While in this stage of the disease, the creature takes 6 (1d12) acid damage every 10 minutes unless it is submerged in water or has at least two gallons of water poured on its skin.

1 Aboleth Tail. No immediate use. Can be carefully crafted (leatherworker's tools) into a magical Whip +2.

3d10 Aboleth Teeth. 20 teeth act as a bag of caltrops. Can be carefully crafted (jeweler's tools) into a set of dice that are sensitive to psychic energy.

1 Aboleth hide. Acts as a blanket. Can be mastercrafted (leatherworker's tools) into a Cloak of the Manta Ray.

1 Aboleth's bladder. Acts as a waterskin. Can be mastercrafted (leatherworker's tools) into a Decanter of Endless Water, with the additional choice of delivering toxic water on "Stream". The Toxic Water acts as basic poison if ingested.

Angels

Not that they deserve to die... but they do have stats...

Deva (10)

Celestial (religion)

1 Holy Mace. Acts as a magical mace that deals an additional 18 (4d8) radiant damage upon a hit. If wielded by a creature with a different alignment than the angel's creator, on a critical failure the weapon fuses to their body, triggering a horrific transformation that cannot be stopped except by a Wish spell. The creature transforms into the original angel, who gains all its stats and abilities and has full hit points. The transformation takes 1d10 minutes, and kills the original creature.

6 Holy Feathers. Each acts as a Holy Symbol. When touched, they char the skin of any creature with an alignment different than the angel's creator. Each can replace 500 GP of Diamonds for the material component of a Resurrection Spell.

2 Blessed Gauntlets. Requires attunement. When worn together, the wielder gains a +1 bonus to AC, and they may cast Spare the Dying three times per day.

1 Sacred Robe. Acts as padded armor. If the wearer worships a god of the same alignment as the angel's creator, then the wearer does not need food, drink or sleep while wearing the armor. In addition, they gain the benefits of a short rest after 30 minutes of prayer, and the benefits of a long rest after 4 hours of prayer.

Planetar (16)

Celestial (religion)

1 Holy Greatsword. Acts as a magical greatsword that deals an additional 22 (5d8) radiant damage upon a hit. If wielded by a creature with a different alignment than the angel's creator, on a critical failure the weapon fuses to their body, triggering a horrific transformation that cannot be stopped except by a Wish spell. The creature transforms into the original angel, who gains all its stats and abilities and has full hit points. The transformation takes 1d10 minutes, and kills the original creature.

1 Consecrating Sash. Requires attunement. While attuned, the wearer can cast Death Ward on themselves once per day. If the sash is wrapped around a corpse or other remains, it has the effect of a Gentle Repose spell as long as it remains around the body.

1 Divine Tongue. Can be burned in effigy to cast Zone of Truth.

1 Vial of Angelic Blood. When ingested, heals 30 (6d8+3) hit points and cures any disease, poison, blindness, or deafness afflicting the consumer.

8 holy feathers. Each acts as a Holy Symbol. When touched, they char the skin of any creature with an alignment different than the angel's creator. Each can replace 500 GP of Diamonds for the material component of a Resurrection Spell.

2 Blessed Gauntlets. Requires attunement. When worn together, the wielder gains a +1 bonus to AC, and they may cast Spare the Dying three times per day.

1 Sacred Robe. Acts as padded armor. If the wearer worships a god of the same alignment as the angel's creator, then the wearer does not need food, drink or sleep while wearing the armor. In addition, they gain the benefits of a short rest after 30 minutes of prayer, and the benefits of a long rest after 4 hours of prayer.

Solar (21)

Celestial (religion)

- 1 Holy Greatsword.** Acts as a magical greatsword that deals an additional 27 (6d8) radiant damage upon a hit. If wielded by a creature with a different alignment than the angel's creator, on a critical failure the weapon fuses to their body, triggering a horrific transformation that cannot be stopped except by a Wish spell. The creature transforms into the original angel, who gains all its stats and abilities and has full hit points. The transformation takes 1d10 minutes, and kills the original creature.
- 1 Holy Longbow.** Acts as a magical longbow that deals an additional 27 (6d8) radiant damage upon a hit. If wielded by a creature with a different alignment than the angel's creator, on a critical failure the weapon fuses to their body, triggering a horrific transformation that cannot be stopped except by a Wish spell. The creature transforms into the original angel, who gains all its stats and abilities and has full hit points. The transformation takes 1d10 minutes, and kills the original creature.
- 1 Consecrating Sash.** Requires attunement. While attuned, the wearer can cast Death Ward on themselves once per day. If the sash is wrapped around a corpse or other remains, it has the effect of a Gentle Repose spell as long as it remains around the body.
- 1 Divine Tongue.** Can be burned in effigy to cast Zone of Truth.
- 1 Vial of Angelic Blood.** When ingested, heals 30 (6d8+3) hit points and cures any disease, poison, blindness, or deafness afflicting the consumer.
- 1 God's Pendant.** Requires attunement. While attuned, the wearer may cast Commune once per day. If the spell is used to contact any extraplanar being other than the Solar's creator or patron God, the wearer must make a DC 20 Wisdom check. On a failure, the spell contacts the Solar's creator or patron God.
- 1 Head of a Solar.** The head continually whispers prayers of blood and vengeance. The creature who killed the solar can always hear these prayers, no matter what distance they are from the head or what measures are taken to stop the sound. After 1d6 days, a Planetar arrives at the killer's location to collect the head. If they do not have the head, the Planetar will become hostile. If killed, another will come in 1d6 days. If the killer has the head and gives it to the Planetar, the Planetar eats the head and gives up its body to resurrect the Solar. The Solar returns with full hit points and all its weapons and abilities. The Solar will then attempt to kill the creature who killed it. Looking into the eyes of the head causes an epileptic fit of faith in any creature who does not share the alignment of the Solar's creator. The fit lasts 1d4 hours and cannot be stopped except by a Wish spell or divine intervention. A creature may make a DC 25 Wisdom saving throw to avert its gaze before looking directly into the eyes. The head can be traded for a major boon from a Lord of the Nine Hells. It can be used as a Holy Symbol and will double the effect of any hit points healed or damage dealt by a cleric spell cast by a cleric that shares an alignment with the Solar's creator. If the head is buried under a castle, the walls of that castle gain immunity to any damage dealt by any creature with a different alignment than the Solar's creator or patron God.
- 11 holy feathers.** Each acts as a Holy Symbol. When touched, they char the skin of any creature with an alignment different than the angel's creator. Each can replace 500 GP of Diamonds for the material component of a Resurrection Spell.
- 2 Blessed Gauntlets.** Requires attunement. When worn together, the wielder gains a +1 bonus to AC, and they may cast Spare the Dying three times per day.
- 1 Sacred Robe.** Acts as padded armor. If the wearer worships a god of the same alignment as the angel's creator, then the wearer does not need food, drink or sleep while wearing the armor. In addition, they gain the benefits of a short rest after 30 minutes of prayer, and the benefits of a long rest after 4 hours of prayer.

Animated Objects

Eternal guardians and it won't cost you an arm and a leg!

Animated Armor (1)

Construct (arcana)

1 Tattered Set of Plate Armor

- 1 Animating Sigil.** Can be used as a material component in an Animate Objects spell. If used this way, the spell can only animate 1 nonmagical object of medium or smaller size, however, it remains animated as long as the sigil remains intact on the object (no concentration required). The sigil is consumed upon use.

Flying Sword (1/4)

Construct (arcana)

1 Tattered Longsword

- 1 Animating Sigil.** Can be used as a material component in an Animate Objects spell. If used this way, the spell can only animate 1 nonmagical object of medium or smaller size, however, it remains animated as long as the sigil remains intact on the object (no concentration required). The sigil is consumed upon use.

Rug of Smothering (2)

Construct (arcana)

1 Tattered Carpet

- 1 Animating Sigil.** Can be used as a material component in an Animate Objects spell. If used this way, the spell can only animate 1 nonmagical object of medium or smaller size, however, it remains animated as long as the sigil remains intact on the object (no concentration required). The sigil is consumed upon use.
- 1 Animate Carpet Patch.** No immediate use, can be mastercrafted (transmutation) by a spellcaster into a Carpet of Flying (maximum dimensions 4 x 6 feet).

Ankheg (2)

Monstrosity (nature)

- 1 Ankheg Claw.** Acts as a shovel. Can be carefully crafted (smith's tools) into a Greatsword that deals an additional 3 (1d6) acid damage on a hit.
- 1 Vial of Ankheg acid.** Acts as a vial of acid (PHB pg. 148). Can be crafted (alchemist's supplies) into a Vial of Potent Acid (as a normal vial, but deals 10 (3d6) acid damage on a hit).

Azer (2)

Elemental (arcana)

1 Tattered Warhammer

1d6 25 gp gems

- 1 Azer Heart.** If touched or held, deals 5 fire damage per round to the holder. If placed in a fire, it returns to the Elemental Plane of Fire. The heart burns out in 1d4 hours. While burning, can be carefully crafted (conjunction) by a spellcaster into an Elemental Gem (Red Corundum).



Banshee (4)

Undead (religion)

2d6 50GP art objects

1 Vial of Ectoplasm. No immediate use. Can be crafted (alchemist's supplies) into a Potion of Invisibility or an Oil of Etherealness.

1 Pinch of Spirit Dust. Acts as Dust of Disappearance.

Basilisk (3)

Monstrosity (nature)

1 Basilisk Eye. When held, a creature can use the eye to cast Flash to Stone (save DC 12). This consumes the eye.

1 Basilisk fang. Acts as a dagger. Can be crafted (smith's tools) into a dagger that deals an additional 3 (1d6) poison damage on a hit.

1 Basilisk Stomach. No immediate use. Can be mastercrafted (alchemist's supplies) into a Stone Salve, which ends the petrified condition on a creature it is applied to.

Behir (11)

Monstrosity (nature)

4d4 Behir Claws. Act as daggers that can cut through dragon scales, dealing an additional 3 (1d6) piercing damage when it hits a Dragon. 20 claws can be mastercrafted (smith's tools) into a Dragon Slayer.

2 Behir Fangs. Act as daggers. Can be crafted (smith's tools) into a dagger that deals an additional 5 (1d10) lightning damage on a hit.

1 Behir Hide. Acts as a tent. Can be mastercrafted (leatherworker's tools) into 2 sets of studded leather armor that grant resistance to lightning damage.

1 Behir Tail. Acts as a whip. Can be carefully crafted (leatherworker's tools) into a whip that deals an additional 5 (1d10) lightning damage on a hit.

3 Half-digested Corpses. The DM selects one humanoid, one beast, and one dragon. One item from each can be salvaged from the Behir's guts. This could be adventuring gear, weapons, or loot that would have been otherwise salvageable from the creatures.

Beholders

I found a big pokey stick and it's going in your eye, buddy

Beholder (13)

Aberration (arcana)

1 Large Beholder Eye. Requires attunement. While attuned, the holder can cast Antimagic Field once per day. The holder cannot be surprised while attuned to the eye. Because of the feeling of being watched, everyone within 30 feet of the eye takes an extra hour to gain a long rest. Can be mastercrafted (smith's tools) into a grotesque Sentinel Shield. The holder of the shield cannot be surprised while attuned to it. Because of the feeling of being watched, everyone within 30 ft. of the shield takes an extra hour to gain a long rest.

4 Small Beholder Eyes. Acts as an arcane focus. An eye can cast a particular beholder ray once per day. The ray is chosen randomly by the DM upon receiving the eye.

1 Vial of Beholder Slime. Acts as Oil of Slipperiness.

4 Beholder Eyestalks. Acts as a club. 4 of them may be mastercrafted (conjunction) by a spellcaster to summon a Spectator to guard a location for 101 years.

3 Sets of Armor. The DM selects 3 sets of armor left from a Beholder's victims.

In Lair: Treasure Hoard (11-16)

Death Tyrant (14)

Undead (religion)

1 Large Death Tyrant Eye. Requires attunement. While attuned, the holder can cast Circle of Death once per day. Any creature killed this way becomes a zombie, which obeys the holder of the eye as long as they are attuned to it. The holder cannot be surprised while attuned to the eye. Because of the feeling of being watched, everyone within 30 ft. of the eye takes an extra hour to gain a long rest.

6 Small Death Tyrant Eyes. Acts as an arcane focus or holy symbol. An eye can cast a particular death tyrant ray once per day. The ray is chosen randomly by the DM upon receiving the eye.

2 Vials of Ectoplasm. No immediate use. Can be crafted (alchemist's supplies) into a potion of Invisibility or an Oil of Etherealness.

4 Sets of Armor. The DM selects 4 sets of armor left from a Death Tyrant's victims.

1 Death Tyrant Skull. No immediate use. Can be carefully crafted (alchemist's tools) into a Potion that acts as a Raise Dead spell, except that the target must currently be undead for the spell to take effect. This potion returns the creature to life as per the spell, despite the fact that the creature is undead.

In Lair: Treasure Hoard (11-16)

Spectator (3)

Aberration (arcana)

- 1 Large Spectator Eye.** Acts as an arcane focus. The eye can cast a particular spectator ray once per day. The ray is chosen randomly by the DM upon receiving the eye.
- 1 Spectator Hide.** No immediate use. Can be mastercrafted (leatherworker's tools) into a shield of spell reflection. The shield requires attunement. If the bearer of the shield, while attuned, makes a successful saving throw against a spell, or a spell attack misses it, the bearer can choose another creature (including the spellcaster) it can see within 30 feet of it. The spell targets the chosen creature instead of the bearer of the shield. If the spell forced a saving throw, the chosen creature makes its own save. If the spell was an attack, the attack roll is rerolled against the chosen creature.
- 1 Spectator Tongue.** Acts as a whip that deals necrotic damage instead of slashing damage on a hit.

Blights

Needle Blight (1/4)

Plant (nature)

- 1 Gulthias flower.** Gives a smell that attracts Needle Blights. If it is planted, by next nightfall it will grow into a needle blight. If it is not taken from the body of the Needle Blight, it will plant itself after 1d4 hours.

Twig Blight (1/8)

Plant (nature)

- 1 Gulthias twig.** Curls unnaturally. If it is planted, by next nightfall it will grow into a twig blight. If it is not taken from the body of the twig blight, it will plant itself after 1d4 hours.

Vine Blight (1/2)

Plant (nature)

- 1 Gulthias seed.** Can be heard murmuring very softly. If it is planted, by next nightfall it will grow into a vine blight. If it is not taken from the body of the vine blight, it will plant itself after 1d4 hours.

Bugbear (1)

Humanoid (survival)

1 Tattered Morningstar

1 Tattered Hide Armor

1d2 Bugbear Ears. Acts as a trophy among hunters and adventurers.

1d2 Bugbear Tusk. When held, grants advantage on Charisma (Intimidation) checks made against goblinoids.

Bugbear Chief (3)

Humanoid (survival)

1 Tattered Chain Shirt

1 Strong Bugbear Heart. No immediate use. Can be crafted (alchemist's supplies) into a potion of Hruggek. Grants the user advantage on saving throws against being charmed, frightened, paralyzed, poisoned, stunned, or put to sleep for 1d4 hours.

1d2 Bugbear Ears. Acts as a trophy among hunters and adventurers. When held, grants advantage on Charisma (Intimidation) checks made against goblinoids.

1d2 Bugbear Tusk. When held, grants advantage on Charisma (Intimidation) checks made against goblinoids.

1 Bugbear Chief's Morningstar. Acts as a Morningstar that can cast Augury once per day.

Bulette (5)

Monstrosity (nature)

1d6 Common Items. Adventuring gear or Trade Goods once owned by a Halfling

1 Bulette Head Plate. Acts as a shield. Can be carefully crafted (smith's tools) into a shield +1 that grants its wielder tremorsense out to 10 feet while holding it.

2 Bulette Claws. Act as daggers. Can be crafted (smith's tools) into daggers +1 that require attunement, and can cast Jump once per day on a creature they are attuned to.

1 Bulette Tendon. No immediate use. Can be carefully crafted (weaver's tools) into a shortbow +1. On a hit, the target must make a DC 16 Strength or Dexterity saving throw (target's choice) or be knocked prone.

Bullywug (1/4)

Humanoid (survival)

1 Bullywug Bladder. Acts as a balloon. Can be crafted (leatherworker's tools) into a waterskin.



Cambion (5)

Fiend (religion)

1 Tattered Spear

1 Tattered Scale Mail

2 Cambion Horns. No immediate use. Can be crafted (alchemist's supplies) into a Potion of Fire Resistance.

1d2 Cambion Wing. No immediate use. 4 wings can be mastercrafted (leatherworker's tools) into a Cape of the Mountbank.

1 Demon Heart. While holding the heart, it can be used to cast Plane Shift as a ritual. Only the creature holding the heart may shift. This consumes the heart. When the spell is cast, roll 1d20. On a 1, the bearer is shifted to Graz'zt's layer of the Abyss instead of the intended destination.

1 Cambion Tongue. Requires attunement. While attuned, the wielder can cast Charm Person (save DC 14) once per day.

Carrion Crawler (2)

Monstrosity (nature)

1 Crawler Tentacle. Acts as a whip. On a hit, target must succeed on a DC 13 Constitution saving throw or be poisoned for one minute. Until this condition ends, the target is paralyzed. The target can repeat the saving throw at the end of each of their turns to end the effect. On a success, the target is immune to this effect for 1 hour. Can be crafted (alchemist's supplies) into Carrion Crawler Mucus (DMG pg. 258).

1 Digested Corpse. The DM selects 1 humanoid. 1 item from that humanoid can be salvaged from the Carrion Crawler's guts. This could be adventuring gear, a weapon, or loot that would have been otherwise salvageable from the creature.

Centaur (2)

Monstrosity (nature)

1 Tattered Pike

4d4 Arrows

2 Centaur Hooves. No immediate use. Can be crafted (alchemist's supplies) into a Potion of Healing.

Chimera (6)

Monstrosity (nature)

1 Dragon Head. Requires attunement. While attuned, a creature can cast Fireball (save DC 15) once per day from the head.

1 Lion Head. Requires attunement. While attuned, a creature can cast Fear (save DC 15) once per day from the head.

1 Goat Head. Requires attunement. While attuned, a creature can cast Dispel Magic (at 3rd level) once per day from the head.

1 Demon Heart. While holding the heart, it can be used to cast Plane Shift as a ritual. Only the creature holding the heart may shift. This consumes the heart. When the spell is cast, roll 1d20. On a 1, the bearer is shifted to a random location in the Abyss instead of the intended destination.

1d8 Chimera Claws. No immediate use. Can be crafted (alchemist's supplies) into a Potion of Fire Breath.

In lair: 1 Treasure Hoard (challenge 5-10)

Chuul (4)

Aberration (arcana)

1 Chuul Carapace. Acts as a shield. Can be carefully crafted (Smith's tools) into Scale Mail that glows with dim light when within 60 feet of a magic item.

1 Chuul Tentacle. Acts as a whip. On a hit, the target must succeed on a DC 13 Constitution saving throw or be poisoned for one minute. Until this condition ends, the target is paralyzed. The target can repeat the saving throw at the end of each of their turns to end the effect. On a success, the target is immune to the poison for 1 hour.

2 Chuul Pincers. Acts as a shortsword. 2 pincers can be mastercrafted (smith's tools) into a greatsword that glows when within 60 feet of a magic item.

Cloaker (8)

Aberration (arcana)

2 Cloaker Wings. Acts as a blanket. 4 wings can be mastercrafted (Illusion) by a spellcaster into a Cloak of Displacement.

1 Cloaker Tail. Acts as a flail. Withers away when exposed to sunlight.

1 Cloaker Head. No immediate use. Can be carefully crafted (leatherworker's tools) into a horn that can be blow to cast Fear (save DC 13) once per day.

1 Cloaker Claw. Acts as a cloak clasp. Can be attuned to, and an attuned creature can cast Minor Illusion once per day (Intelligence check 13 to detect).

1 Vial of Cloaker Blood. No immediate use. Can be crafted (alchemist's supplies) into a Potion of Stealth, which grants advantage on Dexterity (Stealth) checks for 1 hour.

2 Cloaker Eyes. No immediate use. Can be crafted (alchemist's supplies) into a Potion of Darkvision (Darkvision to 60 ft. for 1 hour)

Cockatrice (1/2)

Monstrosity (nature)

1 Vial of Cockatrice Venom. Acts as basic poison (PHB pg. 153). Can be carefully crafted (alchemist's supplies) into a Poison of Petrification. If ingested, a creature must succeed on a DC 11 Constitution saving throw against being magically petrified. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified for 24 hours.

Couatl (4)

Celestial (religion)

- 1 Couatl Hide.** No immediate use. Can be carefully crafted (leatherworker's tools) into hide armor that grants resistance from radiant damage.
- 1 Vial of Couatl Venom.** If ingested, a creature must succeed on a DC 13 Constitution saving throw or be poisoned for 24 hours. Until this condition ends, the target is unconscious. Another creature can use an action to shake the target awake.
- 1 Couatl Heart.** While holding the heart, it can be used to cast Srying as a ritual. This consumes the heart.
- 1d4 Holy Feathers.** Each acts as a Holy Symbol. When touched, they char the skin of any creature with an alignment different than the Couatl. Each can replace 500 GP of Diamonds for the material component of a Resurrection Spell.

Crawling Claw (0)

Undead (religion)

- 1 Desecrated Hand.** Acts as an arcane focus for casting necromancy spells.

Cyclops (6)

Giant (survival)

- 1 Tattered Greatclub**
- 2d4 Items in a Giant's Bag**
- 1 Cyclops Eye.** No immediate use. Can be carefully crafted (abjuration) by a spellcaster into an amulet that requires attunement. While attuned to the amulet, a creature can cast Protection from Evil and Good once per day.
- 2d4 Giant's Toes.** No immediate use. Sought as trophies by hunters and heroes, and can be sold for a good price to collectors or admirers.
- 1 Cyclops Heart.** No immediate use. Can be carefully crafted (alchemist's supplies) into a Potion of Hill Giant Strength.



Darkmantle (1/2)

Monstrosity (nature)

1 Darkmantle Tentacle. Acts as a whip. If used to attack a ceiling or wall, it sticks to the wall for 1d4 rounds. During this time, the wielder of the Tentacle cannot be moved further than 10 feet from the point where the tentacle is attached.

Death Knight (17)

Undead (religion)

Note: Unless the Death Knight has been redeemed, after 2d8 days, the Unfulfilled Heart will regrow into the Death Knight. This transformation takes 1d10 rounds, begins at the last strike of midnight, and cannot be stopped except with a Wish spell. If the heart is destroyed, the Death Knight will regrow from another item looted from it. Loot crafted into another item is exempt. Loot worn by a character will regrow without harming the character. At the time of transformation, any non-cursed loot loses all magical properties. If all items are destroyed, the Death Knight will be reborn at the site of its original death.

1 Tattered Shield

1 Death Knight Longsword. Acts as a magical longsword that deals an additional 18 (4d8) necrotic damage on a hit. If wielded by a creature with a different alignment than the Death Knight, on a critical failure the weapon fuses to their body, triggering a horrific transformation that cannot be stopped except with a Wish spell. The creature sheds their mortality and becomes a Revenant, who gains all its stats and abilities and has full hit points. The revenant seeks to destroy all those who lead to the fall of the Death Knight. The transformation takes 1d10 minutes, and kills the original creature.

1 Unfulfilled Heart. Requires attunement. Grants advantage on saving throws against spells and other magical effects.

1d6 Charmed Ribs. No immediate use. If buried in non-hallowed ground, a Skeleton will unearth itself in 1d4 days. The Skeleton is lawful evil and will not betray its alignment, but it will attempt to follow the orders of whoever is carrying the Undead Banner.

2 Death Knight Eyes. Can be crushed as a bonus action to cast Searing Smite. Can be crafted (alchemist's tools) into a Potion of Necrotic Resistance or Potion of Poison Resistance.

1 Death Knight Hand. The holder of the hand can cast Banishment once per day. At the next sunset, the hand turns into a Crawling Claw and can no longer cast Banishment.

1 Undead Banner. Requires attunement. A creature attuned to the banner can control undead within 60 feet as if they had been summoned by an Animate Dead spell. Undead within 60 feet of the banner have advantage on saving throws against features that turn undead.

1 Belt of Undying. Requires attunement. While attuned, the wearer can cast Death Ward on themselves once per day. If the belt is wrapped around a corpse or other remains, the sash acts as the spell Animate Dead, turning the body into a zombie or skeleton (at the DM's discretion) which obeys the commands of whoever is carrying the Undead Banner. If the belt is removed, the body returns to being an inert corpse.

1 Plumed Death Knight Helm. Requires attunement. Allows the wearer to cast Compelled Duel and Hold Person once per day each.

Curse: Whoever wears the helmet is compelled to not remove it, and after 4d4 hours the skin and muscle on their head has completely melted away. Their skull is all that remains, still filled with organs but glistening white. Can be cured with a Remove Curse spell.

2d8 Death Knight Bones. No immediate use. Can be crafted (jeweler's tools) into cubic dice that always come up 6's.

1 Midnight Cloak. Requires attunement. While attuned, the wearer is immune to exhaustion. **Curse:** If attuned to for more than an hour, the wearer's body begins to become thin, and medical examination shows their heart has stopped beating. After 1 day, the wearer no longer needs food, drink, or sleep. If the attunement is ended after the cloak is worn for 1 hour or longer, the wearer will go into shock for 1d4 hours as their body restarts.

1 Set of Black Plate armor. Requires attunement. If a creature attuned to the armor would drop to 0 HP, they instead drop to 1 HP and take 1 death saving throw failure. Once they reach 3 death saving throw failures, they die. If a creature dies while wearing the armor, they are immediately resurrected as a Revenant, who continues to wear the armor and is hostile to the living. Saving throw failures caused by the armor can only be removed by a long rest while not attuned to the armor.

2 Unholy Symbols. Acts as a holy symbol for Death domain clerics. Chars the skin of any creature that is not of an evil alignment. Can act as 150GP worth of Black Onyx stone for the material components of a Create Undead spell.

1 Undead Mount. The DM chooses either a Warhorse Skeleton or Nightmare. All loot from that creature can also be discovered with the Death Knight.

1 Death Knight Skull. Requires attunement. An attuned creature can cast a Hellfire Orb once per day. Hurl a magical ball of fire that explodes at a visible point within 120 feet. Each creature in a 20 ft. radius sphere centered on that point must make a DC 18 Dexterity saving throw. The sphere spreads around corners. A creature takes 35 (10d6) fire damage and 35 (10d6) necrotic damage on a failed save, or half as much damage on a successful one.

Demilich (18)

Undead (religion)

1 Demilich Skull. Requires attunement. Can be used as an arcane focus and grants immunity to necrotic, poison, and psychic damage. After 1d10 days, the skull reforms into the Demilich with full HP and abilities. If the Phylactery is destroyed, this item crumbles into useless dust.

4d4 Demilich Teeth. No immediate use. Can be carefully crafted (alchemist's supplies) in one of the following potions: Potion of Necrotic Resistance, Potion of Poison Resistance, Potion of Psychic Resistance, Potion of Magic Resistance, Potion of Evasion (for 1 hour, if subjected to a Dexterity saving throw to take half damage, take half damage on a failed save and no damage on a success), or Potion of Truesight (grants truesight out to 120 feet for 1 hour). When the Demilich reforms, all un-crafted teeth return to the Demilich. If the Phylactery is destroyed, these items crumble into useless dust.

2 Vials of Ectoplasm. No immediate use. Can be crafted (alchemist's supplies) into a Potion of Invisibility or an Oil of Ethereality.

4 Pinches of Spirit Dust. Acts as Dust of Disappearance.

2 Demilich Eyes. Requires attunement. A creature attuned to the Eye can, once per day, drain the life from a creature. The target must succeed on a DC 19 Constitution saving throw or take 21 (6d6) necrotic damage, and the attuned creature regains hit points equal to the damage dealt. When the Demilich reforms, this item forcibly ends its attunement and returns to the Demilich. If the Phylactery is destroyed, these items crumble into useless dust.

1 Phylactery. This item is not found with the Demilich unless the check made to loot the body was a 30 or higher. At the DM's discretion, this loot may simply be a clue to the phylactery's true location, not the phylactery itself. No immediate use. If not destroyed, the Demilich reforms after 1d10 days.

4 Sets of Armor and 4 Weapons. The DM determines what weapons and armor are present. 1d4 of the items are magical in some way.

In Lair: Treasure Hoard (17-20)

(Variant Only) 3 Acererak Demilich Crystals. Each of these gems can be used to trap a creature's soul. The target must make a DC 19 Charisma saving throw. On a failed save, the target's soul is magically trapped inside the gem. While the soul is trapped, the target's body and all the equipment it is carrying cease to exist. On a successful save, the target takes 24 (7d6) necrotic damage, and if this damage reduces the target to 0 hit points, its soul is trapped as if it failed the saving throw. If the soul is trapped, the soul is released when the gem is broken. If the soul is not trapped, the gem shatters upon use. When the Demilich reforms, all gems that have not been shattered return to the Demilich. If the Phylactery is destroyed, these items crumble into useless dust.

Demons

Note: Unless the demon is killed in the Abyss, only the Foul Ichor and Cultist's Sigils are able to be harvested.

Balor (19)

Fiend (religion)

Note: The Balor's Death Throes feature destroys most of the loot it would carry. The Balor destroys its weapons when it dies, even if they are not nearby.

1 Demonic Amulet. This item cannot be looted normally. The amulet disappears when the demon dies, unless stolen/removed beforehand. Retrieving it requires a DC 25 Dexterity (Sleight of Hand) check, with advantage if the demon is incapacitated. Holding the amulet grants one favor from the demon, in exchange for the return of the amulet. The Demon may not honor the favor if the amulet is given before the favor is complete.

3 Vials of Foul Ichor. No immediate use. Can be mastercrafted (alchemist's supplies) into a potion of poison immunity. When consumed, grants immunity to poison damage and the poisoned condition for 1 hour, and heals any poisons currently affecting the creature.

2 Cultists' Sigils. The signature sigil of a demonic cult. By using the sigil to cast a ritual spell over the course of a number of hours equal to the demon's CR, the particular demon who was holding the sigil can be summoned. The demon will be hostile upon arrival and must be magically contained in order to be bargained with.

1 Set of Abyssal Chains. These chains are immune to damage from non-magical fire. Requires attunement. An attuned creature can use an action to speak a command word. A non-demon creature within 30 feet of the attuned creature must make a DC 20 Dexterity saving throw or the chains ensnare the target and attempt to crush it. It is restrained and grappled (escape DC 15) and takes 11 (2d10) bludgeoning damage per round. If the creature escapes the grapple, it is no longer restrained.

3 Motes of Unholy Fire. Strange fire that can be bottled like a liquid. Casts light like a torch. Draws undead towards it. The fire will flicker out in 1d6 hours, but adding a drop of blood to it will extend the time limit by 1 hour.

Barlgura (5)

Fiend (religion)

1 Vial of Foul Ichor. No immediate use. Can be mastercrafted (alchemist's supplies) into a potion of poison immunity. When consumed, grants immunity to poison damage and the poisoned condition for 1 hour, and heals any poisons currently affecting the creature.

2 Barlgura Tusks. Acts as a dagger. Can be carefully crafted (alchemist's supplies) into a Potion of Recklessness. When consumed, a creature has advantage on all melee attacks for 1d6 rounds. During this time, attack rolls against the creature have advantage.

1 Demon Heart. While holding the heart, it can be used to cast Plane Shift as a ritual. Only the creature holding the heart may shift. This consumes the heart. When the spell is cast, roll 1d20. On a 1, the bearer is shifted to a random location in the Abyss instead of the intended destination.

1 Desiccated Trophy. The DM selects a martial weapon. Treat it as a magical weapon that deals an additional 4 (1d8) necrotic damage on a hit.

Chasme (6)

Fiend (religion)

- 1 Vial of Foul Ichor.** No immediate use. Can be mastercrafted (alchemist's supplies) into a potion of poison immunity. When consumed, grants immunity to poison damage and the poisoned condition for 1 hour, and heals any poisons currently affecting the creature.
- 1 Demon Heart.** While holding the heart, it can be used to cast Plane Shift as a ritual. Only the creature holding the heart may shift. This consumes the heart. When the spell is cast, roll 1d20. On a 1, the bearer is shifted to a random location in the Abyss instead of the intended destination.
- 1 Proboscis.** Acts as a magical dagger that deals an additional 7 (2d6) necrotic damage on a hit. On a hit, the target's hit point maximum is lowered by the amount of necrotic damage dealt.
- 1 Chasme Head.** No immediate use. Can be carefully crafted (leatherworker's tools) into a horn that produces an awful drone. Any non-demon creature within 30 feet of the horn that hears the drone (including the user) must succeed on a DC 12 Constitution saving throw or fall unconscious for 10 minutes. A creature that can't hear automatically succeeds on the save. The effect on the creature ends if it takes damage or if another creature takes an action to splash it with holy water. If a creature's saving throw is successful or the effect ends for it, it is immune to the drone for the next 24 hours.
- 1 Chasme Carapace.** Acts as a shield. 2 of these can be mastercrafted (smith's tools) into a grotesque Spellguard Shield.
- 1 Trophy of Torture.** The DM selects an item from another Demon. This item is also found with the Chasme.

Dretch (1/4)

Fiend (religion)

- 1 Vial of Foul Ichor.** No immediate use. Can be mastercrafted (alchemist's supplies) into a potion of poison immunity. When consumed, grants immunity to poison damage and the poisoned condition for 1 hour, and heals any poisons currently affecting the creature.

Glabrezu (9)

Fiend (religion)

- 1 Demonic Amulet.** This item cannot be looted normally. The amulet disappears when the demon dies, unless stolen/removed beforehand. Retrieving it requires a DC 25 Dexterity (Sleight of Hand) check, with advantage if the demon is incapacitated. Holding the amulet grants one favor from the demon, in exchange for the return of the amulet. The Demon may not honor the favor if the amulet is given before the favor is complete.
- 2 Vials of Foul Ichor.** No immediate use. Can be mastercrafted (alchemist's supplies) into a potion of poison immunity. When consumed, grants immunity to poison damage and the poisoned condition for 1 hour, and heals any poisons currently affecting the creature.
- 1 Cultists' Sigil.** The signature sigil of a demonic cult. By using the sigil to cast a ritual spell over the course of a number of hours equal to the demon's CR, the particular demon who was holding the sigil can be summoned. The demon will be hostile upon arrival and must be magically contained in order to be bargained with.
- 1 Demon Heart.** While holding the heart, it can be used to cast Plane Shift as a ritual. Only the creature holding the heart may shift. This consumes the heart. When the spell is cast, roll 1d20. On a 1, the bearer is shifted to a random location in the Abyss instead of the intended destination.

- 2 Glabrezu Claws.** Acts as a handaxe. Can be carefully crafted (alchemist's supplies) into a Potion of Flight or a Poison of Confusion (when consumed, casts confusion on the creature). They look identical, and it is nearly impossible to discern which one was created without a DC 30 Intelligence (Religion) check.
- 1 Glabrezu Carapace.** Acts as a shield. Can be mastercrafted (smith's tools) into a grotesque Spellguard Shield.
- 1 Trophy of Temptation.** The DM selects a trinket from the trinket table (PHB pg. 160). This was once owned by a mortal who foolishly believed they could control the demon. Once per day, it can cast a small (2.5ft radius) Antimagic Field for one hour. When it is used, the caster must succeed on a DC 10 Wisdom saving throw or their alignment changes to Chaotic Evil and they become an NPC under the DM's control.

Goristro (17)

Fiend (religion)

- 1 Demonic Amulet.** This item cannot be looted normally. The amulet disappears when the demon dies, unless stolen/removed beforehand. Retrieving it requires a DC 25 Dexterity (Sleight of Hand) check, with advantage if the demon is incapacitated. Holding the amulet grants one favor from the demon, in exchange for the return of the amulet. The Demon may not honor the favor if the amulet is given before the favor is complete.
- 3 Vials of Foul Ichor.** No immediate use. Can be mastercrafted (alchemist's supplies) into a potion of poison immunity. When consumed, grants immunity to poison damage and the poisoned condition for 1 hour, and heals any poisons currently affecting the creature.
- 2 Cultists' Sigils.** The signature sigil of a demonic cult. By using the sigil to cast a ritual spell over the course of a number of hours equal to the demon's CR, the particular demon who was holding the sigil can be summoned. The demon will be hostile upon arrival and must be magically contained in order to be bargained with.
- 1 Demon Heart.** While holding the heart, it can be used to cast Plane Shift as a ritual. Only the creature holding the heart may shift. This consumes the heart. When the spell is cast, roll 1d20. On a 1, the bearer is shifted to a random location in the Abyss instead of the intended destination.
- 2 Goristro Horns.** Acts as a club. Can be mastercrafted (alchemist's Supplies) into a Potion of Magic Resistance (when consumed, a creature has advantage on saving throws made against spells and magic effects for 1 hour).
- 2d6 Goristro teeth.** No immediate use. 10 teeth can be carefully crafted (jeweler's tools) into a necklace that requires attunement. An attuned creature may cast Find the Path once per day using the necklace.
- 1 Goristro Hide.** Acts as a blanket. Can be mastercrafted (leatherworker's tools) into hide armor that requires attunement, and grants resistance from cold, fire, and lightning damage.
- 1 Goristro Skull.** No immediate use. When worn as a helmet, the wearer may make a charging attack that deals 33 (6d10) piercing damage if they moved at least 15 feet straight towards a target on the same turn. On a hit, the wearer must succeed on a DC 21 Constitution saving throw or be stunned for 1 round.
- 2 Gilded Bracers.** Requires attunement. When worn together, grants resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.
- 2 Motes of Unholy Fire.** Strange fire that can be bottled like a liquid. Casts light like a torch. Draws undead towards it. The fire will flicker out in 1d6 hours, but adding a drop of blood to it will extend the time limit by 1 hour.

Hezrou (8)

Fiend (religion)

- 2 Vials of Foul Ichor.** No immediate use. Can be mastercrafted (alchemist's supplies) into a potion of poison immunity. When consumed, grants immunity to poison damage and the poisoned condition for 1 hour, and heals any poisons currently affecting the creature.
- 1 Demon Heart.** While holding the heart, it can be used to cast Plane Shift as a ritual. Only the creature holding the heart may shift. This consumes the heart. When the spell is cast, roll 1d20. On a 1, the bearer is shifted to a random location in the Abyss instead of the intended destination.
- 2 Hezrou Stench Glands.** As an action, the gland can be squeezed to burst, emitting a foul stench. Any creature within 10 feet of the gland must succeed on a DC 14 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the hezrou's stench for 24 hours. Can be carefully crafted (alchemist's supplies) into a Potion of Poison.
- 2d4 Hezrou Spines.** Acts as an arcane focus for warlocks of the Fiend pact. 10 of these can be mastercrafted (alchemist's supplies) into a Potion of Magic Resistance (when consumed, a creature has advantage on saving throws made against spells and magic effects for 1 hour).
- 1d4 Hezrou Claws.** Acts as a magical dagger that deals an additional 3 (1d6) poison damage on a hit.

Manes (1/8)

Fiend (religion)

- 1 Vial of Foul Ichor.** No immediate use. Can be mastercrafted (alchemist's supplies) into a potion of poison immunity. When consumed, grants immunity to poison damage and the poisoned condition for 1 hour, and heals any poisons currently affecting the creature.

Marilith (16)

Fiend (religion)

- 1 Demonic Amulet.** This item cannot be looted normally. The amulet disappears when the demon dies, unless stolen/removed beforehand. Retrieving it requires a DC 25 Dexterity (Sleight of Hand) check, with advantage if the demon is incapacitated. Holding the amulet grants one favor from the demon, in exchange for the return of the amulet. The Demon may not honor the favor if the amulet is given before the favor is complete.
- 3 Vials of Foul Ichor.** No immediate use. Can be mastercrafted (alchemist's supplies) into a potion of poison immunity. When consumed, grants immunity to poison damage and the poisoned condition for 1 hour, and heals any poisons currently affecting the creature.
- 1 Cultists' Sigil.** The signature sigil of a demonic cult. By using the sigil to cast a ritual spell over the course of a number of hours equal to the demon's CR, the particular demon who was holding the sigil can be summoned. The demon will be hostile upon arrival and must be magically contained in order to be bargained with.
- 1 Demon Heart.** While holding the heart, it can be used to cast Plane Shift as a ritual. Only the creature holding the heart may shift. This consumes the heart. When the spell is cast, roll 1d20. On a 1, the bearer is shifted to a random location in the Abyss instead of the intended destination.
- 1d4+2 Demonic Longswords.** Acts as a magical longsword that requires attunement. As a reaction, an attuned creature may add 2 to their AC against a melee attack that would hit them. If the wielder is of a non-evil alignment, roll 1d20 when using this ability. On a 1, the blade turns on its wielder, causing the melee attack to automatically hit, and adding 1d8 damage as the sword joins in.
- 1 Marilith Bodice Armor.** Acts as magical splint armor that requires attunement. While attuned to it, the armor grants resistance to cold, fire, and lightning damage, and advantage on Charisma checks made against demons of CR 15 or less. **Curse:** At the end of a long rest, the attuned creature must make a DC 19 Charisma check or their alignment changes to Chaotic Evil and they become an NPC under the DM's control.
- 1 Demon Snake Tail.** Acts as a whip. Can be mastercrafted (alchemist's supplies) into a Potion of Magic Resistance (when consumed, a creature has advantage on saving throws made against spells and magic effects for 1 hour).
- 1 Marilith Head.** Once per day, as an action, the head can teleport its holder, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it's holder can see. Can be mastercrafted (alchemist's supplies) into a Potion of Truesight (grants truesight out to 120 feet for 1 hour).
- 2 Gilded Bracers.** Requires attunement. When worn together, grants resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.
- 2 Motes of Unholy Fire.** Strange fire that can be bottled like a liquid. Casts light like a torch. Draws undead towards it. The fire will flicker out in 1d6 hours, but adding a drop of blood to it will extend the time limit by 1 hour.

Nalfeshnee (13)

Fiend (religion)

- 1 Demonic Amulet.** This item cannot be looted normally. The amulet disappears when the demon dies, unless stolen/removed beforehand. Retrieving it requires a DC 25 Dexterity (Sleight of Hand) check, with advantage if the demon is incapacitated. Holding the amulet grants one favor from the demon, in exchange for the return of the amulet. The Demon may not honor the favor if the amulet is given before the favor is complete.
- 2 Vials of Foul Ichor.** No immediate use. Can be mastercrafted (alchemist's supplies) into a potion of poison immunity. When consumed, grants immunity to poison damage and the poisoned condition for 1 hour, and heals any poisons currently affecting the creature.
- 1 Cultists' Sigil.** The signature sigil of a demonic cult. By using the sigil to cast a ritual spell over the course of a number of hours equal to the demon's CR, the particular demon who was holding the sigil can be summoned. The demon will be hostile upon arrival and must be magically contained in order to be bargained with.
- 2 Demon Hearts.** While holding the heart, it can be used to cast Plane Shift as a ritual. Only the creature holding the heart may shift. This consumes the heart. When the spell is cast, roll 1d20. On a 1, the bearer is shifted to a random location in the Abyss instead of the intended destination.
- 2 Nalfeshnee tusks.** Acts as a shortsword. Each one can be carefully crafted (enchantment) by a spellcaster into a Sigil of Horror. When activated, the sigil magically emits scintillating, multicolored light. Each creature within 30 feet of the sigil that can see the light must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The sigil is consumed when activated, but the light remains for 1 minute.
- 2d4 Nalfeshnee claws.** Acts as a dagger +1.
- 1 Nalfeshnee Hide.** Acts as a blanket. Can be mastercrafted (leatherworker's tools) into hide armor that requires attunement, and grants advantage on saving throws against spells and other magical effects.
- 2 Gilded Bracers.** Requires attunement. When worn together, grants resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.
- 1 Mote of Unholy Fire.** Strange fire that can be bottled like a liquid. Casts light like a torch. Draws undead towards it. The fire will flicker out in 1d6 hours, but adding a drop of blood to it will extend the time limit by 1 hour.

Quasit (1)

Fiend (religion)

- 1 Vial of Foul Ichor.** No immediate use. Can be mastercrafted (alchemist's supplies) into a potion of poison immunity. When consumed, grants immunity to poison damage and the poisoned condition for 1 hour, and heals any poisons currently affecting the creature.

Shadow Demon (4)

Fiend (religion)

- 1 Vial of Foul Ichor.** No immediate use. Can be mastercrafted (alchemist's supplies) into a potion of poison immunity. When consumed, grants immunity to poison damage and the poisoned condition for 1 hour, and heals any poisons currently affecting the creature.
- 2d4 Shadow Claws.** Acts as a dagger +1 that deals psychic damage instead of piercing damage. The dagger is destroyed when exposed to sunlight.
- 1 Vial of Ectoplasm.** No immediate use. Can be crafted (alchemist's supplies) into a Potion of Invisibility or an Oil of Etherealness.

Vrock (6)

Fiend (religion)

- 1 Vial of Foul Ichor.** No immediate use. Can be mastercrafted (alchemist's supplies) into a potion of poison immunity. When consumed, grants immunity to poison damage and the poisoned condition for 1 hour, and heals any poisons currently affecting the creature.
- 1 Demon Heart.** While holding the heart, it can be used to cast Plane Shift as a ritual. Only the creature holding the heart may shift. This consumes the heart. When the spell is cast, roll 1d20. On a 1, the bearer is shifted to a random location in the Abyss instead of the intended destination.
- 1 Vrock Hide.** Acts as a blanket. Can be mastercrafted (leatherworker's tools) into hide armor that requires attunement, and grants advantage on saving throws against spells and other magical effects.
- 2 Vials of Spores.** Can be released into the air, creating a 5 ft. diameter cloud of toxic spores. Each creature in that area must succeed on a DC 14 Constitution saving throw or become poisoned. While poisoned in this way, a target takes 5 (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. Emptying a vial of holy water on the target also ends the effect on it.
- 1d2 Vrock Eyes.** No immediate use. Can be crafted (alchemist's supplies) into a potion of Superior Darkvision (grants darkvision out to 120 feet).

Yochlol (10)

Fiend (religion)

- 1 Demonic Amulet.** This item cannot be looted normally. The amulet disappears when the demon dies, unless stolen/removed beforehand. Retrieving it requires a DC 25 Dexterity (Sleight of Hand) check, with advantage if the demon is incapacitated. Holding the amulet grants one favor from the demon, in exchange for the return of the amulet. The Demon may not honor the favor if the amulet is given before the favor is complete.
- 2 Vials of Foul Ichor.** No immediate use. Can be mastercrafted (alchemist's supplies) into a potion of poison immunity. When consumed, grants immunity to poison damage and the poisoned condition for 1 hour, and heals any poisons currently affecting the creature.
- 1 Cultists' Sigil.** The signature sigil of a demonic cult. By using the sigil to cast a ritual spell over the course of a number of hours equal to the demon's CR, the particular demon who was holding the sigil can be summoned. The demon will be hostile upon arrival and must be magically contained in order to be bargained with.
- 1 Demon Heart.** While holding the heart, it can be used to cast Plane Shift as a ritual. Only the creature holding the heart may shift. This consumes the heart. When the spell is cast, roll 1d20. On a 1, the bearer is shifted to The Demonwebs of Lolth in the Abyss instead of the intended destination.
- 1 Yochlol Eye.** Requires attunement. A creature attuned to the eye can cast Gaseous Form once per day. In addition to the bonuses granted by the spell, a creature that starts its turn in the same space as the attuned creature while they are in gaseous form must succeed on a DC 14 Constitution saving throw or be poisoned until the start of its next turn. While poisoned in this way, the creature is incapacitated.
- 2d4 Demon Spider Legs.** When held, the holder ignores movement restrictions caused by webbing. 5 of these can be mastercrafted (alchemist's supplies) into a Potion of Magic Resistance (when consumed, a creature has advantage on saving throws made against spells and magic effects for 1 hour).
- 1 Ball of Demonweb.** The ball contains 1d6+1 charges. A creature holding the ball may expend a charge to cast Web. The ball shrinks a little each time the spell is cast. When the last charge is expended, the ball withers to nothing and is destroyed.
- 1 Mote of Unholy Fire.** Strange fire that can be bottled like a liquid. Casts light like a torch. Draws undead towards it. The fire will flicker out in 1d6 hours, but adding a drop of blood to it will extend the time limit by 1 hour.

Devils

Note: Unless the devil is killed in the Nine Hells, only the Hellish Ichor is able to be harvested.

Barbed Devil (5)

Fiend (religion)

- 2d4 Devil Claws.** Acts as a magical dagger that deals fire damage instead of piercing damage. This damage ignores the fire resistance of demons.
- 1d2 Devil Eyes.** If consumed as an action, grants Darkvision out to 60 feet for 10 minutes. This darkvision is not impeded by magical darkness. Can be mastercrafted (Jeweler's Tools) into an amulet or circlet that provides this benefit once per day as an action.
- 1 Barbed Devil Hide.** No immediate use. Can be carefully crafted (Leatherworker's Tools) into a Barbed Cloak. When a creature wearing a Barbed cloak is grappled, it deals 5 (1d10) piercing damage to the grappler at the start of its turn.
- 1 Barbed Devil Tail.** Acts as a whip +1.

Bearded Devil (3)

Fiend (religion)

- 1d2 Devil Eyes.** If consumed as an action, grants Darkvision out to 60 feet for 10 minutes. This darkvision is not impeded by magical darkness. Can be mastercrafted (Jeweler's Tools) into an amulet or circlet that provides this benefit once per day as an action.
- 2d4 Bearded Devil Tendrils.** Acts as a magical flail. On a hit, the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. While poisoned this way, a creature can't regain hit points. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Bone Devil (9)

Fiend (religion)

- 1 Vial of Bone Devil Poison.** If applied to a blade and used to attack a creature, the creature is poisoned on a hit. The poisoned creature must make a DC 14 Constitution saving throw or take 17 (5d6) poison damage and become poisoned for 1 minute. On a success, the creature takes half the damage and is not poisoned. The creature can repeat the saving throw at the end of each of its turns to end the condition.
- 1 Bone Devil Hide.** No immediate use. Can be mastercrafted (Leatherworker's Tools) into hide armor that requires attunement, and grants resistance to bludgeoning, slashing, and piercing damage from weapons that aren't silvered.
- 2 Bone Devil Wings.** No immediate use. Can be carefully crafted (leatherworker's tools) into a shield that grants resistance to cold damage while in use.
- 1 Bone Devil Skull.** While being held, grants advantage on Charisma checks made against lesser devils. Can be mastercrafted (smith's tools) into a helmet that grants the wearer +1 Charisma, to a maximum of 20.
- 3d4 Devil Claws.** Acts as a magical dagger that deals fire damage instead of piercing damage. This damage ignores the fire resistance of demons.
- 1d2 Devil Eyes.** If consumed as an action, grants Darkvision out to 60 feet for 10 minutes. This darkvision is not impeded by magical darkness. Can be mastercrafted (Jeweler's Tools) into an amulet or circlet that provides this benefit once per day as an action.

Chain Devil (8)

Fiend (religion)

3d4 Chain Devil Chains. Acts as 10 feet of chain with razor-sharp iron barbs along its length. Any creature touching the chain must make a DC 14 Dexterity saving throw at the start of its turn or take 7 (2d6) piercing damage.

2d4 Animate Hooks. As an action, a hook can be thrown at a creature as an improvised weapon. On a hit, the creature takes 7 (2d6) piercing damage and is restrained as the hook attaches them to the ground. The creature can make a Strength check DC 14 to escape. The hook becomes permanently attached to the ground and cannot be used again.

1 Chain Devil Mask. When worn, the mask can be activated, as a reaction, to form into the face of a departed loved one or bitter enemy of a creature within 30 feet. The creature must make a DC 14 Wisdom saving throw or be frightened until the end of its next turn. Once worn, the mask cannot be removed without dealing 11 (2d6 + 4) slashing damage to the wearer.

1d4 Devil Claws. Acts as a magical dagger that deals fire damage instead of piercing damage. This damage ignores the fire resistance of demons.

1d2 Devil Eyes. If consumed as an action, grants Darkvision out to 60 feet for 10 minutes. This darkvision is not impeded by magical darkness. Can be mastercrafted (Jeweler's Tools) into an amulet or circlet that provides this benefit once per day as an action.

Erinyes (12)

Fiend (religion)

1 Hellspit Longsword. Acts as a magical longsword +1 that deals an additional 13 (3d8) poison damage on a hit.

1 Hellspit Longbow. Acts as a magical longbow +1 that deals an additional 13 (3d8) poison damage on a hit.

2d10 Silvered Arrows. as described in the Player's Handbook (pg. 148)

1 Set of Erinyes Plate. Acts as magical plate armor that requires attunement, and grants resistance to poison damage and advantage on saving throws against poison. **Curse:** while attuned to the armor, a creature counts as a fiend, and is affected by any spell or effect that would affect fiends. Spells that provide protection from fiends (such as Protection from Evil and Good) have no effect when cast upon the attuned creature.

2d10 Erinyes Feathers. No immediate use. 20 of them can be mastercrafted (Alchemist's Supplies) into a Potion of Truesight (grants truesight out to 120 feet for 1 hour).

1 Erinyes Tongue. Requires attunement. While attuned, a creature gains Telepathy out to 120 feet, however, they cannot make a statement that is technically, legally untrue while using the item in this way.

1d4 Devil Claws. Acts as a magical dagger that deals fire damage instead of piercing damage. This damage ignores the fire resistance of demons.

1d2 Devil Eyes. If consumed as an action, grants Darkvision out to 60 feet for 10 minutes. This darkvision is not impeded by magical darkness. Can be mastercrafted (Jeweler's Tools) into an amulet or circlet that provides this benefit once per day as an action.

2d4 Vials of Hellish Ichor. No immediate use. Forms into a Lemure after 1d10 days, unless the devil was killed by a good-aligned creature with Bless cast upon it, or if the ichor is splashed with holy water.

Horned Devil (11)

Fiend (religion)

2 Horned Devil Horns. Requires attunement. Grants the attuned creature advantage on saving throws against spells and other magical effects. **Curse:** While attuned, a creature is overcome with lethargy and must pass a DC 15 Wisdom saving throw at the start of each combat or spend their first turn taking no move or action.

2 Horned Devil Wings. No immediate use. Can be carefully crafted (leatherworker's tools) into a shield that grants resistance to fire damage while in use.

1 Horned Devil Tail. Acts as a whip +1. On a hit, if the target is a creature other than an undead or construct, it must succeed on a DC 17 Constitution saving throw or lose 10 (3d6) hit points at the start of each of its turns due to an infernal wound. Any creature can take an action to staunch the wound with a successful DC 12 medicine check. The wound also closes if the target receives magical healing.

2d4 Devil Teeth. 20 teeth act as a bag of caltrops. Can be carefully crafted (jeweler's tools) into a set of dice that cannot be used to cheat.

2d4 Devil Claws. Acts as a magical dagger that deals fire damage instead of piercing damage. This damage ignores the fire resistance of demons.

1d2 Devil Eyes. If consumed as an action, grants Darkvision out to 60 feet for 10 minutes. This darkvision is not impeded by magical darkness. Can be mastercrafted (Jeweler's Tools) into an amulet or circlet that provides this benefit once per day as an action.

1d4 Vials of Hellish Ichor. No immediate use. Forms into a Lemure after 1d10 days, unless the devil was killed by a good-aligned creature with Bless cast upon it, or if the ichor is splashed with holy water.

Ice Devil (14)

Fiend (religion)

1 Ice Devil Carapace. No immediate use. Can be mastercrafted (smith's tools) into plate armor that requires attunement and grants resistance to cold, fire, and poison damage. **Curse:** While attuned to the item, a creature's speed is reduced by 10 feet.

2 Ice Devil Mandibles. Acts as a magical handaxe +1 that deals an additional 10 (3d6) cold damage on a hit.

1d2 Ice Devil Antennae. Requires attunement. While attuned, a creature gains Telepathy out to 120 feet, however, they cannot make a statement that is technically, legally untrue while using the item in this way.

1 Ice Devil Tail. No immediate use. Can be carefully crafted into a magical maul +2 that deals an additional 10 (3d6) cold damage on a hit.

2 Hellforged Bracers. Requires attunement. An attuned creature can use both bracers to cast Find Familiar once per day. The summoned familiar is always an Imp with the variant Familiar trait (MM pg. 69), and is loyal to the summoner as long as they are attuned to the bracers.

3d4 Devil Claws. Acts as a magical dagger that deals fire damage instead of piercing damage. This damage ignores the fire resistance of demons.

1d2 Devil Eyes. If consumed as an action, grants Darkvision out to 60 feet for 10 minutes. This darkvision is not impeded by magical darkness. Can be mastercrafted (Jeweler's Tools) into an amulet or circlet that provides this benefit once per day as an action.

3d4 Vials of Hellish Ichor. No immediate use. Forms into a Lemure after 1d10 days, unless the devil was killed by a good-aligned creature with Bless cast upon it, or if the ichor is splashed with holy water.

Imp (1)

Fiend (religion)

1d2 Imp Wings. No immediate use. Can be mastercrafted (Alchemist's Supplies) into a Potion of Invisibility.

Lemure (0)

Fiend (religion)

1 Vial of Hellish Ichor. No immediate use. Forms into a Lemure after 1d10 days, unless the devil was killed by a good-aligned creature with Bless cast upon it, or if the ichor is splashed with holy water.

Pit Fiend (20)

Fiend (religion)

- 1 Pit Fiend Head.** While being held, grants advantage on Charisma checks made against lesser and greater devils. Can be mastercrafted (smith's tools) into a helmet that requires attunement, and grants the wearer +2 Charisma, to a maximum of 22.
- 2 Pit Fiend Horns.** Requires attunement. Grants the holder advantage on saving throws against spells and other magical effects. **Curse:** While attuned to a horn, a creature appears grotesque to non-devils. Non-devil creatures that look upon the attuned creature must make a DC 21 Wisdom saving throw each round or be frightened by the creature. On a success, the non-devil creature is immune to the condition (though they still see the attuned creature as grotesque) for the next 24 hours.
- 1 Hellforged Mace.** Acts as a magical mace +2 that deals an extra 21 (6d6) fire damage on a hit.
- 2 Hellforged Bracers.** Requires attunement. An attuned creature can use both bracers to cast Find Familiar once per day. The summoned familiar is always an Imp with the variant Familiar trait (MM pg. 69), and is loyal to the summoner as long as they are attuned to the bracers.
- 2 Pit Fiend Wings.** No immediate use. Can be carefully crafted (leatherworker's tools) into a shield that requires attunement, and grants resistance to fire, cold, and poison damage while in use.
- 1 Pit Fiend Tail.** No immediate use. Can be carefully crafted into a magical maul +2 that can cast Wall of Fire once per day.
- 1 Pit Fiend Hide.** No immediate use. Can be mastercrafted (leatherworker's tools) into Scale Mail that requires attunement, and grants resistance to cold, fire, and poison damage, as well as damage from bludgeoning, slashing, or piercing weapons that are nonmagical and aren't silvered.
- 2d4 Devil Teeth.** 20 teeth act as a bag of caltrops. Can be carefully crafted (jeweler's tools) into a set of dice that cannot be used to cheat.
- 3d4 Devil Claws.** Acts as a magical dagger that deals fire damage instead of piercing damage. This damage ignores the fire resistance of demons.
- 1d2 Devil Eyes.** If consumed as an action, grants Darkvision out to 60 feet for 10 minutes. This darkvision is not impeded by magical darkness. Can be mastercrafted (Jeweler's Tools) into an amulet or circlet that provides this benefit once per day as an action.
- 4d4 Vials of Hellish Ichor.** No immediate use. Forms into a Lemure after 1d10 days, unless the devil was killed by a good-aligned creature with Bless cast upon it, or if the ichor is splashed with holy water.

Spined Devil (2)

Fiend (religion)

- 1d2 Devil Eyes.** If consumed as an action, grants Darkvision out to 60 feet for 10 minutes. This darkvision is not impeded by magical darkness. Can be mastercrafted (Jeweler's Tools) into an amulet or circlet that provides this benefit once per day as an action.
- 1d8 Spined Devil Spines.** Acts as a dart that deals fire damage instead of piercing damage. 10 of them can be carefully crafted (smith's tools) into a magical dagger +1 that deals fire damage instead of piercing damage.

Dinosaurs

Allosaurus (2)

Beast (nature)

- 1 Dinosaur Hide.** Acts as a blanket. Can be carefully crafted (leatherworker's tools) into the equivalent of studded leather armor or a chain shirt.
- 1d4 Dinosaur Claw.** Acts as a sickle. Can be crafted (smith's tools) into a handaxe.

Ankylosaurus (3)

Beast (nature)

- 2 Dinosaur Hide.** Acts as a blanket. Can be carefully crafted (leatherworker's tools) into the equivalent of studded leather armor or a chain shirt.
- 1 Knobby Tail.** No immediate use. Can be carefully crafted (smith's tools) into a Flail or Greatclub.

Plesiosaurus (2)

Beast (nature)

- 1 Dinosaur Hide.** Acts as a blanket. Can be carefully crafted (leatherworker's tools) into the equivalent of studded leather armor or a chain shirt.
- 1 Plesiosaurus Bladder.** Acts as a balloon. Can be crafted (leatherworker's tools) into a waterskin.

Triceratops (5)

Beast (nature)

- 2 Dinosaur Hide.** Acts as a blanket. Can be carefully crafted (leatherworker's tools) into the equivalent of studded leather armor or a chain shirt.
- 3 Triceratops Horns.** No immediate use. Can be carefully crafted (smith's tools) into a Lance, Pike, or War Pick.

Pteranodon (1/4)

Beast (nature)

- 1d2 Tattered Pteranodon Wings.** No immediate use. Can be carefully crafted (leatherworker's tools) into hide armor or leather armor.

Tyrannosaurus Rex (8)

Beast (nature)

- 3 Dinosaur Hide.** Acts as a blanket. Can be carefully crafted (leatherworker's tools) into the equivalent of studded leather armor or a chain shirt.
- 2d4 Dinosaur Claw.** Acts as a sickle. Can be crafted (smith's tools) into a handaxe.
- 2d10 Tyrannosaurus Teeth.** Acts as a dagger.
- 1 Tyrannosaurus Skull.** No immediate use. Can be mastercrafted (smith's tools) into the equivalent of Half Plate armor that grants +2 on Charisma (Intimidation) checks.

Displacer Beast (3)

Monstrosity (nature)

- 1d2 Displacer Beast Tentacles.** Acts as a whip. 10 can be mastercrafted (leatherworker's tools) into a Cloak of Displacement.
- 1 Displacer Beast Hide.** No immediate use. Can replace 4 Displacer Beast Tentacles when crafting a Cloak of Displacement.
- 1d6 Displacer Beast Paws.** No immediate use. Can be carefully crafted (illusion) by a spellcaster into an amulet that can cast Silent Image once per day.

Doppelganger (3)

Monstrosity (nature)

- 2 Lumps of Doppelganger Flesh.** If applied to a missing hand or foot, it becomes a working replica of the missing appendage, though it never grafts to the rest of the body, so attaching it in some way is required. 2 lumps can form an arm, 3 lumps can form a leg. It cannot replicate more complex organs such as eyes or tongues.
- 1 Doppelganger Brain.** No immediate use. Can be carefully crafted (alchemist's supplies) into a Potion of Mind Reading.

Dracolich (+1 from dragon)

Undead (religion)

- 1 Phylactery.** This item is not found with the Dracolich unless the check made to loot the body was a 30 or higher. No immediate use. If not destroyed, the Dracolich reforms the moment the phylactery touches the corpse of another dragon.

Additionally, the following items are no longer found with the dragon: Hide, Heart, Eyes, Scales, Spines, Frills, Fins. They are each replaced by the following item:

- **Dracolich Bone.** No immediate use. 100 of these can be mastercrafted (transmutation) by a spellcaster to create a Potion of Lichdom. When drunk, the user is instantly killed and their soul is destroyed, unless it has been removed via a specially prepared Imprisonment spell with a Phylactery as the material component. If it has, roll 1d20. On a 20, the user is revived as a Lich. Their alignment becomes evil, if it wasn't already, and they may become an NPC under the DM's control.

Shadow Dragon (+3 from Dragon)

Dragon (nature)

- 3 Motes of Shadow.** No immediate use. Can be mastercrafted (alchemist's supplies) into a Potion of Shadow (grants resistance to damage that isn't force, fire, or radiant for one hour, as long as the user is in dim light or darkness). Additionally, any damage type, resistance, vulnerability, or immunity granted by an item from the dragon is changed to Necrotic

Black Dragons

Ancient Black Dragon (21)

Dragon (nature)

1 Ancient Black Dragon Skull. If a creature with at least 18 Strength lifts the skull above their head as an action, each creature within 120 feet of the skull must make a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this effect for the next 24 hours. The skull can be mastercrafted (smith's tools and woodcarver's tools) into one of the following items: wall trophy, warhorse barding, chariot, throne, or a ship's figurehead. The item has the following property: when a creature who is hostile to the current owner of the item is within 30 feet of the skull, they must make a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this effect for the next 24 hours.

2 Black Dragon Wing. Acts as a blanket. Can be mastercrafted (leatherworker's tools) into a cloak that requires attunement, and grants its wearer resistance to acid damage. Additionally, the wearer may fly up to 40 feet as part of their move action. Once this property is used, it cannot be used again until the next dawn.

1 Black Dragon Tail. Acts as a magical whip +1. Can be mastercrafted (alchemist's supplies) into a Potion of Acid Immunity (grants immunity to acid damage for 1 hour).

3d4 Black Dragon Claws. Acts as a magical dagger that deals an additional 4 (1d8) Acid damage on a hit. 6 of these can be mastercrafted (smith's tools) into a magical greatsword that deals an additional 13 (3d8) acid damage on a hit. This acid damage ignores acid resistance, but not immunity.

2d10 Black Dragon Fangs. Acts as a magical Shortsword that deals an additional 4 (1d8) acid damage on a hit. If planted into fertile soil, after 1d10 days the tooth will grow into an armed humanoid warrior. The Warrior has the statistics of a Guard (MM pg. 347) except that its type is construct and it has immunity to acid damage. The warrior will attack the first thing it sees, fighting until dead.

5 Strips of Black Dragon Hide. Acts as a blanket. Each can be mastercrafted (leatherworker's tools) into the equivalent of one of the following: Studded Leather Armor +1, Scale Mail +1, or Splint armor +1. Additionally, the armor requires attunement, and grants the attuned creature a swim speed of 30 feet and the ability to breathe underwater.

1 Ancient Black Dragon Heart. If a humanoid creature's heart is removed or damaged in some way, the dragon's heart can be placed in the wound. This saves the creature's life, and confers the following benefits: The creature's Strength, Constitution, and Charisma increase by 2, to a maximum of 22. The creature gains one use of the Legendary Resistance trait (once per day, if the creature fails a saving throw, it may choose to succeed instead). The creature gains immunity to acid damage, a flying speed equal to their walking speed, and darkvision out to 120 feet. Additionally, the creature's alignment becomes Chaotic Evil if it wasn't already, and they become an NPC under the DM's control.

1 Ancient Black Dragon Acid Pouch. Difficult to handle, deals 9 (2d8) acid damage per round to any organic material in contact with it. Can be mastercrafted (alchemist's supplies) into a Black Dragon's Bane Poison (if ingested, a creature must make a DC 22 Constitution saving throw, taking 67 (15d8) acid damage on a failed save, or half as much on a success).

3d10 Black Dragon Scales. No immediate use. 25 of these can be mastercrafted (smith's tools) into a shield that grants resistance to acid damage while in use.

2 Ancient Black Dragon Horns. Acts as a magical club +3. 2 of these can be mastercrafted (smith's tools) into a magical greataxe +3 whose wielder can cast Darkness as an action once per day.

In Lair: 2 Treasure Hoard 17+

In Lair: 5d20 Evil Lizardfolk or Kobold Slaves

In Lair: 1d10 – 7 Black Dragon Eggs

Adult Black Dragon (14)

Dragon (nature)

1 Adult Black Dragon Skull. If a creature with at least 15 Strength lifts the skull above their head as an action, each creature within 120 feet of the skull must make a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this effect for the next 24 hours. The skull can be mastercrafted (smith's tools and woodcarver's tools) into one of the following items: wall trophy, warhorse barding, helmet, shield, or a ship's figurehead. The item has the following property: when a creature who is hostile to the current owner of the item is within 30 feet of the skull, they must make a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this effect for the next 24 hours.

2 Black Dragon Wing. Acts as a blanket. Can be mastercrafted (leatherworker's tools) into a cloak that requires attunement, and grants its wearer resistance to acid damage. Additionally, the wearer may fly up to 40 feet as part of their move action. Once this property is used, it cannot be used again until the next dawn.

1 Black Dragon Tail. Acts as a magical whip +1. Can be mastercrafted (alchemist's supplies) into a Potion of Acid Immunity (grants immunity to acid damage for 1 hour).

2d4 Black Dragon Claws. Acts as a magical dagger that deals an additional 4 (1d8) Acid damage on a hit. 6 of these can be mastercrafted (smith's tools) into a magical greatsword that deals an additional 13 (3d8) acid damage on a hit. This acid damage ignores acid resistance, but not immunity.

2d10 Black Dragon Fangs. Acts as a magical Shortsword that deals an additional 4 (1d8) acid damage on a hit. If planted into fertile soil, after 1d10 days the tooth will grow into an armed humanoid warrior. The Warrior has the statistics of a Guard (MM pg. 347) except that its type is construct and it has immunity to acid damage. The warrior will attack the first thing it sees, fighting until dead.

2 Strips of Black Dragon Hide. Acts as a blanket. Each can be mastercrafted (leatherworker's tools) into the equivalent of one of the following: Studded Leather Armor +1, Scale Mail +1, or Splint armor +1. Additionally, the armor requires attunement, and grants the attuned creature a swim speed of 30 feet and the ability to breathe underwater.

2d10 Black Dragon Scales. No immediate use. 25 of these can be mastercrafted (smith's tools) into a shield that grants resistance to acid damage while in use.

2 Adult Black Dragon Horns. Acts as a magical club +2. 2 of these can be mastercrafted (smith's tools) into a magical greataxe +2.

In Lair: Treasure Hoard 17+

In Lair: 3d20 Evil Lizardfolk or Kobold Slaves

Young Black Dragon (7)

Dragon (nature)

2 Black Dragon Wing. Acts as a blanket. Can be mastercrafted (leatherworker's tools) into a cloak that requires attunement, and grants its wearer resistance to acid damage. Additionally, the wearer may fly up to 40 feet as part of their move action. Once this property is used, it cannot be used again until the next dawn.

1 Black Dragon Tail. Acts as a magical whip +1. Can be mastercrafted (alchemist's supplies) into a Potion of Acid Immunity (grants immunity to acid damage for 1 hour).

1d4 Black Dragon Claws. Acts as a magical dagger that deals an additional 4 (1d8) Acid damage on a hit. 6 of these can be mastercrafted (smith's tools) into a magical greatsword that deals an additional 13 (3d8) acid damage on a hit. This acid damage ignores acid resistance, but not immunity.

1d10 Black Dragon Fangs. Acts as a magical Shortsword that deals an additional 4 (1d8) acid damage on a hit. If planted into fertile soil, after 1d10 days the tooth will grow into an armed humanoid warrior. The Warrior has the statistics of a Guard (MM pg. 347) except that its type is construct and it has immunity to acid damage. The warrior will attack the first thing it sees, fighting until dead.

1 Strip of Black Dragon Hide. Acts as a blanket. Can be mastercrafted (leatherworker's tools) into the equivalent of one of the following: Studded Leather Armor +1, Scale Mail +1, or Splint armor +1. Additionally, the armor requires attunement, and grants the attuned creature a swim speed of 30 feet and the ability to breathe underwater.

1d10 Black Dragon Scales. No immediate use. 25 of these can be mastercrafted (smith's tools) into a shield that grants resistance to acid damage while in use.

In Lair: Treasure Hoard 11-16

In Lair: 1d20 Evil Lizardfolk or Kobold Slaves

Black Dragon Wyrmling (2)

Dragon (nature)

1d4 Black Dragon Claws. Acts as a magical dagger that deals an additional 4 (1d8) Acid damage on a hit. 6 of these can be mastercrafted (smith's tools) into a magical greatsword that deals an additional 13 (3d8) acid damage on a hit. This acid damage ignores acid resistance, but not immunity.

1d10 Black Dragon Scales. No immediate use. 25 of these can be mastercrafted (smith's tools) into a shield that grants resistance to acid damage while in use.

In Lair: Treasure Hoard 5-10

Blue Dragons

Ancient Blue Dragon (23)

Dragon (nature)

1 Ancient Blue Dragon Skull. If a creature with at least 19 Strength lifts the skull above their head as an action, each creature within 120 feet of the skull must make a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this effect for the next 24 hours. The skull can be mastercrafted (smith's tools and woodcarver's tools) into one of the following items: wall trophy, warhorse barding, chariot, throne, or a ship's figurehead. The item has the following property: when a creature who is hostile to the current owner of the item is within 30 feet of the skull, they must make a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this effect for the next 24 hours.

2 Blue Dragon Wing. Acts as a blanket. Can be mastercrafted (leatherworker's tools) into a cloak that requires attunement, and grants its wearer resistance to lightning damage. Additionally, the wearer may fly up to 40 feet as part of their move action. Once this property is used, it cannot be used again until the next dawn.

1 Blue Dragon Tail. Acts as a magical whip +1. Can be mastercrafted (alchemist's supplies) into a Potion of Lightning Immunity (grants immunity to lightning damage for 1 hour).

4d4 Blue Dragon Claws. Acts as a magical dagger that deals an additional 4 (1d8) Lightning damage on a hit. 6 of these can be mastercrafted (smith's tools) into a magical greatsword that deals an additional 13 (3d8) lightning damage on a hit. This lightning damage ignores lightning resistance, but not immunity.

2d10 Blue Dragon Fangs. Acts as a magical Shortsword that deals an additional 4 (1d8) lightning damage on a hit. If planted into fertile soil, after 1d10 days the tooth will grow into an armed humanoid warrior. The Warrior has the statistics of a Guard (MM pg. 347) except that its type is construct and it has immunity to lightning damage. The warrior will attack the first thing it sees, fighting until dead.

5 Strips of Blue Dragon Hide. Acts as a blanket. Each can be mastercrafted (leatherworker's tools) into the equivalent of one of the following: Studded Leather Armor +1, Scale Mail +1, or Splint armor +1. Additionally, the armor requires attunement, and grants the attuned creature a burrow speed of 30 feet.

1 Ancient Blue Dragon Heart. If a humanoid creature's heart is removed or damaged in some way, the dragon's heart can be placed in the wound. This saves the creature's life, and confers the following benefits: The creature's Strength, Constitution, and Charisma increase by 2, to a maximum of 22. The creature gains one use of the Legendary Resistance trait (once per day, if the creature fails a saving throw, it may choose to succeed instead). The creature gains immunity to lightning damage, a flying speed equal to their walking speed, and darkvision out to 120 feet. Additionally, the creature's alignment becomes Lawful Evil if it wasn't already, and they may become an NPC under the DM's control.

1 Ancient Blue Dragon Lightning Organ. Difficult to handle, deals 9 (2d8) lightning damage per round to any organic material in contact with it or any metal object holding it. Can be mastercrafted (alchemist's supplies) into a Blue Dragon's Bane Poison (if ingested, a creature must make a DC 23 Constitution saving throw, taking 88 (16d10) lightning damage on a failed save, or half as much on a success).

3d10 Blue Dragon Scales. No immediate use. 25 of these can be mastercrafted (smith's tools) into a shield that grants resistance to lightning damage while in use.

1 Ancient Blue Dragon Horn. Acts as a magical club +3. Can be mastercrafted (smith's tools) into a magical war pick +3 whose wielder can cast Call Lightning (save DC 17) as an action once per day.

2 Blue Dragon Eyes. When held, grants advantage on Charisma checks made to influence dragons. Each can be mastercrafted (jeweler's tools) into an amulet that requires attunement. An attuned creature can cast Suggestion (save DC 20) once per day, however, the target of the spell must have the Dragon tag.

In Lair: 2 Treasure Hoard 17+

In Lair: 5d20 Humanoid Artisan Slaves and various monstrous minions

In Lair: 1d10 – 7 Blue Dragon Eggs

Adult Blue Dragon (16)

Dragon (nature)

1 Adult Blue Dragon Skull. If a creature with at least 16 Strength lifts the skull above their head as an action, each creature within 120 feet of the skull must make a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this effect for the next 24 hours. The skull can be mastercrafted (smith's tools and woodcarver's tools) into one of the following items: wall trophy, warhorse barding, helmet, shield, or a ship's figurehead. The item has the following property: when a creature who is hostile to the current owner of the item is within 30 feet of the skull, they must make a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this effect for the next 24 hours.

2 Blue Dragon Wing. Acts as a blanket. Can be mastercrafted (leatherworker's tools) into a cloak that requires attunement, and grants its wearer resistance to lightning damage. Additionally, the wearer may fly up to 40 feet as part of their move action. Once this property is used, it cannot be used again until the next dawn.

1 Blue Dragon Tail. Acts as a magical whip +1. Can be mastercrafted (alchemist's supplies) into a Potion of Lightning Immunity (grants immunity to lightning damage for 1 hour).

3d4 Blue Dragon Claws. Acts as a magical dagger that deals an additional 4 (1d8) Lightning damage on a hit. 6 of these can be mastercrafted (smith's tools) into a magical greatsword that deals an additional 13 (3d8) lightning damage on a hit. This lightning damage ignores lightning resistance, but not immunity.

2d10 Blue Dragon Fangs. Acts as a magical Shortsword that deals an additional 4 (1d8) lightning damage on a hit. If planted into fertile soil, after 1d10 days the tooth will grow into an armed humanoid warrior. The Warrior has the statistics of a Guard (MM pg. 347) except that its type is construct and it has immunity to lightning damage. The warrior will attack the first thing it sees, fighting until dead.

2 Strips of Blue Dragon Hide. Acts as a blanket. Each can be mastercrafted (leatherworker's tools) into the equivalent of one of the following: Studded Leather Armor +1, Scale Mail +1, or Splint armor +1. Additionally, the armor requires attunement, and grants the attuned creature a burrow speed of 30 feet.

2d10 Blue Dragon Scales. No immediate use. 25 of these can be mastercrafted (smith's tools) into a shield that grants resistance to lightning damage while in use.

1 Adult Blue Dragon Horn. Acts as a magical club +2. Can be mastercrafted (smith's tools) into a magical war pick +2.

2 Blue Dragon Eyes. When held, grants advantage on Charisma checks made to influence dragons. Each can be mastercrafted (jeweler's tools) into an amulet that requires attunement. An attuned creature can cast Suggestion (save DC 20) once per day, however, the target of the spell must have the Dragon tag.

In Lair: Treasure Hoard 17+

In Lair: 3d20 Humanoid Artisan Slaves and various monstrous minions

Young Blue Dragon (9)

Dragon (nature)

2 Blue Dragon Wing. Acts as a blanket. Can be mastercrafted (leatherworker's tools) into a cloak that requires attunement, and grants its wearer resistance to lightning damage. Additionally, the wearer may fly up to 40 feet as part of their move action. Once this property is used, it cannot be used again until the next dawn.

1 Blue Dragon Tail. Acts as a magical whip +1. Can be mastercrafted (alchemist's supplies) into a Potion of Lightning Immunity (grants immunity to lightning damage for 1 hour).

2d4 Blue Dragon Claws. Acts as a magical dagger that deals an additional 4 (1d8) Lightning damage on a hit. 6 of these can be mastercrafted (smith's tools) into a magical greatsword that deals an additional 13 (3d8) lightning damage on a hit. This lightning damage ignores lightning resistance, but not immunity.

1d10 Blue Dragon Fangs. Acts as a magical Shortsword that deals an additional 4 (1d8) lightning damage on a hit. If planted into fertile soil, after 1d10 days the tooth will grow into an armed humanoid warrior. The Warrior has the statistics of a Guard (MM pg. 347) except that its type is construct and it has immunity to lightning damage. The warrior will attack the first thing it sees, fighting until dead.

1 Strip of Blue Dragon Hide. Acts as a blanket. Can be mastercrafted (leatherworker's tools) into the equivalent of one of the following: Studded Leather Armor +1, Scale Mail +1, or Splint armor +1. Additionally, the armor requires attunement, and grants the attuned creature a burrow speed of 30 feet.

1d10 Blue Dragon Scales. No immediate use. 25 of these can be mastercrafted (smith's tools) into a shield that grants resistance to lightning damage while in use.

1d2 Blue Dragon Eyes. When held, grants advantage on Charisma checks made to influence dragons. Each can be mastercrafted (jeweler's tools) into an amulet that requires attunement. An attuned creature can cast Suggestion (save DC 20) once per day, however, the target of the spell must have the Dragon tag.

In Lair: Treasure Hoard 11-16

In Lair: 1d20 Humanoid Artisan Slaves and various monstrous minions

Blue Dragon Wyrmling (3)

Dragon (nature)

2d4 Blue Dragon Claws. Acts as a magical dagger that deals an additional 4 (1d8) Lightning damage on a hit. 6 of these can be mastercrafted (smith's tools) into a magical greatsword that deals an additional 13 (3d8) lightning damage on a hit. This lightning damage ignores lightning resistance, but not immunity.

1d10 Blue Dragon Scales. No immediate use. 25 of these can be mastercrafted (smith's tools) into a shield that grants resistance to lightning damage while in use.

In Lair: Treasure Hoard 5-10

Green Dragons

Ancient Green Dragon (22)

Dragon (nature)

1 Ancient Green Dragon Skull. If a creature with at least 18 Strength lifts the skull above their head as an action, each creature within 120 feet of the skull must make a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this effect for the next 24 hours. The skull can be mastercrafted (smith's tools and woodcarver's tools) into one of the following items: wall trophy, warhorse barding, chariot, throne, or a ship's figurehead. The item has the following property: when a creature who is hostile to the current owner of the item is within 30 feet of the skull, they must make a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this effect for the next 24 hours.

2 Green Dragon Wing. Acts as a blanket. Can be mastercrafted (leatherworker's tools) into a cloak that requires attunement, and grants its wearer resistance to poison damage. Additionally, the wearer may fly up to 40 feet as part of their move action. Once this property is used, it cannot be used again until the next dawn.

1 Green Dragon Tail. Acts as a magical whip +1. Can be mastercrafted (alchemist's supplies) into a Potion of Poison Immunity (grants immunity to poison damage for 1 hour).

3d4 Green Dragon Claws. Acts as a magical dagger that deals an additional 4 (1d8) poison damage on a hit. 6 of these can be mastercrafted (smith's tools) into a magical greatsword that deals an additional 13 (3d8) poison damage on a hit. This poison damage ignores poison resistance, but not immunity.

2d10 Green Dragon Fangs. Acts as a magical Shortsword that deals an additional 4 (1d8) poison damage on a hit. If planted into fertile soil, after 1d10 days the tooth will grow into an armed humanoid warrior. The Warrior has the statistics of a Guard (MM pg. 347) except that its type is construct and it has immunity to poison damage. The warrior will attack the first thing it sees, fighting until dead.

5 Strips of Green Dragon Hide. Acts as a blanket. Each can be mastercrafted (leatherworker's tools) into the equivalent of one of the following: Studded Leather Armor +1, Scale Mail +1, or Splint armor +1. Additionally, the armor requires attunement, and grants the attuned creature a swim speed of 30 feet, and the ability to breathe underwater.

1 Ancient Green Dragon Heart. If a humanoid creature's heart is removed or damaged in some way, the dragon's heart can be placed in the wound. This saves the creature's life, and confers the following benefits: The creature's Strength, Constitution, and Charisma increase by 2, to a maximum of 22. The creature gains one use of the Legendary Resistance trait (once per day, if the creature fails a saving throw, it may choose to succeed instead). The creature gains immunity to poison damage, a flying speed equal to their walking speed, and darkvision out to 120 feet. Additionally, the creature's alignment becomes Lawful Evil if it wasn't already, and they may become an NPC under the DM's control.

1 Ancient Green Dragon Poison Lung. Difficult to handle, deals 9 (2d8) poison damage per round to any organic material in contact with it. Can be mastercrafted (alchemist's supplies) into a Green Dragon's Bane Poison (if ingested, a creature must make a DC 22 Constitution saving throw, taking 77 (22d6) poison damage on a failed save, or half as much on a success).

3d10 Green Dragon Scales. No immediate use. 25 of these can be mastercrafted (smith's tools) into a shield that grants resistance to poison damage while in use.

3 Green Dragon Spines. Acts as a magical dagger +1. 3 of these can be mastercrafted (smith's tools) into a magical shortsword +3 whose wielder can cast Plant Growth as an action once per day.

In Lair: 2 Treasure Hoard 17+

In Lair: 1d20 Elven Slaves and 4d20 various monstrous minions

In Lair: 1d10 – 7 Green Dragon Eggs

Adult Green Dragon (15)

Dragon (nature)

1 Adult Green Dragon Skull. If a creature with at least 15 Strength lifts the skull above their head as an action, each creature within 120 feet of the skull must make a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this effect for the next 24 hours. The skull can be mastercrafted (smith's tools and woodcarver's tools) into one of the following items: wall trophy, warhorse barding, helmet, shield, or a ship's figurehead. The item has the following property: when a creature who is hostile to the current owner of the item is within 30 feet of the skull, they must make a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this effect for the next 24 hours.

2 Green Dragon Wing. Acts as a blanket. Can be mastercrafted (leatherworker's tools) into a cloak that requires attunement, and grants its wearer resistance to poison damage. Additionally, the wearer may fly up to 40 feet as part of their move action. Once this property is used, it cannot be used again until the next dawn.

1 Green Dragon Tail. Acts as a magical whip +1. Can be mastercrafted (alchemist's supplies) into a Potion of Poison Immunity (grants immunity to poison damage for 1 hour).

3d4 Green Dragon Claws. Acts as a magical dagger that deals an additional 4 (1d8) poison damage on a hit. 6 of these can be mastercrafted (smith's tools) into a magical greatsword that deals an additional 13 (3d8) poison damage on a hit. This poison damage ignores poison resistance, but not immunity.

2d10 Green Dragon Fangs. Acts as a magical Shortsword that deals an additional 4 (1d8) poison damage on a hit. If planted into fertile soil, after 1d10 days the tooth will grow into an armed humanoid warrior. The Warrior has the statistics of a Guard (MM pg. 347) except that its type is construct and it has immunity to poison damage. The warrior will attack the first thing it sees, fighting until dead.

2 Strips of Green Dragon Hide. Acts as a blanket. Each can be mastercrafted (leatherworker's tools) into the equivalent of one of the following: Studded Leather Armor +1, Scale Mail +1, or Splint armor +1. Additionally, the armor requires attunement, and grants the attuned creature a swim speed of 30 feet, and the ability to breathe underwater.

2d10 Green Dragon Scales. No immediate use. 25 of these can be mastercrafted (smith's tools) into a shield that grants resistance to poison damage while in use.

2 Green Dragon Spines. Acts as a magical dagger +1. 3 of these can be mastercrafted (smith's tools) into a magical shortsword +3 whose wielder can cast Plant Growth as an action once per day.

In Lair: Treasure Hoard 17+

In Lair: 1d10 Elven Slaves and 3d20 various monstrous minions

Young Green Dragon (8)

Dragon (nature)

2 Green Dragon Wing. Acts as a blanket. Can be mastercrafted (leatherworker's tools) into a cloak that requires attunement, and grants its wearer resistance to poison damage. Additionally, the wearer may fly up to 40 feet as part of their move action. Once this property is used, it cannot be used again until the next dawn.

1 Green Dragon Tail. Acts as a magical whip +1. Can be mastercrafted (alchemist's supplies) into a Potion of Poison Immunity (grants immunity to poison damage for 1 hour).

1d4 Green Dragon Claws. Acts as a magical dagger that deals an additional 4 (1d8) poison damage on a hit. 6 of these can be mastercrafted (smith's tools) into a magical greatsword that deals an additional 13 (3d8) poison damage on a hit. This poison damage ignores poison resistance, but not immunity.

1d10 Green Dragon Fangs. Acts as a magical Shortsword that deals an additional 4 (1d8) poison damage on a hit. If planted into fertile soil, after 1d10 days the tooth will grow into an armed humanoid warrior. The Warrior has the statistics of a Guard (MM pg. 347) except that its type is construct and it has immunity to poison damage. The warrior will attack the first thing it sees, fighting until dead.

1 Strip of Green Dragon Hide. Acts as a blanket. Can be mastercrafted (leatherworker's tools) into the equivalent of one of the following: Studded Leather Armor +1, Scale Mail +1, or Splint armor +1. Additionally, the armor requires attunement, and grants the attuned creature a swim speed of 30 feet, and the ability to breathe underwater.

1d10 Green Dragon Scales. No immediate use. 25 of these can be mastercrafted (smith's tools) into a shield that grants resistance to poison damage while in use.

1 Green Dragon Spine. Acts as a magical dagger +1. 3 of these can be mastercrafted (smith's tools) into a magical shortsword +3 whose wielder can cast Plant Growth as an action once per day.

In Lair: Treasure Hoard 11-16

In Lair: 1d4 Elven Slaves and 1d20 various monstrous minions

Green Dragon Wyrmling (2)

Dragon (nature)

1d4 Green Dragon Claws. Acts as a magical dagger that deals an additional 4 (1d8) poison damage on a hit. 6 of these can be mastercrafted (smith's tools) into a magical greatsword that deals an additional 13 (3d8) poison damage on a hit. This poison damage ignores poison resistance, but not immunity.

1d10 Green Dragon Scales. No immediate use. 25 of these can be mastercrafted (smith's tools) into a shield that grants resistance to poison damage while in use.

In Lair: Treasure Hoard 5-10

Red Dragons

Ancient Red Dragon (24)

Dragon (nature)

1 Ancient Red Dragon Skull. If a creature with at least 20 Strength lifts the skull above their head as an action, each creature within 120 feet of the skull must make a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this effect for the next 24 hours. The skull can be mastercrafted (smith's tools and woodcarver's tools) into one of the following items: wall trophy, warhorse barding, chariot, throne, or a ship's figurehead. The item has the following property: when a creature who is hostile to the current owner of the item is within 30 feet of the skull, they must make a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this effect for the next 24 hours.

2 Red Dragon Wing. Acts as a blanket. Can be mastercrafted (leatherworker's tools) into a cloak that requires attunement, and grants its wearer resistance to fire damage. Additionally, the wearer may fly up to 40 feet as part of their move action. Once this property is used, it cannot be used again until the next dawn.

1 Red Dragon Tail. Acts as a magical whip +1. Can be mastercrafted (alchemist's supplies) into a Potion of Fire Immunity (grants immunity to fire damage for 1 hour).

3d4 Red Dragon Claws. Acts as a magical dagger that deals an additional 4 (1d8) fire damage on a hit. 6 of these can be mastercrafted (smith's tools) into a magical greatsword that deals an additional 13 (3d8) fire damage on a hit. This fire damage ignores fire resistance, but not immunity.

2d10 Red Dragon Fangs. Acts as a magical Shortsword that deals an additional 4 (1d8) fire damage on a hit. If planted into fertile soil, after 1d10 days the tooth will grow into an armed humanoid warrior. The Warrior has the statistics of a Guard (MM pg. 347) except that its type is construct and it has immunity to fire damage. The warrior will attack the first thing it sees, fighting until dead.

5 Strips of Red Dragon Hide. Acts as a blanket. Each can be mastercrafted (leatherworker's tools) into the equivalent of one of the following: Studded Leather Armor +1, Scale Mail +1, or Splint armor +1. Additionally, the armor requires attunement, and grants the attuned creature a climb speed of 30 feet.

1 Ancient Red Dragon Heart. If a humanoid creature's heart is removed or damaged in some way, the dragon's heart can be placed in the wound. This saves the creature's life, and confers the following benefits: The creature's Strength, Constitution, and Charisma increase by 2, to a maximum of 22. The creature gains one use of the Legendary Resistance trait (once per day, if the creature fails a saving throw, it may choose to succeed instead). The creature gains immunity to fire damage, a flying speed equal to their walking speed, and darkvision out to 120 feet. Additionally, the creature's alignment becomes Chaotic Evil if it wasn't already, and they become an NPC under the DM's control.

1 Ancient Red Dragon Fire Sac. Difficult to handle, deals 9 (2d8) fire damage per round to any organic or metal material in contact with it. Can be mastercrafted (alchemist's supplies) into a Red Dragon's Bane Poison (if ingested, a creature must make a DC 24 Constitution saving throw, taking 91 (26d6) fire damage on a failed save, or half as much on a success).

4d10 Red Dragon Scales. No immediate use. 25 of these can be mastercrafted (smith's tools) into a shield that grants resistance to fire damage while in use.

2 Ancient Red Dragon Horns. Acts as a magical club +3. 2 of these can be mastercrafted (smith's tools) into a magical greatsword +3 whose wielder can cast Fireball (save DC 17) as an action once per day.

2 Red Dragon Eyes. When held, grants advantage on Charisma checks made to influence dragons. Each can be mastercrafted (jeweler's tools) into an amulet that requires attunement. An attuned creature can cast Fear (save DC 20) once per day, however, the target of the spell must have the Dragon tag.

In Lair: 3 Treasure Hoard 17+

In Lair: 3d20 Humanoid slaves

In Lair: 1d10 – 7 Red Dragon Eggs

Adult Red Dragon (17)

Dragon (nature)

1 Adult Red Dragon Skull. If a creature with at least 18 Strength lifts the skull above their head as an action, each creature within 120 feet of the skull must make a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this effect for the next 24 hours. The skull can be mastercrafted (smith's tools and woodcarver's tools) into one of the following items: wall trophy, warhorse barding, helmet, shield, or a ship's figurehead. The item has the following property: when a creature who is hostile to the current owner of the item is within 30 feet of the skull, they must make a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this effect for the next 24 hours.

2 Red Dragon Wing. Acts as a blanket. Can be mastercrafted (leatherworker's tools) into a cloak that requires attunement, and grants its wearer resistance to fire damage. Additionally, the wearer may fly up to 40 feet as part of their move action. Once this property is used, it cannot be used again until the next dawn.

1 Red Dragon Tail. Acts as a magical whip +1. Can be mastercrafted (alchemist's supplies) into a Potion of Fire Immunity (grants immunity to fire damage for 1 hour).

2d4 Red Dragon Claws. Acts as a magical dagger that deals an additional 4 (1d8) fire damage on a hit. 6 of these can be mastercrafted (smith's tools) into a magical greatsword that deals an additional 13 (3d8) fire damage on a hit. This fire damage ignores fire resistance, but not immunity.

2d10 Red Dragon Fangs. Acts as a magical Shortsword that deals an additional 4 (1d8) fire damage on a hit. If planted into fertile soil, after 1d10 days the tooth will grow into an armed humanoid warrior. The Warrior has the statistics of a Guard (MM pg. 347) except that its type is construct and it has immunity to fire damage. The warrior will attack the first thing it sees, fighting until dead.

2 Strips of Red Dragon Hide. Acts as a blanket. Each can be mastercrafted (leatherworker's tools) into the equivalent of one of the following: Studded Leather Armor +1, Scale Mail +1, or Splint armor +1. Additionally, the armor requires attunement, and grants the attuned creature a climb speed of 30 feet.

3d10 Red Dragon Scales. No immediate use. 25 of these can be mastercrafted (smith's tools) into a shield that grants resistance to fire damage while in use.

2 Adult Red Dragon Horns. Acts as a magical club +2. 2 of these can be mastercrafted (smith's tools) into a magical greatsword +2.

2 Red Dragon Eyes. When held, grants advantage on Charisma checks made to influence dragons. Each can be mastercrafted (jeweler's tools) into an amulet that requires attunement. An attuned creature can cast Fear (save DC 20) once per day, however, the target of the spell must have the Dragon tag.

In Lair: Treasure Hoard 17+

In Lair: 1d20 Humanoid slaves

Young Red Dragon (10)

Dragon (nature)

2 Red Dragon Wing. Acts as a blanket. Can be mastercrafted (leatherworker's tools) into a cloak that requires attunement, and grants its wearer resistance to fire damage. Additionally, the wearer may fly up to 40 feet as part of their move action. Once this property is used, it cannot be used again until the next dawn.

1 Red Dragon Tail. Acts as a magical whip +1. Can be mastercrafted (alchemist's supplies) into a Potion of Fire Immunity (grants immunity to fire damage for 1 hour).

2d4 Red Dragon Claws. Acts as a magical dagger that deals an additional 4 (1d8) fire damage on a hit. 6 of these can be mastercrafted (smith's tools) into a magical greatsword that deals an additional 13 (3d8) fire damage on a hit. This fire damage ignores fire resistance, but not immunity.

1d10 Red Dragon Fangs. Acts as a magical Shortsword that deals an additional 4 (1d8) fire damage on a hit. If planted into fertile soil, after 1d10 days the tooth will grow into an armed humanoid warrior. The Warrior has the statistics of a Guard (MM pg. 347) except that its type is construct and it has immunity to fire damage. The warrior will attack the first thing it sees, fighting until dead.

1 Strip of Red Dragon Hide. Acts as a blanket. Can be mastercrafted (leatherworker's tools) into the equivalent of one of the following: Studded Leather Armor +1, Scale Mail +1, or Splint armor +1. Additionally, the armor requires attunement, and grants the attuned creature a climb speed of 30 feet.

2d10 Red Dragon Scales. No immediate use. 25 of these can be mastercrafted (smith's tools) into a shield that grants resistance to fire damage while in use.

1d2 Young Red Dragon Horns. Acts as a magical club +1. 2 of these can be mastercrafted (smith's tools) into a magical greatsword +1.

In Lair: Treasure Hoard 11-16

In Lair: 1d10 Humanoid slaves

Red Dragon Wyrmling (4)

Dragon (nature)

2d4 Red Dragon Claws. Acts as a magical dagger that deals an additional 4 (1d8) fire damage on a hit. 6 of these can be mastercrafted (smith's tools) into a magical greatsword that deals an additional 13 (3d8) fire damage on a hit. This fire damage ignores fire resistance, but not immunity.

2d10 Red Dragon Scales. No immediate use. 25 of these can be mastercrafted (smith's tools) into a shield that grants resistance to fire damage while in use.

In Lair: Treasure Hoard 5-10

In Lair: 1d4 Humanoid slaves

White Dragons

Ancient White Dragon (20)

Dragon (nature)

1 Ancient White Dragon Skull. If a creature with at least 15 Strength lifts the skull above their head as an action, each creature within 120 feet of the skull must make a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this effect for the next 24 hours. The skull can be mastercrafted (smith's tools and woodcarver's tools) into one of the following items: wall trophy, warhorse barding, chariot, throne, or a ship's figurehead. The item has the following property: when a creature who is hostile to the current owner of the item is within 30 feet of the skull, they must make a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this effect for the next 24 hours.

2 White Dragon Wing. Acts as a blanket. Can be mastercrafted (leatherworker's tools) into a cloak that requires attunement, and grants its wearer resistance to cold damage. Additionally, the wearer may fly up to 40 feet as part of their move action. Once this property is used, it cannot be used again until the next dawn.

1 White Dragon Tail. Acts as a magical whip +1. Can be mastercrafted (alchemist's supplies) into a Potion of Cold Immunity (grants immunity to cold damage for 1 hour).

3d4 White Dragon Claws. Acts as a magical dagger that deals an additional 4 (1d8) cold damage on a hit. 6 of these can be mastercrafted (smith's tools) into a magical greatsword that deals an additional 13 (3d8) cold damage on a hit. This cold damage ignores cold resistance, but not immunity.

2d10 White Dragon Fangs. Acts as a magical Shortsword that deals an additional 4 (1d8) cold damage on a hit. If planted into fertile soil, after 1d10 days the tooth will grow into an armed humanoid warrior. The Warrior has the statistics of a Guard (MM pg. 347) except that its type is construct and it has immunity to cold damage. The warrior will attack the first thing it sees, fighting until dead.

5 Strips of White Dragon Hide. Acts as a blanket. Each can be mastercrafted (leatherworker's tools) into the equivalent of one of the following: Studded Leather Armor +1, Scale Mail +1, or Splint armor +1. Additionally, the armor requires attunement, and grants the attuned creature a burrow speed of 30 feet and the ability to move through difficult terrain composed of ice and snow without expending extra movement.

1 Ancient White Dragon Heart. If a humanoid creature's heart is removed or damaged in some way, the dragon's heart can be placed in the wound. This saves the creature's life, and confers the following benefits: The creature's Strength, Constitution, and Charisma increase by 2, to a maximum of 22. The creature gains one use of the Legendary Resistance trait (once per day, if the creature fails a saving throw, it may choose to succeed instead). The creature gains immunity to cold damage, a flying speed equal to their walking speed, and darkvision out to 120 feet. Additionally, the creature's alignment becomes Chaotic Evil if it wasn't already, and they become an NPC under the DM's control.

1 Ancient White Dragon Ice Gland. Difficult to handle, deals 9 (2d8) cold damage per round to any organic material in contact with it. Can be mastercrafted (alchemist's supplies) into a White Dragon's Bane Poison (if ingested, a creature must make a DC 22 Constitution saving throw, taking 72 (16d8) cold damage on a failed save, or half as much on a success).

3d10 White Dragon Scales. No immediate use. 25 of these can be mastercrafted (smith's tools) into a shield that grants resistance to cold damage while in use.

1 Ancient White Dragon Frond. Acts as a magical handaxe +3. Can be mastercrafted (smith's tools) into a magical glaive +3 whose wielder can cast Sleet Storm (save DC 17) as an action once per day.

In Lair: 2 Treasure Hoard 17+

In Lair: 5d20 Monster Corpse Trophies

In Lair: 1d10 – 7 White Dragon Eggs

Adult White Dragon (13)

Dragon (nature)

1 Adult White Dragon Skull. If a creature with at least 13 Strength lifts the skull above their head as an action, each creature within 120 feet of the skull must make a DC 14 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this effect for the next 24 hours. The skull can be mastercrafted (smith's tools and woodcarver's tools) into one of the following items: wall trophy, warhorse barding, helmet, shield, or a ship's figurehead. The item has the following property: when a creature who is hostile to the current owner of the item is within 30 feet of the skull, they must make a DC 14 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this effect for the next 24 hours.

2 White Dragon Wing. Acts as a blanket. Can be mastercrafted (leatherworker's tools) into a cloak that requires attunement, and grants its wearer resistance to cold damage. Additionally, the wearer may fly up to 40 feet as part of their move action. Once this property is used, it cannot be used again until the next dawn.

1 White Dragon Tail. Acts as a magical whip +1. Can be mastercrafted (alchemist's supplies) into a Potion of Cold Immunity (grants immunity to cold damage for 1 hour).

2d4 White Dragon Claws. Acts as a magical dagger that deals an additional 4 (1d8) cold damage on a hit. 6 of these can be mastercrafted (smith's tools) into a magical greatsword that deals an additional 13 (3d8) cold damage on a hit. This cold damage ignores cold resistance, but not immunity.

1d10 White Dragon Fangs. Acts as a magical Shortsword that deals an additional 4 (1d8) cold damage on a hit. If planted into fertile soil, after 1d10 days the tooth will grow into an armed humanoid warrior. The Warrior has the statistics of a Guard (MM pg. 347) except that its type is construct and it has immunity to cold damage. The warrior will attack the first thing it sees, fighting until dead.

2 Strips of White Dragon Hide. Acts as a blanket. Each can be mastercrafted (leatherworker's tools) into the equivalent of one of the following: Studded Leather Armor +1, Scale Mail +1, or Splint armor +1. Additionally, the armor requires attunement, and grants the attuned creature a burrow speed of 30 feet and the ability to move through difficult terrain composed of ice and snow without expending extra movement.

2d10 White Dragon Scales. No immediate use. 25 of these can be mastercrafted (smith's tools) into a shield that grants resistance to cold damage while in use.

1 Adult White Dragon Frond. Acts as a magical handaxe +2. Can be mastercrafted (smith's tools) into a magical glaive +2.

In Lair: Treasure Hoard 17+

In Lair: 3d20 Monster Corpse Trophies

Young White Dragon (6)

Dragon (nature)

2 White Dragon Wing. Acts as a blanket. Can be mastercrafted (leatherworker's tools) into a cloak that requires attunement, and grants its wearer resistance to cold damage. Additionally, the wearer may fly up to 40 feet as part of their move action. Once this property is used, it cannot be used again until the next dawn.

1 White Dragon Tail. Acts as a magical whip +1. Can be mastercrafted (alchemist's supplies) into a Potion of Cold Immunity (grants immunity to cold damage for 1 hour).

1d4 White Dragon Claws. Acts as a magical dagger that deals an additional 4 (1d8) cold damage on a hit. 6 of these can be mastercrafted (smith's tools) into a magical greatsword that deals an additional 13 (3d8) cold damage on a hit. This cold damage ignores cold resistance, but not immunity.

1d10 White Dragon Fangs. Acts as a magical Shortsword that deals an additional 4 (1d8) cold damage on a hit. If planted into fertile soil, after 1d10 days the tooth will grow into an armed humanoid warrior. The Warrior has the statistics of a Guard (MM pg. 347) except that its type is construct and it has immunity to cold damage. The warrior will attack the first thing it sees, fighting until dead.

1 Strip of White Dragon Hide. Acts as a blanket. Can be mastercrafted (leatherworker's tools) into the equivalent of one of the following: Studded Leather Armor +1, Scale Mail +1, or Splint armor +1. Additionally, the armor requires attunement, and grants the attuned creature a burrow speed of 30 feet and the ability to move through difficult terrain composed of ice and snow without expending extra movement.

1d10 White Dragon Scales. No immediate use. 25 of these can be mastercrafted (smith's tools) into a shield that grants resistance to cold damage while in use.

In Lair: Treasure Hoard 11-16

In Lair: 1d20 Monster Corpse Trophies

White Dragon Wyrmling (2)

Dragon (nature)

1d4 White Dragon Claws. Acts as a magical dagger that deals an additional 4 (1d8) cold damage on a hit. 6 of these can be mastercrafted (smith's tools) into a magical greatsword that deals an additional 13 (3d8) cold damage on a hit. This cold damage ignores cold resistance, but not immunity.

1d10 White Dragon Scales. No immediate use. 25 of these can be mastercrafted (smith's tools) into a shield that grants resistance to cold damage while in use.

In Lair: Treasure Hoard 5-10

Brass Dragons

Ancient Brass Dragon (20)

Dragon (nature)

1 Ancient Brass Dragon Skull. If a creature with at least 17 Strength lifts the skull above their head as an action, each creature within 120 feet of the skull must make a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this effect for the next 24 hours. The skull can be mastercrafted (smith's tools and woodcarver's tools) into one of the following items: wall trophy, warhorse barding, chariot, throne, or a ship's figurehead. The item has the following property: when a creature who is hostile to the current owner of the item is within 30 feet of the skull, they must make a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this effect for the next 24 hours.

2 Brass Dragon Wing. Acts as a blanket. Can be mastercrafted (leatherworker's tools) into a cloak that requires attunement, and grants its wearer resistance to fire damage. Additionally, the wearer may fly up to 40 feet as part of their move action. Once this property is used, it cannot be used again until the next dawn.

1 Brass Dragon Tail. Acts as a magical whip +1. Can be mastercrafted (alchemist's supplies) into a Poison of Fire Vulnerability (when ingested, imposes vulnerability to fire damage for 1 hour. If the creature has resistance to fire damage, it loses that resistance. Creatures immune to fire damage are not affected).

2d4 Brass Dragon Claws. Acts as a magical dagger that deals an additional 4 (1d8) fire damage on a hit. 6 of these can be mastercrafted (smith's tools) into a magical greatsword that deals an additional 13 (3d8) fire damage on a hit. This fire damage ignores fire resistance, but not immunity.

2d10 Brass Dragon Fangs. Acts as a magical Shortsword that deals an additional 4 (1d8) fire damage on a hit. If planted into fertile soil, after 1d10 days the tooth will grow into an armed humanoid warrior. The Warrior has the statistics of a Guard (MM pg. 347) except that its type is construct and it has immunity to fire damage. The warrior will obey a single command of the creature that planted it, following that command to the best of its ability until dead.

5 Strips of Brass Dragon Hide. Acts as a blanket. Each can be mastercrafted (leatherworker's tools) into the equivalent of one of the following: Studded Leather Armor +1, Scale Mail +1, or Splint armor +1. Additionally, the armor requires attunement, and grants the attuned creature a burrow speed of 30 feet.

1 Ancient Brass Dragon Heart. If a humanoid creature's heart is removed or damaged in some way, the dragon's heart can be placed in the wound. This saves the creature's life, and confers the following benefits: The creature's Strength, Constitution, and Charisma increase by 2, to a maximum of 22. The creature gains one use of the Legendary Resistance trait (once per day, if the creature fails a saving throw, it may choose to succeed instead). The creature gains immunity to fire damage, a flying speed equal to their walking speed, and darkvision out to 120 feet. Additionally, the creature's alignment becomes Chaotic Good if it wasn't already, and they may become an NPC under the party's control.

1 Ancient Brass Dragon Fire Sac. Difficult to handle, deals 9 (2d8) fire damage per round to any organic material in contact with it. Can be mastercrafted (alchemist's supplies) into a Brass Dragon's Bane Poison (if ingested, a creature must make a DC 21 Constitution saving throw, taking 56 (16d6) fire damage on a failed save, or half as much on a success).

1 Vial of Ancient Brass Dragon Sleep Salve. When applied to the skin of a creature, the creature must make a DC 21 Constitution saving throw or fall unconscious for 10 minutes. This effect ends for a creature if the creature takes damage or someone uses an action to wake it. Can be mastercrafted (alchemist's supplies) into a Potion of Polymorph (allows the drinker to change shape as though they had cast the Polymorph spell).

3d10 Brass Dragon Scales. No immediate use. 25 of these can be mastercrafted (smith's tools) into a shield that grants resistance to fire damage while in use.

1 Ancient Brass Dragon Frill. Acts as a magical sling +3. Can be mastercrafted (smith's tools) into a magical heavy crossbow +3 whose wielder can cast Gust of Wind (save DC 17) as an action once per day.

In Lair: 2 Treasure Hoard 17+

In Lair: 1d20 Talkative Humanoid Servants

In Lair: 1d10 – 7 Brass Dragon Eggs

Adult Brass Dragon (13)

Dragon (nature)

1 Adult Brass Dragon Skull. If a creature with at least 15 Strength lifts the skull above their head as an action, each creature within 120 feet of the skull must make a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this effect for the next 24 hours. The skull can be mastercrafted (smith's tools and woodcarver's tools) into one of the following items: wall trophy, warhorse barding, helmet, shield, or a ship's figurehead. The item has the following property: when a creature who is hostile to the current owner of the item is within 30 feet of the skull, they must make a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this effect for the next 24 hours.

2 Brass Dragon Wing. Acts as a blanket. Can be mastercrafted (leatherworker's tools) into a cloak that requires attunement, and grants its wearer resistance to fire damage. Additionally, the wearer may fly up to 40 feet as part of their move action. Once this property is used, it cannot be used again until the next dawn.

1 Brass Dragon Tail. Acts as a magical whip +1. Can be mastercrafted (alchemist's supplies) into a Poison of Fire Vulnerability (when ingested, imposes vulnerability to fire damage for 1 hour. If the creature has resistance to fire damage, it loses that resistance. Creatures immune to fire damage are not affected).

2d4 Brass Dragon Claws. Acts as a magical dagger that deals an additional 4 (1d8) fire damage on a hit. 6 of these can be mastercrafted (smith's tools) into a magical greatsword that deals an additional 13 (3d8) fire damage on a hit. This fire damage ignores fire resistance, but not immunity.

2d10 Brass Dragon Fangs. Acts as a magical Shortsword that deals an additional 4 (1d8) fire damage on a hit. If planted into fertile soil, after 1d10 days the tooth will grow into an armed humanoid warrior. The Warrior has the statistics of a Guard (MM pg. 347) except that its type is construct and it has immunity to fire damage. The warrior will obey a single command of the creature that planted it, following that command to the best of its ability until dead.

2 Strips of Brass Dragon Hide. Acts as a blanket. Each can be mastercrafted (leatherworker's tools) into the equivalent of one of the following: Studded Leather Armor +1, Scale Mail +1, or Splint armor +1. Additionally, the armor requires attunement, and grants the attuned creature a burrow speed of 30 feet.

2d10 Brass Dragon Scales. No immediate use. 25 of these can be mastercrafted (smith's tools) into a shield that grants resistance to fire damage while in use.

1 Adult Brass Dragon Frill. Acts as a magical sling +2. Can be mastercrafted (smith's tools) into a magical heavy crossbow +2.

In Lair: Treasure Hoard 17+

In Lair: 1d12 Talkative Humanoid Servants

Young Brass Dragon (6)

Dragon (nature)

1d2 Brass Dragon Wing. Acts as a blanket. Can be mastercrafted (leatherworker's tools) into a cloak that requires attunement, and grants its wearer resistance to fire damage. Additionally, the wearer may fly up to 40 feet as part of their move action. Once this property is used, it cannot be used again until the next dawn.

1 Brass Dragon Tail. Acts as a magical whip +1. Can be mastercrafted (alchemist's supplies) into a Poison of Fire Vulnerability (when ingested, imposes vulnerability to fire damage for 1 hour. If the creature has resistance to fire damage, it loses that resistance. Creatures immune to fire damage are not affected).

1d4 Brass Dragon Claws. Acts as a magical dagger that deals an additional 4 (1d8) fire damage on a hit. 6 of these can be mastercrafted (smith's tools) into a magical greatsword that deals an additional 13 (3d8) fire damage on a hit. This fire damage ignores fire resistance, but not immunity.

1d10 Brass Dragon Fangs. Acts as a magical Shortsword that deals an additional 4 (1d8) fire damage on a hit. If planted into fertile soil, after 1d10 days the tooth will grow into an armed humanoid warrior. The Warrior has the statistics of a Guard (MM pg. 347) except that its type is construct and it has immunity to fire damage. The warrior will obey a single command of the creature that planted it, following that command to the best of its ability until dead.

1 Strip of Brass Dragon Hide. Acts as a blanket. Can be mastercrafted (leatherworker's tools) into the equivalent of one of the following: Studded Leather Armor +1, Scale Mail +1, or Splint armor +1. Additionally, the armor requires attunement, and grants the attuned creature a burrow speed of 30 feet.

1d10 Brass Dragon Scales: No immediate use. 25 of these can be mastercrafted (smith's tools) into a shield that grants resistance to fire damage while in use.

In Lair: Treasure Hoard 11-16

In Lair: 1d8 Talkative Humanoid Servants

Wyrmling Brass Dragon (1)

Dragon (nature)

1d4 Brass Dragon Claws. Acts as a magical dagger that deals an additional 4 (1d8) fire damage on a hit. 6 of these can be mastercrafted (smith's tools) into a magical greatsword that deals an additional 13 (3d8) fire damage on a hit. This fire damage ignores fire resistance, but not immunity.

In Lair: Treasure Hoard 5-10

Bronze Dragons

Ancient Bronze Dragon

Dragon (nature)

1 Ancient Bronze Dragon Skull. If a creature with at least 19 Strength lifts the skull above their head as an action, each creature within 120 feet of the skull must make a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this effect for the next 24 hours. The skull can be mastercrafted (smith's tools and woodcarver's tools) into one of the following items: wall trophy, warhorse barding, chariot, throne, or a ship's figurehead. The item has the following property: when a creature who is hostile to the current owner of the item is within 30 feet of the skull, they must make a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this effect for the next 24 hours.

2 Bronze Dragon Wing. Acts as a blanket. Can be mastercrafted (leatherworker's tools) into a cloak that requires attunement, and grants its wearer resistance to lightning damage. Additionally, the wearer may fly up to 40 feet as part of their move action. Once this property is used, it cannot be used again until the next dawn.

1 Bronze Dragon Tail. Acts as a magical whip +1. Can be mastercrafted (alchemist's supplies) into a Poison of Lightning Vulnerability (when ingested, imposes vulnerability to lightning damage for 1 hour. If the creature has resistance to lightning damage, it loses that resistance. Creatures immune to lightning damage are not affected).

3d4 Bronze Dragon Claws. Acts as a magical dagger that deals an additional 4 (1d8) lightning damage on a hit. 6 of these can be mastercrafted (smith's tools) into a magical greatsword that deals an additional 13 (3d8) lightning damage on a hit. This lightning damage ignores lightning resistance, but not immunity.

2d10 Bronze Dragon Fangs. Acts as a magical Shortsword that deals an additional 4 (1d8) lightning damage on a hit. If planted into fertile soil, after 1d10 days the tooth will grow into an armed humanoid warrior. The Warrior has the statistics of a Guard (MM pg. 347) except that its type is construct and it has immunity to lightning damage. The warrior will obey a single command of the creature that planted it, following that command to the best of its ability until dead.

5 Strips of Bronze Dragon Hide. Acts as a blanket. Each can be mastercrafted (leatherworker's tools) into the equivalent of one of the following: Studded Leather Armor +1, Scale Mail +1, or Splint armor +1. Additionally, the armor requires attunement, and grants the attuned creature a swim speed of 30 feet and the ability to breathe underwater.

1 Ancient Bronze Dragon Heart. If a humanoid creature's heart is removed or damaged in some way, the dragon's heart can be placed in the wound. This saves the creature's life, and confers the following benefits: The creature's Strength, Constitution, and Charisma increase by 2, to a maximum of 22. The creature gains one use of the Legendary Resistance trait (once per day, if the creature fails a saving throw, it may choose to succeed instead). The creature gains immunity to lightning damage, a flying speed equal to their walking speed, and darkvision out to 120 feet. Additionally, the creature's alignment becomes Lawful Good if it wasn't already, and they may become an NPC under the party's control.

1 Ancient Bronze Dragon Lightning Organ. Difficult to handle, deals 9 (2d8) lightning damage per round to any organic material in contact with it or any metal object holding it. Can be mastercrafted (alchemist's supplies) into a Bronze Dragon's Bane Poison (if ingested, a creature must make a DC 23 Constitution saving throw, taking 88 (16d10) lightning damage on a failed save, or half as much on a success).

1 Vial of Ancient Bronze Dragon Repulsion Salve. Can be thrown at a creature as an improvised weapon. On a hit, the vial breaks with a loud bang audible within 300 feet and the creature must make a DC 23 Strength saving throw or be pushed 60 feet away from the attacker. Can be mastercrafted (alchemist's supplies) into a Potion of Polymorph (allows the drinker to change shape as though they had cast the Polymorph spell).

3d10 Bronze Dragon Scales. No immediate use. 25 of these can be mastercrafted (smith's tools) into a shield that grants resistance to lightning damage while in use.

2 Ancient Bronze Dragon Horns. Acts as a magical club +3. 2 of these can be mastercrafted (smith's tools) into a magical warhammer +3 whose wielder can cast Thunderwave as a 3rd level spell (save DC 17) as an action once per day.

In Lair: 2 Treasure Hoard 17+

In Lair: 1d20 Diplomatic Humanoid Servants

In Lair: 1d10 – 7 Bronze Dragon Eggs

Adult Bronze Dragon (15)

Dragon (nature)

1 Adult Bronze Dragon Skull. If a creature with at least 16 Strength lifts the skull above their head as an action, each creature within 120 feet of the skull must make a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this effect for the next 24 hours. The skull can be mastercrafted (smith's tools and woodcarver's tools) into one of the following items: wall trophy, warhorse barding, helmet, shield, or a ship's figurehead. The item has the following property: when a creature who is hostile to the current owner of the item is within 30 feet of the skull, they must make a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this effect for the next 24 hours.

2 Bronze Dragon Wing. Acts as a blanket. Can be mastercrafted (leatherworker's tools) into a cloak that requires attunement, and grants its wearer resistance to lightning damage. Additionally, the wearer may fly up to 40 feet as part of their move action. Once this property is used, it cannot be used again until the next dawn.

1 Bronze Dragon Tail. Acts as a magical whip +1. Can be mastercrafted (alchemist's supplies) into a Poison of Lightning Vulnerability (when ingested, imposes vulnerability to lightning damage for 1 hour. If the creature has resistance to lightning damage, it loses that resistance. Creatures immune to lightning damage are not affected).

2d4 Bronze Dragon Claws. Acts as a magical dagger that deals an additional 4 (1d8) lightning damage on a hit. 6 of these can be mastercrafted (smith's tools) into a magical greatsword that deals an additional 13 (3d8) lightning damage on a hit. This lightning damage ignores lightning resistance, but not immunity.

2d10 Bronze Dragon Fangs. Acts as a magical Shortsword that deals an additional 4 (1d8) lightning damage on a hit. If planted into fertile soil, after 1d10 days the tooth will grow into an armed humanoid warrior. The Warrior has the statistics of a Guard (MM pg. 347) except that its type is construct and it has immunity to lightning damage. The warrior will obey a single command of the creature that planted it, following that command to the best of its ability until dead.

2 Strips of Bronze Dragon Hide. Acts as a blanket. Each can be mastercrafted (leatherworker's tools) into the equivalent of one of the following: Studded Leather Armor +1, Scale Mail +1, or Splint armor +1. Additionally, the armor requires attunement, and grants the attuned creature a swim speed of 30 feet and the ability to breathe underwater.

3d10 Bronze Dragon Scales. No immediate use. 25 of these can be mastercrafted (smith's tools) into a shield that grants resistance to lightning damage while in use.

2 Adult Bronze Dragon Horns. Acts as a magical club +2. 2 of these can be mastercrafted (smith's tools) into a magical warhammer +2.

In Lair: Treasure Hoard 17+

In Lair: 1d12 Diplomatic Humanoid Servants

Young Bronze Dragon (8)

Dragon (nature)

2 Bronze Dragon Wing. Acts as a blanket. Can be mastercrafted (leatherworker's tools) into a cloak that requires attunement, and grants its wearer resistance to lightning damage. Additionally, the wearer may fly up to 40 feet as part of their move action. Once this property is used, it cannot be used again until the next dawn.

1 Bronze Dragon Tail. Acts as a magical whip +1. Can be mastercrafted (alchemist's supplies) into a Poison of Lightning Vulnerability (when ingested, imposes vulnerability to lightning damage for 1 hour. If the creature has resistance to lightning damage, it loses that resistance. Creatures immune to lightning damage are not affected).

1d4 Bronze Dragon Claws. Acts as a magical dagger that deals an additional 4 (1d8) lightning damage on a hit. 6 of these can be mastercrafted (smith's tools) into a magical greatsword that deals an additional 13 (3d8) lightning damage on a hit. This lightning damage ignores lightning resistance, but not immunity.

1d10 Bronze Dragon Fangs. Acts as a magical Shortsword that deals an additional 4 (1d8) lightning damage on a hit. If planted into fertile soil, after 1d10 days the tooth will grow into an armed humanoid warrior. The Warrior has the statistics of a Guard (MM pg. 347) except that its type is construct and it has immunity to lightning damage. The warrior will obey a single command of the creature that planted it, following that command to the best of its ability until dead.

1 Strip of Bronze Dragon Hide. Acts as a blanket. Each can be mastercrafted (leatherworker's tools) into the equivalent of one of the following: Studded Leather Armor +1, Scale Mail +1, or Splint armor +1. Additionally, the armor requires attunement, and grants the attuned creature a swim speed of 30 feet and the ability to breathe underwater.

1d10 Bronze Dragon Scales. No immediate use. 25 of these can be mastercrafted (smith's tools) into a shield that grants resistance to lightning damage while in use.

1d2 Young Bronze Dragon Horns. Acts as a magical club +1. 2 of these can be mastercrafted (smith's tools) into a magical warhammer +1.

In Lair: Treasure Hoard 11-16

In Lair: 1d8 Diplomatic Humanoid Servants

Wyrmling Bronze Dragon (2)

Dragon (nature)

1d4 Bronze Dragon Claws. Acts as a magical dagger that deals an additional 4 (1d8) lightning damage on a hit. 6 of these can be mastercrafted (smith's tools) into a magical greatsword that deals an additional 13 (3d8) lightning damage on a hit. This lightning damage ignores lightning resistance, but not immunity.

1d10 Bronze Dragon Scales. No immediate use. 25 of these can be mastercrafted (smith's tools) into a shield that grants resistance to lightning damage while in use.

In Lair: Treasure Hoard 5-10

Copper Dragon

Ancient Copper Dragon (21)

Dragon (nature)

1 Ancient Copper Dragon Skull. If a creature with at least 18 Strength lifts the skull above their head as an action, each creature within 120 feet of the skull must make a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this effect for the next 24 hours. The skull can be mastercrafted (smith's tools and woodcarver's tools) into one of the following items: wall trophy, warhorse barding, chariot, throne, or a ship's figurehead. The item has the following property: when a creature who is hostile to the current owner of the item is within 30 feet of the skull, they must make a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this effect for the next 24 hours.

2 Copper Dragon Wing. Acts as a blanket. Can be mastercrafted (leatherworker's tools) into a cloak that requires attunement, and grants its wearer resistance to acid damage. Additionally, the wearer may fly up to 40 feet as part of their move action. Once this property is used, it cannot be used again until the next dawn.

1 Copper Dragon Tail. Acts as a magical whip +1. Can be mastercrafted (alchemist's supplies) into a Poison of Acid Vulnerability (when ingested, imposes vulnerability to acid damage for 1 hour. If the creature has resistance to acid damage, it loses that resistance. Creatures immune to acid damage are not affected).

3d4 Copper Dragon Claws. Acts as a magical dagger that deals an additional 4 (1d8) acid damage on a hit. 6 of these can be mastercrafted (smith's tools) into a magical greatsword that deals an additional 13 (3d8) acid damage on a hit. This acid damage ignores acid resistance, but not immunity.

2d10 Copper Dragon Fangs. Acts as a magical Shortsword that deals an additional 4 (1d8) acid damage on a hit. If planted into fertile soil, after 1d10 days the tooth will grow into an armed humanoid warrior. The Warrior has the statistics of a Guard (MM pg. 347) except that its type is construct and it has immunity to acid damage. The warrior will obey a single command of the creature that planted it, following that command to the best of its ability until dead.

5 Strips of Copper Dragon Hide. Acts as a blanket. Each can be mastercrafted (leatherworker's tools) into the equivalent of one of the following: Studded Leather Armor +1, Scale Mail +1, or Splint armor +1. Additionally, the armor requires attunement, and grants the attuned creature a climb speed of 30 feet.

1 Ancient Copper Dragon Heart. If a humanoid creature's heart is removed or damaged in some way, the dragon's heart can be placed in the wound. This saves the creature's life, and confers the following benefits: The creature's Strength, Constitution, and Charisma increase by 2, to a maximum of 22. The creature gains one use of the Legendary Resistance trait (once per day, if the creature fails a saving throw, it may choose to succeed instead). The creature gains immunity to acid damage, a flying speed equal to their walking speed, and darkvision out to 120 feet. Additionally, the creature's alignment becomes Chaotic Good if it wasn't already, and they may become an NPC under the party's control.

1 Ancient Copper Dragon Acid Pouch. Difficult to handle, deals 9 (2d8) acid damage per round to any organic material in contact with it. Can be mastercrafted (alchemist's supplies) into a Copper Dragon's Bane Poison (if ingested, a creature must make a DC 22 Constitution saving throw, taking 63 (14d8) acid damage on a failed save, or half as much on a success).

1 Vial of Ancient Copper Dragon Slowing Salve. When applied to the skin of a creature, the creature must succeed on a DC 22 Constitution saving throw. On a failed save, the creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save. Can be mastercrafted (alchemist's supplies) into a Potion of Polymorph (allows the drinker to change shape as though they had cast the Polymorph spell).

3d10 Copper Dragon Scales. No immediate use. 25 of these can be mastercrafted (smith's tools) into a shield that grants resistance to acid damage while in use.

1 Ancient Copper Dragon Frond. Acts as a magical handaxe +3. Can be mastercrafted (smith's tools) into a magical scimitar +3 whose wielder can cast Spike Growth (save DC 17) as an action once per day.

In Lair: 2 Treasure Hoard 17+

In Lair: 1d20 Bardic Humanoid Servants

In Lair: 1d10 – 7 Copper Dragon Eggs

Adult Copper Dragon (14)

Dragon (nature)

1 Adult Copper Dragon Skull. If a creature with at least 15 Strength lifts the skull above their head as an action, each creature within 120 feet of the skull must make a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this effect for the next 24 hours. The skull can be mastercrafted (smith's tools and woodcarver's tools) into one of the following items: wall trophy, warhorse barding, helmet, shield, or a ship's figurehead. The item has the following property: when a creature who is hostile to the current owner of the item is within 30 feet of the skull, they must make a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this effect for the next 24 hours.

2 Copper Dragon Wing. Acts as a blanket. Can be mastercrafted (leatherworker's tools) into a cloak that requires attunement, and grants its wearer resistance to acid damage. Additionally, the wearer may fly up to 40 feet as part of their move action. Once this property is used, it cannot be used again until the next dawn.

1 Copper Dragon Tail. Acts as a magical whip +1. Can be mastercrafted (alchemist's supplies) into a Poison of Acid Vulnerability (when ingested, imposes vulnerability to acid damage for 1 hour. If the creature has resistance to acid damage, it loses that resistance. Creatures immune to acid damage are not affected).

2d4 Copper Dragon Claws. Acts as a magical dagger that deals an additional 4 (1d8) acid damage on a hit. 6 of these can be mastercrafted (smith's tools) into a magical greatsword that deals an additional 13 (3d8) acid damage on a hit. This acid damage ignores acid resistance, but not immunity.

2d10 Copper Dragon Fangs. Acts as a magical Shortsword that deals an additional 4 (1d8) acid damage on a hit. If planted into fertile soil, after 1d10 days the tooth will grow into an armed humanoid warrior. The Warrior has the statistics of a Guard (MM pg. 347) except that its type is construct and it has immunity to acid damage. The warrior will obey a single command of the creature that planted it, following that command to the best of its ability until dead.

2 Strips of Copper Dragon Hide. Acts as a blanket. Each can be mastercrafted (leatherworker's tools) into the equivalent of one of the following: Studded Leather Armor +1, Scale Mail +1, or Splint armor +1. Additionally, the armor requires attunement, and grants the attuned creature a climb speed of 30 feet.

3d10 Copper Dragon Scales. No immediate use. 25 of these can be mastercrafted (smith's tools) into a shield that grants resistance to acid damage while in use.

1 Adult Copper Dragon Frond. Acts as a magical handaxe +2. Can be mastercrafted (smith's tools) into a magical scimitar +2.

In Lair: Treasure Hoard 17+

In Lair: 1d12 Bardic Humanoid Servants

Young Copper Dragon (7)

Dragon (nature)

2 Copper Dragon Wing. Acts as a blanket. Can be mastercrafted (leatherworker's tools) into a cloak that requires attunement, and grants its wearer resistance to acid damage. Additionally, the wearer may fly up to 40 feet as part of their move action. Once this property is used, it cannot be used again until the next dawn.

1 Copper Dragon Tail. Acts as a magical whip +1. Can be mastercrafted (alchemist's supplies) into a Poison of Acid Vulnerability (when ingested, imposes vulnerability to acid damage for 1 hour. If the creature has resistance to acid damage, it loses that resistance. Creatures immune to acid damage are not affected).

1d4 Copper Dragon Claws. Acts as a magical dagger that deals an additional 4 (1d8) acid damage on a hit. 6 of these can be mastercrafted (smith's tools) into a magical greatsword that deals an additional 13 (3d8) acid damage on a hit. This acid damage ignores acid resistance, but not immunity.

1d10 Copper Dragon Fangs. Acts as a magical Shortsword that deals an additional 4 (1d8) acid damage on a hit. If planted into fertile soil, after 1d10 days the tooth will grow into an armed humanoid warrior. The Warrior has the statistics of a Guard (MM pg. 347) except that its type is construct and it has immunity to acid damage. The warrior will obey a single command of the creature that planted it, following that command to the best of its ability until dead.

1 Strip of Copper Dragon Hide. Acts as a blanket. Can be mastercrafted (leatherworker's tools) into the equivalent of one of the following: Studded Leather Armor +1, Scale Mail +1, or Splint armor +1. Additionally, the armor requires attunement, and grants the attuned creature a climb speed of 30 feet.

1d10 Copper Dragon Scales. No immediate use. 25 of these can be mastercrafted (smith's tools) into a shield that grants resistance to acid damage while in use.

In Lair: Treasure Hoard 11-16

In Lair: 1d8 Bardic Humanoid Servants

Wyrmling Copper Dragon (1)

Dragon (nature)

1d10 Copper Dragon Scales. No immediate use. 25 of these can be mastercrafted (smith's tools) into a shield that grants resistance to acid damage while in use.

In Lair: Treasure Hoard 5-10

Gold Dragons

Ancient Gold Dragon (24)

Dragon (nature)

1 Ancient Gold Dragon Skull. If a creature with at least 22 Strength lifts the skull above their head as an action, each creature within 120 feet of the skull must make a DC 24 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this effect for the next 24 hours. The skull can be mastercrafted (smith's tools and woodcarver's tools) into one of the following items: wall trophy, warhorse barding, chariot, throne, or a ship's figurehead. The item has the following property: when a creature who is hostile to the current owner of the item is within 30 feet of the skull, they must make a DC 24 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this effect for the next 24 hours.

2 Gold Dragon Wing. Acts as a blanket. Can be mastercrafted (leatherworker's tools) into a cloak that requires attunement, and grants its wearer resistance to fire damage. Additionally, the wearer may fly up to 40 feet as part of their move action. Once this property is used, it cannot be used again until the next dawn.

1 Gold Dragon Tail. Acts as a magical whip +1. Can be mastercrafted (alchemist's supplies) into a Poison of Fire Vulnerability (when ingested, imposes vulnerability to fire damage for 1 hour. If the creature has resistance to fire damage, it loses that resistance. Creatures immune to fire damage are not affected).

3d4 Gold Dragon Claws. Acts as a magical dagger that deals an additional 4 (1d8) fire damage on a hit. 6 of these can be mastercrafted (smith's tools) into a magical greatsword that deals an additional 13 (3d8) fire damage on a hit. This fire damage ignores fire resistance, but not immunity.

2d10 Gold Dragon Fangs. Acts as a magical Shortsword that deals an additional 4 (1d8) fire damage on a hit. If planted into fertile soil, after 1d10 days the tooth will grow into an armed humanoid warrior. The Warrior has the statistics of a Guard (MM pg. 347) except that its type is construct and it has immunity to fire damage. The warrior will obey a single command of the creature that planted it, following that command to the best of its ability until dead.

5 Strips of Gold Dragon Hide. Acts as a blanket. Each can be mastercrafted (leatherworker's tools) into the equivalent of one of the following: Studded Leather Armor +1, Scale Mail +1, or Splint armor +1. Additionally, the armor requires attunement, and grants the attuned creature a swim speed of 30 feet and the ability to breathe underwater.

1 Ancient Gold Dragon Heart. If a humanoid creature's heart is removed or damaged in some way, the dragon's heart can be placed in the wound. This saves the creature's life, and confers the following benefits: The creature's Strength, Constitution, and Charisma increase by 2, to a maximum of 22. The creature gains one use of the Legendary Resistance trait (once per day, if the creature fails a saving throw, it may choose to succeed instead). The creature gains immunity to fire damage, a flying speed equal to their walking speed, and darkvision out to 120 feet. Additionally, the creature's alignment becomes Lawful Good if it wasn't already, and they may become an NPC under the party's control.

1 Ancient Gold Dragon Fire Sac. Difficult to handle, deals 9 (2d8) fire damage per round to any organic material in contact with it. Can be mastercrafted (alchemist's supplies) into a Gold Dragon's Bane Poison (if ingested, a creature must make a DC 24 Constitution saving throw, taking 71 (13d10) fire damage on a failed save, or half as much on a success).

1 Vial of Ancient Gold Dragon Weakening Salve. When applied to the skin of a creature, the creature must succeed on a DC 24 Strength saving throw or have disadvantage on Strength-based attack rolls, Strength checks, and Strength saving throws for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Can be mastercrafted (alchemist's supplies) into a Potion of Polymorph (allows the drinker to change shape as though they had cast the Polymorph spell).

3d10 Gold Dragon Scales. No immediate use. 25 of these can be mastercrafted (smith's tools) into a shield that grants resistance to fire damage while in use.

2 Gold Dragon Eyes. When held, grants advantage on Charisma checks made to influence dragons. Each can be mastercrafted (jeweler's tools) into an amulet that requires attunement. An attuned creature can cast Geas (save DC 20) once per day, however, the target of the spell must have the Dragon tag.

2d4 Gold Dragon Fins. Acts as a magical sling +1. 5 of these can be mastercrafted (smith's tools) into a magical longbow +3 whose wielder can cast Banishment (save DC 17) as an action once per day.

In Lair: 2 Treasure Hoard 17+

In Lair: 1d10 – 7 Gold Dragon Eggs

Adult Gold Dragon (17)

Dragon (nature)

1 Adult Gold Dragon Skull. If a creature with at least 20 Strength lifts the skull above their head as an action, each creature within 120 feet of the skull must make a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this effect for the next 24 hours. The skull can be mastercrafted (smith's tools and woodcarver's tools) into one of the following items: wall trophy, warhorse barding, helmet, shield, or a ship's figurehead. The item has the following property: when a creature who is hostile to the current owner of the item is within 30 feet of the skull, they must make a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this effect for the next 24 hours.

2 Gold Dragon Wing. Acts as a blanket. Can be mastercrafted (leatherworker's tools) into a cloak that requires attunement, and grants its wearer resistance to fire damage. Additionally, the wearer may fly up to 40 feet as part of their move action. Once this property is used, it cannot be used again until the next dawn.

1 Gold Dragon Tail. Acts as a magical whip +1. Can be mastercrafted (alchemist's supplies) into a Poison of Fire Vulnerability (when ingested, imposes vulnerability to fire damage for 1 hour. If the creature has resistance to fire damage, it loses that resistance. Creatures immune to fire damage are not affected).

3d4 Gold Dragon Claws. Acts as a magical dagger that deals an additional 4 (1d8) fire damage on a hit. 6 of these can be mastercrafted (smith's tools) into a magical greatsword that deals an additional 13 (3d8) fire damage on a hit. This fire damage ignores fire resistance, but not immunity.

2d10 Gold Dragon Fangs. Acts as a magical Shortsword that deals an additional 4 (1d8) fire damage on a hit. If planted into fertile soil, after 1d10 days the tooth will grow into an armed humanoid warrior. The Warrior has the statistics of a Guard (MM pg. 347) except that its type is construct and it has immunity to fire damage. The warrior will obey a single command of the creature that planted it, following that command to the best of its ability until dead.

2 Strips of Gold Dragon Hide. Acts as a blanket. Each can be mastercrafted (leatherworker's tools) into the equivalent of one of the following: Studded Leather Armor +1, Scale Mail +1, or Splint armor +1. Additionally, the armor requires attunement, and grants the attuned creature a swim speed of 30 feet and the ability to breathe underwater.

3d10 Gold Dragon Scales. No immediate use. 25 of these can be mastercrafted (smith's tools) into a shield that grants resistance to fire damage while in use.

2 Gold Dragon Eyes. When held, grants advantage on Charisma checks made to influence dragons. Each can be mastercrafted (jeweler's tools) into an amulet that requires attunement. An attuned creature can cast Geas (save DC 20) once per day, however, the target of the spell must have the Dragon tag.

1d4 Gold Dragon Fins. Acts as a magical sling +1. 5 of these can be mastercrafted (smith's tools) into a magical longbow +3 whose wielder can cast Banishment as an action once per day.

In Lair: Treasure Hoard 17+

Young Gold Dragon (10)

Dragon (nature)

2 Gold Dragon Wing. Acts as a blanket. Can be mastercrafted (leatherworker's tools) into a cloak that requires attunement, and grants its wearer resistance to fire damage. Additionally, the wearer may fly up to 40 feet as part of their move action. Once this property is used, it cannot be used again until the next dawn.

1 Gold Dragon Tail. Acts as a magical whip +1. Can be mastercrafted (alchemist's supplies) into a Poison of Fire Vulnerability (when ingested, imposes vulnerability to fire damage for 1 hour. If the creature has resistance to fire damage, it loses that resistance. Creatures immune to fire damage are not affected).

2d4 Gold Dragon Claws. Acts as a magical dagger that deals an additional 4 (1d8) fire damage on a hit. 6 of these can be mastercrafted (smith's tools) into a magical greatsword that deals an additional 13 (3d8) fire damage on a hit. This fire damage ignores fire resistance, but not immunity.

1d10 Gold Dragon Fangs. Acts as a magical Shortsword that deals an additional 4 (1d8) fire damage on a hit. If planted into fertile soil, after 1d10 days the tooth will grow into an armed humanoid warrior. The Warrior has the statistics of a Guard (MM pg. 347) except that its type is construct and it has immunity to fire damage. The warrior will obey a single command of the creature that planted it, following that command to the best of its ability until dead.

1 Strip of Gold Dragon Hide. Acts as a blanket. Can be mastercrafted (leatherworker's tools) into the equivalent of one of the following: Studded Leather Armor +1, Scale Mail +1, or Splint armor +1. Additionally, the armor requires attunement, and grants the attuned creature a swim speed of 30 feet and the ability to breathe underwater.

2d10 Gold Dragon Scales. No immediate use. 25 of these can be mastercrafted (smith's tools) into a shield that grants resistance to fire damage while in use.

1d2 Gold Dragon Eyes. When held, grants advantage on Charisma checks made to influence dragons. Each can be mastercrafted (jeweler's tools) into an amulet that requires attunement. An attuned creature can cast Geas (save DC 20) once per day, however, the target of the spell must have the Dragon tag.

In Lair: Treasure Hoard 11-16

Wyrmling Gold Dragon (3)

Dragon (nature)

1d4 Gold Dragon Claws. Acts as a magical dagger that deals an additional 4 (1d8) fire damage on a hit. 6 of these can be mastercrafted (smith's tools) into a magical greatsword that deals an additional 13 (3d8) fire damage on a hit. This fire damage ignores fire resistance, but not immunity.

2d10 Gold Dragon Scales. No immediate use. 25 of these can be mastercrafted (smith's tools) into a shield that grants resistance to fire damage while in use.

In Lair: Treasure Hoard 5-10

Silver Dragons

Ancient Silver Dragon (23)

Dragon (nature)

1 Ancient Silver Dragon Skull. If a creature with at least 20 Strength lifts the skull above their head as an action, each creature within 120 feet of the skull must make a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this effect for the next 24 hours. The skull can be mastercrafted (smith's tools and woodcarver's tools) into one of the following items: wall trophy, warhorse barding, chariot, throne, or a ship's figurehead. The item has the following property: when a creature who is hostile to the current owner of the item is within 30 feet of the skull, they must make a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this effect for the next 24 hours.

2 Silver Dragon Wing. Acts as a blanket. Can be mastercrafted (leatherworker's tools) into a cloak that requires attunement, and grants its wearer resistance to cold damage. Additionally, the wearer may fly up to 40 feet as part of their move action. Once this property is used, it cannot be used again until the next dawn.

1 Silver Dragon Tail. Acts as a magical whip +1. Can be mastercrafted (alchemist's supplies) into a Poison of Cold Vulnerability (when ingested, imposes vulnerability to cold damage for 1 hour. If the creature has resistance to cold damage, it loses that resistance. Creatures immune to cold damage are not affected).

3d4 Silver Dragon Claws. Acts as a magical dagger that deals an additional 4 (1d8) cold damage on a hit. 6 of these can be mastercrafted (smith's tools) into a magical greatsword that deals an additional 13 (3d8) cold damage on a hit. This cold damage ignores cold resistance, but not immunity.

2d10 Silver Dragon Fangs. Acts as a magical Shortsword that deals an additional 4 (1d8) cold damage on a hit. If planted into fertile soil, after 1d10 days the tooth will grow into an armed humanoid warrior. The Warrior has the statistics of a Guard (MM pg. 347) except that its type is construct and it has immunity to cold damage. The warrior will obey a single command of the creature that planted it, following that command to the best of its ability until dead.

5 Strips of Silver Dragon Hide. Acts as a blanket. Each can be mastercrafted (leatherworker's tools) into the equivalent of one of the following: Studded Leather Armor +1, Scale Mail +1, or Splint armor +1. Additionally, the armor requires attunement, and grants the attuned creature a flying speed of 30 feet.

1 Ancient Silver Dragon Heart. If a humanoid creature's heart is removed or damaged in some way, the dragon's heart can be placed in the wound. This saves the creature's life, and confers the following benefits: The creature's Strength, Constitution, and Charisma increase by 2, to a maximum of 22. The creature gains one use of the Legendary Resistance trait (once per day, if the creature fails a saving throw, it may choose to succeed instead). The creature gains immunity to fire damage, a flying speed equal to their walking speed, and darkvision out to 120 feet. Additionally, the creature's alignment becomes Lawful Good if it wasn't already, and they may become an NPC under the party's control.

1 Ancient Silver Dragon Ice Gland. Difficult to handle, deals 9 (2d8) cold damage per round to any organic material in contact with it. Can be mastercrafted (alchemist's supplies) into a Silver Dragon's Bane Poison (if ingested, a creature must make a DC 24 Constitution saving throw, taking 67 (15d8) cold damage on a failed save, or half as much on a success).

1 Vial of Ancient Silver Dragon Paralyzing Salve. When applied to the skin of a creature, that creature must succeed on a DC 24 Constitution saving throw or be paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Can be mastercrafted (alchemist's supplies) into a Potion of Polymorph (allows the drinker to change shape as though they had cast the Polymorph spell).

3d10 Silver Dragon Scales. No immediate use. 25 of these can be mastercrafted (smith's tools) into a shield that grants resistance to cold damage while in use.

2 Silver Dragon Eyes. When held, grants advantage on Charisma checks made to influence dragons. Each can be mastercrafted (jeweler's tools) into an amulet that requires attunement. An attuned creature can cast Calm Emotions (save DC 20) once per day, however, the target of the spell must have the Dragon tag.

1d4 Silver Dragon Fins. Acts as a magical dagger +1. 3 of these can be mastercrafted (smith's tools) into a magical rapier +3 whose wielder can cast Fog Cloud as a 3rd level spell as an action once per day.

In Lair: 2 Treasure Hoard 17+

In Lair: 1d20 Humanoid Servants from a single family

In Lair: 1d10 – 7 Silver Dragon Eggs

Adult Silver Dragon (16)

Dragon (nature)

1 Adult Silver Dragon Skull. If a creature with at least 17 Strength lifts the skull above their head as an action, each creature within 120 feet of the skull must make a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this effect for the next 24 hours. The skull can be mastercrafted (smith's tools and woodcarver's tools) into one of the following items: wall trophy, warhorse barding, helmet, shield, or a ship's figurehead. The item has the following property: when a creature who is hostile to the current owner of the item is within 30 feet of the skull, they must make a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this effect for the next 24 hours.

2 Silver Dragon Wing. Acts as a blanket. Can be mastercrafted (leatherworker's tools) into a cloak that requires attunement, and grants its wearer resistance to cold damage. Additionally, the wearer may fly up to 40 feet as part of their move action. Once this property is used, it cannot be used again until the next dawn.

1 Silver Dragon Tail. Acts as a magical whip +1. Can be mastercrafted (alchemist's supplies) into a Poison of Cold Vulnerability (when ingested, imposes vulnerability to cold damage for 1 hour. If the creature has resistance to cold damage, it loses that resistance. Creatures immune to cold damage are not affected).

3d4 Silver Dragon Claws. Acts as a magical dagger that deals an additional 4 (1d8) cold damage on a hit. 6 of these can be mastercrafted (smith's tools) into a magical greatsword that deals an additional 13 (3d8) cold damage on a hit. This cold damage ignores cold resistance, but not immunity.

2d10 Silver Dragon Fangs. Acts as a magical Shortsword that deals an additional 4 (1d8) cold damage on a hit. If planted into fertile soil, after 1d10 days the tooth will grow into an armed humanoid warrior. The Warrior has the statistics of a Guard (MM pg. 347) except that its type is construct and it has immunity to cold damage. The warrior will obey a single command of the creature that planted it, following that command to the best of its ability until dead.

2 Strips of Silver Dragon Hide. Acts as a blanket. Each can be mastercrafted (leatherworker's tools) into the equivalent of one of the following: Studded Leather Armor +1, Scale Mail +1, or Splint armor +1. Additionally, the armor requires attunement, and grants the attuned creature a flying speed of 30 feet.

2d10 Silver Dragon Scales. No immediate use. 25 of these can be mastercrafted (smith's tools) into a shield that grants resistance to cold damage while in use.

2 Silver Dragon Eyes. When held, grants advantage on Charisma checks made to influence dragons. Each can be mastercrafted (jeweler's tools) into an amulet that requires attunement. An attuned creature can cast Calm Emotions (save DC 20) once per day, however, the target of the spell must have the Dragon tag.

1 Silver Dragon Fin. Acts as a magical dagger +1. 3 of these can be mastercrafted (smith's tools) into a magical rapier +3 whose wielder can cast Fog Cloud as a 3rd level spell as an action once per day.

In Lair: Treasure Hoard 17+

In Lair: 1d12 Humanoid Servants from a single family

Young Silver Dragon (9)

Dragon (nature)

2 Silver Dragon Wing. Acts as a blanket. Can be mastercrafted (leatherworker's tools) into a cloak that requires attunement, and grants its wearer resistance to cold damage. Additionally, the wearer may fly up to 40 feet as part of their move action. Once this property is used, it cannot be used again until the next dawn.

1 Silver Dragon Tail. Acts as a magical whip +1. Can be mastercrafted (alchemist's supplies) into a Poison of Cold Vulnerability (when ingested, imposes vulnerability to cold damage for 1 hour. If the creature has resistance to cold damage, it loses that resistance. Creatures immune to cold damage are not affected).

2d4 Silver Dragon Claws. Acts as a magical dagger that deals an additional 4 (1d8) cold damage on a hit. 6 of these can be mastercrafted (smith's tools) into a magical greatsword that deals an additional 13 (3d8) cold damage on a hit. This cold damage ignores cold resistance, but not immunity.

1d10 Silver Dragon Fangs. Acts as a magical Shortsword that deals an additional 4 (1d8) cold damage on a hit. If planted into fertile soil, after 1d10 days the tooth will grow into an armed humanoid warrior. The Warrior has the statistics of a Guard (MM pg. 347) except that its type is construct and it has immunity to cold damage. The warrior will obey a single command of the creature that planted it, following that command to the best of its ability until dead.

1 Strip of Silver Dragon Hide. Acts as a blanket. Can be mastercrafted (leatherworker's tools) into the equivalent of one of the following: Studded Leather Armor +1, Scale Mail +1, or Splint armor +1. Additionally, the armor requires attunement, and grants the attuned creature a flying speed of 30 feet.

1d10 Silver Dragon Scales. No immediate use. 25 of these can be mastercrafted (smith's tools) into a shield that grants resistance to cold damage while in use.

1d10 Silver Dragon Eyes. When held, grants advantage on Charisma checks made to influence dragons. Each can be mastercrafted (jeweler's tools) into an amulet that requires attunement. An attuned creature can cast Calm Emotions (save DC 20) once per day, however, the target of the spell must have the Dragon tag.

In Lair: Treasure Hoard 11-16

In Lair: 1d8 Humanoid Servants from a single family

Wyrmling Silver Dragon (2)

Dragon (nature)

1d4 Silver Dragon Claws. Acts as a magical dagger that deals an additional 4 (1d8) cold damage on a hit. 6 of these can be mastercrafted (smith's tools) into a magical greatsword that deals an additional 13 (3d8) cold damage on a hit. This cold damage ignores cold resistance, but not immunity.

1d10 Silver Dragon Scales. No immediate use. 25 of these can be mastercrafted (smith's tools) into a shield that grants resistance to cold damage while in use.

In Lair: Treasure Hoard 5-10

Dragon Turtle (17)

Dragon (nature)

4d4 Dragon Turtle Claws. Acts as a magical dagger. 6 of these can be mastercrafted (smith's tools) into a magical greatsword.

5 Strips of Dragon Turtle Hide. Acts as a blanket. Each can be mastercrafted (leatherworker's tools) into the equivalent of one of the following: Studded Leather Armor +1, Scale Mail +1, or Splint armor +1. Additionally, the armor requires attunement, and grants the attuned creature a swim speed of 30 feet and the ability to breathe underwater.

5 Dragon Turtle Shell Fragments. Acts as a shield. Each can be mastercrafted (smith's tools) into the equivalent of one of the following: Breastplate +1, Half Plate +1, or Plate armor +1.

1 Dragon Turtle Steam Organ. Difficult to handle, deals 9 (2d8) fire damage per round to any organic material in contact with it. Being underwater doesn't grant resistance against this damage. Can be mastercrafted (evocation) by a spellcaster into a Wind Fan. In addition to the item's other properties, it may also cast Fog Cloud and Burning Hands (save DC 13). These both count towards the Fan's cumulative uses.

2 Dragon Turtle Eyes. When held, grants advantage on Charisma checks made to influence dragons. Each can be mastercrafted (jeweler's tools) into an amulet that requires attunement. An attuned creature can cast Zone of Truth (save DC 20) once per day, however, the spell must be centered on a creature with the Dragon tag.

In Lair: Treasure Hoard 17+

Drider (6)

Monstrosity (nature)

1 Tattered Longsword

1 Tattered Longbow

2d4 Drider Legs. Acts as a Flail. Each can be crafted (alchemist's supplies) into a Potion of Climbing.

1 Drider Web Sac. When held, can cast Web three times before running dry.

1 Drider Heart. While holding the heart, it can be used to cast Plane Shift as a ritual. Only the creature holding the heart may shift. This consumes the heart. When the spell is cast, roll 1d20. On a 1, the bearer is shifted to Lolth's layer in the Abyss instead of the intended destination.

1d2 Drider Eyes. no immediate use. Can be crafted (alchemist's supplies) into a Potion of Superior Darkvision (Darkvision to 120 ft. for 1 hour)

1 Drider Spinneret. No immediate use. Can be crafted (calligrapher's supplies) into a pen that can automatically translate its writer's intent into Abyssal, Elvish, or Undercommon.

Dryad (1)

Fey (religion)

1 Dryad Heart. When held, the holder can cast Druidcraft at will. If consumed, acts as a single berry from the Goodberry spell. Can be mastercrafted (alchemist's supplies) into a Potion of Animal Friendship.

Duergar (1)

Humanoid (survival)

1 Tattered War Pick

1d4 Tattered Javelins

1 Tattered Scale Mail

1 Tattered Shield

1d8 Duergar Fingers. No immediate use. Acts as a trophy among Underdark hunters and adventurers.

1 Duergar Head. Marks the holder as an enemy of the Duergar. Can be carefully crafted (alchemist's supplies) into a Potion of Growth, or mastercrafted (alchemist's supplies) into a Potion of Invisibility.



Elementals

Air Elemental (5)

Elemental (arcana)

3d2 Motes of Elemental Air. Appears as a tiny puff of cloud. If held in the hand and blown upon, casts Fog Cloud centered on the mote. Can be used as the material component of a Commune spell to contact a deity in the Elemental Plane of Air. Using either of these abilities destroys the mote.

1 Heart of Wind. Identical to a Mote of Elemental Air, and can be used for the same purposes. In addition to its other properties, it can be mastercrafted (conjuration) by a spellcaster into a portal to the Elemental Plane of Air. The portal is stationary in the location it is crafted.

1 Gust of Warm Breeze. Invisible to the eye, can be detected by magic or if a search is performed to look for a small area where wind seems to blow from nowhere. Can be used as the material component of a Conjure Elemental spell, which has its casting time reduced to 1 action but can only summon Air Elementals.

Earth Elemental (5)

Elemental (arcana)

3d2 Motes of Elemental Earth. Appears as a rock that glows dimly. If dropped or thrown to the ground as an improvised weapon, the ground becomes mud as if it had cast Grease centered on the mote. Can be used as the material component of a Commune spell to contact a deity in the Elemental Plane of Earth. Using either of these abilities destroys the mote.

1 Heart of Stone. Identical to a Mote of Elemental Earth, and can be used for the same purposes. In addition to its other properties, it can be mastercrafted (conjuration) by a spellcaster into a portal to the Elemental Plane of Earth. The portal is stationary in the location it is crafted.

1 Vial of Crystalline Powder. Appears to be normal gems, can be detected by magic or if a search is performed to look for gems that shift like liquid. Can be used as the material component of a Conjure Elemental spell, which has its casting time reduced to 1 action but can only summon Earth Elementals.

Fire Elemental (5)

Elemental (arcana)

3d2 Motes of Elemental Fire. Appears as a rock that glows dimly. If dropped into an open flame, casts Faerie Fire centered on the mote. Can be used as the material component of a Commune spell to contact a deity in the Elemental Plane of Fire. Using either of these abilities destroys the mote.

1 Heart of Flame. Identical to a Mote of Elemental Fire, and can be used for the same purposes. In addition to its other properties, it can be mastercrafted (conjuration) by a spellcaster into a portal to the Elemental Plane of Fire. The portal is stationary in the location it is crafted.

1 Puff of Smoke. Appears to be normal smoke, can be detected by magic or if a search is performed to look for a wisp of smoke that does not dissipate. Can be used as the material component of a Conjure Elemental spell, which has its casting time reduced to 1 action but can only summon Fire Elementals.

Water Elemental (5)

Elemental (arcana)

3d2 Motes of Elemental Water. Appears as a small shard of ice that glows with blue light. If covered in water or dropped in water, casts Create Water, centered on the mote. Can be used as the material component of a Commune spell to contact a deity in the Elemental Plane of Water. Using either of these abilities destroys the mote.

1 Heart of Waves. Identical to a Mote of Elemental Water, and can be used for the same purposes. In addition to its other properties, it can be mastercrafted (conjuration) by a spellcaster into a portal to the Elemental Plane of Water. The portal is stationary in the location it is crafted.

1 Vial of Sea Foam. Appears to be normal foam, can be detected by magic or if a search is performed to look for sea foam. Can be used as the material component of a Conjure Elemental spell, which has its casting time reduced to 1 action but can only summon Water Elementals.

Elves

Drow (1/4)

Humanoid (survival)

1 Tattered Chain Shirt (rusts in sunlight)

1d4 Poisoned Crossbow Bolts. On a hit, the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 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 takes an action to shake it awake.

Drow Elite Warrior (5)

Humanoid (survival)

1 Tattered Studded Leather (rusts in sunlight)

1 Tattered Shield (rusts in sunlight)

2 Poisoned Shortswords. When they successfully hit a creature for the first time, that creature takes an additional 10 (3d6) poison damage.

3d4 Poisoned Crossbow Bolts. On a hit, the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 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 takes an action to shake it awake.

Drow Mage (7)

Humanoid (survival)

1 Spellcasting component pouch

1d4 healing potions

1 Arcane Focus (decays in sunlight)

1d4 books (useless, decay in sunlight)

1 Spellbook: Contains 1 random spell of 3rd level or less that can be copied by a wizard (decays in sunlight)

1 Flask of Alchemist's Fire

1 Minor Amulet of Lolth. Can be crushed to magically summon a Quasit, or to attempt to summon a Shadow Demon with a 50% chance of success. The summoned demon appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other demons. It remains for 10 minutes, until it or its summoner dies, or until its summoner dismisses it as an action.

Drow Priestess of Lolth (8)

Humanoid (survival)

1 Spellcasting component pouch

1d2 Greater Healing potions

1 Holy Symbol of Lolth (decays in sunlight)

1d4 books (useless, decay in sunlight)

1 Holy Book of Lolth (decays in sunlight)

1 Flask of Alchemist's Fire

1 Major Amulet of Lolth. Can be crushed to magically summon a Yochlol with a 30% chance of success. If the attempt fails, the summoner takes 5 (1d10) psychic damage. The summoned demon appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other demons. It remains for 10 minutes, until it or its summoner dies, or until its summoner dismisses it as an action.

1 Set of Holy Robes of Lolth. Grants proficiency in the Insight skill, unless the wearer is already proficient. The wearer has advantage on Wisdom (Insight) checks made to determine if another creature is planning to betray them.

Empyrean (23)

Celestial (religion)

- 1 Divine Maul.** Acts as a magical maul that changes size to fit its wielder. If wielded by a good-aligned creature, a creature struck by the maul must succeed on a DC 15 Constitution saving throw or be stunned until the end of the wielder's next turn. The requirement changes to evil-aligned if the Empyrean was evil.
- 2 Eyes of the Empyrean.** Acts as a diamond worth 1,000 gp if used as the material component for a spell. Using it as a material component to cast Chromatic Orb allows the caster to choose Force damage or Radiant damage as the spell's damage type. Can be mastercrafted (alchemist's supplies) into a Potion of Truesight, which confers truesight out to 120 feet for 1 hour when consumed.
- 2 Hands of the Empyrean.** No immediate use. Together, they can be carefully crafted (carpenter's tools or leatherworker's tools) into a throne. A creature seated on the throne can understand all languages it hears, and can speak in any language. If a creature attunes to the throne, they gain proficiency on Wisdom (Insight) and Charisma (Persuasion) checks, as well as truesight out to 120 feet. Celestials are automatically hostile to a creature attuned to the throne. If the Empyrean was evil, the throne's attunement counts as a curse, and the attuned creature's alignment shift to Neutral Evil over the course of the next month.
- 4d4 Bones of the Empyrean.** Though obviously bone, counts as Adamantine in terms of hardness. Must be ground into powder before use. If consumed as an action, acts as the spell Lesser Restoration. If 10 are consumed together as an action, acts as the spell Greater Restoration. If 16 are consumed together as an action, acts as the spell Heal.
- 4d4 Chunks of Divine Flesh.** If consumed as an action, reduces the apparent age of a humanoid by 3d10 years, to a minimum of 13 years old. This effect doesn't extend the creature's lifespan. For the remainder of the creature's mortal life, their emotions manifest as a harmless, minor sensory nature effect (similar to the Druidcraft spell) in a 5-foot cube they occupy. This imposes disadvantage on Charisma (Deception) checks if the creature is emotionally invested in the topic.
- 1 Titan's Skull.** No immediate use. Though obviously bone, counts as Adamantine in terms of hardness. Can be mastercrafted (smith's tools) into a set of half-plate or plate armor that requires attunement. While attuned to the armor, the wearer can use a bonus action to bolster all nonhostile creatures within 120 feet. Bolstered creatures can't be charmed or frightened, and they gain advantage on ability checks and saving throws until the end of the wearer's next turn. Once this property is used three times, it can't be used again until the next dawn. While the creature is attuned to the armor, they slowly increase in size, as if affected by the Enlarge spell. The transformation takes place over 10 days, and the beneficial effects only manifest on the final day.
- 2d4 Locks of Divine Hair.** No immediate use. Can be crafted (weaver's tools) into a charm that can be worn as a pendant, earring, or bracelet, and requires attunement. While attuned to the charm, if you fail a saving throw, you can choose to succeed instead. Once you use this property, you can't use it again until the next dawn.
- 1 Immortal Heart.** Can be consumed as an action by a good-aligned humanoid, or an evil-aligned humanoid if the Empyrean was evil. For the remainder of the creature's mortal life, they have advantage on saving throws against spells and other magical effects. Additionally, they can no longer cast or be affected by Cleric or Paladin spells, and holy items cease to function while in contact or use by the creature. Celestials are automatically hostile to the creature, and the creature can still be affected by their Innate Spellcasting feature. If a creature is raised from the dead, they no longer retain this property.
- 3d2 Vials of Divine Blood.** Can be consumed as an action to grant immunity to bludgeoning, piercing, and slashing damage from nonmagical weapons for 1 minute.

- 1 God's Trinket.** A small item from the upper planes. The DM rolls on the trinket table (PHB pg 160), and adds the following property to the item: while holding this item, a creature's hit point maximum and current hit points increase by 5. The creature has disadvantage on Wisdom saving throws made to avoid being the target of a Scrying spell originating from the Empyrean's parent.
- 1 God's Pendant.** Requires attunement. While attuned, the wearer may cast Commune once per day. If the spell is used to contact any extraplanar being other than the Empyrean's parent, the wearer must make a DC 20 Wisdom check. On a failure, the spell contacts the Empyrean's parent. An evil Empyrean does not carry a God's Pendant.
- 2 Blessed/Cursed Gauntlets.** Requires attunement. When worn together, the wielder gains a +1 bonus to AC, and they may cast Spare the Dying three times per day. If the gauntlets are taken from an evil Empyrean, they cast Shocking Grasp instead.
- 1 Sacred Robe.** Acts as padded armor. If the wearer worships a god of the same alignment as the Empyrean's parent, then the wearer does not need food, drink or sleep while wearing the armor. In addition, they gain the benefits of a short rest after 30 minutes of prayer, and the benefits of a long rest after 4 hours of prayer. An evil Empyrean's robes lose all magical properties.
- In Lair.** 6d10 Humanoids who are faithful to the Empyrean's parent, or who serve an evil Empyrean out of fear

Ettercap (2)

Monstrosity (nature)

- 2d2 Tattered Claws.** Acts as a tattered dagger
- 1 Web Sac.** When held, can cast Web one time before running dry.
- 1 Vial of Ettercap Poison.** Can be applied to a weapon or a piece of ammunition as an action. A creature hit by the poisoned weapon or ammunition must make a DC 11 Constitution saving throw or take 1d8 poison damage. Additionally, the creature is poisoned for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Ettin (4)

Giant (survival)

- 1 Tattered Battleaxe**
- 1 Tattered Morningstar**
- 1d4 Items in a Giant's Bag**
- 1d2 Ettin Skulls.** When held, grants advantage on Charisma (Intimidation) checks made against humanoids, and disadvantage on all Charisma ability checks made against giants. Two heads together can be carefully crafted by a spellcaster (Divination) into a font of water that can act as the material components of a Scrying spell, and creatures of the abyss (such as demons) have disadvantage on Wisdom saving throws made to avoid being detected by the spell.
- 1d4 Giant's Toes.** No immediate use. Sought as trophies by hunters and heroes, and can be sold for a good price to collectors or admirers.
- 1 Ettin Heart.** No immediate use. Can be carefully crafted (alchemist's supplies) into a Potion of Hill giant strength.

Faerie Dragon

Red/Orange/Yellow (1)

Dragon (nature)

1d2 Faerie Dragon Wings. No immediate use. Twenty of these can be mastercrafted (leatherworker's tools) into a cloak that requires attunement, and grants advantage on saving throws against spells and other magical effects while attuned. Additionally, the wearer may use their action to cast Greater Invisibility, targeting themselves only. Once this property is used, it cannot be used again until the next dawn.

Green/Blue/Indigo/Violet (2)

Dragon (nature)

1d2 Faerie Dragon Wings. No immediate use. Twenty of these can be mastercrafted (leatherworker's tools) into a cloak that requires attunement, and grants advantage on saving throws against spells and other magical effects while attuned. Additionally, the wearer may use their action to cast Greater Invisibility, targeting themselves only. Once this property is used, it cannot be used again until the next dawn.

1 Vial Faerie Dragon Dust. When sprinkled on a creature, roll 1d10.

d10 Result

- | | |
|------------|--|
| 1-7 | The creature must succeed on a DC 11 Wisdom saving throw or take no actions or reactions for 1 minute. On its turn, roll a d6. On a 1-4, the creature moves in a random direction. On a 5-6 the creature does not move, but may repeat the saving throw, ending the effect on itself on a success. |
| 8 | The creature must succeed on a DC 11 Constitution saving throw or be blinded as if by the Color Spray spell. |
| 9 | The creature must succeed on a DC 11 Wisdom saving throw or be Polymorphed into a sheep for 1 hour. |
| 10 | The creature becomes invisible for 1 hour. Any equipment it is wearing or carrying is invisible as long as it is on the creature's person. The effect on the creature ends if it attacks, deals any damage, or casts a spell. |

Flameskull (4)

Undead (religion)

- **1 Wizard Skull.** Acts as an Arcane Focus for Evocation spells only. When used this way, the caster may cast Magic Missile at 1st level once per day. If the Flameskull was destroyed by Force, Thunder, or Bludgeoning damage, it loses this property. After 1 hour, the skull reforms into a Flameskull unless holy water is sprinkled on its remains or a Dispel Magic or Remove Curse spell is cast on them.
- **2 Flameskull Eyes.** As an action, a creature holding the eye can cast Fire Shield (choosing the warm shield). This consumes the eye. Until the eye is used, the Flameskull can see through the eye, even if it is currently destroyed. If the Flameskull reforms, any unused eyes wink out of existence.
- **1d4 Motes of Green Flame.** No immediate use. Can be crafted (alchemist's supplies) into a Potion of Fire Resistance.

Flumph (1/8)

Aberration (arcana)

1d4 Flumph Tentacles. No immediate use. Can be crafted (alchemist's supplies) into a vial of acid.

Fomorian (8)

Giant (survival)

1 Tattered Greatclub

1 Fomorian Evil Eye. No immediate use. Can be carefully crafted (jeweler's tools) into an amulet that requires attunement and has 3 charges. An attuned creature may expend a charge to hold up the amulet as an action and target a creature within 60 feet of the amulet that can see it. The creature must succeed on a DC 14 Charisma saving throw, taking 27 (6d8) psychic damage on a failed save, or half as much damage on a success. **Curse:** a creature attuned to the amulet is cursed with magical deformities. While cursed, its speed is halved, and it has disadvantage on ability checks, saving throws, and attacks based on Strength or Dexterity.

2 Fomorian Hide. Acts as a smelly blanket. When used in the Underdark, random encounters are less likely in the night (DM rolls twice and if either is "No Encounter", no encounter occurs). When used in the Feywild, random encounters are more likely (DM rolls twice and if either is "Encounter", an encounter occurs).

2d4 Fomorian Finger. When held, good-aligned creatures of the Feywild are more likely to see the holder as an ally, and the holder has advantage on Charisma checks made to convince good-aligned Fey to trust them.

1 Fomorian Stomach Lining. No immediate use. Can be carefully crafted (alchemist's supplies) into a Potion of Fungal Immunity (for 1d4 hours, the user is immune to the poisoned condition if it would be caused by a fungus or fungal creature).

2 Mutated Fomorian Limbs. Acts as a gruesome weapon. Roll 1d10 to determine what can be looted from this particular Fomorian.

| d10 | Result |
|-----|-----------------|
| 1-3 | Arm – Greatclub |
| 4-6 | Leg – Flail |
| 7-9 | Horn – War Pick |
| 10 | Tail - Whip |

Fungi

Gas Spore (1/2)

Plant (nature)

1 Gas Spore Malt. No immediate use. Can be carefully crafted (brewer's supplies) into a delicious beverage that causes the drinker to become intoxicated (as the poisoned condition) for 1d4 hours. At the end of this duration, the drinker must make a DC 10 Constitution saving throw or become infected with a disease. Spores invade the infected creature's system, killing the creature in a number of hours equal to 1d12 + the creature's Constitution score, unless the disease is removed. In half that time, the creature becomes poisoned for the rest of the duration. After the creature dies, it sprouts 2d4 tiny gas spores that grow to full size in 7 days.

Shrieker (0)

Plant (nature)

1 Shrieker Malt. No immediate use. Can be carefully crafted (brewer's supplies) into a delicious beverage that causes the drinker to become intoxicated (as the poisoned condition) for 1d4 hours and doubles the volume of their voice.

Violet Fungus (1/4)

Plant (nature)

1 Violet Fungus Malt. No immediate use. Can be carefully crafted (brewer's supplies) into a delicious beverage that causes the drinker to become intoxicated (as the poisoned condition) for 1d4 hours and take 1 necrotic damage each hour they are intoxicated.



Galeb Duhr (6)

Elemental (arcana)

3d2 Motes of Elemental Earth. Appears as a rock that glows dimly. If dropped or thrown to the ground as an improvised weapon, the ground becomes mud as if it had cast Grease centered on the mote. Can be used as the material component of a Commune spell to contact a deity in the Elemental Plane of Earth. Using either of these abilities destroys the mote.

1 Heart of Stone. Identical to a Mote of Elemental Earth, and can be used for the same purposes. In addition to its other properties, it can be mastercrafted (conjunction) by a spellcaster into a portal to the Elemental Plane of Earth. The portal is stationary in the location it is crafted.

1 Vial of Crystalline Powder. Appears to be normal soil, can be detected by magic or if a search is performed to look for a patch of soil that shifts like a liquid. Can be used as the material component of a Conjure Elemental spell, which has its casting time reduced to 1 action but can only summon Earth Elementals.

1 Resonating Rock. Can be crushed as an action and sprinkled on a medium-sized boulder. The boulder magically transforms into a Galeb Duhr, except it has intelligence and charisma of 1, can't be charmed or frightened, and it cannot Animate Boulders. The boulder remains animated for up to one minute, or until it reaches 0 hit points, at which time it reverts back to mundane stone. An animated boulder obeys simple commands given by its creator to the best of its ability, unless a Galeb Duhr is nearby, in which case it defers to the Galeb Duhr's commands.

Gargoyle (2)

Elemental (arcana)

1d2 Motes of Evil Elemental Earth. Appears as a rock that glows dimly. If dropped or thrown to the ground as an improvised weapon, the ground becomes mud as if it had cast Grease centered on the mote. Can be used as the material component of a Commune spell to contact Ogmoch, Prince of Evil Elemental Earth. Using either of these abilities destroys the mote.

1d2 Gargoyle Wings. No immediate use. 10 of these can be mastercrafted (mason's tools) into a cloak that requires attunement. An attuned creature has resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't adamantite. **Curse:** while attuned to the cloak, the creature is weighed down heavily. They suffer no penalty if they remove all their armor, however, while they are wearing armor their speed is halved, and they have disadvantage on attack rolls and Dexterity saving throws. Additionally, attacks made against them have advantage while they wear armor.

Genies

Note: due to the Elemental Demise trait, a majority of a genie's loot disappears into elemental remains

Dao (11)

Elemental (arcana)

1 Maul of Elemental Earth. Acts as a magical Maul. On a hit, if the target is a Huge or smaller creature, they must succeed on a DC 18 Strength saving throw or be knocked prone.

1 Crown of the Dao. Requires attunement. A creature attuned to the crown can cast Wall of Stone as an action. This property can't be used again until the next dawn.

1 Bejeweled Tunic. Of fine craftsmanship, worth 10,000 GP.

1 Vial of Crystalline Powder. Appears to be normal gems, can be detected by magic or if a search is performed to look for gems that shift like a liquid. Can be used as the material component of a Conjure Elemental spell, which has its casting time reduced to 1 action but can only summon Earth Elementals.

Djinni (11)

Elemental (arcana)

1 Scimitar of Elemental Air. Acts as a magical Scimitar. On a hit, it deals an additional 1d6 thunder or lightning damage (wielder's choice).

1 Crown of the Djinn. Requires attunement. A creature attuned to the crown can cast Creation as an action. This property can't be used again until the next dawn.

1 Bejeweled Scabbard. Of fine craftsmanship, worth 10,000 GP.

1 Gust of Warm Breeze. Invisible to the eye, can be detected by magic or if a search is performed to look for a small area where wind seems to blow from nowhere. Can be used as the material component of a Conjure Elemental spell, which has its casting time reduced to 1 action but can only summon Air Elementals.

Efreeti (11)

Elemental (arcana)

1 Scimitar of Elemental Fire. Acts as a magical Scimitar. On a hit, it deals an additional 2d6 fire damage.

1 Crown of the Efreet. Requires attunement. A creature attuned to the crown can cast Wall of Fire as an action. This property can't be used again until the next dawn.

1 Bejeweled Toga. Of fine craftsmanship, worth 10,000 GP.

1 Puff of Smoke. Appears to be normal smoke, can be detected by magic or if a search is performed to look for a wisp of smoke that does not dissipate. Can be used as the material component of a Conjure Elemental spell, which has its casting time reduced to 1 action but can only summon Fire Elementals.

Marid (11)

Elemental (arcana)

- 1 Trident of Elemental Water.** Acts as a magical Trident that requires attunement. While attuned, a creature can breathe air or water.
- 1 Crown of the Marid.** Requires attunement. A creature attuned to the crown can cast Control Water as an action. This property can't be used again until the next dawn.
- 1 Bejeweled Vest.** Of fine craftsmanship, worth 10,000 GP.
- 1 Vial of Sea Foam.** Appears to be normal sea foam, can be detected by magic or if a search is performed to look for sea foam. Can be used as the material component of a Conjure Elemental spell, which has its casting time reduced to 1 action but can only summon Water Elementals.

Ghost (4)

Undead (religion)

- 2 Vials of Ectoplasm.** No immediate use. Can be crafted (alchemist's supplies) into a Potion of Invisibility or an Oil of Etherealness.
- 1 Pinch of Spirit Dust.** Acts as Dust of Disappearance.
- 1 Ghost's Trinket.** The DM rolls on the Trinket table (PHB pg 150) or selects a small item. This item exists halfway between the Ethereal and Material plane, and is considered a part of both. It has no magical function, other than appearing somewhat translucent. The item is directly related to the reason the ghost hasn't been able to pass on to the afterlife.

Ghoul (1)

Undead (religion)

- 1d4 Ghoul Claws.** Acts as a dagger. When it successfully hits a creature other than an elf or undead, that creature must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once the claw has been used this way (whether or not the creature was successfully paralyzed) it loses this property.

Ghast (2)

Undead (religion)

- 1d4 Ghast Claws.** Acts as a dagger. When it successfully hits a creature other than an undead, that creature must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once the claw has been used this way (whether or not the creature was successfully paralyzed) it loses this property.
- 1 Demon Heart.** While holding the heart, it can be used to cast Plane Shift as a ritual. Only the creature holding the heart may shift. This consumes the heart. When the spell is cast, roll 1d20. On a 1, the bearer is shifted to Thanatos, Domain of Orcus, in the Abyss instead of the intended destination.

Giants

Cloud Giant (9)

Giant (survival)

- 1 Tattered Morningstar.** 2 times the size of a normal morningstar and 8 times the weight.
- 3d4 Items in a Giant's Bag.**
- 1 Pouch of Gold.** Contains 2d6 x 100 GP.
- 1 Set of Fine Robes.** Worth 1,000 GP.
- 2d4 Giant's Toes.** No immediate use. Sought as trophies by hunters and heroes, and can be sold for a good price to collectors or admirers.
- 1 Cloud Giant Heart.** No immediate use. Can be carefully crafted (alchemist's supplies) into a Potion of Cloud Giant Strength.

Fire Giant (9)

Giant (survival)

- 1 Tattered Greatsword.** 2 times the size of a normal greatsword and 8 times the weight.
- 3d4 Items in a Giant's Bag.**
- 1 Set of Smith's Tools.** 2 times the size and 8 times the weight of a normal set.
- 1 Set of Fire Giant Plate Armor.** Acts as 8 sets of Tattered Plate Armor.
- 2d4 Giant's Toes.** No immediate use. Sought as trophies by hunters and heroes, and can be sold for a good price to collectors or admirers.
- 1 Fire Giant Heart.** No immediate use. Can be carefully crafted (alchemist's supplies) into a Potion of Fire Giant Strength.

Frost Giant (8)

Giant (survival)

- 1 Tattered Greataxe.** 2 times the size of a normal greataxe and 8 times the weight.
- 2d4 Items in a Giant's Bag.**
- 2d4 Tattered Armor Pieces.** The DM selects various pieces of armor, weapons, or (for higher rank Frost Giants) dragon bones that make up the Giant's armor.
- 2d4 Giant's Toes.** No immediate use. Sought as trophies by hunters and heroes, and can be sold for a good price to collectors or admirers.
- 1 Frost Giant Heart.** No immediate use. Can be carefully crafted (alchemist's supplies) into a Potion of Frost Giant Strength.

Hill Giant (5)

Giant (survival)

- 1 Tattered Greatclub.** 2 times the size of a normal greatclub and 8 times the weight.
- 1d4 Items in a Giant's Bag.**
- 1d4 Hill Giant Rations.** Each counts as 10 days of rations.
- 1d4 Giant's Toes.** No immediate use. Sought as trophies by hunters and heroes, and can be sold for a good price to collectors or admirers.
- 1 Hill Giant Heart.** No immediate use. Can be carefully crafted (alchemist's supplies) into a Potion of Hill Giant Strength.

Stone Giant (7)

Giant (survival)

- 1 Tattered Greatclub.** 2 times the size of a normal greatclub and 8 times the weight.
- 2d4 Items in a Giant's Bag.**
- 1d4 Artistic Stones.** Worth 100 GP each due to the intricate sculpture.
- 2d4 Giant's Toes.** No immediate use. Sought as trophies by hunters and heroes, and can be sold for a good price to collectors or admirers.
- 1 Stone Giant Heart.** No immediate use. Can be carefully crafted (alchemist's supplies) into a Potion of Stone Giant Strength.

Storm Giant (13)

Giant (survival)

- 1 Tattered Greatsword.** 3 times the size of a normal greatsword and 27 times the weight.
- 4d4 Items in a Giant's Bag.**
- 1 Pouch of Gold.** Contains 4d6 x 100 GP.
- 1 Set of Fine Robes.** Worth 1,000 GP.
- 1 Set of Storm Giant Scale Mail.** Acts as 27 sets of Tattered Scale Mail.
- 1d10 Beard Hairs of the Storm Giant.** Can be used as the material component to any spell causing lightning or thunder damage. 5 of these can be mastercrafted (evocation) by a spellcaster into a Wand of Lightning Bolts.
- 1 Prophetic Totem.** Appears to be a Crystal Ball, Mirror, or some other item used to seek omens and prophecies. Can be used as an arcane focus for Divination spells, and negates the need for material components costing up to 1,000 GP.
- 2d4 Giant's Toes.** No immediate use. Sought as trophies by hunters and heroes, and can be sold for a good price to collectors or admirers.
- 1 Storm Giant Heart.** No immediate use. Can be carefully crafted (alchemist's supplies) into a Potion of Storm Giant Strength.

Gith

Githyanki Warrior (3)

Humanoid (survival)

- 1 Set of Astral Half Plate.** Acts as Half Plate armor that requires attunement. While attuned, a creature can cast Misty Step as a bonus action. Once this ability has been used three times, it cannot be used again until the next dawn.
- 1 Astral Greatsword.** Acts as a magical greatsword. On a hit, it deals an additional 2d6 psychic damage.
- 1 Vial of Githyanki Blood.** When consumed as an action, acts as a Nondetection spell requiring no other material components.

Githyanki Knight (8)

Humanoid (survival)

- 1 Set of Astral Plate.** Acts as Plate armor that requires attunement. While attuned, a creature can cast Misty Step as a bonus action. Once this ability has been used three times, it cannot be used again until the next dawn.
- 1 Astral Silver Greatsword.** Acts as a magical greatsword that requires attunement. On a hit, it deals an additional 3d6 psychic damage. On a critical hit against a target in an astral body, the wielder can choose to cut the silvery cord that tethers the target to its material body instead of dealing damage. While attuned to the sword, all Githyanki and Mind Flayers are immediately hostile towards the wielder, and if the Knight who created the sword is still alive, they know the exact location of the wielder.
- 2 Vials of Githyanki Blood.** When consumed as an action, acts as a Nondetection spell requiring no other material components.
- 1 Heart of the Githyanki Knight.** While holding the heart, it can be used to cast Plane Shift as a ritual. Only the creature holding the heart may shift. This consumes the heart. When the spell is cast, roll 1d20. On a 1, the bearer is shifted to the Astral Plane instead of the intended destination.
- 1 Red Talisman of Tiamat.** While held, grants advantage on Charisma checks made to influence Red Dragons.
- 2 Mind Flayer Tentacles.** Dried. Can be consumed as an action to grant Telepathy out to 120 feet for 1 hour.

Githzerai Monk (2)

Humanoid (survival)

- 1 Set of Githzerai Robes.** Requires attunement. Cannot be worn with armor, and does not count as armor. While attuned, a creature may cast Feather Fall as a Reaction. Once this ability has been used 3 times, it cannot be used again until the next dawn.
- 1 Vial of Githzerai Blood.** When consumed as an action, acts as a See Invisibility spell requiring no other material components.

Githzerai Zerth (6)

Humanoid (survival)

- 1 Set of Githzerai Robes.** Requires attunement. Cannot be worn with armor, and does not count as armor. While attuned, a creature may cast Feather Fall as a Reaction. Once this ability has been used 3 times, it cannot be used again until the next dawn.
- 2 Vials of Githzerai Blood.** When consumed as an action, acts as a See Invisibility spell requiring no other material components.
- 1 Heart of the Githzerai Zerth.** While holding the heart, it can be used to cast Plane Shift as a ritual. Only the creature holding the heart may shift. This consumes the heart. When the spell is cast, roll 1d20. On a 1, the bearer is shifted to a monastery on the plane of Limbo instead of the intended destination.
- 2 Mind Flayer Tentacles.** Dried. Can be consumed as an action to grant Telepathy out to 120 feet for 1 hour.

Gnoll (1/2)

Humanoid (survival)

1 Tattered Spear

1 Tattered Longbow

1d4 Gnawed Trinkets. Roll on the Trinket table. Any item found is chewed up and useless.

Gnoll Pack Lord (2)

Humanoid (survival)

1 Tattered Glaive

1 Tattered Chain Shirt

1d4 Gnawed Trinkets. Roll on the Trinket table. Any item found is chewed up and useless.

2 Days of Rations

1d4 Demonic Jewelry. No immediate use. Can be crafted (transmutation) by a spellcaster into valuable materials that can replace 10GP worth of material components in a conjuration spell.

Gnoll Fang of Yeenoghu (4)

Humanoid (survival)

1d4 Gnawed Trinkets. Roll on the Trinket table. Any item found is chewed up and useless.

2 Days of Rations

1d4 Demonic Jewelry. No immediate use. Can be crafted (transmutation) by a spellcaster into valuable materials that can replace 10GP worth of material components in a conjuration spell.

1 Demon Heart. While holding the heart, it can be used to cast Plane Shift as a ritual. Only the creature holding the heart may shift. This consumes the heart. When the spell is cast, roll 1d20. On a 1, the bearer is shifted to Yeenoghu's layer in the Abyss instead of the intended destination.

Gnome, Deep (Svirfneblin) (1/2)

Humanoid (survival)

1 Tattered War Pick

1d4 Darts. No longer poisoned.

1 Tattered Chain Shirt

1 Deep Gnome Hide. No immediate use. 3 of these can be crafted (leatherworker's tools) into a cloak that grants advantage on stealth checks made to hide in rocky terrain.

Goblin (1/4)

Humanoid (survival)

1 Tattered Scimitar

1 Tattered Shortbow

1d2 Goblin Ears. No immediate use. Acts as a trophy for bounty hunters and adventurers

Goblin Boss (1)

Humanoid (survival)

1 Tattered Scimitar

1d4 Javelins

1d2 Goblin Ears. No immediate use. Acts as a trophy for bounty hunters and adventurers

1 Goblin Boss Head. While held, grants the holder advantage on Charisma (Intimidation) checks made to influence any goblin who previously served the goblin boss.

Golems

Clay (9)

Construct (arcana)

1 Vial of Crystalline Powder. Appears to be normal gems, can be detected by magic or if a search is performed to look for gems that shift like liquid. Can be used as the material component of a Conjure Elemental spell, which has its casting time reduced to 1 action but can only summon Earth Elementals.

4d4 Clumps of Golem Clay. Can be used to lower the cost of creating a clay golem by 1,000 gp. 10 of these can be mastercrafted (transmutation) by a spellcaster into armor or a weapon, both which require attunement. The armor acts as magical Half-Plate Armor which grants the wearer immunity to acid damage. The weapon can be a club or greatclub, and allows a creature attuned to it to cast Haste on itself. Once this property has been used, it can't be used again until the next dawn.

3d2 Motes of Elemental Earth. Appears as a rock that glows dimly. If dropped or thrown to the ground as an improvised weapon, the ground becomes mud as if it had cast Grease centered on the mote. Can be used as the material component of a Commune spell to contact a deity in the Elemental Plane of Earth. Using either of these abilities destroys the mote.

1 Heart of Stone. Identical to a Mote of Elemental Earth, and can be used for the same purposes. In addition to its other properties, it can be mastercrafted (conjuration) by a spellcaster into a portal to the Elemental Plane of Earth. The portal is stationary in the location it is crafted.

Flesh (5)

Construct (arcana)

1 Vial of Crystalline Powder. Appears to be normal gems, can be detected by magic or if a search is performed to look for gems that shift like liquid. Can be used as the material component of a Conjure Elemental spell, which has its casting time reduced to 1 action but can only summon Earth Elementals.

1d2 Motes of Elemental Earth. Appears as a rock that glows dimly. If dropped or thrown to the ground as an improvised weapon, the ground becomes mud as if it had cast Grease centered on the mote. Can be used as the material component of a Commune spell to contact a deity in the Elemental Plane of Earth. Using either of these abilities destroys the mote.

1 Heart of Stone. Identical to a Mote of Elemental Earth, and can be used for the same purposes. In addition to its other properties, it can be mastercrafted (conjuration) by a spellcaster into a portal to the Elemental Plane of Earth. The portal is stationary in the location it is crafted.

2d2 Flesh Golem Limbs. Acts as a Club. Can be used to lower the cost of creating a flesh golem by 5,000 gp. 3 of these can be mastercrafted (transmutation) by a spellcaster into armor which requires attunement or a weapon. The armor acts as padded armor that grants the wearer immunity to lightning damage. The weapon acts as a +1 club or greatclub, but is destroyed if the wielder takes 10 or more fire damage in a single turn.

Iron (16)

Construct (arcana)

1 Greatsword

1 Vial of Crystalline Powder. Appears to be normal gems, can be detected by magic or if a search is performed to look for gems that shift like liquid. Can be used as the material component of a Conjure Elemental spell, which has its casting time reduced to 1 action but can only summon Earth Elementals.

1 Poison Gas Dispenser. As an action, a creature holding the dispenser may create a 15-foot cone of poisonous gas. Each creature in that area must make a DC 19 Constitution saving throw, taking 10d8 poison damage on a failed save, or half as much damage on a successful one. Once this property has been used three times, the dispenser ceases to function.

6d4 Hunks of Golem Iron. Can be used to lower the cost of creating an iron golem by 2,000 gp. 15 of these can be mastercrafted (transmutation) by a spellcaster into armor that requires attunement, or a weapon. The armor acts as magical Plate Armor which grants the wearer immunity to fire damage. The weapon is any type, and acts as a +2 weapon of its type.

6d2 Motes of Elemental Earth. Appears as a rock that glows dimly. If dropped or thrown to the ground as an improvised weapon, the ground becomes mud as if it had cast Grease centered on the mote. Can be used as the material component of a Commune spell to contact a deity in the Elemental Plane of Earth. Using either of these abilities destroys the mote.

1 Heart of Stone. Identical to a Mote of Elemental Earth, and can be used for the same purposes. In addition to its other properties, it can be mastercrafted (conjuration) by a spellcaster into a portal to the Elemental Plane of Earth. The portal is stationary in the location it is crafted.

Stone (10)

Construct (arcana)

1 Vial of Crystalline Powder. Appears to be normal gems, can be detected by magic or if a search is performed to look for gems that shift like liquid. Can be used as the material component of a Conjure Elemental spell, which has its casting time reduced to 1 action but can only summon Earth Elementals.

5d4 Golem Stones. Can be used to lower the cost of creating a stone golem by 2,000 gp. 12 of these can be mastercrafted (transmutation) by a spellcaster into armor or a weapon, both which require attunement. The armor acts as magical Splint Armor which grants the wearer immunity to poison damage. The weapon can be a club or greatclub, and allows a creature attuned to it to cast Slow. Once this property has been used, it can't be used again until the next dawn.

5d2 Motes of Elemental Earth. Appears as a rock that glows dimly. If dropped or thrown to the ground as an improvised weapon, the ground becomes mud as if it had cast Grease centered on the mote. Can be used as the material component of a Commune spell to contact a deity in the Elemental Plane of Earth. Using either of these abilities destroys the mote.

1 Heart of Stone. Identical to a Mote of Elemental Earth, and can be used for the same purposes. In addition to its other properties, it can be mastercrafted (conjuration) by a spellcaster into a portal to the Elemental Plane of Earth. The portal is stationary in the location it is crafted.

Gorgon (5)

Monstrosity (nature)

1 Gorgon Hide. Extremely heavy. Can be mastercrafted (smith's tools) into Plate Armor that requires attunement. A creature attuned to the armor is immune to the petrified condition.

1 Gorgon Skull. Extremely heavy. Can be carefully crafted (smith's tools) into a horned helmet. The helmet requires strength of 15 to wear, otherwise the wearer is affected as if they were wearing heavy armor (PHB pg. 144). While wearing the helmet, the wearer gains the following melee attack: As an action, they may Gore an enemy within 5 feet. The attack does 1d12 damage, and the wearer is considered proficient in this attack.

1 Gorgon Stomach. No immediate use. Can be mastercrafted (alchemist's supplies) into a Stone Salve, which ends the petrified condition on a creature it is applied to.

1 Gorgon Tail. Acts as a Flail.

1 Gorgon Petrifying Gas Sac. A creature holding the sac can squeeze it as an action. Each creature within a 15 foot radius (including the creature that activated the sac) must succeed on a DC 13 Constitution saving throw. On a failed save, a target begins to turn to stone and is restrained. A restrained creature must repeat the saving throw at the end of its next turn. On a success, the effect ends on the target. On a failure, the target is petrified until freed by the Greater Restoration spell or other magic.

Grell (3)

Aberration (arcana)

2d4 Grell Tentacles. Acts as a whip. On a hit, a target must succeed on a DC 11 Constitution saving throw or be poisoned for 1 minute. The poisoned target is also paralyzed, and it can repeat the saving throw at the end of each of its turns, ending the effect on a success. Once the tentacle has poisoned a target, it loses this property.

Grell Beak. Acts as a sickle. Can be carefully crafted (alchemist's supplies) into a Potion of Lightning Resistance.

Grick (2)

Monstrosity (nature)

1d4 Grick Tentacles. Acts as a club. On a hit, the target must make a DC 10 Strength saving throw or be grappled for one round. This effect ends if the attacker moves more than 5 feet away from the target.

1 Grick Hide. No immediate use. Can be crafted (leatherworker's tools) into a cloak that grants advantage on stealth checks made to hide in rocky terrain.

Grick Alpha (7)

Monstrosity (nature)

2d4 Grick Tentacles. Acts as a whip. On a hit, the target must make a DC 12 Strength saving throw or be grappled for one round. This effect ends if the attacker moves more than 10 feet away from the target.

1 Grick Hide. No immediate use. Can be crafted (leatherworker's tools) into a cloak that grants advantage on stealth checks made to hide in rocky terrain.

1 Grick Beak. No immediate use. Can be carefully crafted (smith's tools) into a greataxe that grants +1 to intimidation checks made against creatures in the Underdark.

3d10 Pieces of Adventuring Gear. recovered from the stomach of the Grick

Griffon (2)

Monstrosity (nature)

1 Heart of a Griffon. Can be consumed as an action to grant advantage on Wisdom (Perception) checks that rely on sight for 1 hour. During this time, if the creature sees a horse, they must succeed on a DC 11 Wisdom saving throw or use their full movement and action to approach and attack the horse. On a success, the creature no longer has to make saving throws to prevent themselves from attacking that particular horse.

1d10 Griffon Feathers. No immediate use. Can be crafted (calligrapher's supplies) into a pen, or carefully crafted (woodcarver's tools) into 2 arrows.

Grimlock (1/4)

Humanoid (survival)

1 Tattered Spiked Bone Club. When repaired, deals an additional 2 (1d4) piercing damage on a hit.

1 Grimlock Hide. No immediate use. Can be crafted (leatherworker's tools) into a cloak that grants advantage on stealth checks made to hide in rocky terrain.

Hags

Green (3)

Fey (religion)

1d4 Green Hag Fingers. When consumed, casts Invisibility on the user.

If a creature removes their own fingers and stitches 10 Green Hag Fingers to their hands, they gain a Claw attack that deals 2d8 damage on a hit, and can cast Invisibility once per day. Humanoids and Fey who see the creature's newly-fingered hands are more likely to be hostile to the creature.

1 Green Hag Nose. A creature wearing the nose over their own can mimic animal sounds and humanoid voices. Other creatures can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

1 Weird Magic Item. A grotesque trinket chosen by the DM. By consuming, destroying, or using up the trinket, the holder can cast a spell (also chosen by the DM) at 2nd level. Hags generally use their Weird Magic Items as a last resort, and they often contain spells that allow her to retreat or escape.

In Coven: 2 Additional Weird Magic Items

Night (5)

Fiend (religion)

1d4 Night Hag Fingers. When consumed, casts Sleep centered on the user. If a creature removes their own fingers and stitches 10 Night Hag Fingers to their hands, they gain a Claw attack that deals 2d8 damage on a hit, and can cast Sleep once per day. Humanoids and Fey who see the creature's newly-fingered hands are more likely to be hostile to the creature.

**** Heartstone.**** When touched to a creature, cures any disease affecting that creature. The Heartstone is destroyed if exposed to direct sunlight.

1 Soul Bag. Contains an evil soul, a victim of the Night Hag. Opening the bag releases the soul, but while it is captured it can be telepathically communicated with and used for magical spells, equaling up to 1,000 GP worth of material components for Necromancy spells.

1d2 Night Hag Eye. If a creature plucks out their own eye and replaces it with a Night Hag Eye, they may cast Detect Magic at will from the eye. Additionally, the creature may see into the Ethereal Plane for up to 10 minutes per day, all at once or in several shorter periods, each one using a minimum of 1 minute from the duration. The eye recovers its full duration at sunset.

1 Weird Magic Item. A grotesque trinket chosen by the DM. By consuming, destroying, or using up the trinket, the holder can cast a spell (also chosen by the DM) at 3rd level. Hags generally use their Weird Magic Items as a last resort, and they often contain spells that allow her to retreat or escape.

In Coven: 2 Additional Weird Magic Items

Sea (2)

Fey (religion)

1d4 Sea Hag Fingers. When consumed, casts Alter Self on the user. If a creature removes their own fingers and stitches 10 Sea Hag Fingers to their hands, they gain a Claw attack that deals 2d6 damage on a hit, and can cast Alter Self once per day. Humanoids and Fey who see the creature's newly-fingered hands are more likely to be hostile to the creature.

1 Weird Magic Item. A grotesque trinket chosen by the DM. By consuming, destroying, or using up the trinket, the holder can cast a spell (also chosen by the DM) at 1st level. Hags generally use their Weird Magic Items as a last resort, and they often contain spells that allow her to retreat or escape.

In Coven: 2 Additional Weird Magic Items

Half-Dragon (+2 from NPC)

Humanoid (survival)

2d10 Dragon Scales. No immediate use. 25 of these can be mastercrafted (smith's tools) into a shield that grants resistance to the type of damage related to the Half-dragon's color while in use.

Harpy (1)

Monstrosity (nature)

1d6 Harpy Feathers. No immediate use. Can be carefully crafted (calligrapher's supplies) into a pen that can write enchanted love letters (disadvantage to resist their charms).

Hell Hound (3)

Fiend (religion)

1 Hell Hound Hide. Acts as a blanket. Can be carefully crafted (leatherworker's tools) into a cloak that requires attunement and grants resistance to fire damage.

1 Hell Hound Heart. While holding the heart, it can be used to cast Plane Shift as a ritual. Only the creature holding the heart may shift. This consumes the heart. When the spell is cast, roll 1d20. On a 1, the bearer is shifted to a random location in the lower planes instead of the intended destination.

1d8 Hell Hound Teeth. 20 teeth act as a bag of caltrops. Can be carefully crafted (jeweler's tools) into dice. 4 of these can be carefully crafted (alchemist's supplies) into a Potion of Fire Breath.

Helmed Horror (4)

Construct (arcana)

1 Tattered Shield

1 Tattered Longsword

1 Helm of Horror. Requires attunement. An attuned creature loses all of their visual senses, but while wearing the helmet, gains blindsight out to 60 feet.

1 Tattered Magical Plate Mail. After repaired, functions as a magical set of Plate Mail that grants immunity to one of the spells that the Helmed Horror was immune to.

2 Gauntlets of Horror. When worn, your unarmed attacks deal 1d6 damage on a hit, and are considered adamantite for the purpose of overcoming immunities.

Hippogriff (1)

Monstrosity (nature)

1 Hippogriff Pelt. No immediate use. Can be crafted (leatherworker's tools) into a pouch or carefully crafted (leatherworker's tools) into a water skin.

1d10 Hippogriff Feathers. No immediate use. Can be crafted (calligraphy tools) into a pen, or carefully crafted (woodcarver's tools) into 2 arrows

Hobgoblin (1/2)

Humanoid (survival)

1 Tattered Longsword

1 Tattered Longbow

1 Tattered Chain Mail

1 Tattered Shield

1d2 Hobgoblin Ears. No immediate use. Acts as a trophy for bounty hunters and adventurers

Hobgoblin Captain (3)

Humanoid (survival)

1 Tattered Greatsword

1d4 Tattered Javelins

1 Tattered Half Plate

2 Hobgoblin Ears. No immediate use. Acts as a trophy for bounty hunters and adventurers

1 Strong Hobgoblin Heart. No immediate use. Can be carefully crafted (alchemist's supplies) into a potion of Nomog-Geaya. For 1 minute, the user gains the ability to deal an extra 10 (3d6) damage to a creature they hit with a weapon attack if the creature is within 5 feet of an ally of the user.

Hobgoblin Warlord (6)

Humanoid (survival)

1 Tattered Longsword

1d4 Tattered Javelins

1 Tattered Plate

1 Tattered Shield

2 Hobgoblin Ears. No immediate use. Acts as a trophy for bounty hunters and adventurers

1 Strong Hobgoblin Heart. No immediate use. Can be carefully crafted (alchemist's supplies) into a potion of Nomog-Geaya. For 1 minute, the user gains the ability to deal an extra 10 (3d6) damage to a creature they hit with a weapon attack if the creature is within 5 feet of an ally of the user.

1 Hobgoblin Warlord Head. While held, grants the holder advantage on Charisma (Intimidation) checks made to influence goblinoids.

2 Hobgoblin War Plans. Details the location of the Hobgoblin's stronghold, and where they were planning to strike next.

Homunculus (0)

Construct (arcana)

1d6 Lumps of Homunculus Clay / Mandrake Root. No immediate use. 5 of these can be carefully crafted (transmutation) by a spellcaster into a Homunculus.

Hook Horror (3)

Monstrosity (nature)

2 Horrible Hooks. Acts as a War Pick or Grappling Hook. Grants advantage on Strength (Athletics) checks made to climb.

1 Hook Horror Carapace. Acts as a shield. Can be carefully crafted (smith's tools) into grotesque plate armor.

Hydra (8)

Monstrosity (nature)

3d4 Hydra Heads. Limited to the number of heads the hydra had cut off or regrown at the time of its death. No immediate use. Can be carefully crafted (leatherworker's tools) into a helmet that requires attunement and allows its wearer to hold their breath up to 1 hour. While wearing the helmet, a creature is extremely hungry, and suffers from 1 level of exhaustion unless it has eaten within the last hour.

1 Hydra Tail. Acts as a whip. If sundered, it grows back in 1d4 days.

3 Chunks of Hydra Flesh. If kept from rotting, will grow continuously. Provides enough rations to feed 1 medium-sized creature each day. Each day it is not salted or kept cold, roll 1d6 at dawn. On a 1, the meat has rotted and any rations harvested from it will poison a creature for 24 hours. Rotten meat is easily identified by smell.

1 Hydra Heart. No immediate use. Can be mastercrafted (transmutation) by a spellcaster into an amulet that requires attunement. An attuned creature regains 10 hit points at the start of each hour, and its severed body part can be healed as if under the effects of a Regeneration spell. Unless the original body part is held to the stump, two of the severed body part grow back instead of one.



Intellect Devourer (2)

Aberration (arcana)

1 Chunk of Intellect Devourer Brain Matter. Can be understood and spoken to via telepathy. The chunk is able to use Devour Intellect and Body Thief as if the creature was alive, but only against creatures who communicate with it telepathically and meet the other requirements to be targeted by the ability. Only by destroying this chunk (dealing 1 damage of any kind to it) can the Intellect Devourer be truly destroyed.

1d4 Intellect Devourer Claws. Acts as a dagger. As an action, a creature holding the dagger can sense the presence and location of any creature within 300 feet of the dagger that has an Intelligence of 3 or higher, regardless of interposing barriers, unless the creature is protected by a Mind Blank spell. Once a dagger is used in this manner, it loses this property.

Invisible Stalker (6)

Elemental (arcana)

3d2 Motes of Elemental Air. Appears as a tiny puff of cloud. If held in the hand and blown upon, casts Fog Cloud centered on the mote. Can be used as the material component of a Commune spell to contact a deity in the Elemental Plane of Air. Using either of these abilities destroys the mote.

1 Heart of Wind. Identical to a Mote of Elemental Air, and can be used for the same purposes. In addition to its other properties, it can be mastercrafted (conjuration) by a spellcaster into a portal to the Elemental Plane of Air. The portal is stationary in the location it is crafted.

2 Gust of Warm Breeze. Invisible to the eye, can be detected by magic or if a search is performed to look for a small area where wind seems to blow from nowhere. Can be used as the material component of a Conjure Elemental spell, which has its casting time reduced to 1 action but can only summon Air Elementals.

J

Jackalwere (1/2)

Humanoid (survival)

1 Vial of Foul Ichor. No immediate use. Can be mastercrafted (alchemist's supplies) into a potion of poison immunity. When consumed, grants immunity to poison damage and the poisoned condition for 1 hour, and heals any poisons currently affecting the creature.



Kenku (1/4)

Humanoid (survival)

1d4 Kenku Feathers. No immediate use. Can be crafted (calligrapher's supplies) into a pen, or carefully crafted (woodcarver's tools) into 2 arrows.

Kobold (1/8)

Humanoid (survival)

1 Kobold tail. No immediate use. Acts as a trophy mark for hunters and adventurers

Winged Kobold (1/4)

Humanoid (survival)

1 Kobold wing. No immediate use. Acts as a trophy mark for hunters and adventurers

Kraken (23)

Monstrosity (nature)

2d10 Kraken Scales. Acts as a shield that grants advantage on Dexterity saving throws made to avoid taking lightning damage. 10 of these can be mastercrafted (smith's tools) into Armor of Invulnerability.

4d10 Kraken Teeth. Acts as a greatclub. Can be carefully crafted (Woodcarver's tools) into a Battering Ram that has immunity to bludgeoning, slashing, and piercing damage from nonmagical weapons.

2 Kraken Eyes. Requires attunement. An attuned creature gains Truesight out to 60 feet. Can be mastercrafted (alchemist's supplies) into a Potion of Ultimate Resilience, which grants advantage on all saving throws for 8 hours.

1d10 Kraken Tentacles. Acts as a whip with a range of 15 feet and the heavy property. A creature hit by the whip is grappled (escape DC 18). Until this grapple ends, the creature is restrained, and the wielder of the whip is considered to be touching them for the purpose of casting spells that deal lightning damage. Additionally, the wielder of the whip can use a bonus action to cast Shocking Grasp through the whip. Once the whip has used this property three times, it can't be used again until the next dawn.

3 Kraken Hearts. If enshrined within a tower, creates the permanent version of Forbiddance as long as it remains within the tower's walls. As a ritual, a heart can be consumed to cast Gate. This version of the spell ignores the ability of deities and planar rulers to prevent portals from opening in their domains, however, any creature summoned via the gate will be hostile, even if the creature would normally be friendly or indifferent. Can be mastercrafted (conjuration) by a spellcaster into a Cubic Gate.

1 Kraken Skull. No immediate use. Can be mastercrafted (carpenter's tools) into a Throne or Chariot. The crafted item gains a damage threshold of 50. A creature seated in the throne or chariot can cast Control Weather without requiring concentration. Instead, the spell lasts as long as the creature remains seated, up to the spell's maximum duration. The throne can cast this spell even if it is indoors. Once this ability has been used, it cannot be used again until the next dawn. If the item is a Chariot, magical effects can't reduce its speed or cause it to be restrained.

1 Kraken Ribcage. No immediate use. Can be mastercrafted (mason's tools) into a Tower or (carpenter's tools) into a Warship. The crafted item gains a damage threshold of 50. A creature at the top of the tower or the helm of the ship can use an action to magically create three bolts of lightning, each of which can strike a target within 120 feet of the object's perimeter. A target must make a DC 23 Dexterity saving throw, taking 22 (4d10) lightning damage on a failed save, or half as much damage on a successful one. Once this property has been used, it cannot be used again until the next dawn. If the item is a Warship, magical effects can't reduce its speed or cause it to be restrained.

1 Kraken Ink Sac. Can be squeezed to produce the effect of a Grease spell within a 40 foot square centered on the sac. If the sac is underwater, it releases ink in a 60 foot radius sphere. The ink spreads around corners, and the area is heavily obscured for 1 round or until a strong current disperses the cloud. Creates in direct contact with the Grease effect or the ink cloud must make a DC 23 Constitution saving throw or take 16 poison damage, or half as much damage on a successful save. Once the ink sac is squeezed three times, it loses this property.

1 Kraken Lightning Organ. Difficult to handle, deals 11 (2d10) lightning damage per round to any organic material in contact with it or any metal object holding it. A creature in contact with the Lightning Organ can cast Call Lightning (save DC 23) as a 4th level spell without requiring concentration. Instead, the spell lasts as long as the creature is in contact with the Lightning Organ, up to the spell's maximum duration. Once this ability has been used, it cannot be used again until the next dawn.

3 Kraken Hide. Acts as a huge tent. Can be carefully crafted (leatherworker's tools) into 20 sets of studded leather armor or one sail. A creature wearing the armor acts as if it were under the Freedom of Movement spell. While a ship is using the sail, aquatic creatures with an Intelligence score of 2 or lower that are within 120 feet of the ship are charmed by the ship and defend it against hostile attackers.

2d8 Vials of Kraken Blood. A creature that consumes the blood as an action is under the effects of a Dispel Evil and Good spell (save DC 23), which lasts the full duration and does not require concentration. If the blood is ingested by a celestial, elemental, fey, fiend, or undead, the creature is immediately affected by a Banishment spell (save DC 23), which lasts the full duration and sends the creature to its native plane if applicable.

2d6 Vials of Kraken Bile. Acts as a contact poison. A creature subjected to the bile must make a DC 23 Constitution saving throw, taking 42 (12d6) acid damage on a failed save, or half as much damage on a successful one.

Kuo-Toa (1/4)

Humanoid (survival)

1 Tattered Shield

1 Tattered Spear

1 Tattered Net

1 Kuo-Toa Hide. No immediate use. 3 can be carefully crafted (leatherworker's tools) into a cloak that grants advantage on ability checks and saving throws made to escape a grapple.

Kuo-Toa Archpriest (6)

Humanoid (survival)

1 Spellcasting component pouch

1d4 healing potions

1 Holy Symbol of Blibdoolpoolp

2d4 Inane Objects. Roll on the Trinket table (PHB pg. 160), but every roll should be modified so any mystery is removed from the item. (A tiny silver icon of a raven would become a grubby bird feather)

1 Kuo-Toa Hide. No immediate use. 3 can be carefully crafted (leatherworker's tools) into a cloak that grants advantage on ability checks and saving throws made to escape a grapple.

Kuo-Toa Whip (1)

Humanoid (survival)

1 Tattered Pincer Staff. If repaired, a creature hit by this staff takes 1d6 piercing damage and is grappled (escape DC 14) if it is medium or smaller. Until the grapple ends, the pincer staff cannot be used on another target.

1 Kuo-Toa Hide. No immediate use. 3 can be carefully crafted (leatherworker's tools) into a cloak that grants advantage on ability checks and saving throws made to escape a grapple.



Lamia (4)

Monstrosity (nature)

1 Tattered Dagger

1 Lamia Head. A creature holding the head can cast Suggestion (Save DC 13). The spell issues from the head's mouth, not the caster's. Once the head has been used three times, it loses this property.

2d4 Lamia Claws. Acts as a dagger. On a hit, a creature is magically cursed for 1 hour. Until the curse ends, the target has disadvantage on Wisdom saving throws and ability checks. Once a dagger confers this curse, it loses this property.

1 Demon Heart. While holding the heart, it can be used to cast Plane Shift as a ritual. Only the creature holding the heart may shift. This consumes the heart. When the spell is cast, roll 1d20. On a 1, the bearer is shifted to Graz'zt's layer of the Abyss instead of the intended destination.

Lich (21)

Undead (religion)

1 Lich Skull. Requires attunement. Can be used as an arcane focus and grants an attuned creature resistance to cold, lightning, necrotic, and poison, damage. After 1d10 days, the skull reforms into the Lich with full HP and abilities. If the Phylactery is destroyed, this item crumbles into useless dust.

1 Phylactery. This item is not found with the Lich unless the check made to loot the body was a 30 or higher. At the DM's discretion, this loot may simply be a clue to the phylactery's true location, not the phylactery itself. No immediate use. If not destroyed, the Lich reforms after 1d10 days.

2d6 Bones of the Lich. No immediate use. Can be Carefully Crafted by a spellcaster (Necromancy) into a Potion of Turn Resistance (an undead creature who consumes or is doused in this potion gains advantage on saving throws against effects that turn undead for 1 hour).

1 Left Hand of the Lich. Acts as an improvised melee weapon. On a hit, a target takes 3d6 cold damage and must succeed on a DC 18 Constitution saving throw or be paralyzed for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the creature's saving throw is successful or the effect ends for it, the creature is immune to this effect for the next 24 hours.

1 Tome of Darkness. Incomprehensible to those who are not Wizards. A month of study will yield a method to become a Lich. These requirements allow a wizard to create or obtain a Phylactery and a Potion of Transformation. Additionally, the method requires the ability to cast Imprisonment to transfer their soul into the Phylactery. A PC that is turned into a Lich becomes an Evil NPC under the DM's control. The details will vary from book to book, but the ritual may involve any of the following:

• **Forming a Pact with a Fiend, Evil God, or Dark Power**
• **Ritual Sacrifice or Murder**

• **Using Material Components only gained by killing Celestials**

• **Being a Master (14th level or higher) of Necromancy**

1 Spellcasting component pouch

1 Arcane Focus

3 Uncommon Magic Items. Chosen by the DM. A Lich keeps these curiosities to study, not to use, and they do not affect the Lich's CR.

2 Rare Magic Items. Chosen by the DM. A Lich keeps these curiosities to study, not to use, and they do not affect the Lich's CR.

1 Spellbook. Contains 2 random spells of 5th level or less that can be copied by a wizard

4d4 Skill Books. Contain knowledge concerning a certain skill and topic that the Lich was interested in. For example: History (Lords of the Land). Using the book for 5 minutes is equivalent on rolling a 15 on the related skill.

2 Flasks of Alchemist's Fire

1 Ancient Map to a Now-Forgotten Archmage tower.

In Lair: 1d20 Sets of Armor and 1d20 Weapons. (*The DM determines what weapons and armor are present. Nearly all of the items are magical in some way.*)

Lizardfolk (1/2)

Humanoid (survival)

1 Tattered Heavy Club

1d4 Tattered Javelins

1 Tattered Spiked Shield

1 Lizardfolk Hide. No immediate use. Can be carefully crafted (leatherworker's tools) into a cloak that grants advantage on Strength (Athletics) checks made to swim.

Lizardfolk Shaman (2)

Humanoid (survival)

- 1 Tattered Shaman Staff.** Acts as Druidic Focus if repaired
- 1 Lizardfolk Hide.** No immediate use. Can be carefully crafted (leatherworker's tools) into a cloak that grants advantage on Strength (Athletics) checks made to swim.
- 1 Lizardfolk Heart of Semuanya.** Can cast Conjure Animals (reptiles only) as a ritual spell. This consumes the heart. Can be carefully crafted (alchemist's supplies) into a Potion of Polymorph (allows the drinker to change shape as though they had cast the Polymorph spell) that can only change the drinker into a Crocodile.

Lizard King/Queen (4)

Humanoid (survival)

- 1 Tattered Trident**
- 1 Lizardfolk Hide.** No immediate use. Can be carefully crafted (leatherworker's tools) into a cloak that grants advantage on Strength (Athletics) checks made to swim.
- 1 Crown of the Lizardfolk.** Requires attunement. While worn, an attuned creature is immune to the frightened condition and has advantage on Charisma checks made to influence Lizardfolk.
- 1 Demon Heart.** While holding the heart, it can be used to cast Plane Shift as a ritual. Only the creature holding the heart may shift. This consumes the heart. When the spell is cast, roll 1d20. On a 1, the bearer is shifted to Sess'inek's Layer of the Abyss instead of the intended destination.
- 1 Demon Snake Tail.** Acts as a whip. Can be mastercrafted (alchemist's supplies) into a Potion of Magic Resistance (when consumed, a creature has advantage on saving throws made against spells and magic effects for 1 hour).

Lycanthropes

Werebear (5)

Humanoid (survival)

- 1 Tattered Greataxe**
- 1 Cursed Bear Fang.** Acts as a dagger. A humanoid hit by the dagger must succeed on a DC 14 Constitution saving throw or be cursed with Werebear lycanthropy. Once the dagger hits a humanoid, it loses this property, whether or not the curse was passed on.
- 2 Brown Bear Hide.** Acts as a blanket. Can be carefully crafted (leatherworker's tools) into a cloak that grants resistance to cold damage.
- 2d4 Bear Claw.** Acts as a dagger. The dagger counts as a silvered weapon for the purposes of overcoming damage immunities.

Wereboar (4)

Humanoid (survival)

- 1 Tattered Maul**
- 2 Cursed Tusk.** Acts as a shortsword. A humanoid hit by the shortsword must succeed on a DC 12 Constitution saving throw or be cursed with Wereboar lycanthropy. Once the dagger hits a humanoid, it loses this property, whether or not the curse was passed on.
- 2 Boar Hide.** Acts as a small blanket. 2 hides can be crafted (leatherworker's tools) into a cloak.

Wererat (2)

Humanoid (survival)

- 1 Tattered Maul**
- 1 Cursed Rat Fang.** Acts as a dagger. A humanoid hit by the dagger must succeed on a DC 11 Constitution saving throw or be cursed with Wererat lycanthropy. Once the dagger hits a humanoid, it loses this property, whether or not the curse was passed on.
- 1 Rat Pelt.** Acts as a blanket. Can be crafted (leatherworker's tools) into a cloak.

Weretiger (4)

Humanoid (survival)

- 1 Tattered Scimitar**
- 1 Tattered Longbow**
- 1 Cursed Tiger Fang.** Acts as a dagger. A humanoid hit by the dagger must succeed on a DC 13 Constitution saving throw or be cursed with Weretiger lycanthropy. Once the dagger hits a humanoid, it loses this property, whether or not the curse was passed on.
- 2 Tiger Hide.** Acts as a blanket. Can be carefully crafted (leatherworker's tools) into a cloak that grants resistance to cold damage.
- 1d4 Tiger Claw.** Acts as a dagger. The dagger counts as a silvered weapon for the purposes of overcoming damage immunities.

Werewolf (3)

Humanoid (survival)

- 1 Tattered Spear**
- 1 Cursed Wolf Fang.** Acts as a dagger. A humanoid hit by the dagger must succeed on a DC 12 Constitution saving throw or be cursed with Werewolf lycanthropy. Once the dagger hits a humanoid, it loses this property, whether or not the curse was passed on.
- 2 Wolf Hide.** Acts as a blanket. 2 hides can be crafted (leatherworker's tools) into a cloak.



Magmin (1/2)

Elemental (arcana)

1 Lump of Elemental Magma. Can be used as a material component for a Conjure Minor Elementals or Conjure Elementals spell, reducing the casting time to 1 action. The spell can only summon earth or fire elementals when cast this way.

Manticore (3)

Monstrosity (nature)

1d2 Manticore Wings. Acts as a blanket. Can be crafted (leatherworker's tools) into a cloak that imposes advantage on Wisdom (animal handling) checks made to tame griffons and wyverns.

1d20 Manticore Tail Spikes. Act as darts that deal 1d6 damage instead of 1d4. They break upon use.

1d8 Manticore Teeth. 20 teeth act as a bag of caltrops. Can be carefully crafted (jeweler's tools) into dice.

Medusa (6)

Monstrosity (nature)

1 Tattered Shortsword

1 Tattered Longbow

1 Head of the Medusa. Any creature who looks at the eyes of the head while within 30 feet of it is affected by the spell Stone to Flesh (Save DC 14). The head can easily be mounted on a shield or vehicle, or held in such a way that it acts as a 30-foot cone.

1 Medusa Heart. No immediate use. Can be mastercrafted (transmutation) by a spellcaster into an amulet that requires attunement. An attuned creature's Charisma score is 19 while they wear the amulet. It has no effect if the creature's Charisma is already 19 or higher. Curse. An attuned creature refuses to remove the amulet. After 1d10 years, they begin to transform into a medusa. The process is slow, but after 1d4 months they become irredeemable and become an NPC in the control of the DM.

4d4 Medusa Snakes. Acts as a dagger that deals an additional 4d6 poison damage. This poison damage ignores the resistance granted by the petrified condition. If a petrified creature takes 25 poison damage from this weapon within 1 hour, the petrified condition ends for them. Once a snake has delivered its poison, it loses the additional poison damage.

Mephit

Dust (1/2)

Elemental (arcana)

1 Pinch of Elemental Dust. Can be used as a material component for a Conjure Minor Elementals spell, reducing the casting time to 1 action. The spell can only summon earth or air elementals when cast this way.

Ice (1/2)

Elemental (arcana)

1 Shard of Elemental Ice. Can be used as a material component for a Conjure Minor Elementals spell, reducing the casting time to 1 action. The spell can only summon water or air elementals when cast this way.

Magma (1/2)

Elemental (arcana)

1 Lump of Elemental Magma. Can be used as a material component for a Conjure Minor Elementals spell, reducing the casting time to 1 action. The spell can only summon earth or fire elementals when cast this way.

Mud (1/4)

Elemental (arcana)

1 Smear of Elemental Mud. Can be used as a material component for a Conjure Minor Elementals spell, reducing the casting time to 1 action. The spell can only summon earth or water elementals when cast this way.

Smoke (1/4)

Elemental (arcana)

1 Wisp of Elemental Smoke. Can be used as a material component for a Conjure Minor Elementals spell, reducing the casting time to 1 action. The spell can only summon fire or air elementals when cast this way.

Steam (1/4)

Elemental (arcana)

1 Puff of Elemental Steam. Can be used as a material component for a Conjure Minor Elementals spell, reducing the casting time to 1 action. The spell can only summon water or fire elementals when cast this way.

Merfolk (1/8)

Humanoid (survival)

1 Merfolk Hide. No immediate use. Can be carefully crafted (leatherworker's tools) into a very beautiful cloak.

Merrow (2)

Monstrosity (nature)

1 Tattered Harpoon

1 Merrow Hide. No immediate use. Can be carefully crafted (leatherworker's tools) into a very menacing cloak.

1 Demon Heart. While holding the heart, it can be used to cast Plane Shift as a ritual. Only the creature holding the heart may shift. This consumes the heart. When the spell is cast, roll 1d20. On a 1, the bearer is shifted to Demogorgon's layer of the Abyss instead of the intended destination.

Mimic (2)

Monstrosity (nature)

No loot.

Mind Flayer (7)

Aberration (arcana)

1 Tattered Breastplate

2d2 Mind Flayer Tentacles. Can be consumed as an action to grant Telepathy out to 120 feet for 1 hour.

1 Mind Flayer Brain. Can be communicated telepathically if the brain is kept preserved in fluid. While preserved this way, the brain can use its Mind Blast ability. Can be carefully crafted (divination) by a spellcaster into a grotesque Helm of Telepathy.

2 Mind Flayer Eyes. Can be used to cast Detect Thoughts, which destroys the eye. When cast this way, the spell does not require concentration but can only be used to detect the presence of thinking creatures as described in the spell, not to read their thoughts.

1 Mind Flayer Heart. While holding the heart, it can be used to cast Plane Shift as a ritual. Only the creature holding the heart may shift. This consumes the heart. When the spell is cast, roll 1d20. On a 1, the bearer is sent to the intended destination, but also transported 1d10 years into the future.

1 Hive Mind Colony Locator. A small trinket that magically points towards the Mind Flayer's colony.

In Lair. 2d10 Thralls (various races) in the Mind Flayer's command

Minotaur (3)

Monstrosity (nature)

1 Tattered Greataxe

2 Minotaur Horns. No immediate use. Can be mastercrafted (alchemist's supplies) into a Potion of Recall, which grants the drinker the ability to perfectly recall any path they have traveled for up to 8 hours. The drinker automatically succeeds on saving throws made to escape the Maze spell and similar areas.

1 Minotaur Hide. Acts as a blanket. Can be crafted (leatherworker's tools) into the equivalent of Scale mail.

Modrons

Note: A Modron's body disintegrates upon death, destroying most of the loot it would have offered.

Monodrone (1/8)

Construct (arcana)

1 Tattered Weapon (50% Dagger, 50% Javelin)

Duodrone (1/4)

Construct (arcana)

1 Tattered Javelin

Tridrone (1/2)

Construct (arcana)

2 Tattered Javelin

Quadrone (1)

Construct (arcana)

1 Tattered Shortbow

1 Cog of Primus. 100 can be mastercrafted (tinker's tools) into a Monodrone

Pentadrone (2)

Construct (arcana)

10 Cogs of Primus. 100 can be mastercrafted (tinker's tools) into a Monodrone

1 Gyro of Primus. 1000 can be mastercrafted (tinker's tools) into a Duodrone

Mummy (3)

Undead (religion)

1 Rotting Hand. Acts as an improvised weapon. A creature hit by the hand must succeed on a DC 12 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the Remove Curse spell or other magic. After 24 hours, if the Heart of the Mummy still exists, the Rotting Hand becomes a Crawling Claw whose attacks gain the properties of the Rotting Hand.

1 Roll of Ceremonial Wrapping. Can be used as a substitute for the material components of a Create Undead spell. If used this way, the spell can create a mummy when cast as an 8th-level spell.

1 Heart of the Mummy. Found if the mummy is defeated near its sarcophagus. Can be consumed, or used as the material component of a Legend Lore spell, to learn the details of the mummy's life and compulsions. Can be mastercrafted (alchemist's supplies) into a Potion of Necrotic Resistance.

Mummy Lord (15)

Undead (religion)

- 2 Rotting Lord Hands.** Acts as an improvised weapon. A creature hit by the hand must succeed on a DC 16 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the Remove Curse spell or other magic. After 24 hours, if the Heart of the Mummy Lord still exists, the Rotting Hand becomes a Crawling Claw whose attacks gain the properties of the Rotting Hand.
- 3 Rolls of Ceremonial Wrapping.** Can be used as a substitute for the material components of a Create Undead spell. If used this way, the spell can create a mummy when cast as an 8th -level spell.
- 1 Set of Ancient Regalia.** Priceless to a historian interested in the mummy lord's time period. Grants advantage on Charisma checks made to influence mummies and other creatures aware of the mummy lord's status.
- 1 Ancient Crown.** Priceless to a historian interested in the mummy lord's time period. Requires attunement. While attuned to the crown, a creature can use their action to channel the forces of the negative energy plane. Until the end of the creature's next turn, any other creature within 60 feet, including those behind barriers and around corners, can't regain hit points. Once this ability has been used, it cannot be used again until the next dawn.
- 4 Vials of Mummy Lord Dust.** Acts as Dust of Sneezing and Choking. Can be mastercrafted (conjuration) by a spellcaster into a totem that can be crushed to cast Dimension Door.
- 2 Eyes of the Mummy Lord.** Can be consumed to gain immunity to bludgeoning, slashing, and piercing damage from nonmagical weapons for 1 hour. During this time, the user is vulnerable to fire damage. Can be mastercrafted (alchemist's supplies) into Mummy Lord Poison. A creature subjected to this poison must succeed on a DC 16 Constitution saving throw or be poisoned for 1 hour. The poisoned creature is paralyzed. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- 1 Tongue of the Mummy Lord.** Can be used to cast Contagion (+9 to hit, save DC 17), inflicting Slimy Doom. Once the disease has been inflicted upon a creature, the tongue shrivels and becomes useless.
- 1 Vial of Sacred Mummy Oil.** Can be used as a substitute for the material components of a Create Undead spell. If the spell is cast at 9th level on the same corpse for 60 continuous days, with the oil used as the material component of the spell on the final day, the corpse becomes a Mummy Lord. It retains its personality, goals, and memories from life, and is not bound to serve the spellcaster. It may, however, be convinced that the caster should be rewarded for their service and devotion.
- 1 Heart of the Mummy Lord.** This item is not found with the Mummy Lord unless the check made to loot the body was made in the Mummy Lord's lair and was a 30 or higher. At the DM's discretion, this loot may simply be a clue to the heart's true location, not the heart itself. Can be used as the material component of a Legend Lore spell to learn the details of the mummy's life and compulsions (this does not destroy the heart). If not destroyed, the Mummy Lord reforms in 24 hours. Any body parts of the Mummy Lord that have been looted crumble into dust, except the Rotting Lord Hands, which remain as Crawling Claws. The Mummy Lord grows new hands with its body.

Myconids

Myconid Sprout (0)

Plant (nature)

Myconid Malt. No immediate use. Can be carefully crafted (brewer's supplies) into a delicious beverage that causes the drinker to become intoxicated (as the poisoned condition) for 1d4 hours and grants telepathy out to 30 feet for this duration.

Spore Servant (-1 from creature)

Plant (nature)

Note: The creature loses any loot related to its weapons, and any loot that would confer a special sense or language associated with the creature

Myconid Adult (1/2)

Plant (nature)

Myconid Malt. No immediate use. Can be carefully crafted (brewer's supplies) into a delicious beverage that causes the drinker to become intoxicated (as the poisoned condition) for 1d4 hours and grants telepathy out to 30 feet for this duration.

Myconid Sovereign (2)

Plant (nature)

Myconid Malt. No immediate use. Can be carefully crafted (brewer's supplies) into a delicious beverage that causes the drinker to become intoxicated (as the poisoned condition) for 1d4 hours and grants telepathy out to 30 feet for this duration.

Sovereign Malt. No immediate use. Can be carefully crafted (brewer's supplies) into a fantastically delicious beverage that causes the drinker to become intoxicated (as the poisoned condition) for 1d8 hours. At the end of this time, the drinker must make a DC 12 Constitution save or drop to 0 hit points, remaining stable but unconscious. If they do not receive magical healing within 24 hours, they die and rise as a spore servant.

Nagas

Bone Naga (4)

Undead (religion)

2d4 Naga Fangs. Acts as a dagger that deals an additional 1d6 poison damage on a hit.

2d4 Naga Bones. Can be used as the material component to an Augury spell. Can be crafted (alchemist's supplies) into a Potion of Poison Resistance.

Guardian Naga (10)

Monstrosity (nature)

3d4 Naga Fangs. Acts as a dagger that deals an additional 1d6 poison damage on a hit.

1 Guardian Naga Tail. Acts as a whip. A creature holding the tail can destroy it as an action. When the tail is destroyed, it casts Flame Strike centered on the tail. The creature is considered within the area of the spell.

2 Naga Eyes. Can be consumed as an action. If a creature dies within 1 minute of consuming the eye, the creature returns to life in 1d6 days and regains all their hit points. Only a Wish spell can prevent this trait from functioning.

2d10 Naga Scales. No immediate use. 15 of these can be carefully crafted (smith's tools) into Scale Mail that requires attunement. An attuned creature gains proficiency in a saving throw of their choice. The saving throw is determined when the attunement is made and can only be changed by re-attuning to the object.

2d4 Naga Bones. Can be used as the material component to an Augury spell. Can be crafted (alchemist's supplies) into a Potion of Poison Resistance.

Spirit Naga (8)

Monstrosity (nature)

2d4 Naga Fangs. Acts as a dagger that deals an additional 1d6 poison damage on a hit.

1 Spirit Naga Tail. Acts as a whip. A creature holding the tail can destroy it as an action. When the tail is destroyed, it casts Lightning Bolt, originating from the tail in the direction of the creature's choice. The creature is also considered within the area of the spell.

1d2 Naga Eyes. Can be consumed as an action. If a creature dies within 1 minute of consuming the eye, the creature returns to life in 1d6 days and regains all their hit points. Only a Wish spell can prevent this trait from functioning.

2d10 Naga Scales. No immediate use. 15 of these can be carefully crafted (smith's tools) into Scale Mail that requires attunement. An attuned creature gains proficiency in a saving throw of their choice. The saving throw is determined when the attunement is made and can only be changed by re-attuning to the object.

2d4 Naga Bones. Can be used as the material component to an Augury spell. Can be crafted (alchemist's supplies) into a Potion of Poison Resistance.

Nightmare (3)

Fiend (religion)

1d4 Nightmare Hooves. Acts as a hammer. Can be carefully crafted (jeweler's tools) into 1d6 dice. These dice grant advantage to gaming set checks made to determine the outcome of a dice game, but only when the user cheats to win the game.

1 Demon Heart. While holding the heart, it can be used to cast Plane Shift as a ritual. Only the creature holding the heart may shift. This consumes the heart. When the spell is cast, roll 1d20. On a 1, the bearer is shifted to a random location in the lower planes instead of the intended destination.

1d4 Motes of Unholy Fire. Strange fire that can be bottled like a liquid. Casts light like a torch. Draws undead towards it. The fire will flicker out in 1d6 hours, but adding a drop of blood to it will extend the time limit by 1 hour.

Nothic (2)

Aberration (arcana)

1 Nothic Eye. As an action, a creature holding the eye can force another creature within 30 feet to make a DC 12 Constitution saving throw. On a failure, the target takes 3d6 necrotic damage. Can be carefully crafted (alchemist's supplies) into a Potion of Truesight, which confers Truesight out to 120 feet. Can be mastercrafted by a spellcaster (divination) into a staff that requires attunement. An attuned creature can use its action to force a contest between its Wisdom (Insight) and a creature's Charisma (Deception) within 30 feet. If the attuned creature wins, it magically learns one fact or secret about the target. The target automatically wins if it is immune to being charmed.

1d4 Nothic Claws. Acts as a dagger. 4 of these can be mastercrafted (smith's tools) into a shortsword that deals an additional 1d6 necrotic damage on a hit.



Ogre (2)

Giant (survival)

1d4 Giant's Toes. No immediate use. Sought as trophies by hunters and heroes, and can be sold for a good price to collectors or admirers.

1 Ogre Heart. No immediate use. Can be mastercrafted (transmutation) by a spellcaster into Gauntlets of Ogre Strength.

Half-Orge (1)

Giant (survival)

1d4 Giant's Toes. No immediate use. Sought as trophies by hunters and heroes, and can be sold for a good price to collectors or admirers.

Oni (7)

Giant (survival)

1 Glaive. Counts as a magic weapon, resizes to fit the wielder.

2d4 Items in a Giant's Bag

2d4 Giant's Toes. No immediate use. Sought as trophies by hunters and heroes, and can be sold for a good price to collectors or admirers.

1d2 Oni Eyes. Requires attunement. A creature attuned to the eye can speak Giant, and regains 1 hit point at the start of its turn if it has at least 1 hit point. Can be mastercrafted (alchemist's supplies) into a Potion of Polymorph (allows the drinker to change shape as though they had cast the Polymorph spell).

1d10 Oni Teeth. A creature holding the tooth can crush it to cast Invisibility on themselves, without requiring concentration.

Oozes

Black Pudding (4)

Ooze (arcana)

4d4 Gobs of Black Goo. Can be used as a ranged weapon with a range of 20/60 by using a stone mechanism. On a hit, The Black Goo sticks to the target for 3 rounds, dealing 14 (4d6) acid damage a round and lowering the target's AC permanently by 1. It will also eat through up to 6 inches of nonmagical metal or wood.

Gelatinous Cube (2)

Ooze (arcana)

2d4 Hunks of Blue Gel. Can be used as a ranged weapon with a range of 20/60 by using a stone or metal mechanism. On a hit, the Blue Gel sticks to the target for 5 rounds, dealing 10 (3d6) acid damage a round.

Gray Ooze (1/2)

Ooze (arcana)

1d4 vials of Grey Mush. Can be used as a ranged weapon with a range of 20/60 by using a stone mechanism. On a hit, the Grey mush sticks to the target for 2 rounds, dealing 3 (1d6) acid damage a round and lowering the target's AC permanently by 1. It will also eat through up to 6 inches of nonmagical metal.

Ochre Jelly (2)

Ooze (arcana)

2d4 Dollops of Orange Jelly. Can be used as a ranged weapon with a range of 20/60 by using a non-organic mechanism. On a hit, the Orange Jelly sticks to the target for 2 rounds, dealing 7 (2d6) acid damage a round. Can be carefully crafted (alchemist's supplies) into a potion of lightning resistance.

Orc (1/2)

Humanoid (survival)

1 Tattered Hide Armor

1 Tattered Greataxe

1 Tattered Javelin

1d2 Orc Tusks. No immediate use. Acts as a trophy for bounty hunters and adventurers

Orc War Chief (4)

Humanoid (survival)

1 Tattered Chain Mail

1 Tattered Greataxe

1 Tattered Spear

1d2 Orc Tusks. No immediate use. Acts as a trophy for bounty hunters and adventurers

1 Orc Left Eye of Fury. No immediate use. Can be crafted (alchemist's supplies) into a Potion of Gruumsh's Fury (grants an extra 1d8 damage to all melee attacks for one hour, ends early if the user doesn't take an attack action against a creature for more than 5 consecutive rounds)

1 Orc War Chief's Head. When held, grants advantage on Charisma (Intimidation) checks made against Orcs. Can be carefully crafted (alchemist's supplies) into a Potion of Aggression (grants the user the ability to dash towards a hostile creature as a bonus action on their turn, lasts one hour).

1 Bone Medallion of the War Chief. Requires attunement. While attuned, a creature has advantage on attack rolls made against Elves. **Curse.** Elves cannot be friendly towards the attuned creature, at best acting indifferent. Additionally, ranged attack rolls made by elves have advantage against the attuned creature.

1 Orc Map of Conquest. Details settlements and caravans recently raided, and lists at least three that were soon to be attacked. Could also list the territory of other Orc tribes.

Orc Eye of Gruumsh (2)

Humanoid (survival)

1 Tattered Ring Mail

1 Tattered Shield

1 Tattered Spear

1d2 Orc Tusks. No immediate use. Acts as a trophy for bounty hunters and adventurers

1 Orc Left Eye of Fury. No immediate use. Can be crafted (alchemist's supplies) into a Potion of Gruumsh's Fury (grants an extra 1d8 damage to all melee attacks for one hour, ends early if the user doesn't take an attack action against a creature for more than 5 consecutive rounds)

1 Heart of Gruumsh. Can cast Augury as a ritual. This consumes the heart, and the results of the Augury always favor the most aggressive course of action.

Orog (2)

Humanoid (survival)

1 Tattered Plate Armor

1 Tattered Greataxe

1d4 Tattered Javelin

1d2 Orc Tusks. No immediate use. Acts as a trophy for bounty hunters and adventurers

1 Orog Head. When held, grants advantage on Charisma (Intimidation) checks made against Orcs.

1 Orc Map of Conquest. Details settlements and caravans recently raided, and lists at least three that were soon to be attacked. Could also list the territory of other Orc tribes.

Otyugh (5)

Aberration (arcana)

2 Otyugh Tentacles. acts as a whip that deals 1d8 bludgeoning damage and 1d4 piercing damage on a hit. It has the Heavy property instead of the Light property.

1 Otyugh Eyestalk. No immediate use. Can be carefully crafted (divination) by a spellcaster into an amulet that requires attunement. An attuned creature can magically transmit simple messages and images to any creature within 120 feet of it that can understand a language. This form of telepathy doesn't allow the receiving creature to telepathically respond.

1 Otyugh Stomach. Acts as a bag. Can be carefully crafted (transmutation) by a spellcaster into a Bag of Holding.

1d10 Otyugh Teeth. Acts as a dagger. If the dagger hits a creature, the creature must succeed on a DC 15 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the target must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured. After the dagger hits a creature, it loses this property, even if the disease was not transmitted.

Owlbear (3)

Monstrosity (nature)

1d8 Owlbear Feathers. No immediate use. Can be crafted (calligrapher's supplies) into a pen, or carefully crafted (woodcarver's tools) into 2 arrows.

1 Owlbear Hide. Acts as a blanket. Can be crafted (leatherworker's tools) into a cloak.

1d8 Owlbear Claws. Acts as a dagger.



Pegasus (2)

Celestial (religion)

1d4 Pegasus Hooves. Acts as a hammer. Can be carefully crafted (jeweler's tools) into 1d6 dice. These dice grant advantage to gaming set checks made to determine the outcome of a dice game, but only when the user did not cheat in any way at the game.

1d4 Pegasus Feathers. No immediate use. Can be crafted (calligrapher's supplies) into a pen, or carefully crafted (woodcarver's tools) into 2 arrows. Arrows made from Pegasus Feathers deal an additional 1d8 radiant damage when they strike Fiends, or 1d12 radiant damage if they strike a Nightmare.

Peryton (2)

Monstrosity (nature)

1d2 Peryton Antlers. No immediate use. Can be consecrated (no crafting required) into a druidic focus by a druid. The focus requires attunement, and a druid attuned to the focus may cast Bestow Curse once per day. Curse. A creature attuned to the focus loses its shadow, and is vulnerable to necrotic damage.

1d4 Peryton Feathers. No immediate use. Can be crafted (calligrapher's supplies) into a pen, or carefully crafted (woodcarver's tools) into 2 arrows. If a Peryton-feathered arrow is used to make an attack against a humanoid while the attacker is in hiding, the attack does not give away the attacker's location on a miss.

Piercer (1/2)

Monstrosity (nature)

1 Piercer Hide. No Immediate use. Can be crafted (leatherworker's tools) into a cloak that grants advantage on stealth checks made to hide in rocky terrain.

Pixie (1/2)

Fey (religion)

1 Pinch of Pixie Dust. When sprinkled on a creature, roll 1d10.

d10 Result

1-7 The creature gains a flying speed of 60 feet for 1 hour.

8 The creature must succeed on a DC 11 Constitution saving throw or fall unconscious for 1 minute. The creature awakens if it takes damage or if it is shaken or slapped as an action.

9 The creature must succeed on a DC 11 Wisdom saving throw or be affected by a confusion spell.

10 The creature becomes invisible for 1 hour. Any equipment it is wearing or carrying is invisible as long as it is on the creature's person. The effect on the creature ends if it attacks, deals any damage, or casts a spell.

Pseudodragon (1/4)

Dragon (nature)

1 Vial Pseudodragon Venom. Can be applied to a weapon. When the weapon successfully hits a creature within 1 minute of the poison being applied, the target must succeed on a DC 11 Constitution saving throw or become poisoned for 1 hour. If the saving throw fails by 5 or more, the target falls unconscious for the same duration, or until it takes damage or another creature uses an action to shake it awake.

Purple Worm (15)

Monstrosity (nature)

3d10 Purple Worm Teeth. Acts as a Warhammer. Can be carefully crafted (smith's tools) into a Maul. 20 of these can be carefully crafted (carpenter's tools) into a throne that grants advantage to Intimidation checks made by a creature sitting in the throne.

6d12 Purple Worm Scales. Acts as a shield. 7 of these can be mastercrafted (smith's tools) into a set of Plate Armor that grants resistance to acid damage. 50 of these can be carefully crafted into a Warship that gains an AC of 18 and a damage threshold of 25.

5 Vials of Purple Worm Poison. Can be applied to a weapon or a piece of ammunition as an action. A creature hit by the poisoned weapon or ammunition must make a DC 19 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.

1 Purple Worm Stomach Lining. No immediate use. Can be carefully crafted (leatherworker's tools) into 4 sets of leather armor that grants acid resistance when worn. Can be crafted (leatherworker's tools) into a Huge tent that is immune to acid damage.



Quaggoth (2)

Humanoid (survival)

1d4 Quaggoth Claw. Acts as a Scimitar. When used as a climbing tool, grants advantage on Strength (Athletics) checks made to climb.

1 Quaggoth Hide. Acts as a blanket. Can be carefully crafted (leatherworker's tools) into hide armor that requires attunement. While a creature attuned to the armor has fewer than 1/4th of their hit points remaining, the creature gains advantage on melee attack rolls, and deals an extra 2d6 damage to any target it hits with a melee attack.



Rakshasa (13)

Fiend (religion)

- 1d4 Vials of Hellish Ichor.** No immediate use. Forms into a Lemure after 1d10 days, unless the devil was killed by a good-aligned creature with Bless cast upon it, or if the ichor is splashed with holy water.
- 2d4 Rakshasa Fangs.** 20 acts as a bag of caltrops. Can be carefully crafted (jeweler's tools) into dice that are immune to any magical effect that could change their outcome.
- 2 Rakshasa Eyes.** If consumed as an action, grants Darkvision out to 60 feet for 10 minutes. This darkvision is not impeded by magical darkness. Can be mastercrafted (Jeweler's Tools) into an amulet or circlet that requires attunement, and can be used to cast True Seeing once per day.
- 1 Rakshasa Pelt.** Acts as a blanket. Can be mastercrafted (leatherworker's tools) into Leather Armor of Invulnerability. This functions as Armor of Invulnerability, except that when it is activated it does not grant immunity to piercing damage from magic weapons wielded by good creatures.
- 2 Rakshasa Hands.** A creature holding the hand can use an action to cast Globe of Invulnerability, which lasts for the full duration without requiring concentration. This destroys the hand. Can be mastercrafted (divination) by a spellcaster into a stand that holds a Crystal Ball. Any Crystal Ball placed in the stand can cast Dominate Person through its sensor. This property can be used once per day.
- 2d4 Rakshasa Claws.** Acts as a dagger. On a hit, the target is cursed if it is a creature. The magical curse takes effect whenever the target takes a short or long rest, filling the target's thoughts with horrible images and dreams. The cursed target gains no benefit from finishing a short or long rest. The curse lasts until it is lifted by a remove curse spell or similar magic. Once the claw has passed on the curse, it loses this property.
- 1 Rakshasa Tongue.** No immediate use. Can be mastercrafted (transmutation) into an amulet that requires attunement. An attuned creature has advantage on saving throws against spells and magical effects, and can cast Disguise Self from the amulet at will.
- 1 Tome of Vengeance.** Contains extensive details of the last person to slay this Rakshasa, including information about relatives and close friends. Obsessive and massive in scope.
- 1 Set of Fine Clothing.** Made of infernal cloth that is immune to fire damage and worth 100 GP.

Remorhaz (11)

Monstrosity (nature)

- 6d10 Remorhaz Legs.** Delicious, like pre-cooked crab legs. Can be carefully crafted (cook's utensils) into a meal that grants resistance to cold and fire damage for 8 hours. One leg feeds one medium creature.
- 1 Adult Remorhaz Heat Gland.** Difficult to handle, deals 10 (3d6) fire damage per round to any organic or metal material in contact with it. Can be mastercrafted (alchemist's supplies) into a potion that grants immunity to cold damage for 1 hour.
- 1 Adult Remorhaz Carapace.** Acts as a shield. Can be carefully crafted (smith's tools) into plate armor that grants its wearer resistance to fire damage.
- 2d2 Remorhaz Antennae.** No immediate use. Can be carefully crafted (alchemist's supplies) into a Potion of Tremorsense (grants Tremorsense to 60 feet for 1 hour).
- 1 Remorhaz Stomach.** No immediate use. Can be carefully crafted (leatherworker's tools) into a set of leather armor that grants acid resistance when worn. Can be crafted (leatherworker's tools) into a large tent that is immune to acid damage.

Young Remorhaz (5)

Monstrosity (nature)

- 2d10 Remorhaz Legs.** Delicious, like pre-cooked crab legs. Can be carefully crafted (cook's utensils) into a meal that grants resistance to cold and fire damage for 8 hours. One leg feeds one medium creature.
- 1 Young Remorhaz Heat Gland.** Difficult to handle, deals 7 (2d6) fire damage per round to any organic or metal material in contact with it. Can be mastercrafted (alchemist's supplies) into a potion of cold resistance.
- 1 Young Remorhaz Carapace.** Acts as a shield. Can be carefully crafted (smith's tools) into half plate armor that grants its wearer resistance to fire damage.
- 1d2 Remorhaz Antennae.** No immediate use. Can be carefully crafted (alchemist's supplies) into a Potion of Tremorsense (grants Tremorsense to 60 feet for 1 hour).

Revenant (5)

Undead (religion)

1 Tattered Leather Armor

1 Revenant Heart. Beats whenever the revenant is within 60 feet, no matter what body the revenant inhabits. Can be carefully crafted (necromancy) into an amulet that requires attunement by an undead creature. An attuned creature is immune to effects that turn undead.

1 Revenant Eye of Vengeance. A creature holding the eye can use an action to target one creature within 30 feet that it can see and that was the subject of the revenant's vengeance. The target must make a DC 15 Wisdom saving throw. On a failure, the target is paralyzed until it takes damage, or until the end of the user's next turn. When the paralysis ends, the target is frightened of the eye for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if it can see the eye, ending the frightened condition on itself on a success. Once the target is paralyzed in this way, the eye loses this property.

1 Revenant Eye of Hunting. Requires attunement. An attuned creature holding the eye knows the distance to and direction of any creature against which the revenant sought revenge, even if the creature and the revenant are on different planes of existence. If the eye is allowed to see one of its targets, it loses this property.

2d4 Hunks of Revenant Flesh. Slowly grows back over time. A creature can use this flesh as a source of food, one hunk will grow enough to feed one medium creature per day. However, each day at dawn, a creature who has eaten the food must make a DC 15 Constitution saving throw vs poison. If the saving throw fails, the creature takes 14 (4d6) poison damage and gains one level of exhaustion. If a creature who the revenant has sworn vengeance against makes the saving throw, they take 14 poison damage and gain one level of exhaustion on a success. On a failure, they drop to 0 hit points and are dying.

Roc (11)

Monstrosity (nature)

1 Roc Beak. No immediate use. Can be carefully crafted (smith's tools) into a greataxe or helmet, both of which require attunement. An attuned creature gains proficiency in Wisdom (perception) checks, as well as on Dexterity, Constitution, Wisdom, and Charisma saving throws, if they don't have proficiency already. A creature without proficiency with greataxes or heavy armor cannot attune to the item. The bearer of this item (crafted or plain) has advantage on Charisma checks made to influence giants.

2d4 Roc Talons. Acts as a war pick. The bearer of this item has advantage on Charisma checks made to influence giants.

2 Roc Eye. No immediate use. Can be carefully crafted (transmutation) by a spellcaster into Eyes of the Eagle. The bearer of this item (crafted or plain) has advantage on Charisma checks made to influence giants.

1 Roc Heart. No immediate use. Can be carefully crafted (divination) by a spellcaster into an amulet. The amulet glows when a Huge or larger creature comes within 120 feet. The bearer of this item (crafted or plain) has advantage on Charisma checks made to influence giants.

5d10 Roc Feathers. Acts as a dagger. 20 of these can be mastercrafted (leatherworker's tools) into Wings of Flying. The bearer of this item (crafted or plain) has advantage on Charisma checks made to influence giants.

Roper (5)

Monstrosity (nature)

1 Roper Hide. No immediate use. Can be carefully crafted (leatherworker's tools) into hide armor that grants advantage on stealth checks made to hide in rocky terrain.

3d2 Roper Tendiril. Acts as 50ft of rope with AC 20 and 10 hit points.

1d10 Roper Teeth. 20 teeth act as a bag of caltrops. Can be carefully crafted (jeweler's tools) into dice.

1 Roper Eye. No immediate use. Can be crafted (alchemist's supplies) into a Potion of Darkvision (grants darkvision out to 60ft for one hour) or carefully crafted (alchemist's supplies) into a Potion of Spider Climb (grants the ability to climb difficult surfaces, including ceilings, without needing to make an ability check).

Rust Monster (1/2)

Monstrosity (nature)

1d2 Rust Monster Antennae. Can be used as an improvised weapon. On a hit, if the target is wearing nonmagical metal armor or a nonmagical metal shield, its AC is permanently lowered by 1. If the antennae is touched to a nonmagical weapon, the weapon receives a permanent -1 to damage rolls. If the target is not a weapon or armor, the antennae destroys up to a 1-foot cube of nonmagical metal. The Antennae can be used to rust an object once before it loses this property.



Sahuagin (1/2)

Humanoid (survival)

1 Tattered Spear

1 Sahuagin Fin. No immediate use. Can be crafted (alchemist's supplies) into a Potion of Animal Friendship that only affects creatures with a swim speed.

Sahuagin Priestess (2)

Humanoid (survival)

1 Sahuagin Fin. No immediate use. Can be crafted (alchemist's supplies) into a Potion of Animal Friendship that only affects creatures with a swim speed.

1 Sahuagin Fish Maw of Sekolah. A creature holding the fish maw can cast Hold Person (save DC 12) using the fish maw as the material component for the spell. This consumes the fish maw.

Sahuagin Baron (5)

Humanoid (survival)

1 Tattered Breastplate

1 Tattered Trident

2 Sahuagin Fin. No immediate use. Can be crafted (alchemist's supplies) into a Potion of Animal Friendship that only affects creatures with a swim speed.

1d4 Hand of a Sahuagin Baron. If placed on the ground, crawls towards the nearest place where blood was spilled within the last 24 hours. It can sense a blood spill up to 600 feet away. 3 of these can be carefully crafted (leatherworker's tools) into a map that automatically marks the location of a murder that occurs within 1 mile of the map. The map magically draws the location and the surrounding area. The marks last for 24 hours after the murder occurs.

1 Sahuagin Baron Head. When held, grants advantage on Charisma (Intimidation) checks made to influence Sahuagin. Can be carefully crafted (smith's tools) into a Sahuagin Skull Lantern. Sahuagin in the light of the lantern must succeed on a DC 14 Wisdom saving throw or be hypnotized by the lantern, as if they had been affected by a Hypnotic Pattern spell. This also affects Malenti.

1 Sahuagin Baron Heart. No immediate use. Can be mastercrafted (alchemist's supplies) into a Potion of Elven Enmity (grants advantage on attack rolls made against elves, and advantage on saving throws made against an effect originating from elves for 1 hour).

Salamander (5)

Elemental (arcana)

1 Heated Spear. Acts as a spear that deals an additional 1d6 Fire damage on a hit.

1 Salamander Hide. Acts as a very warm blanket. Can be mastercrafted (leatherworker's tools) into a cloak that requires attunement, and grants an attuned creature resistance to Fire damage.

1d4-2 Fire Snake Eggs. A 2-foot black obsidian sphere that is very heavy and difficult to touch. A creature touching the egg takes 1d6 fire damage per round. If placed in a fire and not removed for 3 months, hatches into a Fire Snake. The Fire Snake is not hostile to the first creature it sees, and can be trained if kept away from Salamander culture. However, it retains its alignment and is very difficult to train.

2d2 Motes of Elemental Fire. Appears as a rock that glows dimly. If dropped into an open flame, casts Faerie Fire centered on the mote. Can be used as the material component of a Commune spell to contact a deity in the Elemental Plane of Fire. Using either of these abilities destroys the mote.

Fire Snake (1)

Elemental (arcana)

1d2 Motes of Elemental Fire. Appears as a rock that glows dimly. If dropped into an open flame, casts Faerie Fire centered on the mote. Can be used as the material component of a Commune spell to contact a deity in the Elemental Plane of Fire. Using either of these abilities destroys the mote.

Satyr (1/2)

Fey (religion)

1d2 Satyr's Horn. No immediate use. Can be carefully crafted (woodcarver's tools) into one of the following items:

♣ **smoking pipe that creates pleasant smoke.** Once per day, the user may cast Charm Person (save DC 13) on a target breathing the smoke.

♣ **flute that plays gentle music.** Once per day, the user may play the flute, and any creature within 60 feet that can hear the flute must succeed on a DC 13 Wisdom saving throw or fall asleep and become unconscious for 1 minute. The affect ends if the creature takes damage or is shaken awake, or if the user doesn't use their action that round to continue to play the flute.

♣ **small horn that creates a frighteningly loud sound.** Once per day, the user may blow into the horn and cast Fear (save DC 13).

Scarecrow (1)

Construct (arcana)

1 Hag's Soul Stone. Contains the soul of an evil creature. Destroying the stone puts the creature's soul to rest. Can be carefully crafted by a spellcaster (Transmutation) into a Scarecrow. The Scarecrow has a 50% chance of disobeying non-evil commands.

Shadow (1/2)

Undead (religion)

1 Wisp of Shadow. Destroyed if exposed to sunlight. 5 of these can be carefully crafted (conjuration) by a spellcaster into a Shadow Crossing, a portal that leads to the Shadowfell. The portal is permanently affixed to the location where it is crafted. 20 of these can be mastercrafted (transmutation) by a spellcaster into a Portable Hole.

Shambling Mound (5)

Plant (nature)

1 Shambling Mound Root-Stem. When held by a creature, that creature gains resistance to lightning damage as the stem draws the energy towards it. Can be mastercrafted (abjuration) by a spellcaster into an amulet of lightning absorption, which requires attunement. An attuned creature is immune to lightning damage, and if it would take lightning damage, it instead regains hit points equal to the damage that would have been dealt.

4d8 Shambling Mound Vines. Acts as a whip. Can be crafted (alchemist's supplies) into a Potion of Fire Resistance or a Potion of Cold Resistance.

Shield Guardian (7)

Construct (arcana)

1 Shield Guardian Helm. Requires attunement. An attuned creature gains blindsight out to 10 feet.

1 Set of Shield Guardian Armor. Acts as splint armor. A creature wearing the armor has advantage on saving throws made to avoid the frightened condition.

2 Shield Guardian Gauntlets. Acts as a shield. A creature wearing the gauntlet gains the attack action of hitting an enemy with the gauntleted fist, dealing 1d6 bludgeoning damage on a hit.

1 Rune of Rebuilding. Etched onto a scrap of metal. A creature holding the rune can cast Mending from it at will. If the metal is used as a component in a vessel, vehicle, or mechanical creation, the item regains 10 hit points each round as long as it has at least 1 hit point.

1 Spell Gem. Can store one spell of 4th level or lower. To do so, the user must cast the spell on the gem. The spell has no effect but is stored within the gem. When commanded to do so by the creature holding the gem or when a situation arises that was predefined by the spellcaster, the gem casts the stored spell with any parameters set by the original caster, requiring no components. When the spell is cast or a new spell is stored, any previously stored spell is lost.

1 Shield Guardian Control Amulet. Usually found as loot on the creature controlling the Shield Guardian. Confers full control over the Shield Guardian.

Skeletons

Skeleton (1/4)

Undead (religion)

1 Tattered Shortsword

1 Tattered Shortbow

1 Desecrated Skull. Acts as an arcane focus when casting Necromancy spells.

Minotaur Skeleton (2)

Undead (religion)

1 Tattered Greataxe

1d2 Minotaur Horns. No immediate use. Can be mastercrafted (alchemist's supplies) into a Potion of Recall, which grants the drinker the ability to perfectly recall any path they have traveled for up to 8 hours. The drinker automatically succeeds on saving throws made to escape the Maze spell and similar areas.

1 Desecrated Minotaur Skull. Acts as an arcane focus when casting Necromancy spells.

Warhorse Skeleton (1/2)

Undead (religion)

1 Desecrated Horse Skull. Acts as an arcane focus when casting Necromancy spells.

Slaadi

Tadpole (1/8)

Aberration (arcana)

1 Slaad Egg. No immediate use. If ingested by a humanoid, the egg causes a disease in the host. Over three months, the egg moves to the chest cavity, gestates, and forms a slaad tadpole. In the 24-hour period before giving birth, the host starts to feel unwell, its speed is halved, and it has disadvantage on attack rolls, ability checks, and saving throws. At birth, the tadpole chews its way through vital organs and out of the host's chest in 1 round, killing the host in the process. If the disease is cured before the tadpole's emergence, the unborn slaad is disintegrated.

Red Slaadi (5)

Aberration (arcana)

2d4 Slaad Egg. No immediate use. If ingested by a humanoid, the egg causes a disease in the host. Over three months, the egg moves to the chest cavity, gestates, and forms a slaad tadpole. In the 24-hour period before giving birth, the host starts to feel unwell, its speed is halved, and it has disadvantage on attack rolls, ability checks, and saving throws. At birth, the tadpole chews its way through vital organs and out of the host's chest in 1 round, killing the host in the process. If the disease is cured before the tadpole's emergence, the unborn slaad is disintegrated.

1d2 Slaad Eyes. If ingested, grants the user telepathy out to 60 feet for one hour. At the end of this time, the user must roll on the Wild Magic table (PHB pg. 104).

1d4 Red Slaad Claws. Acts as a dagger. If unused, can be mastercrafted (jeweler's tools) into a device similar to a hypodermic needle, which can be used to inject liquids directly into a creature's bloodstream.

1 Control Gem. No immediate use. Can be used to control the Slaad whose head it inhabits if removed by 9th level magic or careful surgery, without killing the Slaad. Can be crushed as a reaction to negate one roll on the Wild Magic Table.

Blue Slaadi (7)

Aberration (arcana)

1d4 Slaad Egg. No immediate use. If ingested by a humanoid, the egg causes a disease in the host. Over three months, the egg moves to the chest cavity, gestates, and forms a slaad tadpole. In the 24-hour period before giving birth, the host starts to feel unwell, its speed is halved, and it has disadvantage on attack rolls, ability checks, and saving throws. At birth, the tadpole chews its way through vital organs and out of the host's chest in 1 round, killing the host in the process. If the disease is cured before the tadpole's emergence, the unborn slaad is disintegrated.

1d2 Slaad Eyes. If ingested, grants the user telepathy out to 60 feet for one hour. At the end of this time, the user must roll on the Wild Magic table (PHB pg. 104).

2d4 Slaad Claws. Acts as a dagger. The first time it lands a hit on a creature, that creature must roll on the Wild Magic table (PHB pg. 104).

2 Blue Slaadi Hooks. Acts as a sickle. When it successfully hits a creature for the first time, that creature must succeed on a DC 15 Constitution saving throw or be infected with a disease called chaos phage. While infected, the target can't regain hit points, and its hit point maximum is reduced by 10 (3d6) every 24 hours. If the disease reduces the target's hit point maximum to 0, the target instantly transforms into a red slaad or, if it has the ability to cast spells of 3rd level or higher, a green slaad. Only a wish spell can reverse the transformation.

1 Control Gem. No immediate use. Can be used to control the Slaad whose head it inhabits if removed by 9th level magic or careful surgery, without killing the Slaad. Can be crushed as a reaction to negate one roll on the Wild Magic Table.

Green Slaadi (8)

Aberration (arcana)

1d4 Slaad Egg. No immediate use. If ingested by a humanoid, the egg causes a disease in the host. Over three months, the egg moves to the chest cavity, gestates, and forms a slaad tadpole. In the 24-hour period before giving birth, the host starts to feel unwell, its speed is halved, and it has disadvantage on attack rolls, ability checks, and saving throws. At birth, the tadpole chews its way through vital organs and out of the host's chest in 1 round, killing the host in the process. If the disease is cured before the tadpole's emergence, the unborn slaad is disintegrated.

1d2 Slaad Eyes. If ingested, grants the user telepathy out to 60 feet for one hour. At the end of this time, the user must roll on the Wild Magic table (PHB pg. 104).

2d4 Slaad Claws. Acts as a dagger. The first time it lands a hit on a creature, that creature must roll on the Wild Magic table (PHB pg. 104).

1 Hunk of Slaad Brain Matter. If ingested, transforms a small or medium humanoid into a Red Slaad for 1 hour. Its statistics, other than its size, are the same in the alternate form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies. At the end of the duration, the user must roll on the Wild Magic table (PHB pg. 104).

1 Slaad Chaos Staff. Acts as a Wand of the War Mage +2 in the hands of a Wild Magic Sorcerer. Any other spellcasting class can use it as an Arcane Focus. When a spell is cast from this staff, roll on the Wild Magic table (PHB pg. 104), unless a Wild Magic surge has already been triggered due to the casting of the spell.

1 Control Gem. Can be crushed as a reaction to negate one roll on the Wild Magic Table. Can be used to control the Slaad whose head it inhabits if removed by 9th level magic or careful surgery, without killing the Slaad.

1 Green Slaad Chaos Heart. Can be crushed to cast a random spell. Roll 1d6:

1d6 Result

- | | |
|---|--|
| 1 | Detect Magic (as if holder had cast) |
| 2 | Detect Thoughts (as if holder had cast) |
| 3 | Mage Hand (as if holder had cast, appears as Slaad hand) |
| 4 | Fear (targeting holder) |
| 5 | Invisibility (targeting holder) |
| 6 | Fireball (centered on holder) |

Gray Slaadi (9)

Aberration (arcana)

2d4 Slaad Egg. No immediate use. If ingested by a humanoid, the egg causes a disease in the host. Over three months, the egg moves to the chest cavity, gestates, and forms a slaad tadpole. In the 24-hour period before giving birth, the host starts to feel unwell, its speed is halved, and it has disadvantage on attack rolls, ability checks, and saving throws. At birth, the tadpole chews its way through vital organs and out of the host's chest in 1 round, killing the host in the process. If the disease is cured before the tadpole's emergence, the unborn slaad is disintegrated.

1d2 Slaad Eyes. If ingested, grants the user telepathy out to 60 feet for one hour. At the end of this time, the user must roll on the Wild Magic table (PHB pg. 104).

2d4 Slaad Claws. Acts as a dagger. The first time it lands a hit on a creature, that creature must roll on the Wild Magic table (PHB pg. 104).

1 Hunk of Slaad Brain Matter. If ingested, transforms a small or medium humanoid into a Red Slaad for 1 hour. Its statistics, other than its size, are the same in the alternate form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies. At the end of the duration, the user must roll on the Wild Magic table (PHB pg. 104).

1 Slaad Liver. No immediate use. Can be carefully crafted (cook's utensils) into a meal that allows 1 creature to regain 10 hit points per round, as long as they have at least 1 hit point remaining, for 1 hour.

1 Control Gem. Can be crushed as a reaction to negate one roll on the Wild Magic Table. Can be used to control the Slaad whose head it inhabits if removed by 9th level magic or careful surgery, without killing the Slaad.

1 Grey Slaad Chaos Heart. Can be crushed to cast a random spell. Roll 1d6.

1d6 Result

- 1 Detect Magic (as if holder had cast)
- 2 Detect Thoughts (as if holder had cast)
- 3 Major Image (as if holder had cast)
- 4 Fear (targeting holder)
- 5 Fireball (centered on holder)
- 6 Plane Shift (targeting holder, sent to the Spawning Stone on the plane of Limbo)

Death Slaadi (10)

Aberration (arcana)

2d4 Slaad Egg. No immediate use. If ingested by a humanoid, the egg causes a disease in the host. Over three months, the egg moves to the chest cavity, gestates, and forms a slaad tadpole. In the 24-hour period before giving birth, the host starts to feel unwell, its speed is halved, and it has disadvantage on attack rolls, ability checks, and saving throws. At birth, the tadpole chews its way through vital organs and out of the host's chest in 1 round, killing the host in the process. If the disease is cured before the tadpole's emergence, the unborn slaad is disintegrated.

1d2 Slaad Eyes. If ingested, grants the user telepathy out to 60 feet for one hour. At the end of this time, the user must roll on the Wild Magic table (PHB pg. 104).

2d4 Slaad Claws. Acts as a dagger. The first time it lands a hit on a creature, that creature must roll on the Wild Magic table (PHB pg. 104).

1 Hunk of Slaad Brain Matter. If ingested, transforms a small or medium humanoid into a Red Slaad for 1 hour. Its statistics, other than its size, are the same in the alternate form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies. At the end of the duration, the user must roll on the Wild Magic table (PHB pg. 104).

1 Slaad Liver. No immediate use. Can be carefully crafted (cook's utensils) into a meal that allows 1 creature to regain 10 hit points per round, as long as they have at least 1 hit point remaining, for 1 hour.

1 Control Gem. Can be crushed as a reaction to negate one roll on the Wild Magic Table. Can be used to control the Slaad whose head it inhabits if removed by 9th level magic or careful surgery, without killing the Slaad.

1 Death Slaad Hide. No immediate use. Can be mastercrafted (leatherworker's tools) into a cloak that grants resistance to necrotic damage.

1 Death Slaad Chaos Heart. Can be crushed to cast a random spell. Roll 1d6.

1d6 Result

- 1 Detect Magic (as if holder had cast)
- 2 Detect Thoughts (as if holder had cast)
- 3 Fly (as if holder had cast)
- 4 Fireball (centered on holder)
- 5 Plane Shift (targeting holder, sent to the Plane of Negative Energy)
- 6 Cloudkill (centered on holder)

Specter (1)

Undead (religion)

1 Vial of Ectoplasm. No immediate use. Can be crafted (alchemist's supplies) into a potion of Invisibility or an Oil of Etherealness.

Sphinxes

Androsphinx (17)

Monstrosity (nature)

6d4 Sphinx Feathers. A creature holding the feather can cast Misty Step. This destroys the feather. 10 of these can be mastercrafted (conjuration) by a spellcaster into an amulet that requires attunement. An attuned creature can cast Dimension Door from the amulet. Once this spell has been cast 2 times, it cannot be cast again until the next dawn.

1 Mane of the Sphinx. No immediate use. Can be mastercrafted (weaver's tools) into a crown that requires attunement. An attuned creature can cast Plane Shift once per day. Gods or extraplanar beings who were allied with or sympathetic to the Sphinx's mission will react negatively to the attuned creature.

1 Heart of the Androsphinx. No immediate use. Can be mastercrafted (conjuration) by a spellcaster into a Rod of Heroes Feast. The Rod has 2 charges and requires attunement. While attuned, a creature can expend 1 charge to cast Heroes Feast. The Rod regains 1 expended charge daily at dawn. If the Rod is reduced to 0 charges, roll a d20. On a 1, the Rod cracks and becomes useless.

2 Eyes of the Sphinx. Can be consumed as an action. A creature that consumes the eye is under the effects of a Detect Magic spell for 1 hour, no concentration required. Can be mastercrafted (alchemist's supplies) into a Potion of Truesight, which confers truesight out to 120 feet for 1 hour when consumed.

2d4 Claws of the Androsphinx. Acts as a magic dagger. If a creature is at 0 hit points when struck by the dagger, they take no damage and are instead subject to a Spare the Dying spell. The dagger loses its magic once it successfully casts the spell upon a target.

1 Sphinx Tail. Acts as a magic whip. A creature struck by the whip must succeed on a DC 15 Constitution saving throw or become 1d20 years older or younger (wielder's choice), but never any younger than 1 year old. A Greater Restoration spell restores a creature's age to normal.

1 Sphinx's Raiment. Counts as a 2,500 gp art object. Requires attunement. A creature attuned to the Raiment can use their action to alter the flow of time and force each creature within 500 feet to reroll initiative. The initiative count restarts at the top of the initiative. Once this ability has been used, it can't be used again until the next dawn.

1 Throat of the Sphinx. No immediate use. Can be carefully crafted (leatherworker's tools) into a horn. A creature can use its action to blow the horn, forcing each other creature within 500 feet to make a DC 18 Wisdom saving throw. On a failure, a creature is frightened for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once the horn has been used this way, it can't be used again until the next dawn.

2 Sphinx Pelt. Can be carefully crafted (leatherworker's tools) into a cloak that requires attunement. An attuned creature is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell it refuses. Wisdom (Insight) checks made to ascertain the creature's intentions or sincerity have disadvantage.

Gynosphinx (11)

Monstrosity (nature)

3d4 Sphinx Feathers. A creature holding the feather can cast Misty Step. This destroys the feather. 10 of these can be mastercrafted (conjuration) by a spellcaster into an amulet that requires attunement. An attuned creature can cast Dimension Door from the amulet. Once this spell has been cast 2 times, it cannot be cast again until the next dawn.

1 Heart of the Gynosphinx. No immediate use. Can be mastercrafted (divination) by a spellcaster into a Rod of Legend Lore. The Rod has 2 charges and requires attunement. While attuned, a creature can expend 1 charge to cast Legend Lore. The Rod regains 1 expended charge daily at dawn. If the Rod is reduced to 0 charges, roll a d20. On a 1, the Rod cracks and becomes useless.

2 Eyes of the Sphinx. Can be consumed as an action. A creature that consumes the eye is under the effects of a Detect Magic spell for 1 hour, no concentration required. Can be mastercrafted (alchemist's supplies) into a Potion of Truesight, which confers truesight out to 120 feet for 1 hour when consumed.

2d4 Claws of the Gynosphinx. Acts as a magic dagger. If the dagger is stuck into the ground, a Minor Illusion is created in the 5 foot cube above where the dagger is stuck. The creature who stuck the dagger determines the illusion, which can only be a still image. The DC of the Intelligence (Investigation) check required to discern the image is an illusion is 17. The dagger loses its magic once it successfully casts the spell.

1 Sphinx Tail. Acts as a magic whip. A creature struck by the whip must succeed on a DC 15 Constitution saving throw or become 1d20 years older or younger (wielder's choice), but never any younger than 1 year old. A Greater Restoration spell restores a creature's age to normal.

1 Sphinx's Raiment. Counts as a 2,500 gp art object. Requires attunement. A creature attuned to the Raiment can use their action to alter the flow of time and force each creature within 500 feet to reroll initiative. Once this ability has been used, it can't be used again until the next dawn.

1 Sphinx Pelt. Can be carefully crafted (leatherworker's tools) into a cloak that requires attunement. An attuned creature is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell it refuses. Wisdom (Insight) checks made to ascertain the creature's intentions or sincerity have disadvantage.

Sprite (1/4)

Fey (religion)

1 Pinch of Sprite Dust. If sprinkled over a creature, that creature gains the ability to touch another creature and magically know the touched creature's current emotional state. If the target fails a DC 10 Charisma saving throw, the creature also knows the touched creature's alignment. Celestials, fiends, and undead automatically fail the saving throw.

Stirge (1/8)

Beast (nature)

1 Stirge Stinger. Acts as a piton, can be crafted into a pen (calligrapher's supplies)

Succubus/Incubus (4)

Fiend (religion)

1 Succubus/Incubus Heart. No immediate use. Can be mastercrafted (transmutation) into one vial of Oil of Etherealness.

1d2 Succubus/Incubus Wings. Acts as a blanket. Can be carefully crafted (leatherworker's tools) into a Hat of Disguise.

1 Head of the Succubus/Incubus. The succubus/incubus can continue to see and speak through its head. It can use its Charm and Draining Kiss actions, and seeks to protect itself and return to the plane of existence it originated from. The head dies when it is targeted by a Bless spell or sprinkled with Holy Water.

1d4 Succubus/Incubus Claws. Acts as a magic dagger. If two or more creatures each attune to a dagger from the same succubus/incubus, they are under the effect of a Rary's Telepathic Bond spell.



Tarrasque (30)

Monstrosity (nature)

1 Heart of the Tarrasque. Difficult to transport, as big as a large creature. No immediate use. Can be mastercrafted by a spellcaster (abjuration) into a Heart of Sorrow, which requires attunement and takes up two attunement slots. The Heart gains AC 15 and 50 hit points. If an attuned creature would take damage, and is on the same plane of existence as the Heart, it can choose to have the Heart of Sorrow take that damage instead. As long as the Heart of Sorrow has at least 1 hit point, it regains all lost hit points at dawn. The Heart shatters if it is reduced to 0 hit points. Can be mastercrafted (alchemist's supplies) into 1d10 Potions of Tarrasque Strength (for 1 hour, your Strength score becomes 30. It has no effect if your Strength score is already 30 or higher).

1 Skull of the Tarrasque. Difficult to transport, as big as a huge creature. The skull can be broken down into 40 Bones of the Tarrasque. Can be mastercrafted (woodcarver's tools) into a ship. The ship's bow has an AC of 25, the ship deals double damage to objects it rams, and if the bow of the ship would be 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, the spell bounces harmlessly off of the ship in a random direction. On a 6, the spell is reflected back at the caster as if the ship was the originator of the spell. Can be mastercrafted by a spellcaster (transmutation) into a throne. A creature who did not deal damage to the Tarrasque that attempts to sit on the throne is subject to a Flesh to Stone spell. The creature rolls its saving throws with disadvantage as long as it remains seated upon the throne. If a creature who has dealt damage to the Tarrasque sits upon the throne, they can harness the throne's properties, all of which can be used once per day and refresh at dawn:

- All creatures within 120 feet of the throne must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this ability for 24 hours.
- If the creature sitting on the throne would fail a saving throw, it can choose to succeed instead.
- If the creature sitting on the throne is targeted by a Magic Missile spell, a line spell, or a spell that requires a ranged attack roll, they can choose for the spell to be reflected back upon the caster as if the throne was the originator of the spell.
- The creature sitting on the throne can make itself immune to bludgeoning, slashing, and piercing damage from nonmagical weapons for 10 minutes.

1 Ribcage of the Tarrasque. Difficult to transport, as big as a gargantuan creature. The ribcage can be broken down into 80 Bones of the Tarrasque. Can be mastercrafted (mason's tools) into the central pillar of a castle. The castle is immune to bludgeoning, piercing, and slashing damage from nonmagical weapons, and doesn't take double damage from creatures with the Siege Monster ability. Creatures who spend at least one night within the castle gain advantage on saving throws against spells and other magical effects, and immunity to the charmed and frightened condition. These effects last as long as they remain within the castle walls and linger for 1 hour once the creature leaves the castle. Can be mastercrafted by a spellcaster (conjuration/necromancy) into a wizard's tower. Creatures summoned (conjuration) or created (necromancy) within the tower gain blindsight out to 60 feet, AC 25 from scaly armor that appears on them, and advantage on saving throws against spells and other magical effects.

1 Gullet of the Tarrasque. Difficult to transport, as big as a medium creature. Acts as a tent that is immune to acid damage. The gullet can be broken down into 10 Hunks of Tarrasque Meat. Can be mastercrafted (leatherworker's tools) into 2d20 leather pouches, backpacks, or bags. The bags are immune to acid damage and have resistance to bludgeoning, slashing, and piercing damage from nonmagical weapons. Can be mastercrafted (alchemist's supplies) into 1d10 Potions of Tarrasque Constitution (for 1 hour, your Constitution score becomes 30. It has no effect if your Constitution score is already 30 or higher).

1 Tail of the Tarrasque. Difficult to transport, as big as a large creature. No immediate use. Can be mastercrafted (carpenter's tools) into a Mangonel or Trebuchet. The object is immune to bludgeoning, slashing, and piercing damage from nonmagical weapons, deals double damage to objects and structures it strikes, and has an AC of 25. Can be mastercrafted (chef's utensils) into 3d10 gallons of delicious soup. Creatures who consume the soup are immune to the frightened condition for 1 hour.

4d10 Vials of Tarrasque Stomach Acid. As an action, can be splashed onto a creature or object within 5 feet, or thrown as an improvised weapon. On a hit, the target takes 56 (16d6) acid damage. Can be mastercrafted (alchemist's supplies) into a potion of Acid Immunity (for 1 hour, the user is immune to acid damage).

4d20 Bones of the Tarrasque. No immediate use. Can be mastercrafted (smith's tools) into a +3 magical weapon (any martial melee weapon with the heavy property). A creature can't wield the weapon effectively unless their Strength score is 18 or higher. The weapon deals double damage to objects and structures, and if it strikes a creature, the creature must succeed on a DC 20 Strength saving throw or be knocked prone.

4d20 Scales of the Tarrasque. Acts as a shield. If a creature holding the shield is targeted by a Magic Missile spell, a line spell, or a spell that requires a ranged attack roll, roll a d6. On a roll of a 6, the spell bounces harmlessly off of the shield in a random direction. 3 of these can be mastercrafted (smith's tools) into magical +3 armor (any medium or heavy) that requires attunement. An attuned creature gains advantage on saving throws against spells and magical effects.

2d20 Horns of the Tarrasque. Difficult to transport, as big as a large creature. No immediate use. Can be mastercrafted (carpenter's tools) into a Battering Ram. The object is immune to bludgeoning, slashing, and piercing damage from nonmagical weapons, deals double damage to objects and structures it strikes, and has an AC of 25. Can be mastercrafted by a spellcaster (enchantment) into 2d10 vials of Tarrasque Incense. When burned, the incense creates a 10-foot cloud of sweet-smelling smoke. A creature within this area must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this ability for 24 hours. The cloud persists for 1 minute or until dispersed by moderate or stronger winds.

2d10 Claws of the Tarrasque. Acts as a greatclub. Can be mastercrafted (alchemist's supplies) into a Potion of Fine Fettle, which provides immunity from one of the following conditions: charmed, frightened, paralyzed, poisoned, or blinded.

2 Eyes of the Tarrasque. No immediate use. Can be mastercrafted by a spellcaster (divination) into a Greater Mask of Blindsight, which requires attunement. An attuned creature gains blindsight out to 120 feet.

2d20 Teeth of the Tarrasque. Acts as a greatclub. Can be mastercrafted (smith's tools) into a +3 magical weapon (any martial melee weapon that deals piercing damage) or 10 pieces of +3 ammunition. If the attacker chooses, a creature hit by this weapon or shot by this ammunition can be pierced to a wall or the ground. If the wall/ground is suitably soft, this ability cannot be used. The creature is grappled (escape DC 20) as long as the weapon or ammunition remains in place. The creature may choose to take the attack's damage a second time to rip themselves free as a bonus action. Retrieving the weapon or ammunition also requires a DC 20 Strength check. On a failure, the weapon is permanently stuck in place, or the ammunition breaks and becomes nonmagical.

5d20 Hunks of Tarrasque Meat. One hunk acts as a day's worth of rations. If eaten this way, a creature gains immunity to being charmed or frightened for 24 hours.

Thri-Kreen (1)

Humanoid (survival)

1 Vial of Thri-Kreen Poison. You can use the poison in this vial to coat one slashing or piercing weapon or a piece of ammunition. Applying the poison takes an action. A creature hit by the poisoned weapon or ammunition must make a DC 11 Constitution saving throw or be poisoned for 1 minute. If the saving throw fails by 5 or more, the creature is also paralyzed while poisoned this way. The poisoned creature can repeat the saving throw on each of its turns, ending the effect on itself on a success.

Treant (9)

Plant (nature)

3d4 Branches. Acts as a club. Can be crafted (woodcarver's tools) into a staff.

2 Squirming Root. Acts as a druidic focus. A druid using the focus may cast entangle without using a spell slot. Once this property has been used, it cannot be used again until the next dawn.

2d4 Treant Acorns. If planted, grows into a Treant over 10d20 years. A Plant Growth spell cast as an 8-hour ritual can reduce the time required to 8 hours. The Treant is not necessarily loyal to its creator, but rather, defends the forest in which it lives.

1 Heart of the Forest. Acts as a druidic focus. A druid using the focus may cast awaken targeting a tree without using a spell slot. Once this property has been used, it cannot be used again until the next dawn.

Troglodyte (1/4)

Humanoid (survival)

1 Vial of Troglodyte Blood. Can be thrown, making a ranged weapon attack. On a hit, the vial breaks open and the target must make a DC 12 Constitution saving throw or be poisoned for 1 round.

Troll (5)

Giant (survival)

2d4 Chunks of Troll Meat. Can be consumed as rations. When eaten, the user must succeed on a DC 10 Constitution saving throw or become poisoned for 8 hours. If a creature eats two half-chunks instead of one full chunk, the remainder of the two chunks regrows into two full chunks in 24 hours. This property doesn't work (and the Constitution saving throw isn't required) if the meat is cooked or cured in acid.

1 Vial of Troll Blood. No immediate use. Can be carefully crafted (alchemist's supplies) into a Potion of Vitality.

1d10 Troll Teeth. 20 teeth act as a bag of caltrops. Can be carefully crafted (jeweler's tools) into dice. Each day at dawn, roll 1d20. On an 11-19, the dice have grown into an interesting but unusable shape. On a 20, the dice have perfectly grown into a polyhedral die with one more side than it previously had.

1 Troll Limb. Remains moving and attacks the nearest non-giant creature, per the Loathsome Limbs sidebar. If not cooked or cured with acid, regrows into a Troll in 1d4 hours. If dealt at least 10 acid or fire damage an hour, the regeneration process can be delayed. Dealing this damage doesn't stop a short or long rest, provided the creature dealing the damage is awake to do so. Roll on the following table to determine the type of limb:

| d10 | Result |
|------|-----------|
| 1-2 | Head |
| 3-4 | Left Arm |
| 5-6 | Right Arm |
| 7-8 | Left Leg |
| 9-10 | Right Leg |

Umber Hulk (5)

Monstrosity (nature)

1d2 Umber Hulk Eyes. A creature looking at the eye must make a DC 15 Charisma saving throw at the start of each of its turns or be affected by a Confusion spell that lasts until their next turn. Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. Can be carefully crafted (enchantment) into an amulet that requires attunement. The amulet has a cover that prevents it from being seen. An attuned creature can magically open the eyelid-like cover, forcing creatures who can see the eye to make a saving throw against the eye's effects. The eyelid can remain open for 10 rounds a day, after which it can't be opened again until the next dawn. Crafting this item is hazardous, and each hour spent crafting, the creature crafting the item must make the Charisma saving throw, potentially harming creatures and objects around them.

2 Umber Hulk Claws. No immediate use. Can be carefully crafted (smith's tools) into a set of gauntlets. While worn, the gauntlets increase the damage of unarmed strikes to 1d8, and unarmed strikes deal slashing damage instead of bludgeoning. The gauntlets have the heavy property.

1 Umber Hulk Carapace. Acts as a shield. Can be carefully crafted (smith's tools) into a set of plate armor.

1d2 Umber Hulk Antennae. No immediate use. Can be carefully crafted (alchemist's supplies) into a Potion of Tremorsense (grants Tremorsense to 60 feet for 1 hour).

Unicorn (5)

Celestial (religion)

1 Unicorn Horn. Acts as a magical +2 dagger that requires attunement by a good creature. An attuned creature gains telepathy out to 60 feet and can cast Detect Evil and Good at will. If a creature successfully hits another creature with the horn as a melee attack, the attuned creature can choose to have the target regain hit points equal to the damage dealt instead of taking damage. Once this ability has healed 30 hit points, it can't be used again until the next dawn.

1 Unicorn Pelt. Acts as a blanket that casts Calm Emotions on its user, preventing nightmares. Can be mastercrafted (leatherworker's tools) into magical +3 leather armor that requires attunement by a good creature. An attuned creature gains advantage on saving throws against spells and other magical effects. Additionally, the creature may regain 11 (2d8+2) hit points as an action. Once used, this ability can't be used again until the attuned creature takes a short or long rest.

1d4 Unicorn Hooves. Acts as a hammer. Can be carefully crafted (jeweler's tools) into 1d6 dice. If the dice are rolled as a pair, they will always roll a total of 7. Can be mastercrafted (alchemist's supplies) into a Potion of Supreme Healing.

2d10 Strands of Hair from a Unicorn's Mane. No immediate use. A creature can break the strand to cast Shield of Faith. 10 unbroken strands can be mastercrafted (weaver's tools) into a bowstring. A creature struck by an arrow shot from a bow strung with this bowstring is subject to the Dismissal effect of a Dispel Evil and Good spell (save DC 14), provided the creature is of a type that would normally be affected by the spell. 20 unbroken strands can be mastercrafted (weaver's tools) into a circlet. A creature wearing the circlet is affected by the Break Enchantment effect of a Dispel Evil and Good spell, provided they are under a condition that the spell would normally affect. The condition is not dismissed, only suppressed, and if the circlet is removed, the condition returns unless it was dispelled in the meantime.



Vampire (13)

Undead (religion)

- 3d4 Vials of Vampire Dust.** If consumed as an action, acts as a Gaseous Form spell cast upon the user. Can be carefully crafted (alchemist's supplies) into a Poison of Mist, an ingested poison that forces a target to become mist as in a Gaseous Form spell. When used this way, the spell does not require concentration and cannot be willingly ended before the full duration has passed.
- 2d4 Wisp of Shadow.** Destroyed if exposed to sunlight. 5 of these can be carefully crafted (conjuration) by a spellcaster into a Shadow Crossing, a portal that leads to the Shadowfell. The portal is permanently affixed to the location where it is crafted. 20 of these can be mastercrafted (transmutation) by a spellcaster into a Portable Hole.
- 2 Vampire Fangs.** Acts as a needle. Can be mastercrafted into a Potion of Vampirism. A creature drinking the potion takes 10 (3d6) necrotic damage. If this damage reduces them to 0 hit points, then they are buried in the ground, they rise the following night as a Vampire Spawn. If the Vampire whose fang was used is still alive, the Spawn is under that Vampire's control.
- 2 Vampire Eyes.** No immediate use. Can be carefully crafted by a spellcaster (enchantment) into an amulet that requires attunement. An attuned creature can cast Suggestion (DC 17) from the amulet three times. Once the third use has been expended, the amulet cannot be used again until the next sunset.
- 1 Vampire Heart.** This item is destroyed if the Vampire is killed while staked through the heart. Can be mastercrafted by a spellcaster (abjuration) into a suit of medium or heavy armor that requires attunement. While wearing the armor, an attuned creature regains 20 hit points at the start of its turn, as long as it has at least 1 hit point. The heart is exposed on the armor, and if it is in direct sunlight or the attuned creature takes radiant damage, this trait doesn't function at the start of the attuned creature's next turn. If a creature attacks the heart and pierces it with a wooden stake (AC 20 to hit), the armor loses this property and becomes mundane.
- 1d2 Vampire Hand.** Acts as a Crawling Claw that has all a Vampire's weaknesses and the Spider Climb ability. If the Vampire is still alive, it is under the Vampire's control. Otherwise, it acts independently. If killed, it can be carefully crafted by a spellcaster (divination) into a stand for a Crystal Ball. While held in the stand, the Crystal ball automatically succeeds on attempts to scry upon bats, rats, and wolves in the spell's range, and gains the abilities of a Crystal Ball of Telepathy when viewing those creatures.
- 1 Vampire Head.** If not blessed by holy water, transforms into a Vargouille (Volo's Guide pg. 195) in 1d4 days. Can be attuned to. An attuned creature can use an action to magically call 2d4 swarms of bats or rats, as long as the sun isn't up. If outdoors, the attuned creature can call 3d6 wolves instead. The creatures arrive in 1d4 rounds, acting as allies of the attuned creature. The beasts remain for 1 hour, until the attuned creature dismissed them as a bonus action, or if the creature loses its attunement. If the head transforms, the creature loses its attunement. The head can only be used to summon creatures once per day, and loses this property if blessed by holy water.
- 1 Tome of the Vampire.** Can be pickpocketed from the Vampire before death. Details how the Vampire was created and hints at where its resting place might be.

Vampire Spawn (5)

Undead (religion)

- 1d2 Vampire Hand.** Acts as a Crawling Claw that has all a Vampire's weaknesses and the Spider Climb ability. If the Vampire Spawn is still alive, it is under the Vampire Spawn's control. Otherwise, it acts independently.
- 1d2 Vampire Fangs.** Acts as a needle. Can be mastercrafted into a Potion of Vampirism. A creature drinking the potion takes 10 (3d6) necrotic damage. If this damage reduces them to 0 hit points, then they are buried in the ground, they rise the following night as a Vampire Spawn. If the Vampire who created the original Vampire Spawn is still alive, the Spawn is under that Vampire's control.
- 1 Vial of Vampire Dust.** If consumed as an action, acts as a Gaseous Form spell cast upon the user. Can be carefully crafted (alchemist's supplies) into a Poison of Mist, an ingested poison that forces a target to become mist as in a Gaseous Form spell. When used this way, the spell does not require concentration and cannot be willingly ended before the full duration has passed.
- 2d4 Wisp of Shadow.** Destroyed if exposed to sunlight. 5 of these can be carefully crafted (conjuration) by a spellcaster into a Shadow Crossing, a portal that leads to the Shadowfell. The portal is permanently affixed to the location where it is crafted. 20 of these can be mastercrafted (transmutation) by a spellcaster into a Portable Hole.



Water Weird (3)

Elemental (arcana)

- 2d2 Motes of Elemental Water.** Appears as a small shard of ice that glows with blue light. If covered in water or dropped in water, casts Create Water, centered on the mote. Can be used as the material component of a Commune spell to contact a deity in the Elemental Plane of Water. Using either of these abilities destroys the mote.
- 1 Heart of Waves.** Identical to a Mote of Elemental Water, and can be used for the same purposes. In addition to its other properties, it can be mastercrafted (conjunction) by a spellcaster into a portal to the Elemental Plane of Water. The portal is stationary in the location it is crafted.

Wight (3)

Undead (religion)

- 1 Tattered Longsword**
- 1 Tattered Longbow**
- 1d4 Wisp of Shadow.** Destroyed if exposed to sunlight. 5 of these can be carefully crafted (conjunction) by a spellcaster into a Shadow Crossing, a portal that leads to the Shadowfell. The portal is permanently affixed to the location where it is crafted. 20 of these can be mastercrafted (transmutation) by a spellcaster into a Portable Hole.
- 2 Wight Hand.** Acts as an improvised melee weapon that deals 1d6 necrotic damage on a hit. A creature struck by the attack must make a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finished a long rest. The target dies if this effect reduces its hit point maximum to 0.

Will-o'-Wisp (2)

Undead (religion)

- 1 Vial of Ectoplasm.** No immediate use. Can be crafted (alchemist's supplies) into a potion of Invisibility or an Oil of Etherealness.
- 1 Wisp Stone.** If consumed, for 1 hour, when the user reduces a hostile creature to 0 hit points, the user regains 3d6 hit points. Any creature reduced to 0 hit points in this way is killed immediately, instead of becoming unconscious.

Wraith (5)

Undead (religion)

- 1 Crown of the Undead.** Requires attunement. A creature attuned to the Crown and wearing it can use their action to choose one undead they can see within 60 feet of them. The undead must make a DC 14 Charisma saving throw. On a success, it can't be targeted by this ability again. On a failure, the undead becomes friendly to the attuned creature and obeys its commands until this ability is used again. **Curse:** an attuned creature takes on a semi-incorporeal appearance. The creature is vulnerable to radiant damage, and has disadvantage on attack rolls, as well as Wisdom (perception) checks that rely on sight, while in sunlight. If the creature is reduced to 0 hit points while attuned to the crown, it dies immediately, without making death saving throws.
- 1d4 Wisp of Shadow.** Destroyed if exposed to sunlight. 5 of these can be carefully crafted (conjunction) by a spellcaster into a Shadow Crossing, a portal that leads to the Shadowfell. The portal is permanently affixed to the location where it is crafted. 20 of these can be mastercrafted (transmutation) by a spellcaster into a Portable Hole.
- 2 Vial of Ectoplasm.** No immediate use. Can be crafted (alchemist's supplies) into a Potion of Invisibility or an Oil of Etherealness.
- 1 Pinch of Spirit Dust.** Acts as Dust of Disappearance.

Wyvern (6)

Dragon (nature)

- 1d4 Vials of Wyvern Venom.** Can be applied to a weapon or piece of ammunition. A creature hit by the poisoned attack must make a DC 15 Constitution saving throw, taking 24 poison damage on a failed save, or half as much damage on a successful one.
- 2 Wyvern Wings.** Acts as a blanket. Can be mastercrafted (leatherworker's tools) into a cloak that requires attunement, and grants its wearer resistance to poison damage.
- 1d10 Wyvern Teeth.** Acts as a dagger.
- 1d10 Wyvern Scales.** No immediate use. 25 of these can be mastercrafted (smith's tools) into a shield that grants resistance to poison damage while in use.



Xorn (5)

Elemental (arcana)

1d4 Motes of Elemental Earth. Appears as a rock that glows dimly. If dropped or thrown to the ground as an improvised weapon, the ground becomes mud as if it had cast Grease centered on the mote. Can be used as the material component of a Commune spell to contact a deity in the Elemental Plane of Earth. Using either of these abilities destroys the mote.

1 Heart of Stone. Identical to a Mote of Elemental Earth, and can be used for the same purposes. In addition to its other properties, it can be mastercrafted (conjunction) by a spellcaster into a portal to the Elemental Plane of Earth. The portal is stationary in the location it is crafted.

1 Xorn Eye. No immediate use. Can be crafted by a spellcaster (divination) into a mask that requires attunement. While attuned to the mask, a creature can pinpoint the location, by scent, of precious metals and stones within 60 feet of it.

2d10 50 GP Gems

Yeti (3)

Monstrosity (nature)

- 1 Yeti Hide.** Acts as a blanket. Can be crafted (leatherworking tools) into a fur coat that grants resistance to cold damage and advantage on dexterity (stealth) checks made to hide in snowy terrain while worn. If the wearer of the coat takes fire damage, the coat has a 25% chance of catching fire and becoming useless.
- 1d2 Yeti Horns.** Acts as a dagger. Sought as trophies by hunters and heroes, and can be sold for a good price to collectors or admirers.
- 1d2 Yeti Eyes.** No immediate use. Can be carefully crafted (transmutation) by a spellcaster into an amulet that has 5 charges and requires attunement. An attuned creature can expend 1 charge to cast Ray of Frost from the amulet, or 3 charges to cast Hold Person (spell attack bonus +5, Save DC 13). The amulet regains 1d4+1 charges at dawn, as long as it came into contact with ice or snow during the previous day.

Abominable Yeti (9)

Monstrosity (nature)

- 3 Yeti Hide.** Acts as a blanket. Can be crafted (leatherworking tools) into a fur coat that grants resistance to cold damage and advantage on dexterity (stealth) checks made to hide in snowy terrain while worn. If the wearer of the coat takes fire damage, the coat has a 25% chance of catching fire and becoming useless.
- 3d2 Yeti Horns.** Acts as a dagger. Sought as trophies by hunters and heroes, and can be sold for a good price to collectors or admirers.
- 2 Yeti Eyes.** No immediate use. Can be carefully crafted (transmutation) by a spellcaster into an amulet that has 5 charges and requires attunement. An attuned creature can expend 1 charge to cast Ray of Frost from the amulet, or 3 charges to cast Hold Person (spell attack bonus +5, Save DC 13). The amulet regains 1d4+1 charges at dawn, as long as it came into contact with ice or snow during the previous day.
- 1 Yeti Throat.** No immediate use. Can be crafted (leatherworker's tools) into a horn. A creature can blow on the horn as an action. The horn can be heard for 1000 feet. Any unaligned creature with a CR of 8 or less who can hear the horn must make a DC 18 Wisdom saving throw or become frightened. At the end of their turn, they can repeat the saving throw to end the effect. Aligned creatures and creatures with a CR of 9 or higher may be drawn to the sound if they believe they can defeat an Abominable Yeti.

Yuan-Ti

Yuan-Ti Abomination (7)

Monstrosity (nature)

- 1 Tattered Scimitar**
- 1 Tattered Longbow**
- 3d4 Snake Skin.** No immediate use. Can be crafted (leatherworker's tools) into a pouch or carefully crafted (leatherworker's tools) into a water skin.
- 2 Fangs of the Yuan-Ti.** Acts as a dagger that deals an additional 2d6 poison damage on a hit. Acts as a trophy for rangers and adventurers.
- 1 Heart of the Reptile God.** Requires attunement. While attuned, a creature gains advantage on saving throws against spells and other magical effects, and can cast Fear once per day. When cast this way, the spell does not affect creatures with the Yuan-Ti tag. **Curse:** While attuned to the heart, a creature slowly becomes corrupted by the Reptile Gods. Each day at dawn, they must succeed on a Wisdom saving throw or suffer an effect. If the attunement is ended by a Remove Curse spell or similar effect, all effects of the curse end immediately. The effects occur in order, as follows:
- Scales begin to cover the creature
 - The creature's movement speed increases by 10 feet
 - The creature can only subsist on raw meat and eggs, no other food
 - The creature's alignment becomes Neutral Evil, and they become an NPC controlled by the DM
- 1d6 Vials of Yuan-Ti Blood.** When ingested, a creature must succeed a DC 10 Constitution saving throw or become poisoned for 1 hour. While poisoned in this way, the creature is immune to poison damage, and cannot be poisoned by any other effect. Any poisons currently affecting the creature are suppressed until the effects of this poison wear off.

Yuan-Ti Malison (3)

Monstrosity (nature)

- 1 Tattered Scimitar (Type 1 and 3)**
- 1 Tattered Longbow (Type 1 and 3)**
- 1 Snake Skin.** No immediate use. Can be crafted (leatherworker's tools) into a pouch or carefully crafted (leatherworker's tools) into a water skin.
- 1 Fang of the Yuan-Ti.** Acts as a dagger that deals an additional 2d6 poison damage on a hit. Acts as a trophy for rangers and adventurers.
- 1d4 Vials of Yuan-Ti Blood.** When ingested, a creature must succeed a DC 10 Constitution saving throw or become poisoned for 1 hour. While poisoned in this way, the creature is immune to poison damage, and cannot be poisoned by any other effect. Any poisons currently affecting the creature are suppressed until the effects of this poison wear off.

Yuan-Ti Pureblood (1)

Humanoid (survival)

1 Tattered Scimitar

1 Tattered Shortbow

1 Vial of Yuan-Ti Blood. When ingested, a creature must succeed a DC 10 Constitution saving throw or become poisoned for 1 hour. While poisoned in this way, the creature is immune to poison damage, and cannot be poisoned by any other effect. Any poisons currently affecting the creature are suppressed until the effects of this poison wear off.

Yugoloths

Note: Unless the Yugoloth is destroyed in Gehenna, only the Black Ichor is able to be harvested.

Arcanaloth (12)

Fiend (religion)

3d4 Vials of Black Ichor. Can be consumed as an action. A creature consuming the ichor immediately teleports up to 60 feet into an unoccupied space they can see. Roll a d20. On a 1, the creature instead teleports to the plane of Gehenna.

1 Arcanaloth Hide. Acts as a blanket. Can be mastercrafted by a spellcaster (illusion) into Glamoured Leather Armor.

2 Arcanaloth Eyes. No immediate use. Can be mastercrafted (alchemist's supplies) into a Potion of Truesight (grants truesight out to 60 feet for 1 hour).

1 Arcanaloth Tail. A creature holding the Arcanaloth tail can use an action to cast Invisibility. The spell does not require concentration, but the creature must use one hand to hold the tail or the spell ends. Once this property has been used three times, it cannot be used again until the next dawn.

2d4 Arcanaloth Claws. Acts as a magic dagger. On a hit, the target must make a DC 14 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much on a successful one. Once the poison damage has been dealt, the claw loses this property.

1 Heart of the Yugoloth. No immediate use. Can be mastercrafted by a spellcaster (abjuration) into an Amulet of Magic Resistance, which requires attunement. An attuned creature has advantage on saving throws against spells and other magical effects.

1 Set of Fine Robes. Of a rare and unsettling make. While worn without armor, grants advantage on Charisma check made to influence any Yugoloth that isn't an Ultroloth.

1 Spellbook. contains all spells the Arcanaloth has prepared.

Mezzoloth (5)

Fiend (religion)

1 Magic Trident

1d4 Vials of Black Ichor. Can be consumed as an action. A creature consuming the ichor immediately teleports up to 60 feet into an unoccupied space they can see. Roll a d20. On a 1, the creature instead teleports to the plane of Gehenna.

1 Mezzoloth Shell. No immediate use. Can be carefully crafted (smith's tools) into a set of plate armor. The armor counts as magical for the purpose of avoiding effects that would damage it.

1d4 Mezzoloth Pincers. Acts as a magic sickle.

1 Heart of the Yugoloth. No immediate use. Can be mastercrafted by a spellcaster (abjuration) into an Amulet of Magic Resistance, which requires attunement. An attuned creature has advantage on saving throws against spells and other magical effects.

Nycaloth (9)

Fiend (religion)

1 Magic Greataxe

2d4 Vials of Black Ichor. Can be consumed as an action. A creature consuming the ichor immediately teleports up to 60 feet into an unoccupied space they can see. Roll a d20. On a 1, the creature instead teleports to the plane of Gehenna.

2 Nycaloth Wings. Acts as a blanket. Can be carefully crafted (leatherworker's tools) into magic leather armor that requires attunement. An attuned creature can use their action to cast Invisibility without requiring concentration. Once this property has been used, it cannot be used again until the next dawn.

1d4 Nycaloth Claws. Acts as a dagger. On a hit, if the target is a creature, it must succeed on a DC 16 Constitution saving throw or take 5 (2d4) slashing damage at the start of each of its turns due to a fiendish wound. Each time a claw hits the wounded target with this attack, the damage dealt by the wound increases by 5 (2d4). Any creature can take an action to stanch the wound with a successful DC 13 Wisdom (Medicine) check. The wound also closes if the target receives magical healing. A claw loses this property once it has delivered the fiendish wound.

2 Nycaloth Horns. Acts as a shortsword. Can be carefully crafted (divination) into a Wand of Secrets or a Wand of Magic Detection.

1 Heart of the Yugoloth. No immediate use. Can be mastercrafted by a spellcaster (abjuration) into an Amulet of Magic Resistance, which requires attunement. An attuned creature has advantage on saving throws against spells and other magical effects.

Ultroloth (13)

Fiend (religion)

1 Magic Longsword

5d4 Vials of Black Ichor. Can be consumed as an action. A creature consuming the ichor immediately teleports up to 60 feet into an unoccupied space they can see. Roll a d20. On a 1, the creature instead teleports to the plane of Gehenna.

2 Ultroloth Eyes. No immediate use. Can be mastercrafted (jeweler's tools) into an amulet. A creature wearing the amulet can use an action to open the amulet and reveal the eye, forcing a single target within 30 feet that can see the eye to make a DC 17 Wisdom saving throw. On a failure, the target is charmed and stunned until the end of the amulet wearer's next turn. On a success, the target is immune to the eye's effects for 24 hours. Once the eye has charmed a target, it cannot be used again until the next dawn.

2d4 Ultroloth Claws. Acts as a dagger. A creature hit by a claw must succeed on a DC 17 Wisdom saving throw or be affected as if by a Fear spell. Once the dagger has successfully caused this effect, it loses this property.

1 Heart of the Yugoloth. No immediate use. Can be mastercrafted by a spellcaster (abjuration) into an Amulet of Magic Resistance, which requires attunement. An attuned creature has advantage on saving throws against spells and other magical effects.

1 Set of Yugoloth Commander's Robes. Of a rare and unsettling make. While worn, grants advantage on Charisma checks made to influence Yugoloths. Can be worn over armor.



Zombie (1/4)

Undead (religion)

1 Zombified Hand. Acts as an arcane focus when casting necromancy spells.

Ogre Zombie (2)

Undead (religion)

1 Tattered Morningstar

1 Item in a Giant's Bag

1 Zombified Hand. Acts as an arcane focus when casting necromancy spells.

Beholder Zombie (5)

Undead (religion)

2 Small Beholder Eyes. Acts as an arcane focus. An eye can cast a particular zombie beholder ray once per day. The ray is chosen randomly by the DM upon receiving the eye.

1 Vial of Beholder Slime. Acts as Oil of Slipperiness.

1 Zombified Beholder Eyestalk. Acts as an arcane focus when casting necromancy spells.

Appendix I: Beasts

Ape (1/2)

Beast (nature)

1 Ape Hide. Acts as a blanket. Can be crafted (leatherworker's tools) into a cloak.

Awakened Shrub (0)

Plant (nature)

1d4 Twigs. Can be used as kindling.

Awakened Tree (2)

Plant (nature)

1d4 Branches. Acts as a club. Can be crafted (woodcarver's tools) into a staff.

1 Squirring Root. acts as a druidic focus. A druid using the focus may cast entangle without using a spell slot. Once this property has been used, it cannot be used again until the next dawn.

Axe Beak (1/4)

Beast (nature)

1 beak. Acts as a sickle.

Baboon (0)

Beast (nature)

1 Baboon Pelt. No immediate use. Can be crafted (leatherworker's tools) into a pouch or carefully crafted (leatherworker's tools) into a water skin.

Badger (0)

Beast (nature)

1 Badger Pelt. No immediate use. Can be crafted (leatherworker's tools) into a pouch or carefully crafted (leatherworker's tools) into a water skin.

Bat (0)

Beast (nature)

1 Bat Pelt. No immediate use. Can be crafted (leatherworker's tools) into a pouch or carefully crafted (leatherworker's tools) into a water skin.

Black Bear (1/2)

Beast (nature)

1 Black Bear Hide. Acts as a blanket. Can be crafted (leatherworker's tools) into a cloak.

Blink Dog (1/4)

Beast (nature)

1 Blink Dog Hide. Acts as a blanket. Can be crafted (leatherworker's tools) into a cloak. For the cloak and blanket, roll 1d20 each day at dawn. On a 1, the item teleports into the Feywild.

Blood Hawk (1/8)

Beast (nature)

1d4 Blood Hawk Feathers. No immediate use. Can be crafted (calligrapher's supplies) into a pen, or carefully crafted (woodcarver's tools) into 2 arrows.

Boar (1/4)

Beast (nature)

1 Boar Hide. Acts as a small blanket. 2 hides can be crafted (leatherworker's tools) into a cloak.

Brown Bear (1)

Beast (nature)

1 Brown Bear Hide. Acts as a blanket. Can be carefully crafted (leatherworker's tools) into a cloak that grants resistance to cold damage. In extreme heat (DMG pg. 110), a creature wearing the cloak rolls Constitution saving throws to avoid exhaustion with disadvantage.

Camel (1/8)

Beast (nature)

1 Camel Hide. Acts as a blanket. Can be crafted (leatherworker's tools) into a cloak.

Cat (0)

Beast (nature)

1 cat pelt. No immediate use. Can be crafted (leatherworker's tools) into a pouch or carefully crafted (leatherworker's tools) into a water skin.

Constrictor Snake (1/4)

Beast (nature)

1 Snake Skin. No immediate use. Can be crafted (leatherworker's tools) into a pouch or carefully crafted (leatherworker's tools) into a water skin.

Crab (0)

Beast (nature)

1 Crab Claw. No Immediate use. Slightly pointy.

Crocodile (1/2)

Beast (nature)

1d10 Crocodile Teeth. 20 teeth act as a bag of caltrops. Can be carefully crafted (jeweler's tools) into dice.

Death Dog (1)

Monstrosity (nature)

1 Death Dog Hide. Acts as a blanket. Can be carefully crafted (leatherworker's tools) into a cloak that requires attunement, and grants resistance to cold damage. In extreme heat (DMG pg. 110), a creature wearing the cloak rolls Constitution saving throws to avoid exhaustion with disadvantage. **Curse:** While attuned to the cloak, a creature takes 1d4 poison damage upon the completion of a long rest.

Deer (0)

Beast (nature)

1 Deer Pelt. No immediate use. Can be crafted (leatherworker's tools) into a pouch or carefully crafted (leatherworker's tools) into a water skin.

Dire Wolf (1)

Beast (nature)

1 Dire Wolf Hide. Acts as a blanket. Can be carefully crafted (leatherworker's tools) into a cloak that grants resistance to cold damage. In extreme heat (DMG pg. 110), a creature wearing the cloak rolls Constitution saving throws to avoid exhaustion with disadvantage.

Draft Horse (1/4)

Beast (nature)

1d4 Hooves. Acts as a hammer. Can be carefully crafted (jeweler's tools) into 1d6 dice.

Eagle (0)

Beast (nature)

1d4 Eagle Feathers. No immediate use. Can be crafted (calligrapher's supplies) into a pen, or carefully crafted (woodcarver's tools) into 2 arrows.

Elephant (4)

Beast (nature)

1 Elephant Hide. Acts as a blanket. Can be carefully crafted (leatherworker's tools) into a cloak that grants resistance to cold damage. In extreme heat (DMG pg. 110), a creature wearing the cloak rolls Constitution saving throws to avoid exhaustion with disadvantage.

2d4 Elephant Toes. No immediate use. Can be carefully crafted (jeweler's tools) into dice.

1d2 Tusks. Sell for a high price. Can be carefully crafted (jeweler's tools) into a small ivory item, worth 10 times its normal price.

Elk (1/4)

Beast (nature)

1 Antler. No immediate use. Can be consecrated (no crafting required) into a druidic focus by a druid.

Flying Snake (1/8)

Beast (nature)

1d4 Snake Feathers. No immediate use. Can be crafted (calligrapher's supplies) into a pen, or carefully crafted (woodcarver's tools) into 2 arrows.

Frog (0)

Beast (nature)

1 Frog Leg. No immediate use. Can be infused with magic (no crafting required) into an arcane focus by a Warlock.

Giant Ape (7)

Beast (nature)

1 Giant Ape Hide. Acts as a blanket. Can be carefully crafted (leatherworker's tools) into a cloak that grants resistance to cold damage. In extreme heat (DMG pg. 110), a creature wearing the cloak rolls Constitution saving throws to avoid exhaustion with disadvantage.

2d4 Giant Ape Fingers. No immediate use. Acts as a trophy among hunters and adventurers.

1 Giant Ape Skull. no immediate use. Can be carefully crafted (smith's tools) into a helmet that grants +1 to Intimidation checks while worn.

2 Giant Ape Fangs. acts as a druidic focus. Can be crafted (leatherworker's tools) into a dagger.

Giant Badger (1/4)

Beast (nature)

1 Giant Badger Hide. Acts as a blanket. Can be crafted (leatherworker's tools) into a cloak.

Giant Bat (1/4)

Beast (nature)

1 Giant Bat Hide. Acts as a blanket. Can be crafted (leatherworker's tools) into a cloak.

Giant Boar (2)

Beast (nature)

1 Giant Boar Hide. Acts as a blanket. Can be carefully crafted (leatherworker's tools) into a cloak that grants resistance to cold damage. In extreme heat (DMG pg. 110), a creature wearing the cloak rolls Constitution saving throws to avoid exhaustion with disadvantage.

Giant Centipede (1/4)

Beast (nature)

1d100 Centipede Legs. Acts as dagger. Can be infused with magic (no crafting required) into an arcane focus by a Warlock.

Giant Constrictor Snake (2)

Beast (nature)

2 Snake Skin. No immediate use. Can be crafted (leatherworker's tools) into a pouch or carefully crafted (leatherworker's tools) into a water skin.

Giant Crab (1/8)

Beast (nature)

1 Giant Crab Claw. Acts as a dagger. Can be mastercrafted (jeweler's tools) into a musical instrument.

Giant Crocodile (5)

Beast (nature)

4d10 Crocodile Teeth. 20 teeth act as a bag of caltrops. Can be carefully crafted (jeweler's tools) into dice.

1 Crocodile Hide. Acts as a blanket. Can be carefully crafted (leatherworker's tools) into a cloak that grants resistance to cold damage. In extreme heat (DMG pg. 110), a creature wearing the cloak rolls Constitution saving throws to avoid exhaustion with disadvantage.

Giant Eagle (1)

Beast (nature)

1d10 Giant Eagle Feathers. No immediate use. Can be crafted (calligrapher's supplies) into a pen, or carefully crafted (woodcarver's tools) into 2 arrows.

Giant Elk (2)

Beast (nature)

1 Giant Elk Hide. Acts as a blanket. Can be crafted (leatherworker's tools) into a cloak.

1 Giant Antler. No immediate use. Can be consecrated (no crafting required) into a druidic focus by a druid.

Giant Fire Beetle (0)

Beast (nature)

1 Vial of Fire Beetle blood. Glows faintly for 1d6 days. Flammable.

Giant Frog (1/4)

Beast (nature)

1 Giant Frog Leg. Acts as a club. Can be infused with magic (no crafting required) into an arcane focus by a Warlock.

Giant Goat (1/2)

Beast (nature)

1 Giant Goat Hide. Acts as a blanket. Can be crafted (leatherworker's tools) into a cloak.

Giant Hyena (1)

Beast (nature)

1 Giant Hyena Hide. Acts as a blanket. Can be carefully crafted (leatherworker's tools) into a cloak that grants resistance to cold damage. In extreme heat (DMG pg. 110), a creature wearing the cloak rolls Constitution saving throws to avoid exhaustion with disadvantage.

Giant Lizard (1/4)

Beast (nature)

1 Giant Lizard Tail. Acts as a whip. Can be infused with magic (no crafting required) into an arcane focus by a Warlock.

Giant Octopus (1)

Beast (nature)

1d8 Giant Tentacle. Acts as a whip. Can be infused with magic (no crafting required) into an arcane focus by a Warlock.

Giant Owl (1/4)

Beast (nature)

1d8 Giant Owl Feathers. No immediate use. Can be crafted (calligrapher's supplies) into a pen, or carefully crafted (woodcarver's tools) into 2 arrows.

Giant Poisonous Snake (1/4)

Beast (nature)

1d6 Poisonous Snake Skin. No immediate use. Can be crafted (leatherworker's tools) into a pouch or carefully crafted (leatherworker's tools) into a poisoned water skin (contains 1 dose of basic poison instead of water).

1 Vial of Serpent Venom. Acts as basic poison (PHB pg. 153) but deals 3d6 poison damage upon taking effect.

Giant Rat (1/8)

Beast (nature)

1 Giant Rat Hide. Acts as a blanket. Can be crafted (leatherworker's tools) into a cloak.

Giant Scorpion (3)

Beast (nature)

2 Giant Scorpion Claw. Acts as a dagger. Can be mastercrafted (jeweler's tools) into a musical instrument.

1 Giant Scorpion Stinger. Acts as a dagger that deals +1d6 poison damage.

Giant Sea Horse (1/2)

Beast (nature)

1 Giant Sea Horse Tail. Acts as a whip. Can be infused with magic (no crafting required) into an arcane focus by a Warlock.

Giant Shark (5)

Beast (nature)

3d10 Shark Teeth. 20 teeth act as a bag of caltrops. Can be carefully crafted (jeweler's tools) into dice.

2 Shark Fin. No immediate use. Can be crafted (cook's utensils) into a delicious soup.

Giant Spider (1)

Beast (nature)

1 Web Sac. When held, can cast Web one time before running dry.

Giant Toad (1)

Beast (nature)

1 Giant Toad Leg. Acts as a club. Can be infused with magic (no crafting required) into an arcane focus by a Warlock.

Giant Vulture (1)

Beast (nature)

1d8 Giant Vulture Feathers. No immediate use. Can be crafted (calligrapher's supplies) into a pen, or carefully crafted (woodcarver's tools) into 2 arrows.

Giant Wasp (1/2)

Beast (nature)

1 Giant Wasp Stinger. Acts as a dagger. Can be crafted (alchemist's supplies) into basic poison.

Giant Weasel (1/8)

Beast (nature)

1 Giant Weasel Hide. Acts as a blanket. Can be crafted (leatherworker's tools) into a cloak.

Appendix I | Giant Eagle - Giant Weasel

Giant Wolf Spider (1/4)

Beast (nature)

1d4 Giant Spider Legs. Acts as a club.

Goat (0)

Beast (nature)

1 Goat Pelt. No immediate use. Can be crafted (leatherworker's tools) into a pouch or carefully crafted (leatherworker's tools) into a water skin.

Hawk (0)

Beast (nature)

1d4 Hawk Feathers. No immediate use. Can be crafted (calligrapher's supplies) into a pen, or carefully crafted (woodcarver's tools) into 2 arrows.

Hunter Shark (2)

Beast (nature)

1d10 Shark Teeth. 20 teeth act as a bag of caltrops. Can be carefully crafted (jeweler's tools) into dice.

1 Shark Fin. No immediate use. Can be crafted (cook's utensils) into a delicious soup.

Hyena (0)

Beast (nature)

1 Hyena Pelt. No immediate use. Can be crafted (leatherworker's tools) into a pouch or carefully crafted (leatherworker's tools) into a water skin.

Jackal (0)

Beast (nature)

1 Jackal Pelt. No immediate use. Can be crafted (leatherworker's tools) into a pouch or carefully crafted (leatherworker's tools) into a water skin.

Killer Whale (3)

Beast (nature)

2d10 Killer Whale Teeth. 20 teeth act as a bag of caltrops. Can be carefully crafted (jeweler's tools) into dice.

1 Killer Whale Hide. Can be carefully crafted (leatherworker's tools) into a cloak that grants resistance to cold damage. In extreme heat (DMG pg. 110), a creature wearing the cloak rolls Constitution saving throws to avoid exhaustion with disadvantage.

Lion (1)

Beast (nature)

1 Lion Hide. Acts as a blanket. Can be carefully crafted (leatherworker's tools) into a cloak that grants resistance to cold damage. In extreme heat (DMG pg. 110), a creature wearing the cloak rolls Constitution saving throws to avoid exhaustion with disadvantage.

Lizard (0)

Beast (nature)

1 Lizard Tail. No immediate use. Can be infused with magic (no crafting required) into an arcane focus by a Warlock.

Mammoth (6)

Beast (nature)

3 Mammoth Hide. Acts as a blanket. Can be carefully crafted (leatherworker's tools) into a cloak that grants resistance to cold damage. In extreme heat (DMG pg. 110), a creature wearing the cloak rolls Constitution saving throws to avoid exhaustion with disadvantage.

2 Mammoth Tusks. Acts as a club. Can be carefully crafted (jeweler's tools) into a small ivory item, worth 10 times its normal price.

1 Mammoth Heart. No immediate use. Can be infused with magic (no crafting required) into an arcane focus by a Warlock.

Mastiff (1/8)

Beast (nature)

1 Mastiff Hide. Acts as a blanket. 2 hides can be crafted (leatherworker's tools) into a cloak.

Mule (1/8)

Beast (nature)

1 Mule Hide. Acts as a blanket. 2 hides can be crafted (leatherworker's tools) into a cloak.

Octopus (0)

Beast (nature)

1 Tentacle. No immediate use. Can be infused with magic (no crafting required) into an arcane focus by a Warlock.

Owl (0)

Beast (nature)

1d4 owl feathers. No immediate use. Can be crafted (calligrapher's supplies) into a pen, or carefully crafted (woodcarver's tools) into 2 arrows.

Panther (1/4)

Beast (nature)

1 Panther Hide. Acts as a blanket. 2 hides can be crafted (leatherworker's tools) into a cloak.

Phase Spider (3)

Monstrosity (nature)

1d8 Phase Spider Eyes. A creature holding the eye can use it to cast Blink. The eye disappears after the spell is cast.

1d8 Phase Spider Legs. Acts as a flail. If an attack roll results in a critical failure, the leg disappears and the attack fails.

1 Web Sac. Can cast Web once, then runs dry.

Poisonous Snake (1/8)

Beast (nature)

1 Poisonous Snake Skin. No immediate use. Can be crafted (leatherworker's tools) into a pouch or carefully crafted (leatherworker's tools) into a poisoned water skin (contains 1 dose of basic poison instead of water).

Polar Bear (2)

Beast (nature)

1 Polar Bear Hide. Acts as a blanket. Can be carefully crafted (leatherworker's tools) into a cloak that grants resistance to cold damage. In extreme heat (DMG pg. 110), a creature wearing the cloak rolls Constitution saving throws to avoid exhaustion with disadvantage.

1d8 Polar Bear Teeth. 20 teeth act as a bag of caltrops. Can be carefully crafted (jeweler's tools) into dice.

Pony (1/8)

Beast (nature)

1 Pony Hide. No immediate use. Can be crafted (leatherworker's tools) into a pouch or carefully crafted (leatherworker's tools) into a water skin.

Quipper (0)

Beast (nature)

1 Quipper Jaw. No immediate use. Can be infused with magic (no crafting required) into an arcane focus by a Warlock.

Rat (0)

Beast (nature)

1 Rat Pelt. No immediate use. Can be crafted (leatherworker's tools) into a pouch or carefully crafted (leatherworker's tools) into a water skin.

Raven (0)

Beast (nature)

1d4 Raven Feathers. No immediate use. Can be crafted (calligrapher's supplies) into a pen, or carefully crafted (woodcarver's tools) into 2 arrows.

Reef Shark (1/2)

Beast (nature)

1d8 Shark Teeth. 20 teeth act as a bag of caltrops. Can be carefully crafted (jeweler's tools) into dice.

Rhinoceros (2)

Beast (nature)

1 Rhino Hide. Acts as a blanket. Can be carefully crafted (leatherworker's tools) into a cloak that grants resistance to cold damage. In extreme heat (DMG pg. 110), a creature wearing the cloak rolls Constitution saving throws to avoid exhaustion with disadvantage.

1 Rhino Horn. Acts as a club. Can be carefully crafted (alchemist's supplies) into a potion of healing.

Riding Horse (1/4)

Beast (nature)

1 Horse Hide. Acts as a blanket. Can be carefully crafted (leatherworker's tools) into a cloak that grants resistance to cold damage. In extreme heat (DMG pg. 110), a creature wearing the cloak rolls Constitution saving throws to avoid exhaustion with disadvantage.

Saber-Toothed Tiger (2)

Beast (nature)

1 Saber-Toothed Tiger Hide. Acts as a blanket. Can be carefully crafted (leatherworker's tools) into a cloak that grants resistance to cold damage. In extreme heat (DMG pg. 110), a creature wearing the cloak rolls Constitution saving throws to avoid exhaustion with disadvantage.

1d2 Saber-Toothed Tiger Fang. Acts as dagger. Can be infused with magic (no crafting required) into an arcane focus by a Warlock.

Scorpion (0)

Beast (nature)

1 Scorpion Carapace. No immediate use. Can be infused with magic (no crafting required) into an arcane focus by a Warlock.

Sea Horse (0)

Beast (nature)

1 Sea Horse Tail. No immediate use. Can be infused with magic (no crafting required) into an arcane focus by a Warlock.

Spider (0)

Beast (nature)

1 spider carapace. No immediate use. Can be infused with magic (no crafting required) into an arcane focus by a Warlock.

Swarm of Bats (1/4)

Beast (nature)

1d20 Bat Pelt. No immediate use. Can be crafted (leatherworker's tools) into a pouch or carefully crafted (leatherworker's tools) into a water skin.

Swarm of Insects (1/2)

Beast (nature)

1d20 items based on type of insect (see other entries).

Swarm of Poisonous Snakes (2)

Beast (nature)

2d20 Poisonous Snake Skin. No immediate use. Can be crafted (leatherworker's tools) into a pouch or carefully crafted (leatherworker's tools) into a poisoned water skin (contains 1 dose of basic poison instead of water).

Swarm of Quippers (1)

Beast (nature)

1d20 Quipper Jaw. No immediate use. Can be infused with magic (no crafting required) into an arcane focus by a Warlock.

Swarm of Rats (1/4)

Beast (nature)

1d20 Rat Pelt. No immediate use. Can be crafted (leatherworker's tools) into a pouch or carefully crafted (leatherworker's tools) into a water skin.

Swarm of Ravens (1/4)

Beast (nature)

1d20 Raven Feathers. No immediate use. Can be crafted (calligrapher's supplies) into a pen, or carefully crafted (woodcarver's tools) into 2 arrows.

Tiger (1)

Beast (nature)

1 Tiger Hide. Acts as a blanket. Can be carefully crafted (leatherworker's tools) into a cloak that grants resistance to cold damage.

Vulture (0)

Beast (nature)

1d4 Vulture Feathers. No immediate use. Can be crafted (calligrapher's supplies) into a pen, or carefully crafted (woodcarver's tools) into 2 arrows.

Warhorse (1/2)

Beast (nature)

1 Horse Hide. No immediate use. Can be crafted (leatherworker's tools) into a pouch or carefully crafted (leatherworker's tools) into a water skin.

Weasel (0)

Beast (nature)

1 Weasel Pelt. No immediate use. Can be crafted (leatherworker's tools) into a pouch or carefully crafted (leatherworker's tools) into a water skin.

Winter Wolf (3)

Monstrosity (nature)

1 Winter Wolf Hide. Acts as a blanket. Can be carefully crafted (leatherworker's tools) into a cloak that grants resistance to cold damage. In extreme heat (DMG pg. 110), a creature wearing the cloak rolls Constitution saving throws to avoid exhaustion with disadvantage.

1d4 Winter Wolf Teeth. 20 teeth act as a bag of caltrops. Can be carefully crafted (jeweler's tools) into dice that grant advantage on checks made to determine the outcome to a dice game in cold weather.

1 Winter Wolf Heart. No immediate use. Can be infused with magic (no crafting required) into an arcane focus by a Warlock.

Wolf (1/4)

Beast (nature)

1 Wolf Hide. Acts as a blanket. 2 hides can be crafted (leatherworker's tools) into a cloak.

Worg (1/2)

Monstrosity (nature)

1 Worg Hide. Acts as a blanket. Can be crafted (leatherworker's tools) into a cloak.

Appendix II: NPCs

Acolyte (1/4)

Humanoid (survival)

- 1 Tattered Club
- 1 Holy Book of the Acolyte's order

Archmage (12)

Humanoid (survival)

- 1 Tattered Dagger
- 1 Spellcasting component pouch
- 2d4 Healing Potions
- 1 Arcane Focus
- 3d4 books (useless)
- 1 Spellbook. Contains 2 random spells of 5th level or less that can be copied by a wizard
- 1d4-1 Skill Books. Contain knowledge concerning a certain skill and topic that the Archmage was interested in. For example: History (Lords of the Land). Using the book for 5 minutes is equivalent on rolling a 15 on the related skill
- 2 Flasks of Alchemist's Fire
- 1 Map to a nearby Archmage tower

Assassin (8)

Humanoid (survival)

- 1 Set of Tattered Studded Leather
- 2 Tattered Short Swords
- 1 Tattered Light Crossbow
- 1 Set of Thieves' Tools
- 3 Vials of Standard Poison
- 1 Briefing. a short description of the mission of the assassin. Purposefully vague.
- 1 Hit List. a list of past or future targets of the assassin
- 1 Contact list. a list of places to hide out or find work in the closest civilization
- 1 Keepsake. a trinket or letter revealing the reason the assassin chooses to kill

Bandit (1/8)

Humanoid (survival)

- 1 Set of Tattered Leather Armor
- 1 Tattered Scimitar
- 1 Tattered Light Crossbow
- 1 Bandit Code. a password or symbol that allows entrance to certain circles

Bandit Captain (2)

Humanoid (survival)

- 1 Set of Tattered Studded Leather
- 1 Tattered Scimitar
- 2 Tattered Daggers
- 1 Bandit Code. a password or symbol that allows entrance to certain circles
- 1 Captain's Cloak. Acts as a cloak, grants +1 to Persuasion checks towards Bandits

Berserker (2)

Humanoid (survival)

- 1 Set of Tattered Hide Armor
- 1 Tattered Greataxe
- 1 Tribal Token. a small totem that can act as a druidic spell focus
- 1 Pouch of Incense. As an action, can be inhaled to grant all attacks to be made with advantage for 1 hour. During this time, all attack rolls made against you are made with advantage.

Commoner (0)

Humanoid (survival)

- 1 set of Tattered Clothing
- 1 Tattered Club. Usually takes the form of a cane, shoe, or other common object.

Cultist (1/8)

Humanoid (survival)

- 1 Set of Tattered Leather Armor
- 1 Tattered Scimitar
- 1 Cultist's Book. Contains lore and dogma of the cult

Cult Fanatic (2)

Humanoid (survival)

- 1 Set of Tattered Leather Armor
- 1 Tattered Dagger
- 1 Cultist's Book. Contains lore and dogma of the cult
- 1 Spellcasting Component Pouch

Druid (2)

Humanoid (survival)

- 1 Tattered Quarterstaff
- 1 Spellcasting Component Pouch
- 1 Tribal Token. a small totem that can act as a druidic spell focus

Gladiator (5)

Humanoid (survival)

- 1 Tattered Spear
- 1 Set of Tattered Studded Leather Armor
- 1d2 Warrior's Marks. a scrap of skin with a tattoo on it that can be used to prove the identity of the foe.
- 1 Shield of Glory. acts as a shield. Displays the symbol of a wealthy patron or champion fighter who owns the gladiator, and grants advantage on Charisma (Deception) checks made to convince others the owner of the shield is associated with the symbol's owner.
- 3 Admirer's Tokens. trinkets from fans who wished to bestow a gift to the gladiator

Guard (1/8)

Humanoid (survival)

- 1 Tattered Spear
- 1 Tattered Chain Shirt
- 1 Tattered Shield
- 1 coil of rope. just long enough to bind the hands of a humanoid.

Knight (3)

Humanoid (survival)

1 Set of Tattered Plate Mail

1 Tattered Greatsword

1 Tattered Heavy Crossbow

1d2 Warrior's Marks. a scrap of skin with a tattoo on it that can be used to prove the identity of the foe.

1 Lord's Crest. A small token of the ruling lord which can prove fealty to the land, and grants advantage on Charisma (Deception) checks made to convince others the owner of the crest is associated with the ruling lord.

1 Admirer's token. a trinket from a person who wished to thank the knight for their service

Mage (6)

Humanoid (survival)

1 Tattered Dagger

1 Spellcasting Component Pouch

1d4 Healing Potions

1 Arcane Focus

1d4 Books (useless)

1 Spellbook. Contains 1 random spell of 3rd level or less that can be copied by a wizard

1 Flask of Alchemist's Fire

Noble (1/8)

Humanoid (survival)

1 Tattered Breastplate

1 Tattered Rapier

1 Insignia of Nobility (usually a ring or amulet). very valuable but easily traceable

Priest (2)

Humanoid (survival)

1 Tattered Chain Shirt

1 Tattered Mace

1 Holy Book of the Priest's order

1 Spellcasting Component Pouch

Scout (1/2)

Humanoid (survival)

1 Set of Tattered Leather Armor

1 Tattered Shortsword

1 Tattered Longbow

1 Briefing. a short description of the mission of the scout. Purposefully vague.

Spy (1)

Humanoid (survival)

1 Tattered Shortsword

1 Tattered Hand Crossbow

1 Set of Thieves' Tools

1 Briefing. a short description of the mission of the spy. Purposefully vague.

Thug (1/2)

Humanoid (survival)

1 Set of Tattered Leather Armor

1 Tattered Mace

1 Tattered Heavy Crossbow

1 Keepsake. a trinket or letter revealing the reason the thug needed money

Tribal Warrior (1/8)

Humanoid (survival)

1 Set of Tattered Hide Armor

1 Tattered Spear

1 Tribal Token. a small totem that can act as a druidic spell focus

Veteran (3)

Humanoid (survival)

1 Set of Tattered Splint Armor

1 Tattered Longsword

1 Tattered Shortsword

1 Tattered Heavy Crossbow 1d2 Warrior's Marks. a scrap of skin with a tattoo on it that can be used to prove the identity of the foe.

1 Healer's Kit

1 Keepsake. a trinket or letter revealing the reason the veteran chooses to fight.

Appendix III: Crafting Index

ABJURATION

Cyclops Eye (careful)
Shambling Mound Root-Stem (master)
Heart of the Tarrasque (master)
Vampire Heart (master)
Heart of the Yugoloth (master)

ALCHEMIST'S SUPPLIES/HERBALISM KIT

Aarakocra Feathers
Vial of Ectoplasm
 Banshee
 Demilich
 Shadow Demon
 Ghost
 Specter
 Will-o'-wisp
 Wraith
Basilisk Stomach (master)
Death Tyrant Skull (careful)
Strong Bugbear Heart
Cambion Horns
Centaur Hooves
Chimera Claws
Cloaker Blood
Cloaker Eyes
Cyclops Heart (careful)
Demilich Teeth (careful)
Foul Ichor (master)
 Jackalwere
Bargura Tusks (careful)
Glabrezu Claws (careful)
Goristro Horns (master)
Hezrou Spines (master)
Demon Snake Tail (master)
 Lizardfolk King/Queen
Marilith Head (master)
Vrock Eyes
Demon Spider Legs (master)
Erinyes Feathers (master)
Imp Wings (master)
Doppelganger Brain (careful)
Motes of Shadow (master)
Black Dragon Tail (master)
Blue Dragon Tail (master)

Green Dragon Tail (master)
Red Dragon Tail (master)
White Dragon Tail (master)
Ancient Brass Dragon Sleep Salve(master)
Ancient Bronze Dragon Repulsion Salve(master)
Ancient Copper Dragon Slowing Salve(master)
Ancient Gold Dragon Weakening Salve(master)
Ancient Silver Dragon Paralyzing Salve(master)
Drider Legs
Drider Eyes
Dryad Heart (master)
Duergar Head (careful)
Duergar Head (master)
Eye of the Empyrean (master)
Etlin Heart (careful)
Motes of Green Flame
Fomorian Stomach Lining (careful)
Cloud Giant Heart (careful)
Fire Giant Heart (careful)
Frost Giant Heart (careful)
Hill Giant Heart (careful)
Stone Giant Heart (careful)
Storm Giant Heart (careful)
Gorgon Stomach (master)
Grell Beak (careful)
Hell Hound Teeth (careful)
Strong Hobgoblin Heart (careful)
Kraken Eyes (master)
Lizardfolk Heart of Semuanya (careful)
Minotaur Horns (master)
 Minotaur Skeleton
Heart of the Mummy (master)
Naga Bones
Nothic Eye (careful)
Oni Eyes (master)
Ochre Jelly (careful)
Orc Left Eye of Fury
Orc War Chief's Head (careful)
Adult Remorhaz Heat Gland (master)
Young Remorhaz Heat Gland (master)

Remorhaz Antennae (careful)
Roper Eye
Roper Eye (careful)
Sahuagin Fin
Sahuagin Baron Heart (master)
Shambling Mound Vines
Eyes of the Sphinx (master)
Gullet of the Tarrasque (master)
Tarrasque Stomach Acid (master)
Claws of the Tarrasque (master)
Troll Blood (careful)
Umber Hulk Antennae (careful)
Unicorn Hooves (master)
Arcanaloth Eyes (master)
Rhino Horn (careful)

ALCHEMIST'S SUPPLIES/POISONER'S KIT

Aboleth Mucous (careful)
Ankheg Acid
Crawler Tentacles
Cockatrice Venom (careful)
Bargura Tusks (careful)
Glabrezu Claws (careful)
Hezrou Stench Glands (careful)
Ancient Black Dragon Acid Pouch (master)
Ancient Blue Dragon Lightning Organ (master)
Ancient Green Dragon Poison Lung (master)
Ancient Red Dragon Fire Sac (master)
Ancient White Dragon Ice Gland (master)
Brass Dragon Tail (master)
Ancient Brass Dragon Fire Sac (master)
Bronze Dragon Tail (master)
Ancient Bronze Dragon Lightning Organ (master)
Copper Dragon Tail (master)
Ancient Copper Dragon Acid Pouch (master)

Gold Dragon Tail (master)
Ancient Gold Dragon Fire Sac (master)
Silver Dragon Tail (master)
Ancient Silver Dragon Ice Gland (master)
Flumph Tentacles
Eyes of the Mummy Lord (master)
Vampire Dust (careful)
Vampire Fangs (master)
Giant Wasp

BREWER'S SUPPLIES

Gas Spore Malt (careful)
Shrieker Malt (careful)
Violet Fungus Malt (careful)
Myconid Malt (careful)
Sovereign Malt (careful)

CALLIGRAPHER'S SUPPLIES

Drider Spinneret
Griffon Feathers
Harpy Feathers
Hippogriff Feathers
Kenku Feathers
Owlbear Feathers
Pegasus Feathers
Peryton Feathers
Stirge Stinger
Blood Hawk Feathers
Eagle Feathers
Snake Feathers
Giant Eagle Feathers
Giant Owl Feathers
Giant Vulture Feathers
Hawk Feathers
Owl Feathers
Raven Feathers
Vulture Feathers

CARPENTER'S TOOLS

Hands of the Empyrean (careful)
Kraken Skull (master)
Kraken Ribcage (master)
Purple Worm Teeth (careful)
Tail of the Tarrasque (master)
Horns of the Tarrasque (master)

Appendix III | Abjuration -
Carpenter's Tools

CONJURATION

Azer Heart (careful)
Beholder Eyestalks (master)
Kraken Hearts (master)
Sphinx Feathers (master)
Heart of the Androsphinx
(master)
Ribcage of the Tarrasque
(master)
Wisp of Shadow (careful)
Shadow
Vampire
Wight
Wraith

COOK'S UTENSILS

Remorhaz Legs (careful)
Slaad Liver (careful)
Tail of the Tarrasque (master)
Shark Fin

DIVINATION

Mind Flayer Brain (careful)
Nothic Eye (master)
Otyugh Eyestalk (careful)
Rakshasa Hands (master)
Roc Heart (careful)
Heart of the Gynosphinx
(master)
Eyes of the Tarrasque
(master)
Vampire Hand (careful)
Xorn Eye
Nycaloth Horns (careful)

ENCHANTMENT

Nalfeshnee Tusks (careful)
Horns of the Tarrasque
(master)
Umber Hulk Eyes (careful)
Vampire Eyes (careful)

EVOCATION

Dragon Turtle Steam Organ
(master)
Heart of Wind (master)
Air Elemental
Invisible Stalker
Heart of Stone (master)
Earth Elemental
Galeb Duhr
Xorn

Heart of Fire (master)
Fire Elemental
Heart of Waves (master)
Water Elemental
Water Weird

Beard Hairs of the Storm
Giant (master)
Mummy Lord Dust (master)

ILLUSION

Cloaker Wing (master)
Displacer Beast Paws (careful)
Arcanaloth Hide (master)

JEWELER'S TOOLS

Aboleth Teeth (careful)
Death Knight Bones
Goristro Teeth (careful)
Devil Eyes (master)
Devil Teeth (careful)
Blue Dragon Eyes (master)
Red Dragon Eyes (master)
Gold Dragon Eyes (master)
Silver Dragon Eyes (master)
Dragon Turtle Eyes (master)
Fomorian Evil Eye (careful)
Hell Hound Teeth (careful)
Manticore Teeth (careful)
Nightmare Hooves (careful)
Pegasus Hooves (careful)
Rakshasa Fangs (careful)
Rakshasa Eyes (master)
Roper Teeth (careful)
Red Slaad Claws (master)
Troll Teeth (careful)
Ultroloth Eyes (master)
Crocodile Teeth (careful)
Hooves (careful)
Elephant Toes (careful)
Tusks (careful)
Giant Crab Claw (master)
Giant Scorpion Claw (master)
Shark Teeth (careful)
Killer Whale Teeth (careful)
Mammoth Tusks (careful)
Polar Bear Teeth (careful)
Winter Wolf Teeth (careful)

LEATHERWORKER'S TOOLS

Aboleth Tail (careful)
Aboleth Hide (master)
Aboleth's Bladder (master)
Behir Hide (master)

Behir Tail (careful)
Spectator Hide (master)
Bullywug Bladder
Cambion Wing (master)
Cloaker Head (careful)
Couatl Hide (careful)
Chasme Head (careful)
Goristro Hide (master)
Nalfeshnee Hide (master)
Vrock Hide (master)
Barbed Devil Hide (careful)
Bone Devil Hide (master)
Bone Devil Wings (careful)
Pit Fiend Hide (master)
Dinosaur Hide (careful)
Plesiosaurus Bladder
Tattered Pteranodon Wings
(careful)
Displacer Beast Tentacles
(master)
Displacer Beast Hide (master)
Black Dragon Wing (master)
Black Dragon Hide (master)
Blue Dragon Wing (master)
Blue Dragon Hide (master)
Green Dragon Wing (master)
Green Dragon Hide (master)
Red Dragon Wing (master)
Red Dragon Hide (master)
White Dragon Wing (master)
White Dragon Hide (master)
Brass Dragon Wing (master)
Brass Dragon Hide (master)
Bronze Dragon Wing (master)
Bronze Dragon Hide (master)
Copper Dragon Wing
(master)
Copper Dragon Hide (master)
Gold Dragon Wing (master)
Gold Dragon Hide (master)
Silver Dragon Wing (master)
Silver Dragon Hide (master)
Dragon Turtle Hide (master)
Hands of the Empyrean
(careful)
Faerie Dragon Wings (master)
Deep Gnome Hide
Grick Hide
Grimlock Hide
Hell Hound Hide (careful)
Hippogriff Pelt
Hippogriff Pelt (careful)
Hydra Heads (careful)
Kraken Hide (careful)

Kuo-Toa Hide (careful)
Lizardfolk Hide (careful)
Manticore Wings
Merfolk Hide (careful)
Merrow Hide (careful)
Minotaur Hide
Owlbear Hide
Piercer Hide
Purple Worm Stomach Lining
Purple Worm Stomach Lining
(careful)
Quaggoth Hide (careful)
Rakshasa Pelt (master)
Remorhaz Stomach
Remorhaz Stomach (careful)
Roc Feathers (master)
Roper Hide (careful)
Hand of a Sahuagin Baron
(careful)
Salamander Hide (master)
Death Slaad Hide (master)
Throat of the Sphinx (careful)
Sphinx Pelt (careful)
Succubus/Incubus Wings
(careful)
Gullet of the Tarrasque
(master)
Unicorn Pelt (master)
Wyvern Wings (master)
Yeti Hide
Yeti Throat
Snake Skin
Yuan-Ti
Snake Skin (careful)
Yuan-Ti
Nycaloth Wings (careful)
Ape Hide
Baboon Pelt
Baboon Pelt (careful)
Bat Pelt
Bat Pelt (careful)
Black Bear Hide
Blink Dog Hide
Boar Hide
Wereboar
Brown Bear Hide (careful)
Werebear
Camel Hide
Cat Pelt
Cat Pelt (careful)
Death Dog Hide (careful)
Deer Pelt
Deer Pelt (careful)

LEATHERWORKER'S TOOLS (CONT.)

Dire Wolf Hide (careful)
Elephant Hide (careful)
Giant Ape Hide (careful)
Giant Ape Fangs
Giant Badger Hide
Giant Bat Hide
Giant Boar Hide (careful)
Crocodile Hide (careful)
Giant Elk Hide
Giant Goat Hide
Giant Hyena Hide (careful)
Poisonous Snake Skin
Poisonous Snake Skin (careful)
Giant Rat Hide
Giant Weasel
Goat Pelt
Goat Pelt (careful)
Hyena Pelt
Hyena Pelt (careful)
Jackal Pelt
Jackal Pelt (careful)
Killer Whale Hide (careful)
Lion Hide (careful)
Mammoth Hide (careful)
Mastiff Hide
Mule Hide
Panther Hide
Polar Bear Hide (careful)
Pony Hide
Pony Hide (careful)
Rat Pelt
Wererat
Rat Pelt (careful)
Rhino Hide (careful)
Horse Hide
Horse Hide (careful)
Tiger Hide (careful)
Weretiger
Weasel Pelt
Weasel Pelt (careful)
Winter Wolf Pelt (careful)
Wolf Hide
Werewolf
Worg Hide

MASON'S TOOLS

Gargoyle Wings (master)
Kraken Ribcage (master)

Ribcage of the Tarrasque (master)

NECROMANCY

Bones of the Lich (careful)
Revenant Heart (careful)
Ribcage of the Tarrasque (master)

SMITH'S TOOLS

Aboleth Tentacles (master)
Ankheg Claw (careful)
Basilisk Fang
Behir Claws (master)
Behir Fangs
Beholder Eye (master)
Bulette Head Plate (careful)
Bulette Claws
Chuul Carapace (careful)
Chuul Pincers (master)
Glabrezu Carapace (master)
Bone Devil Skull (master)
Ice Devil Carapace (master)
Pit Fiend Head (master)
Spined Devil Spines (careful)
Dinosaur Claw
Knobbed Tail (carefully)
Triceratops Horns (careful)
Tyrannosaurus Skull (master)
Ancient Black Dragon Skull (master)
Black Dragon Claws (master)
Black Dragon Scales (master)
Ancient Black Dragon Horns (master)
Adult Black Dragon Skull (master)
Adult Black Dragon Horns (master)
Ancient Blue Dragon Skull (master)
Blue Dragon Claws (master)
Blue Dragon Scales (master)
Ancient Blue Dragon Horn (master)
Adult Blue Dragon Skull (master)
Adult Blue Dragon Horn (master)
Ancient Green Dragon Skull (master)
Green Dragon Claws (master)
Green Dragon Scales (master)

Green Dragon Spines (master)
Adult Green Dragon Skull (master)
Ancient Red Dragon Skull (master)
Red Dragon Claws (master)
Red Dragon Scales (master)
Ancient Red Dragon Horns (master)
Adult Red Dragon Skull (master)
Adult Red Dragon Horns (master)
Young Red Dragon Horns (master)
Ancient White Dragon Skull (master)
White Dragon Claws (master)
White Dragon Scales (master)
Ancient White Dragon Frond (master)
Adult White Dragon Skull (master)
Adult White Dragon Frond (master)
Ancient Brass Dragon Skull (master)
Brass Dragon Claws (master)
Brass Dragon Scales (master)
Ancient Brass Dragon Frill (master)
Adult Brass Dragon Skull (master)
Adult Brass Dragon Frill (master)
Ancient Bronze Dragon Skull (master)
Bronze Dragon Claws (master)
Bronze Dragon Scales (master)
Ancient Bronze Dragon Horns (master)
Adult Bronze Dragon Skull (master)
Adult Bronze Dragon Horns (master)
Young Bronze Dragon Horns (master)
Ancient Copper Dragon Skull (master)
Copper Dragon Claws (master)

Copper Dragon Scales (master)
Ancient Copper Dragon Frond (master)
Adult Copper Dragon Skull (master)
Adult Copper Dragon Frond (master)
Ancient Gold Dragon Skull (master)
Gold Dragon Claws (master)
Gold Dragon Scales (master)
Gold Dragon Fins (master)
Adult Gold Dragon Skull (master)
Ancient Silver Dragon Skull (master)
Silver Dragon Claws (master)
Silver Dragon Scales (master)
Silver Dragon Fins (master)
Adult Silver Dragon Skull (master)
Dragon Turtle Claws (master)
Dragon Turtle Shell
Fragments (master)
Titan's Skull (master)
Gorgon Hide (master)
Gorgon Skull (careful)
Grick Beak (careful)
Hook Horror Carapace (careful)
Kraken Scales (master)
Naga Scales (careful)
Nothic Claws (master)
Purple Worm Teeth (careful)
Purple Worm Scales (master)
Adult Remorhaz Carapace
Young Remorhaz Carapace
Roc Beak (careful)
Sahuagin Baron Head (careful)
Bones of the Tarrasque (master)
Scales of the Tarrasque (master)
Teeth of the Tarrasque (master)
Umber Hulk Claws (careful)
Umber Hulk Carapace (careful)
Wyvern Scales (master)
Mezzoloth Shell (careful)
Giant Ape Skull (careful)

TINKER'S TOOLS

Cog of Primus (master)
Gyro of Primus (master)

TRANSMUTATION

Animate Carpet Patch (master)
Dracolich Bone (master)
Demonic Jewelry
Clumps of Golem Clay (master)
Flesh Golem Limbs (master)
Hunks of Golem Iron (master)
Golem Stones (master)
Homunculus Clay (careful)
Mandrake Root (careful)
Hydra Heart (master)
Medusa Heart (master)
Ogre Heart (master)
Otyugh Stomach (careful)
Rakshasa Tongue (master)
Roc Eye (careful)
Hag's Soul Stone (careful)
Wisp of Shadow (master)
Shadow
Vampire
Wight

Succubus/Incubus Heart (master)
Skull of the Tarrasque (master)
Yeti Eyes (careful)

WEAVER'S TOOLS

Bulette Tendon (careful)
Divine Hair
Mane of the Sphinx (master)
Strands of Hair from a Unicorn's Mane (master)

WOODCARVER'S TOOLS

Ancient Black Dragon Skull (master)
Adult Black Dragon Skull (master)
Ancient Blue Dragon Skull (master)
Adult Blue Dragon Skull (master)
Ancient Green Dragon Skull (master)
Adult Green Dragon Skull (master)
Ancient Red Dragon Skull (master)

Adult Red Dragon Skull (master)
Ancient White Dragon Skull (master)
Adult White Dragon Skull (master)
Ancient Brass Dragon Skull (master)
Adult Brass Dragon Skull (master)
Ancient Bronze Dragon Skull (master)
Adult Bronze Dragon Skull (master)
Ancient Copper Dragon Skull (master)
Adult Copper Dragon Skull (master)
Ancient Gold Dragon Skull (master)
Adult Gold Dragon Skull (master)
Ancient Silver Dragon Skull (master)
Adult Silver Dragon Skull (master)
Griffon Feathers (careful)

Hippogriff Feathers (careful)
Kenku Feathers (careful)
Kraken Teeth (careful)
Owlbear Feathers (careful)
Pegasus Feathers (careful)
Peryton Feathers (careful)
Satyr's Horn (careful)
Skull of the Tarrasque (master)
Branches
Treant
Awakened Tree
Blood Hawk Feathers
Eagle Feathers (careful)
Snake Feathers (careful)
Giant Eagle Feathers (careful)
Giant Eagle Feathers (careful)
Giant Vulture Feathers (careful)
Hawk Feathers (careful)
Owl Feathers (careful)
Raven Feathers (careful)
Vulture Feathers (careful)



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