

HAMUND'S HARVESTING HANDBOOK

A GUIDE TO HARVESTING & CRAFTING IN D&D 5E

By DRIFTERS GAME WORKSHOP

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CHAPTER 1 : INTRODUCTION



Welcome dear reader to Hamund's Harvesting Handbook, written by none other than I, Hamund Holderhek! But who am I you ask?

Well, I am an adventurer at heart, a writer by passion, and a harvester at trade. I have travelled the many planes of the multiverse in search of adventure and story (for more of those stories, pick up any copy of "Hamund's Harrowing Histories I-XXXV").

Through my life I have fought and defeated just about every kind of creature you can imagine: I have tussled with treants, skirmished with sphinxes, and even engaged in fisticuffs with a fomorian or two. Never being one to let something go to waste, I always took my trusty hunting knife to these creatures and had a look to see what they had to offer. I have spent many years writing down my findings and anecdotes, and I now present them to you less seasoned adventurers so you may soak in my wisdom.

Yes, what you hold in your hands right now is a helpful guide to harvesting the creatures that a typical adventurer may face. You'll learn not just how valuable a roc's guts are, but also which way to twist your knife in order to extract them. The natural world is filled with riches just waiting for bold people like us to take them!

Good luck and good harvesting,

-Sir Hamund Holderhek, O.B.H. (First Class), V.A., N.K.P.

AIM OF THIS GUIDE

Let's be honest, every Dungeon Master has faced this exact problem at least once: their players have just finished killing a fearsome monster, and their first reaction is to slice it apart for loot. Now there's nothing wrong with this of course, but it can be a bit harrowing for a DM to not just come up with useful monster parts on the spot, but to also provide an interesting description, a monetary value, and a use for that part.

This book aims to act as a handy reference for the DM's that find themselves in this very situation. It provides a loot table for every single unique monster in the 5th Edition *Monster Manual*. These loot tables are easy to reference and contain every piece of information your players could need when they tear their fresh kills apart. It also possesses over 200 new and unique craftable items to be made from your harvesting adventures, and all the information you would need for them. There are of course rules for both the harvesting and the crafting, and a few extra goodies strewn in here too.

Everything has been written with balance in mind, but you are of course free to rebalance anything in this guide to suit your own table, or feel free to message me at driftersgameworkshop@gmail.com or hit me up on Twitter @drifterworkshop to discuss anything in this guide.



CHAPTER 2: HOW TO HARVEST

Hhe act of removing useful body parts from a creature is referred to as **harvesting**. Anything that can be harvested from a creature is referred to as a **harvesting material** or simply **material**. In general, only creatures that have died may be harvested, but there may be some exceptions based on context.

This section details the steps associated with actually performing a harvest, and any factors that may influence it.

APPRaising

"My mother always used to press the importance of taking one's time and not jumping into things. This advice holds true whether one is harvesting a creature, engaging in a fight, or literally jumping into a river."

—Hamund

Before a player begins hacking and butchering their hunt, they may instead choose to take a moment first and **appraise** the creature to be harvested. To do this, they must spend 1 minute examining the creature to be harvested and then roll an Intelligence check, adding their proficiency bonus if they are proficient in the skill corresponding to that creature (see table below). For example, appraising a Beholder (which is an aberrant), the check would be an Intelligence (Arcana) check, while appraising an Ogre (which is a giant) would require an Intelligence (Medicine) check.

The DC of the check is equal to **8 + the Harvested Creature's CR** (treating any CR less than 1 as 0). Success on this check grants the player full knowledge of any useful harvesting materials on the creature, the DC requirement to harvest those materials, any special requirements to harvest them, and any potential risks in doing so. In addition, any harvesting check made on that creature by that player is rolled at advantage. A character may only attempt one appraisal check per creature.

MONSTER TYPE/SKILL CHECK

Creature Type	Skill
Aberration	Arcana
Beast	Nature
Celestial	Arcana
Construct	Investigation
Dragon	Nature
Elemental	Arcana
Fey	Arcana
Fiend	Arcana
Giant	Medicine
Humanoid	Medicine
Monstrosity	Nature
Ooze	Investigation
Plant	Nature
Undead	Arcana

SPLITTING UP THE RESPONSIBILITIES

Some party members may prefer to let one character handle the appraisal of materials, while another more dextrous character handles the actual harvesting. In this scenario, all benefits of appraising a creature are conferred to the player doing the harvesting, so long as the player that performed the appraising assists the harvesting player through the whole duration of the harvest.

HARVESTING

In order to harvest a creature, a character must make a Dexterity ability check using the same skill proficiency as listed in the above appraising table. For example, a character attempting a harvest check on an Aberrant would receive a bonus equal to their Dexterity modifier and their proficiency in Arcana (if they have any).

This check reflects a character's ability to not only properly remove the intended item without damaging it, it also involves any ancillary requirements of the harvest such as proper preservation and storage techniques.

USING OTHER PROFICIENCIES

If a player is harvesting a certain creature, or harvesting a creature of a certain type of material, the DM may allow them to use a relevant tool proficiency rather than a skill proficiency.

For example, the DM may allow a player to add their proficiency with Tinker's Tools to their attempt to harvest a mechanical golem or use their proficiency with leatherworking tools when attempting to harvest a creature for its hide. Alternatively, all creature type proficiencies may be replaced by proficiency with the *harvesting kit*.

Each individual item in a creature's harvesting table is listed with a DC next to it. Any roll that a player makes that equals or exceeds this DC grants that player that item. Rewards are cumulative, and a player receives every item with a DC equal to or below their ability check result. For example, rolling a total of 15 on a check to harvest an azer will reward the player with both "azer ash", and "azer bronze skin", but not a "spark of creation". If they so wish, players may opt to not harvest a material even if they have met the DC threshold to harvest it.

Only one harvesting attempt may be made on a creature. Failure to meet a certain item's DC threshold assumes that the item was made unsalvageable due to the harvester's incompetence.

For most creatures, the time it takes to harvest a material is counted in minutes and is equal to the DC of that material divided by 5. For huge creatures however, it is equal in DC of that material, while for gargantuan creatures, it is equal to the DC of that material multiplied by 2.

PARTICULARLY VIOLENT DEATHS

"I know that it is a dangerous world out there, and we all must do what we can to survive. But do understand that there are few people out there that are in the market for a charred owlbear pelt with more holes in it than the plot of a bad novel"

- Hamund

This guide assumes that most creatures you attempt to harvest died in direct combat and thus already accounts for the idea that you are harvesting creatures that are not in pristine condition. However, some deaths are more violent than others and can make harvesting useful materials either extremely difficult or downright impossible. Such examples include burning by fire, dissolving from acid, or being completely crushed under a pillar of stone. In these cases, raise the DC for harvesting any of that creature's materials by 5. Alternatively, the DM may decide that well-orchestrated hunts result in a carcass that is prime for harvesting, such as creatures killed mostly through psychic damage, or those killed in one clean attack. In these cases, the DM should lower the DC for harvesting any of that creature's materials by 5.

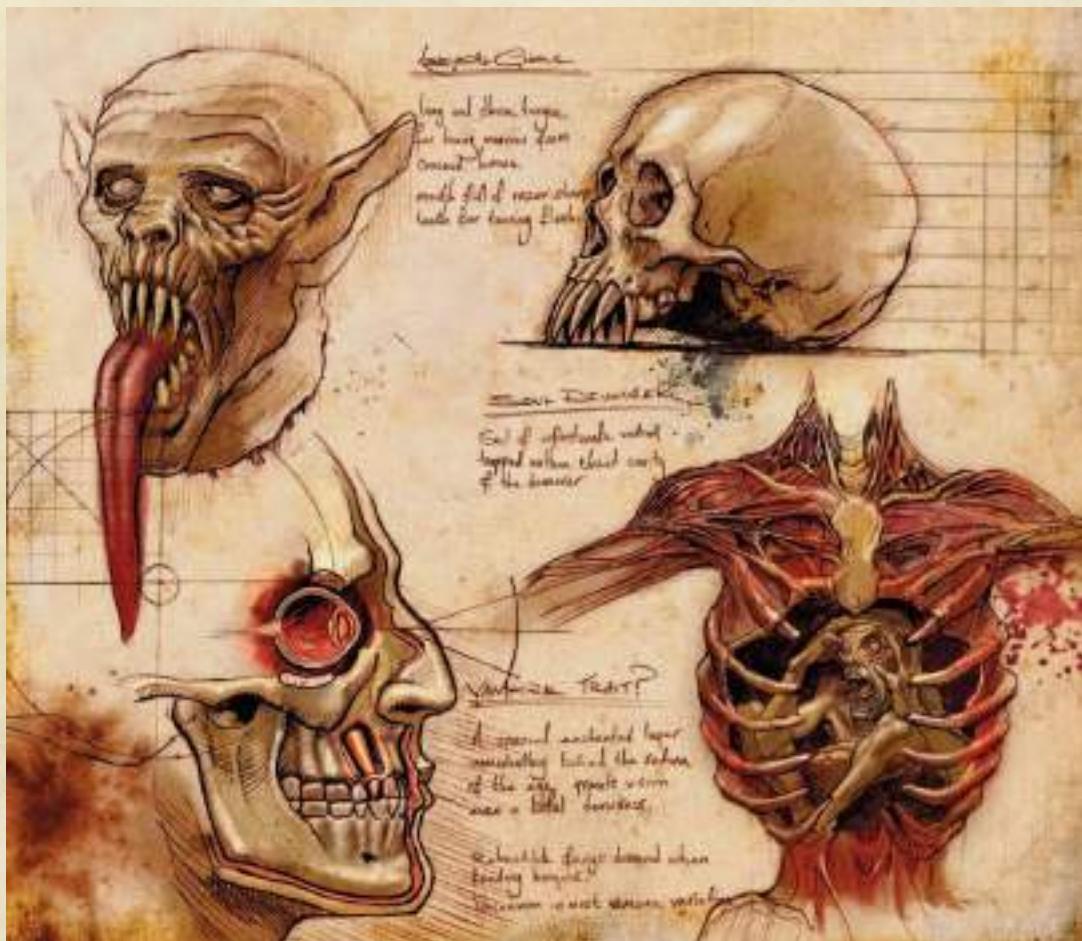
Furthermore, the DM may adjudicate whether or not some of a creature's individual materials have been made useless due to effects imposed by them in the course of their death. Examples may include blood being tainted from poisoning, or their pelt being worthless due to excessive slashing/piercing damage.

OPTIONAL RULE: CARCASS DEGRADATION

This guide mostly assumes that harvesting takes place on a freshly killed corpse and that little to no decomposition has yet occurred. However, in some cases, a player may desire to harvest a creature that has been dead for quite a while. In these cases, the DM may declare that certain body parts have already withered away and become unharvestable or may decide to increase the DC's of all harvestable materials as if the creature had died a particularly violent death. If corpse decomposition is too advanced, it is entirely within the DM's right to deny harvesting the creature altogether.

As a quick guide, the following timeline may be observed to decide on decomposition levels:

- **1 hour after death:** The carcass' hide has ruptured from bloating and has become useless.
- **1 day after death:** The carcass' blood has become too tainted to be useful, and soft tissues like the eyes have putrefied.
- **3 days after death:** The carcass' internal organs have decomposed.
- **7 days after death:** The carcass has undergone extensive purification and none of its soft tissue remains harvestable.
- **Note:** Harder materials like bones, teeth, claws, and hair do not generally undergo decomposition and will remain usable indefinitely.



CHAPTER 3: THE HARVEST TABLES

After countless autopsies, vivisections, experiments, and just plain butchering, I have amassed what is most likely the most complete set of knowledge regarding the anatomies, uses, and values of the wondrous creatures that inhabit our worlds. I now present this knowledge (as well as some rather choice anecdotes) to you, dear reader.

-Hamund

UNDERSTANDING THE TABLES

Every unique monster from the *Monster Manual* has been listed in this book with an associated harvest table. When your players attempt a harvest, simply look up the relevant monster in this guide and read out the results (monsters are listed in the same order as in the *Monster Manual*). The following is an explanation of how to read the table.

DC

This is the DC required to harvest this item. Any harvesting check that equals or exceeds this threshold allows the player that made that check to successfully harvest that item.

ITEM

The name of the item received. While for most items, the player only receives one of the listed item, some item names have parentheses next to them. These indicate the amount that a player receives upon a successful harvest e.g.: Aarakocra Feather (small pouch) or Aboleth Mucus (3 vials). At the DM's discretion however, they may adjudicate that a player receives less or more than the stipulated quantity. Such reasons may include extremely high success on a roll, or certain methods in which the creature was killed.

OPTIONAL RULE: HARVESTING DANGEROUS MATERIALS

Harvesting some creatures are more dangerous than others. While most creatures are harmless once killed, others possess poisons, acids, and breath sacks that remain active even after the creature's death. Even worse is that a simple misplaced knife stroke or errant twitch of the hand can lead to these materials accidentally harming the harvester.

Under this optional rule, whenever a harvester rolls below the DC of a harvestable material that has a "Use" section that deals damage, the material is not just lost, it also expends its ability on the harvester. For example, a character that fails to properly harvest a poison would suffer the effect of that poison on themselves, or a character that fails to harvest a breath sack would release the effect of that breath sack in their direction. The exact adjudication of the failure result may change depending on the DM.

DESCRIPTION

A brief description of the item to be harvested, written by Hamund. While this is usually just for flavour, some items also have a "Use" section. These items may be used immediately after being harvested and require no further adjustments or crafting. Their function is described here in the description box.

Additionally, some materials have harvesting requirements beyond just steady hands and a sharp knife. Any extra requirements or criteria for harvesting a material will be listed here.

VALUE

All materials are listed with their base resell value. This is how much money an average shopkeeper would be willing to pay for the materials in good conditions. DM discretion is advised when varying this value, dependant on shopkeeper mood, rarity within the setting, condition of the material, etc. A material with a value listed as "varies" indicates that its usage is too specific for it to be sold to an average shopkeeper, and the value of the material would depend heavily on context.

When items are harvested in discrete quantities, the value listed refers to each individual item. For example, Aboleth Mucus is harvested as a set of 3 vials, and so the value listed (20 gp) refers to each individual vial (so successfully harvesting Aboleth Mucus would be worth $3 \times 20 \text{ gp} = 60 \text{ gp}$). When items are listed as indiscrete quantities however, the value listed refers to the entire quantity. For example, Aarakocra Feathers are harvested in the indiscrete quantity of a: "small pouch." Thus the 8 sp value listed refers to the value of a "small pouch of Aarakocra Feathers," not 8 sp for each individual feather.

VALUE FACTORS

The values listed here are based on a myriad of factors including: CR of the monster, average treasure horde values, use in crafting, whether the monster tends to be found alone, whether the item is consumable, probability of successfully harvesting the item, balance around existing prices, and sometimes just for flavour. These prices are intended as a baseline only, and the DM is free to adjust these values as they see fit for their campaign. The DM is also to keep in mind that, although certain items may have high values, not all vendors may want to buy them. For example, although a Death Knight Heart may be worth the high price of 4,000 gp, it may be difficult to sell it to the village grocer. Sometimes, finding the right buyer for an esoteric item can be an entertaining side quest in and of itself, or simply used as a good downtime activity.

WEIGHT

The weight of the item listed in pounds. The weight listed here follows the same rules as values do; the listed number refers to the weight of individual items, unless that item is harvested in indistinct quantities, in which case the weight refers to the whole indistinct quantity.

CRAFTING

Some items, although valuable, require a skilled artisan to craft them into a usable item. The material's description details which item they can be crafted into. If this section is blank, the item has no craftable item associated with it.

The section of crafted items at the end of this book details the usage of crafted items, as well as details on their crafting requirements. Some craftable items originate from published source books from WotC. These receive special tags in brackets that denote which book they come from.

For more information on crafting visit [Chapter 4](#).

HUMANOID TRINKET TABLES

"In general, humanoids do not yield much in the way of harvestable materials. Partly this is just the negative relationship that humanoid evolution has with innate magical abilities, but mostly it's just because polite society frowns upon butchering things that look vaguely like themselves."

-Hamund

Most humanoids listed in this book do not possess many useful materials to harvest. In order to complement the relatively bare tables of humanoids, a separate table is listed in their section describing items that may be plundered off of these creatures. These items tend to be random trinkets and are not weapons or armour. More often than not, they are relatively useless and are intended only to be used for resale.

There is no ability check required to pilfer these trinkets, and the DM is free to decide which of these trinkets can be found on a typical corpse (if any at all). These tables are intended to be largely used as DM inspiration and to sate the lust of loot-hungry players while avoiding the ghoulish activity of dismembering a humanoid corpse.

Like all harvested items, the value and weight listed refers to 1 unit of the respective item in that row.



HARVEST TABLE: A

AARAKOCRA

"Aarakocra are an interesting folk. As stoic and flighty as the birds they resemble, they nevertheless make good company when coaxed down from their solitary perches. Interesting as well is that despite being very magical themselves, their wings are relatively useless for any sort of crafting. Perhaps the Wind Dukes of Aaga realised that having servants everyone would want to hunt would be a bad idea." - Hamund

DC	Item	Description	Value	Weight	Crafting
5	Aarakocra Feathers	The large feathers of an aarakocra are enjoyed among some of the more ostentatious members of society as fun accessories and fashion highlights. If you (small pouch) can find a tailor willing to take them, you are sure to be able to earn at least a few silver for a good amount of them.	8sp	2 lb.	
10	Aarakocra Heart	Aarakocra have an innate connection to the elemental planes that allows them to summon air elementals when enough of them gather together. Burning their hearts in an offering can achieve much of the same effect but with less control over the temperament of the summoned elemental. Use: When 5 different creatures within 30 feet of each other hold 5 different aarakocra hearts and spend their actions on three consecutive turns to burn the hearts, they may summon an air elemental in an unoccupied space within 60 feet of them. The burners must remain still while burning the hearts. This elemental is hostile to all creatures it can see around it, but any of the 5 creatures that summoned it can spend their action to try and succeed on a DC 15 Charisma (Persuasion) check to direct the air elemental's hostility at a creature they can both see within 60 feet. The air elemental remains for 1 hour.	2gp	5lb.	

AARAKOCRA TRINKET TABLE

Item	Value	Weight
1 1d4 days' worth of rations (dry meat)	3 sp	1 lb.
2 1 drinking gourd	6 cp	4 lb.
3 1d8 small leather pouches	2 sp	1 lb.
4 1d10 feet of linen wrappings	5 cp	1 lb.
5 1 bag of fine sand	2 cp	2 lb.
6 1 linen robe	3 sp	5 lb.
7 1d4 sticks of sweet smelling incense	4 sp	1 lb.
8 1 roll of parchment and 1 ink bottle	8 sp	4 lb.

ABOLETH

DC	Item	Description	Value	Weight	Crafting
10	Aboleth Teeth	The razor sharp teeth that line the stinking maw of the aboleth are each as large as a human's forearm and twice as thick. While too unwieldy and crooked to turn (large bag) into a weapon, more exotic merchants would pay a tidy sum to turn them into decorations and trinkets.	20 gp	15 lb.	
15	Aboleth Mucus	Aboleths demand service and obsequience, even going so far as to warp the creatures around themselves to suit their domain. While the transformative mucus (3 vials) that surrounds the aboleth tends to dissipate quickly after their death, swift harvesters can bottle some of it for use in alchemy projects later.	20 gp	1 lb.	Potion of Water Breathing (DMG)
20	Aboleth Eye	Larger than a normal creature's head. Removed from its skull and ever unblinking, it still seems to see more than most mortals ever will.	375 gp	45 lb.	Lens of Forgotten History
25	Aboleth Brain Lobe	The power of the aboleth lies not in its many tentacles, but in its brain. Even now and then, when you hold it long enough, you swear you can hear whispers of forgotten history in the corner of your mind.	1,600 gp	30 lb.	Aboleth Amulet

ANGELS

"I have never claimed to be a saint myself, and in my pursuit of rare game and hunts I will admit that I have drawn the ire of more than one angel. While tussling with an angel is a risky proposition, harvesting one is even worse as it comes with the risk of ticking off their celestial patron. But then again, if you've gone far enough down the dark path to kill an angel, you've probably already committed yourself to being on the wrong side of a god's attention." - Hamund

While an angel's parts may be useful, harvesting a good-aligned angel is considered a universally evil act. Most good-aligned gods will condemn any character that perpetuates such a thing, even if the angel being harvested was not theirs. As such, any character attempting to harvest or attune to an item made from an angel that is still in service to a good-aligned god has a 30 per cent chance of being inflicted with the *curse of the fallen*.

While inflicted with the *curse of the fallen*, a creature becomes vulnerable to radiant damage and any magical healing that comes from a good-aligned cleric or paladin automatically fails when used on the cursed character. This curse can only be removed if the cursed character spends 24 hours in a vigil at a temple of the god of the angel who they attempted to harvest or whose part they attempted to attune to. After these 24 hours, a follower of that god may then cast the spell *remove curse* to end the curse.

DEVA

DC Item Description

			Value	Weight	Crafting
10	Deva The blood of an angel flows with radiant energy that brings life to all it touches (it Blood clearly didn't work hard enough for its original owner though). Many of the most (3 vials) desperate people actively seek angels in an attempt to harvest their blood as a panacea, without putting much thought into the worse fate that awaits them should they succeed. Use: When you drink this blood, you regain 4d8+2 hit points and are freed from any curse (except the curse of the fallen), disease, poison, blindness, and deafness.		450	1 lb. gp	
15	Deva There is perhaps nothing more distinctive than the silhouette of glorious white angel Wing wings against a radiant light. As some of the most powerful magical wings in all the (x2) planes, these make for almost perfect base materials for the ever-useful <i>wings of flying</i> .	700	20 lb. gp	Wings of Flying (DMG)	
20	Deva The alabaster white skin of a deva gleams in the morning sun, and a single glance of its Skin beauty has been known to turn sinners from their paths of evil. If you are not one of those people however, you may take this skin and use it to simulate some of the miraculous abilities inherent in these angels.	750	25 lb. gp	Angel Robe	

PLANETAR

DC Item Description

			Value	Weight	Crafting
5	Planetary A planetary is known for its ability to hear lies whenever they are spoken. Their ears Ear (x2) carry on this trait even in death and can be seen twitching when falsehood passes through them. Use: While holding two of these ears, you have advantage on Wisdom (Insight) ability checks to detect a lie being spoken.	200	2 lb. gp		
10	Planetary The blood of an angel flows with radiant energy that brings life to all it touches (it Blood clearly didn't work hard enough for its original owner though). Many of the most (3 vials) desperate people actively seek angels in an attempt to harvest their blood as a panacea, without putting much thought into the worse fate that awaits them should they succeed. Use: When you drink this blood, you regain 6d8+3 hit points and are freed from any curse (except the curse of the fallen), disease, poison, blindness, and deafness.	600	1 lb. gp		
15	Planetary There is perhaps nothing more distinctive than the silhouette of glorious white angel Wing wings against a radiant light. As some of the most powerful magical wings in (x2) all the planes, these make for almost perfect base materials for the ever-useful <i>wings of flying</i> .	700	30 lb. gp	Wings of Flying (DMG)	
25	Planetary The celestial bones of a planetary are stronger than steel and carry a charge of radiant Bone energy within them long after their owner's demise. While most radiantly infused weapons are designed to force evil creatures to scurry away, weapons forged from the ever-vigilant planetars are designed to keep evil creatures nearby, ensuring they meet their divine judgement.	7,500	6 lb. gp	Divine Justice	

SOLAR	DC	Item Description	Value	Weight	Crafting
5 Solar	A solar is known for its ability to hear lies whenever they are spoken. Their ears carry Ear on this trait even in death and can be seen twitching when falsehood passes through (x2) them.	200 gp	2 lb.		
	Use: While holding 2 of these ears, you have advantage on Wisdom (Insight) ability checks to detect a lie being spoken.				
10 Solar	The blood of an angel flows with radiant energy that brings life to all it touches (it Blood clearly didn't work hard enough for its original owner though). Many of the most (3) desperate people actively seek angels in an attempt to harvest their blood as a vials) panacea, without putting much thought into the worse fate that awaits them should they succeed.	800 gp	1 lb.		
	Use: When you drink this blood, you regain 8d8+4 hit points and are freed from any curse (except the curse of the fallen), disease, poison, blindness, and deafness.				
15 Solar	There is perhaps nothing more distinctive than the silhouette of glorious white Wing angel wings against a radiant light. As some of the most powerful magical wings in (x2) all the planes, these make for almost perfect base materials for the ever-useful <i>wings of flying</i> .	700 gp	30 lb.	Wings of Flying (DMG)	
25 Solar	The burning gaze of a solar is capable of reducing even the strongest of evildoers to Eye a smoking mass of flesh on the ground. Taking these eyes and performing (x2) extraordinarily powerful magic on them can transform them into diamonds that shine the same way they did under the solar's control.	11,000 gp	2 lb.	Celestial Helm	

ANIMATED OBJECTS

ANIMATED ARMOUR	DC	Item Description	Value	Weight	Crafting
10 Animating	The basis of any animated object is the magical rune etched into its surface that Rune enchants it and brings it to life. While these runes cannot be transferred from one object to another, resourceful tinkerers are capable of salvaging some of the expensive powders and ashes used to make them, and thus they can be sold for a small bit of profit.	5 sp	1 lb.		
10 Animating	The basis of any animated object is the magical rune etched into its surface that Rune enchants it and brings it to life. While these runes cannot be transferred from one object to another, resourceful tinkerers are capable of salvaging some of the expensive powders and ashes used to make them, and thus they can be sold for a small bit of profit.	5 sp	1 lb.		

RUG OF SMOTHERING	DC	Item Description	Value	Weight	Crafting
10 Animating	The basis of any animated object is the magical rune etched into its surface that Rune enchants it and brings it to life. While these runes cannot be transferred from one object to another, resourceful tinkerers are capable of salvaging some of the expensive powders and ashes used to make them, and thus they can be sold for a small bit of profit.	5 sp	1 lb.		
15 Shimmer Cloth	The fibers of an enchanted rug continue to carry on a special property to them even after being rendered inanimate. When looked upon, these fibers seem to glimmer and move ever so slightly without any outside force acting on them. This property has been noted by tailors that incorporate them into various vanity items like the amusing <i>cloak of mending</i> or <i>cloak of billowing</i> .	10 gp	7 lb.	Cloak of Mending (XGE) or Cloak of Billowing (XGE)	

ANKHEG

DC Item Description

Value Weight Crafting

5 Ankheg	Extremely hard, but too unwieldy and uncomfortable to use in making armour. The Chitin ankheg's hide still finds some uses as a building material, especially for subterranean dwellers who appreciate its suitability to rocky environments.	1 gp	30 lb.
10 Ankheg	A series of bladders in the hindquarters of an ankheg, this organ is analogous to the Gaster intestines of a humanoid. Although ankhegs are known for eating flesh, they absorb the majority of their nutrients from the soil they burrow through. Artificers are able to take this fact and create a handy survival tool for explorers with a strong stomach.	2 gp	9 lb. Canteen of Last Resort
15 Ankheg	Ankhegs are well known for their incredibly potent digestive fluids that dissolve their Bile (2 prey). As such, alchemists find ankheg bile to be a particularly useful ingredient when vials) creating their own acidic concoctions. Use: As an action you may make a ranged weapon attack to throw this vial at a target within 20 feet, shattering it on impact. Make a ranged attack against the target, treating the vial as an improvised object. On a hit, the target suffers 1d6 acid damage.	4 gp	1 lb.

AZER

DC Item Description

Value Weight Crafting

10 Azer Ash	Residual material from the azer's corpse. This ash still maintains a faint trace of the magic that created it. While not overly useful, some artisans like to sprinkle it over their creations for good luck.	1 sp	1 lb.
15 Azer Bronze Skin	Azers need no armour, as their skin is already made of durable, mastercrafted bronze. While the trauma of its owner's demise has made the skin difficult to repurpose directly for armour, it is still high quality material, and any blacksmith worth their salt would be happy to get it.	10 gp	50 lb.
20 Spark of Creation	Although the azer of this particular flame of creation is dead, a single smouldering spark remains, and those with knowledge of the arcane are able to quickly harvest and store it safely for later use. While small, these sparks have immense potential and are often used in either the construction of living trinkets, or the lighting of magical forges. Requires enchanted vial.	12 gp	1 lb. Bronze Companion



HARVEST TABLE: B

BANSHEE

DC	Item	Description	Value	Weight	Crafting
15	Banshee Echo	The incorporeal banshee leaves very little behind except the last whispers of its terrible wail. With some spirit paper, a good harvester can collect the echo of this wail before it vanishes forever and use it in times of desperation. Requires spirit paper. Use: You may spend an action to tear this item open and release the banshee wail kept within. All creatures within 30 feet of you that can hear must make a DC 13 Constitution saving throw. On a failure, a creature drops to 0 hit points. On a success, a creature takes 3d6 psychic damage. This wail has no effect on constructs and undead.	13	1 lb. gp	
20	Banshee	It takes a particularly nimble mind and fast action to trap enough remnants of a Remnant banshee to make a usable crafting item. If successful however, they are often refashioned into enchanted reeds that create a haunting noise when used in wind instruments. Requires spirit paper.	60	1 lb. gp	Pipes of Haunting (DMG)

BASILISK

DC	Item	Description	Value	Weight	Crafting
5	Basilisk Tooth (small pouch)	As the basilisk feeds on stone, its teeth are infamous for being extraordinarily hard and sharp. Stonemasons across the land value these teeth as tools in their craft.	2 gp	2 lb.	
10	Basilisk Eye (x2)	The petrifying gaze of the basilisk is known far and wide. As such, the eyes of a basilisk are prized for their inherent magical properties and their use in the creation of petrifying tonics. It is said that more nefarious wizards make use of these eyes to create trapped statues that transform unwary intruders into stone.	2 gp	1 lb.	Basilisk Gaze Poison
15	Basilisk Bile (2 vials)	It is a common misconception that basilisks digest stone. In fact, the fluids inside the basilisk's gullet transform consumed stone back into organic matter to be consumed. This bile is thus worth a good amount to alchemists seeking to make an oil to counter the effects of a basilisk's gaze.	6 gp	1 lb.	Basilisk Gaze Poison

BEHIR

DC	Item	Description	Value	Weight	Crafting
10	Behir Scales (large bag)	The scales of a behir resemble a dragon's but are different in many ways in the eyes of a trained observer. While these scales are often found decorating items in an unscrupulous tailor's shop marketed as actual dragon scales, the fact that they are much smoother and more flexible than an actual dragon's makes them much more useful for fashion.	55	25 lb. gp	
15	Behir Horn	The horn of a behir is composed of a unique keratin that has an odd reaction to the presence of dragons. A dragon's mere presence causes these horns to resonate, usually alerting a behir to the presence of their hated foe. The horns will still function in the hands of anyone else, but the dragon usually must be much closer for the vibrations to be detected. Use: When within 1 mile of a dragon (whether it in its true form or polymorphed into a different shape), this horn will begin to vibrate, with the vibrations becoming more pronounced the closer it is to the dragon. This horn does not indicate the direction of the dragon, only its general proximity.	300	30 lb. gp	
20	Lightning Sack	This large, but surprisingly light leathery sack is located at the back of the behir's cavernous mouth, and is roughly the size of a picnic basket. Inside is a mixture of chemicals, fluids and enzymes that when exposed to the open air, erupts in a destructive crackle of lightning. While extremely dangerous, alchemists and weaponsmiths alike will crawl over themselves to obtain some of this powerful energy. Use: The lightning sack can be thrown by itself up to a range of 20 feet. If thrown, the lightning sack will explode on impact, dealing 4d10 lightning damage to all creatures in a 10 foot radius, or half that on a successful DC 14 Dexterity saving throw.	875	10 lb. gp	Lightning Oil or Storm Caller

BEHOLDERS

"Beholders are an odd bunch and difficult to define in terms of harvesting. This is because no two beholders are ever similar, varying wildly in anatomy, colour, and appearance. Despite this, each one seems to think of themselves as being perfect in form. It boggles the mind, but you know what they say about beauty." -Hamund

BEHOLDER

DC	Item	Description	Value	Weight	Crafting
15	Beholder Membrum	The anatomy of a beholder is infinitely alien and strange to any scholar native to the Material Plane. One of the most curious features of the beholder is that aside from its brain, the beholder features a noticeable dearth of internal organs. Instead, any internal space not occupied by brain matter is filled with a large rubbery balloon that seems to act as the beholder's heart, lungs, and stomach. How it achieves all of these simultaneous functions is unknown. This organ is as versatile as its owner, and many scholars are eager to obtain a complete sample for their research into transmutation.	45 gp	40 lb.	Crafting
20	Beholder Eye Stalk	While the eye stalks of the beholder may be severed from its body, they still retain some of the magical energy that allowed them to fire powerful rays at their enemies. Skilled artificers can take these stalks and use them as the cores of magical wands that emit the same types of rays they emitted in life. Alternatively, four of the intact stalks may be used as part of a ritual to summon a spectator.	650 gp	9 lb.	Eye Stalk Wand
		If a player harvests an eye stalk, roll 1d10. The type of eye stalk they receive corresponds to the number rolled, as described in the beholder statblock.			

DEATH TYRANT

DC	Item	Description	Value	Weight	Crafting
15	Death Tyrant Jaw	The teeth of a beholder must never be underestimated, even in death. Their jaws possess a wicked bite, and when attached to the handle of an axe, so can your jaw backswing.	700 gp	20 lb.	Greataxe, +2 (DMG)
25	Death Tyrant Eye	The eye of a beholder undergoes a terrible transformation when it transitions into Tyrant undeath, emitting a cone of negative energy rather than anti-magic. But like a normal beholder eye, this eye can be transformed into a crystal of great power that many powerful wizards enjoy employing in their lairs.	3,500 gp	20 lb.	Negative Energy Crystal

SPECTATOR

DC	Item	Description	Value	Weight	Crafting
15	Spectator Eye Stalk	The stalks of the spectator are less powerful than those of the beholder it consumed to be summoned. However, their potential to be made into wands by artificers are the same. When crafted properly, they continue to contain an arcane charge that allows them to discharge the same types of magical rays they did in life.	14 gp	7 lb.	Lesser Eye Stalk Wand
		If a player harvests an eye stalk, roll 1d4. The type of eye stalk they receive corresponds to the number rolled, as described in the spectator statblock.			
20	Spectator Main Eye	The main eye of the spectator functions differently to that of the beholder. While the beholder's emits an anti-magic cone at all times, the spectator's can be used to reflect poorly casted spells at other targets. When used for crafting, the magic of the eye can be transferred over to a shield, to grant it the same ability.	60 gp	20 lb.	Shield of Reflection



BLIGHTS

NEEDLE BLIGHT

DC Item Description

			Value	Weight	Crafting
5	Needles (small bundle)	The signature needles of the needle blight. While not more particularly useful than any other needle you would find on the forest floor, some fletchers find they make reliable sturdy material for wooden darts.	5 cp	2 lb.	
10	Blight Pollen (small pouch)	Most blights are incapable of speech as we understand it. Instead, they communicate with each other through the use of pollen that can be carried for miles. Alchemists and druids however have figured out how to repurpose this pollen for potions that allow the user to communicate with regular plant life.	3 sp	1 lb.	Potion of Speak With Plants
15	Blight Seeds (x5)	The rapid ability of the blights to spread their influence is well known to any forest dweller. They do this through the many seeds that each blight carries within them. These dry, wrinkled seeds sprout in a matter of hours and grow to maturity in days, forming the infamous vines, brambles, and weeds of a blight infestation. While most of their dark properties are lost if not planted by an actual blight, some alchemists are capable of repurposing them for a crop fertiliser or an oil that reacts strangely with plantlife.	1 sp	1 lb.	Blight Oil
20	Gulthias Sap (vial)	The bodies of blights exhibit a strange property. When large quantities are mulched and then strained for some time, a few drops of a sticky, dark red sap sometimes drips out which more daring druids use in their rituals.	6 sp	1 lb.	

TWIG BLIGHT

DC Item Description

			Value	Weight	Crafting
15	Blight Seeds (x5)	The rapid ability of the blights to spread their influence is well known to any forest dweller. They do this through the many seeds that each blight carries within them. These dry, wrinkled seeds sprout in a matter of hours and grow to maturity in days, forming the infamous vines, brambles, and weeds of a blight infestation. While most of their dark properties are lost if not planted by an actual blight, some alchemists are capable of repurposing them for a crop fertiliser or an oil that reacts strangely with plantlife.	1 sp	1 lb.	Blight Oil
20	Gulthias Sap (vial)	The bodies of blights exhibit a strange property. When large quantities are mulched and then strained for some time, a few drops of a sticky, dark red sap sometimes drips out which more daring druids use in their rituals.	6 sp	1 lb.	

VINE BLIGHT

DC Item Description

			Value	Weight	Crafting
5	Vines (small bundle)	The signature vines of the vine blight. These have been made sturdier yet more flexible in order to constitute the blight's body. When stripped down to their fibers, they make good material for rope and ties.	5 cp	5 lb.	
10	Blight Pollen (small pouch)	Unlike the needle blight which uses its pollen to communicate with other needle blights, the vine blight's pollen is capable of interacting directly with other plants, turning entire forests into dark defenders of the blight's domain. Despite that, their usage in alchemy is the same.	3 sp	1 lb.	Potion of Speak With Plants
15	Blight Seeds (x5)	The rapid ability of the blights to spread their influence is well known to any forest dweller. They do this through the many seeds that each blight carries within them. These dry, wrinkled seeds sprout in a matter of hours and grow to maturity in days, forming the infamous vines, brambles, and weeds of a blight infestation. While most of their dark properties are lost if not planted by an actual blight, some alchemists are capable of repurposing them for a crop fertiliser or an oil that reacts strangely with plantlife.	1 sp	1 lb.	Blight Oil
20	Gulthias Sap (vial)	The bodies of blights exhibit a strange property. When large quantities are mulched and then strained for some time, a few drops of a sticky, dark red sap sometimes drips out which more daring druids use in their rituals.	6 sp	1 lb.	

BUGBEARS

"Bugbears, an annoying bunch and probably my least liked of all the goblinoid races. Their bodies yield little in terms of good harvest other than a few ears for the town guards to nail to their walls. Their satchels carry even less; most of it useless things a bugbear in its stupidity thought was valuable, or loot so poorly cared for it has lost any value." - Hamund

BUGBEAR

DC	Item	Description	Value	Weight	Crafting
10	Bugbear Hide	Despite usually being filthy and riddled with mange, an intact bugbear hide can actually serve as very good leather. It is not uncommon for more nomadic people to wear these tanned hides for both comfort and as a sign of their strength.	8 sp	13 lb.	

BUGBEAR CHIEF

DC	Item	Description	Value	Weight	Crafting
10	Bugbear Hide	Despite usually being filthy and riddled with mange, an intact bugbear hide can actually serve as very good leather. It is not uncommon for more nomadic people to wear these tanned hides for both comfort and as a sign of their strength.	8 sp	13 lb.	
15	Heart of Hruggek	The most fearsome of bugbears carry with them the blessing of their god Hruggek which allows them to surge past any danger and debilitations. If you are willing to indulge in your own inner savage, you too can take this blessing by consuming the bugbear's heart, but beware of any side effects. Use: You may spend an action to consume this heart. If you do so, you have advantage on saving throws against being charmed, frightened, paralyzed, poisoned, stunned, or put to sleep for the next hour. Once this effect wears off, you must succeed on a DC 12 Constitution saving throw or gain one level of exhaustion as the adrenalinne filled organ passes through your system.	1 gp	6 lb.	

BUGBEAR TRINKET TABLE

Item	Value	Weight
1 1d4 days' worth of rations (mouldy produce)	8cp	2 lb.
2 1 scratched drinking flask	1 sp	3 lb.
3 1 flea-ridden blanket	3 sp	3 lb.
4 1 lock of another bugbear's hair	1 cp	-
5 1 bag of teeth (various species)	2 cp	1 lb.
6 1 badly carved wooden idol of Hruggek	1 sp	3 lb.
7 1 worn whetstone	1 cp	-
8 10d10 silver pieces	Value	Varies



BULETTE

DC	Item	Description	Value	Weight	Crafting
10	Bulette Teeth	Capable of puncturing even steel armour, bulette teeth are well regarded as materials for crafting daggers and spears. Some cultures even consider bulette hunting to be a small rite of passage, using the weapon made from their kill for the rest of their adult lives.	11 gp	2 lb.	Dagger, +1 (DMG) or Spear, +1 (DMG)
15	Bulette Claw (x4)	Capable of powerful digging, the bulette claw makes for a wonderful weapon base, one that is capable of piercing rock and metals alike.	8 gp	10 lb.	Stone Cleaver Weapon
20	Bulette Hide	While the bulette relies on its powerful jaws and claws to tunnel through solid rock, it is aided by a layer of rock dissolving slime that it exudes constantly from its hide. When harvested quickly, the hide itself retains this property and can be crafted into protective equipment for subterranean adventurers.	60 gp	50 lb.	Stone Swim Armour

BULLWUG

"Bullwyugs possess little of value, and what they do have will probably be of little value soon anyway. I dislike even pilfering the pockets of the bullywugs I defeat as everything they own inevitably becomes covered in a thin layer of slime." - Hamund

DC	Item	Description	Value	Weight	Crafting
5	Bullywug Tongue	A bullywug tongue is remarkably long for their size and incredibly tough. Swamp folk can often be found drying these and using them as rope substitutes.	8 cp	3 lb.	

BULLWUG TRINKET TABLE

Item	Value	Weight
1 1d4 days' worth of rations (swamp plants and critters)	5 sp	2 lb.
2 1 pouch of grey mud (good for pores)	1 sp	2 lb.
3 2d4 shrunken critter carcasses on strings	3 cp	2 lb.
4 1 tattered tunic	1 sp	2 lb.
5 1 bottle filled with fireflies	1 sp	3 lb.
6 1d8 bundles of mildly intoxicating roots and leaves	1 sp	1 lb.
7 1d4 pouches filled with minor trinkets	2 sp	2 lb.
8 2d100 copper pieces	Varies	Varies



HARVEST TABLE: C

CAMBION

DC	Item	Description	Value	Weight	Crafting
5	Cambion Sulfur (small pouch)	Unlike most fiends, a cambion does not dissolve when it is slain. Its bizarre sulfur physiology however does still react strangely on death with parts of its body spontaneously combusting as it dies. These reactions are not enough to destroy the body, but it does create small piles of sulfur that are quite useful in various demonology related projects.	7 gp	2 lb.	
10	Devil-Tinged Blood (3 vials)	As the child of a fiend and a human, the blood of a cambion possesses certain magical properties that are even more powerful due to their compatibility with humanoid physiology.	4 gp	1 lb.	Philter of Love (DMG)
15	Cambion Wing (x2)	As with many fiends, the wings of a cambion are useful in creating the famous item: <i>infernal wings</i> . When taken whole, they can serve as a majority of the base, forming bat wings when the final item is put to use.	30 gp	20 lb.	Infernal Wings

CARRION CRAWLER

DC	Item	Description	Value	Weight	Crafting
10	Carrion Crawler Guts	As their name implies, carrion crawlers feast solely on putrid and rotting flesh. As disgusting as their digestive system may seem, it is uniquely adapted to overcoming any diseases or poisoning that would befall any other creature attempting such a diet. Local healers have thus developed numerous uses for a carrion crawler's guts, ranging from a salve to treat gangrene, to a tonic for treating indigestion.	5 sp	10 lb.	
15	Carrion Mucus (vial)	The mucus of a carrion crawler is remarkably poisonous, especially since it only requires contact with the skin to take effect. Mucus Use: A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. 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. A vial of this poison may be applied to coat 1 melee weapon or up to 10 pieces of ammunition. These remain coated for 10 minutes after which the poison degrades too much to be useful.	10 gp	1 lb.	



CENTAUR

"Centaurs are a fascinating bunch, and I have had the pleasure of living with a tribe for a prolonged time and getting to study their cultures. While others may see them as savage and uncivilised, they partake in wonderful games and acrobatics during their festivals. Indeed, as strange as the idea may be, I once saw a group of centaurs stacking themselves upon one another in a dizzyingly high tower! There are some wizards out there that have attempted to disprove my claim, stating that such an occurrence is ludicrous and impossible given a centaur's anatomy, but I swear on my life it is true." - Hamund

DC	Item	Description	Value	Weight	Crafting
10	Centaur Hoof	The hooves of a centaur are much harder than those of a mundane horse, and centaurs in their pragmatism have even been found harvesting them for their own use. It is not uncommon for centaurs to be in the possession of tools, bowls, and even weapons made from the hooves of their dead tribal members.	5 sp	13 lb.	
15	Centaur Tail	The hairs of a centaur are renowned for their tensile strength while remaining supple and flexible. As such they make superb bowstrings and centaur archers are known for using their own hairs in their bows.	3 gp	4 lb.	Shortbow, +1 (DMG) or Longbow, +1 (DMG)



CHIMERA

DC	Item	Description	Value	Weight	Crafting
10	Chimera Goat Hoof	The hindquarters of the monstrous chimera. While they resemble an ordinary goat in shape, they are noticeably larger in size. While not usable for much, they do make for fine trophies. (x2)	2 gp	6 lb.	
15	Chimera Goat Head	One of the chimera's three heads. Larger than a regular goat's, the horns are particularly hard and large. Many mountain folk consider an ale mug made from a chimera's horns to be a very enticing gift.	25 gp	20 lb.	Chimera Trident
15	Chimera Lion Paw	The leonine front paws of the chimera. Larger than a normal lion's, with claws twice as sharp. Some druids prefer using these as their focus when performing transmutation magic, believing that it makes their spellwork easier. Whether that is true or not has yet to be confirmed. (x2)	4 gp	6 lb.	
20	Chimera Lion Head	One of the chimera's three heads. Larger than a regular lion's, this head makes a fantastic trophy when stuffed and mounted, particularly when placed in the quarters of a skittish house guest.	40 gp	25 lb.	Chimera Trident
20	Chimera Dragon Wing	The draconic wings of the chimera. While they lack the same amount of magical power as a genuine dragon's wings, they are also much easier to handle and much easier to get a hold of. Daring tinkers have taken to using them in making kites strong enough to lift smaller races high into the air. (x2)	25 gp	30 lb.	Chimera Kite
25	Chimera Dragon Head	One of the chimera's three heads. While the flame is less powerful than a genuine dragon's, the glands that produce the flame is much easier to access in a chimera's head, and provide materials that are much more stable to work with. Alchemists prize these glands as a source of highly flammable oil.	150 gp	25 lb.	Chimera Trident

CHUUL

DC	Item Description	Value	Weight	Crafting
10	Chuul The oversized pincer of a monstrous chuul. While too unwieldy to be fashioned into Pincer a useful weapon, the razor sharp hooks can be repurposed for useful tools, including, (x2) but not limited to, instruments of torture.	3 gp	40 lb.	
15	Chuul A rather nasty toxin, wringed from the tentacle appendages of the chuul. Venom Unfortunately, the death of its owner causes it to lose much of its potency but can (vial) still be used as a base by knowledgable alchemists to create another paralysing potion.	10 gp	1 lb.	Chuul's Caress Poison
20	Arcana At the base of a chuul's brain lies a peculiar bundle of nerves referred to as the Ganglia arcana ganglia. This highly sensitive lobe vibrates in the presence of magic and is what grants chuul's their innate ability to sense magic around them. Designed by their aboleth masters through generations of magic and breeding, there are only a handful of artificers in the world capable of repurposing it into a functioning tool capable of replicating the chuul's natural ability.	100 gp	5 lb.	Magical Dowsing Rod

CLOAKER

DC	Item Description	Value	Weight	Crafting
10	Cloaker Resembling the needle-like teeth of a moray eel but stronger, the teeth of the Tooth cloaker can be used to make a variety of tools. Some of the more notorious (small) thieves in the world even boast possessing lockpick sets made entirely of pouch) cloaker teeth.	5 gp	2 lb.	
15	Cloaker The infamous cloaker tail, covered in dozens of razor sharp spines. Drow Tail taskmasters have developed a technique of taking the tails, treating them with special oils, and reusing them as whips.	85 gp	20 lb.	Whip +1 (DMG)
20	Cloaker Even for the most experienced of tanners, the skin of the cloaker is Hide exceptionally difficult to remove. Due to the cloaker's unique physiology, a single misplaced cut can cause the creature's internal enzymes to spill and stain the hide. If done correctly however, the skin will maintain its shadowy and illusive appearance and may be used as the foundation for the ever useful cloak of displacement.	500 gp	25 lb.	Cloak of Displacement (DMG)



COCKATRICE

DC	Item	Description	Value	Weight	Crafting
10	Cockatrice	Unlike basilisks, a cockatrice cannot consume stone. Unfortunately, anything that Bile (vial) receives so much as a graze from its beak becomes petrified, and with the cockatrice's frenzied hunting style, such an occurrence is more than common. As such, its bile has certain properties that slow down the petrification process, allowing the cockatrice to get some nourishment before its food becomes undigestible. This bile has become a staple of a stonemason's toolkit as it allows them to temporarily soften stone for easier handling.	2 sp	1 lb.	
15	Cockatrice	Cockatrices are infamous for their enthusiasm in devouring a meal, and as such, Droppings (small pouch) they occasionally end up swallowing food that they have already accidentally petrified. The food remains stone through the cockatrice's digestive system, and some consider the resulting food statues to be a novelty to say the least. There are even some enterprising individuals who keep cockatrice farms in order to harvest their droppings for stone trinkets (I assume they do not reveal to their customers where they came from however).	5 sp	1 lb.	
20	Cockatrice	The infamous beak of a cockatrice, capable of turning any living creature into Petrifying Beak. Despite common belief, the petrifying magic has nothing to do with the cockatrice's saliva, but is entirely within the cockatrice's beak alone. Any artificer worth their salt knows the techniques to turn an undamaged beak into a weapon that shares the cockatrice's petrifying ability.	1 gp	1 lb.	Petrifying Dagger

COUATL

DC	Item	Description	Value	Weight	Crafting
15	Couatl	The venom of a couatl is entirely non-lethal, reflective of the couatl's pacifist nature. Venom (vial) Couatl are in fact known for occasionally secreting this venom for the mortals they partner with in the hopes of averting deaths wherever possible. Use: Can be used to coat up to 10 pieces of slashing or piercing ammunition or one slashing or piercing melee weapon. Applying the poison takes 1 minute. For the next 10 minutes, any creature successfully hit must make a DC 13 Constitution saving throw, or become poisoned for 24 hours. Until this poison ends, the target is unconscious. A creature automatically wakes up if they receive damage or if an adjacent creature spends their action to wake them up.	40 gp	1 lb.	
20	Couatl	The feathers of a couatl are extraordinarily vibrant, yet as soft as down. A particular Feather (large bag) pillow has been made with these feathers that shares the couatl's ability to shield its mind from external psychic threats. Powerful people have been known to use these pillows to shield their sleeping moments from intrusion, as well as to just get an extremely comfortable sleep.	120 gp	5 lb.	Pillow of Perfect Rest

CRAWLING CLAW

DC	Item	Description	Value	Weight	Crafting
10	Cursed Knucklebones	The bones of a hand that has been transformed by necromantic manipulation are notable for still carrying trace elements of those same energies. They are not useful for much, but it is said that a set of dice carved from these knucklebones roll lower than is statistically likely, giving rise to the ubiquitous unlucky gambler term: "the dead man's hand."	1 sp	2 lb.	Charlatan's Die (XGE)

CYCLOPS

DC	Item	Description	Value	Weight	Crafting
10	Cyclops Eyelid	The enormous lid of a cyclops is made of a strange material, quite different to the rest of the cyclops' skin. The purpose of this is still a mystery, but various crafters have managed to take its esoteric properties and use it for their own entertaining projects.	10 gp	4 lb.	Deceptive Eyepatch
15	Cyclops Heart	The extremely large heart of a cyclops. Makes a good trophy when preserved and mounted on a base.	25 gp	25 lb.	
20	Cyclops Eye	Once they are roused to interest, cyclopses are known to relentlessly pursue whatever it is they set their eye on. Experiments on cyclops remains have revealed that the eye itself is partly to blame, as its unique situation forces the cyclops to focus on one thing for prolonged periods of time. Artificers have taken this property and applied it into a battle aid that doubles as a stylish dinner party accessory.	140 gp	20 lb.	Monocle of Focus

HARVEST TABLE: D

DARKMANTLE

DC	Item	Description	Value	Weight	Crafting
10	Darkmantle Sucker (small pouch)	Anybody who has been attacked by a darkmantle can attest to the suction power of its tentacles. Reliable even beyond the death of its owner, many Underdark residents have adapted these suckers to be used for medical tools and other implements.	5 sp	1 lb.	
15	Darkmantle Otolith	A bony structure on the inside of a darkmantle's head that acts as its ear. Skilled artificers can use this to create a variety of audio enhancing magical items.	2 gp	1 lb.	Earhorn of Hearing (XGE)

DEATH KNIGHT

DC	Item	Description	Value	Weight	Crafting
15	Blighted Ash (small pouch)	When the flesh of a defeated death knight is burned in a ritual fire, the resulting ashes retain the same dark aura of its original form. If one has the resolve for it, these ashes can be mixed with oils and special powders then applied to the body to gain certain protections from the undead. Use: You may mix these ashes with 20 gold pieces worth of rare oils and powdered gems to create a paste that grants certain defences against undead when rubbed into the body. For 24 hours after using it on yourself, undead creatures have disadvantage on any Wisdom (Perception) checks made to find you. In addition, you gain resistance to any necrotic damage dealt from an undead source and advantage on any saving throw imposed by an undead creature.	800 gp	3 lb.	
20	Cursed Blood (3 vials)	Blood is a generous term to apply to the coagulated muck that clogs in a death knight's veins. Blacker than the cursed warrior's soul, this substance makes for a versatile reagent in certain desecration rituals and blood curses. Use with caution.	500 gp	1 lb.	Potion of Desecration
25	Death Knight Heart	Even though a death knight may fall in battle, its dark curse will eventually form a new body somewhere and force its soul to continue its mockery of life. If one takes its heart and preserves it in a secret ritual, the death knight's new body will be formed without the organ. From then on, the missing heart can be used as a method of tracking the death knight, beating whenever it senses its old master nearby.	4,000 gp	6 lb.	Black Heart

DEMILICH

DC	Item	Description	Value	Weight	Crafting
15	Bone Dust (small pouch)	The disintegrated remains of a demilich's body. Everytime you look away, it seems to move slightly. Can be used as a spell component for powerful and dark necromantic magics.	800 gp	2 lb.	
20	Demilich Smoke (vial)	Rather than a corporeal body, most of the demilich's shape consists of a choking vapour that smells like forgotten tombs. This smoke contains an almost insignificantly small fraction of the demilich's true essence, but if bottled and stored properly, can be turned into an item to track the demilich wherever it may reappear. Requires enchanted vial.	3,000 gp	1 lb.	Demilich Censer
25	Soul Gem (Acererak Demilich only)	The demilich disciples of Acererak practice a particularly notorious necromantic magic: inserting soul gems into their empty eye sockets to steal the spirits of their victims. While taking the gem away from a defeated demilich is simply a matter of picking it up, turning it over to your own control is considerably harder and requires a complicated ritual soon after the demilich's defeat. A successful result grants the bearer a powerful, but dark magical artifact.	16,000 gp	12 lb.	Turned Soul Gem

DEMONS

"Demons are a nasty bunch, and even nastier to harvest. Looking past the fact that they possess unholy strength, vitality, and power; they don't even leave behind a useful carcass if slain in the Material Plane! Instead, they dissolve into a useless ichor while their spirit scurries back to the Abyss. Imagine the gall of these beings: to lose an honest fight, and then not give up your spoils to the victor! The *impropriety!*"

P.S. Of course, other than that I should mention that using anything harvested from a demon comes with a certain risk of spiritual erosion, eternal damnation, demonic corruption, et cetera." - Hamund

Due to their abyssal nature, demons slain on the Material Plane cannot be harvested, as their carcass dissolves into a foul ichor instead. This ichor serves no purpose and is effectively useless. In order to properly harvest a demon, they must be killed in the Abyss.

Furthermore, using parts harvested from a demon comes with certain risks, as their corrupting influence remains even after their death. When a player consumes or attunes to an item made from a demon part, roll a d20. On a 10 or less, that player contracts a curse from using that item. The curse persists even after the normal effects of that item have finished and is only removed when the player is targeted by the *remove curse* spell or similar magic. If a character is cured of a curse caused by an attunement item, they are not allowed to attempt to attune to that item again. The DM may pick the curse themselves, or roll for it on the table below.

If the curse came from a non-consumable item, there is an additional aspect of the curse that reads: "You have a constant need to be within reach of the cursed item and are unwilling to part from it. You feel a need to have it equipped whenever feasibly possible."

FIENDISH CURSE

d6 Curse

- 1 You feel a rage constantly bubbling under your emotions, threatening to burst at any moment. Whenever a hostile creature damages you, you must succeed on a DC 15 Wisdom saving throw or go berserk. While berserk, you must use your action each round to attack the creature nearest to you. If you can make extra attacks as part of the Attack action, you use those extra attacks, moving to attack the next nearest creature after your fell your current target. If you have multiple possible targets, you attack one at random. You are berserk until you start your turn with no creatures within 60 feet of you that you can see or hear.
- 2 An unholy aura surrounds your spirit at all times. While this aura is invisible to any being that cannot see magic directly, creatures nevertheless feel its effects subconsciously and shun those who bear it. While cursed like this, you have disadvantage on any Animal Handling check and any Persuasion check made to try to persuade a non-evil creature.
- 3 The demonic tinge in your body makes you no different to a normal demon in the eyes of those who hunt them. You are considered to have an evil alignment regardless of your actual alignment, and your type is considered to be fiend, along with your regular type. You have disadvantage on any Charisma (Persuasion) check made to convince a good-aligned creature, and you also gain a vulnerability to radiant damage.
- 4 Constant whispers fill your mind, confusing your thoughts and weakening your resolve. You have disadvantage on all Wisdom saving throws.
- 5 Your fiendish corruption weakens your resolve when fighting against other demons. You have disadvantage on attack rolls against demons and on saving throws against their spells and special attacks.
- 6 An unnatural hunger pervades your thoughts and enfeebles your movements. Any time you go more than 3 consecutive hours without eating at least 1 pound of food, make a DC 10 Constitution saving throw. On a failed save, you gain 1 level of exhaustion. The DC increases by 5 for every additional 3 hours you spend without consuming a pound of food. Both the DC and your exhaustion level is reset upon consuming at least 1 pound of food.

BALOR

DC	Item	Description	Value	Weight	Crafting
15	Balor Ash (3 small pouches)	The ashes of a balor after it has self destructed. Smelling strongly of brimstone, this ash may be used as either a component for summoning lesser demons, or when creating particularly explosive bombs.	500 gp	3 lb.	Demon Bomb

BARLGURA

DC	Item	Description	Value	Weight	Crafting
10	Barlgura Fang (x2)	The large fang of a barlgura is a little too unwieldy to use as an actual weapon. They do however make fantastic ceremonial daggers and are often used in dark magic rituals.	4 gp	3 lb	
15	Barlgura Hand (x2)	The enormous hands of a barlgura are capable of breaking a man in two with a single blow. The tough knucklebones make wonderful weapon components.	20 gp	33 lb.	Any melee bludgeoning weapon, +1 (DMG)
20	Barlgura Bile (2 vials)	The rage of a barlgura is legendary even among the seething masses of demonkind. Such is their rage that their bile literally rises with their anger which in turn becomes a fantastic potion base for those seeking to emulate the ferocity of this demon.	60 gp	1 lb.	Potion of Rage

CHASME

DC	Item	Description	Value	Weight	Crafting
10	Chasme Leg (x2)	A chasme's leg is capable of supporting its massive weight when walking on any surface, even upside down. Intrepid adventurers have been known to repurpose these legs as pitons which stick to surfaces rather than stab into them. Use: You gain advantage on any Strength (Athletics) check made to climb walls so long as you use these legs when doing so.	5 gp	20 lb.	
15	Chasme Proboscis	The proboscis of a chasme has a dark ubiquity among those that hunt demon cults. Too often have they been found on tables of twisted instruments of torture, used to extract blood from kidnapped victims before their inevitable sacrifice. It is truly a horrid feeling to have one's life sucked away by a chasme proboscis, and I would not wish it on my worst enemy.	40 gp	10 lb.	Demon Needle
20	Chasme Wing (x2)	The diaphonous wings of a chasme are perhaps their most dangerous appendage. When vibrated at high speeds they create an unbearable buzzing not unlike a monstrous cloud of flies. Ambitious tinkers have studied the physiology of a chasme and figured out how to emulate their musculature in a machine capable of making the same droning noise.	55 gp	8 lb.	Drone producer

DRETCH

DC	Item	Description	Value	Weight	Crafting
15	Fetid Miasma (vial)	If a dretch is useful for one thing it is to make a literal big stink. When masses of these demons gather, the resulting effluent can be more dangerous than even a rampaging balor. Use: As an action you may make a ranged weapon attack to throw this vial at a point within 20 feet, shattering it on impact. Any creature within 10 feet of that point must make a DC 11 Constitution saving throw or be poisoned until the start of its next turn. While poisoned in this way, the target can take either an action or a bonus action on its turn, not both, and can't take reactions.	8 gp	1 lb.	

GLABREZU

DC	Item	Description	Value	Weight	Crafting
10	Glabrezu Horn (x2)	The goat-like horn of a glabrezu. Does not contain much magical power in and of itself, but some demonologists do enjoy grinding it up for their rituals, or speak through it to lend credence to their voice.	25 gp	27 lb.	Horn of the Fiendish Voice
15	Glabrezu Pincer	Resembling the claws of a giant crab, the glabrezu's pincers have a grip that can restrain even the strongest of creatures. Due to the glabrezu's natural fire resistance, resourceful blacksmiths repurpose these pincers as forging tools when working with magical flames.	150 gp	33 lb.	
20	Glabrezu Skin	The skin of a glabrezu is particularly tough and resistant to damage. If removed and treated properly, the resulting leather makes for a similarly tough set of leather armour (with a fierce aesthetic as a bonus).	625 gp	40 lb.	Demon Leather

GORISTRO

DC	Item	Description	Value	Weight	Crafting
10	Goristro Fur	The fur of a goristro resembles that of a wild bull and seems to constantly emanate a faint heat. More ostentatious warlocks tend to spin their winter cloaks from this material, but whether or not it has any magical utility is still up for debate.	200 gp	10 lb.	
15	Goristro Blood	The blood of the goristro constantly bubbles, even long after it is removed from its source. When prepared into a potion, it can grant the drinker the strength of (7 vials) the demon it came from, but the side effects may not be worth it.	100 gp	1 lb.	Potion of the Siege
20	Goristro Hoof	A goristro's hoof is made of the same material as its infamous horns and thus are just as hard. Wielding a hammer forged from these hooves is a surefire way (x2) to strike fear into the hearts of your enemies.	3,000 gp	32 lb.	Warhammer +3 (DMG)
25	Goristro Horn	Castle architects and siege masters have an old joke, that if armies ever learned how to train goristros, they'd both be out of a job. Indeed, the horn of the (x2) goristro is stronger than castle stone walls and a single one of these demons are capable of ending a siege by themselves. It takes a master craftsman to properly grind these horns down, but the resulting dust can be used to reinforce a weapon to make it as strong as the demon it was harvested from.	9,600 gp	40 lb.	Siege Dust

HEZROU

DC	Item	Description	Value	Weight	Crafting
5	Hezrou Teeth (small bundle)	The spiny, shark-like teeth of the hezrou. Menacing when attached to an implement of torture, but their irregular formation makes them useful for little else.	10 gp	12 lb.	
10	Hezrou Blood (5 vials)	The blood of the hezrou is as thick and sludgy as week old garbage, and smells just as bad. If you have the stomach for it however, injecting it with a few neutralising herbs temporarily innoculates the body to foul miasmas and effluents.	15 gp	1 lb.	Potion of Pollution Breathing
15	Hezrou Stink Gland	The rank stench of the hezrou lingers in one's memory long after they have already been removed from its presence. Removing this gland without rupturing it takes an extraordinarily steady hand, but once harvested, can be thrown as a quick and dirty bomb. Use: As an action you may throw this item at a point within 20 feet, causing it to explode on impact. Any creature within 10 feet of that point must succeed on a DC 14 Constitution saving throw or be poisoned until the start of its next turn.	65 gp	8 lb.	
20	Hezrou Claw (x2)	The enormous claw of the hezrou. Incredibly sharp, and never seems to dull. Can be forged into a powerful and intimidating weapon.	170 gp	25 lb.	Any melee piercing weapon, +2 (DMG)

MANES

DC	Item	Description	Value	Weight	Crafting
5	Manes Vapour (vial)	The vapour from a defeated manes is a noxious substance that cloys in the throat and leaves the eyes watering. Thankfully, exposure to it is not overly dangerous, and can in fact be used to temporarily boost one's immune system in exchange for relatively mild symptoms.	5 gp	1 lb.	Potion of Sickness

MARILITH

DC	Item	Description	Value	Weight	Crafting
10	Marilith Blood (5 vials)	Mariliths are renowned for the supernatural reflexes and inhuman co-ordination that allows them to fight with six arms seamlessly. By placing their blood in a crucible, an experienced alchemist can extract the adrenaline from a marilith's blood and mix it into a potion that allows a mortal to temporarily emulate the agility of this fearsome demon.	100 gp	1 lb.	Potion of Reflexes
15	Marilith Snake Leather	While it resembles an ordinary snake, the skin of the marilith's reptilian tail is harder and tougher than most plate armour. It is a rare craftsman that possesses the skills to properly work this leather, but finding one is worth it for the almost impenetrable armour you will receive.	1,400 gp	30 lb.	Studded Leather Armour, +2 (DMG)
20	Marilith Spine	While their top halves may superficially resemble a humans with a few additional limbs, the internal physiology of a marilith differs dramatically. Most noticeably in their spines which have been adapted to support the numerous extra limbs and lower appendage of this demon. This spine may serve as the frame of an audacious magical cape that grants an extra "helping hand" in battle.	5,000 gp	30 lb.	Cape of Helping Hands

NALFESHNEE

DC	Item	Description	Value	Weight	Crafting
5	Nalfeshnee Teeth (small pouch)	While they may be yellow and stained from centuries of poor hygiene, the teeth of a nalfeshnee are still made of a high quality ivory that surpasses those found in small mortals. They may be made into a variety of things, but the nalfeshnee's glutton nature lends them well to being made into cutlery.	30 gp	4 lb.	Glutton Cutlery
10	Nalfeshnee Tusk (x2)	Heavy and thick, much like the nalfeshnee itself. Make a weapon from these tusks and you can gore your enemies with all the strength of the Abyss.	150 gp	18 lb.	Any piercing weapon, +2 (DMG)
15	Nalfeshnee Wing (x2)	The almost comically small wings of a nalfeshnee do not function on actual physics to support its large weight, but rather sophisticated space displacement magic that belies the nalfeshnee's brutish appearance. These wings are also responsible for the nalfeshnee's ability to teleport, something that can be taken advantage of by a skilled harvester. Use: You may spend an action focusing on a wing in your hand. If you do so, you magically teleport, along with any equipment you are wearing or carrying, up to 120 feet to an unoccupied space you can see. Once this item has been used once, it loses all magical properties and becomes useless.	350 gp	15 lb.	
20	Nalfeshnee Eyes (x2)	Nalfeshnees are full of surprises that hide behind their otherwise savage looking appearance. The most dangerous of these are their eyes which are capable of producing a horrifyingly captivating light that destroys the wills of any unlucky enough to see it. With good artificing, these eyes can be transformed into gems to give off a similar performance.	800 gp	2 lb.	Demon Light



QUASIT

DC	Item	Description	Value	Weight	Crafting
5	Quasit Venom (vial)	Quasit venom is more of an annoyance than a serious threat, but the paralysis side effect can certainly ruin someone's day. When mixed with other ingredients however, this venom can serve as one of many potential bases for a potion of poison.	1 gp	1 lb.	Potion of Poison (DMG)
10	Quasit Blood (vial)	Quasit blood is as thin and slippery as the demon it came from, but serves as an excellent spell component for lower-tier magic. Use: The next time you cast the <i>find familiar</i> spell, you may consume a vial of quasit blood instead of using the usual material component of the spell. If you do, your summoned familiar gains the <i>magic resistance</i> trait described in the quasit's statblock. Your familiar also shares this trait with you so long as you are within 10 feet of it. Both of these effects last for 1 hour, or until your familiar next disappears or is dismissed.	10 gp	1 lb.	

SHADOW DEMON

DC	Item	Description	Value	Weight	Crafting
20	Demonic Imprint	As the shadow demon lacks a substantial form, there is nothing to harvest from it except its spiritual essence. However, if one manages to capture this essence using spirit paper, they will essentially hold complete dominion over said demon. At this point, the spirit paper has a myriad of uses, but the most popular among demonologists is to transfer the essence to a demon amulet. This gives the owner the ability to resummon the demon in their proper physical form, while still maintaining complete control over them. Requires spirit paper.	160 gp	1 lb.	Shadow Amulet

VROCK

DC	Item	Description	Value	Weight	Crafting
5	Vrock Feathers (small bundle)	Black as the night and twice as scary. While they make for a macabre flourish to one's outfit at a costume party, they aren't useful for much else.	10 gp	2 lb.	
10	Vrock Talon (x2)	The talons of a vrock are incredibly sharp, easily capable of rending through armour like a scythe through dry grass. When fashioned into a set of daggers, they can make one a cut above the rest in a fight.	16 gp	10 lb.	Dagger +1 (DMG)
15	Vrock Vocal Cords	The terrifying screech of a vrock is capable of stunning creatures with its piercing volume. While a removed vrock's vocal cords are unable to create the same effect, a good tinker can use them for a slightly different diabolical purpose.	40 gp	2 lb.	Demon Music Box
20	Vrock Spores (vial)	The collected spores of a vrock, requiring a special collection process and preservation in oil to ensure they retain their potency even after the original owner's death. Use: Can be used to coat up to 5 pieces of slashing or piercing ammunition or one slashing or piercing weapon. Applying the spores takes 1 minute. For the next 10 minutes, the coated item is considered magical and any creature successfully hit by this weapon must succeed on a DC 14 Constitution saving throw or become poisoned. While poisoned in this way, a target takes 1d10 poison damage at the start of each of its turns. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Emptying a vial of holy water on the target also ends the effect on it.	50 gp	1 lb.	

YOCHLOL

DC	Item	Description	Value	Weight	Crafting
15	Demon Yochlol Pearl	Yochlol's do not so much eat as they do engulf their prey. While the yochlol's digestive enzymes are capable of dissolving just about anything given enough time, there are occasionally a few items that gather inside the yochlol that do not break down and instead stay inside its slime body. Like an oyster, the yochlol forms layers around these undigestible materials, creating pearl-like substances. Unfortunately these pearls share the same sickly yellow colour as the yochlol, making them more novelties than anything else.	300 gp	4 lb.	
20	Yochlol Ooze (vial)	The ooze of a yochlol is said to be more poisonous than that of the deadliest spiders in the world. It is ironic then that the other societies of the Underdark use this poison against the drow after they have defeated their demonic servants. Use: Can be used to coat up to 5 pieces of slashing or piercing ammunition or one slashing or piercing weapon. Applying the poison takes 1 minute. For the next minute, any creature successfully hit must make a DC 15 Constitution saving throw, taking 6d6 poison damage on a failed save, or half that on a successful saving throw.	750 gp	1 lb.	



DEVILS

"Devils are just as bad as demons in terms of harvesting. To have the nerve of making me go all the way to the Nine Hells just to harvest some devil blood is the height of rudeness. As a small upside, their ichor does make for a wonderful substance with which to tar one's roof." - Hamund

Due to their fiendish nature, devils slain on the Material Plane cannot be harvested, as their carcasses dissolve into a foul ichor or disappear into smoke instead. These serve no purpose and are effectively useless. In order to properly harvest a demon, they must be killed in the Nine Hells.

Furthermore, using parts harvested from a devil comes with certain risks, as their corrupting influence remains even after their death. When a player consumes or attunes to an item made from a devil part, roll a d20. On a 10 or less, that player contracts a curse from using that item. The curse persists even after the normal effects of that item have finished and is only removed when the player is targeted by the *remove curse* spell or similar magic. If a character is cured of a curse caused by an attunement item, they are not allowed to attempt to attune to that item again. The DM may pick the curse themselves, or roll for it on the table below:

If the curse came from a non-consumable item, there is an additional aspect of the curse that reads: "you have a constant need to be within reach of the cursed item and are unwilling to part from it. You feel a need to have it equipped whenever feasibly possible."

FIENDISH CURSE

d6 Curse

- 1 You feel a rage constantly bubbling under your emotions, threatening to burst at any moment. Whenever a hostile creature damages you, you must succeed on a DC 15 Wisdom saving throw or go berserk. While berserk, you must use your action each round to attack the creature nearest to you. If you can make extra attacks as part of the Attack action, you use those extra attacks, moving to attack the next nearest creature after your fell your current target. If you have multiple possible targets, you attack one at random. You are berserk until you start your turn with no creatures within 60 feet of you that you can see or hear.
- 2 An unholy aura surrounds your spirit at all times. While this aura is invisible to any being that cannot see magic directly, creatures nevertheless feel its effects subconsciously and shun those who bear it. While cursed like this, you have disadvantage on any Animal Handling check and any Persuasion check made to try to persuade a non-evil creature.
- 3 The devilish tinge in your body makes you no different to a normal devil in the eyes of those who hunt them. You are considered to have an evil alignment regardless of your actual alignment, and your type is considered to be fiend, along with your regular type. You have disadvantage on any Charisma (Persuasion) check made to convince a good-aligned creature, and you also gain a vulnerability to radiant damage.
- 4 Constant whispers fill your mind, confusing your thoughts and weakening your resolve. You have disadvantage on all Wisdom saving throws.
- 5 Your fiendish corruption weakens your resolve when fighting against other devils. You have disadvantage on attack rolls against devils and on saving throws against their spells and special attacks.
- 6 An unnatural hunger pervades your thoughts and enfeebles your movements. Any time you go more than 3 consecutive hours without eating at least 1 pound of food, make a DC 10 Constitution saving throw. On a failed save, you gain 1 level of exhaustion. The DC increases by 5 for every additional 3 hours you spend without consuming a pound of food. Both the DC and your exhaustion level is reset upon consuming at least 1 pound of food.



BARBED DEVIL

DC Item Description

			Value	Weight	Crafting
10	Barbed Devil	Touching a barbed devil is like sleeping in a bed of porcupines. Incredibly sharp and durable, these barbs sometimes find a second use as nails in the crafting of particular sets of armour and equipment. Otherwise they serve as building material (x10) for sturdy arrows and bolts.	1 gp	10 lb.	Arrow+1 (DMG), Bolt +1 (DMG)
15	Barbed Hide	Barbed devils fight with a frenzy unmatched by many mortal creatures. As such, by the time you finish hunting them, their carcass is so damaged that their hide becomes effectively useless. If you manage to skin one properly however, the hide can be treated, tanned, and turned into a cloak that is perfect for deterring anyone who thinks that hugging is an acceptable form of greeting.	30 gp	10 lb.	Barbed Cloak
20	Barbed Devil Blood (3 vials)	Despite their name, barbed devils harbour just as much proclivity for employing fire magic as they do their barbs. The fire is literally in their blood, and with proper alchemy, it can be yours too.	14 gp	1 lb.	Potion of Fire Resistance (DMG)
25	Barbed Devil Tail	The barbed devil's tail is even deadlier than its razor sharp claws, and when swung at full force is said to crumple plate armour and pierce the flesh beneath. Thankfully, there is nothing stopping anyone else from taking this tail, crafting it into a whip, and using it for their own purposes.	150 gp	15 lb.	Whip +1 (DMG)

BEARDED DEVIL

DC Item Description

			Value	Weight	Crafting
10	Bearded Devil Blood (3 vials)	A bearded devil fights with a ferocity unmatched by any mortal. Even in the rare occurrences in which a bearded devil unit finds itself outnumbered, they continue to fight, never once breaking rank. If one takes their blood, distills it and mixes it into a draught, they too can share in the infamous bravery of these fiendish warriors.	2 gp	1 lb.	Potion of Bravery
15	Clump of Beard Lashes	A disgrace to beards and bearded creatures around the multiverse. The lashes that extrude from the bearded devil's chin are tougher than oiled cords and covered with dozens of wicked barbs. Any weaponsmith worth their forge can craft these lashes into a particularly powerful flail.	20 gp	3 lb.	Flail +1 (DMG)
20	Beard Poison (vial)	Difficult to extricate from the diminutive glands hidden in the bearded devil's chin, this poison maintains its potency and is often used by assassins targetting magically talented individuals. Use: Can be used to coat up to 5 pieces of slashing or piercing ammunition or one slashing or piercing weapon. Applying the poison takes 1 minute. For the next minute, any creature successfully hit must make a DC 12 Constitution saving throw, or be poisoned for 1 minute. While poisoned in this way, the target can't regain hit points. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.	40 gp	1 lb.	

BONE DEVIL

DC Item Description

			Value	Weight	Crafting
10	Bone Devil Bone (large bag)	The bones of the bone devil are considerably durable and feel more like steel than bone. They can be refashioned into a suite of fire-resistant tools, but due to their origin, not many are willing to use them.	20 gp	40 lb.	
15	Bone Devil Skin	Despite their appearance, a bone devil actually does possess skin; a dessicated sheet that is stretched tight over its bones. While those properties are undesirable in a skin, they make for a perfect sheet of vellum. Indeed, the infamous skin-bound abyssal tomes found in dark libraries are often made using bone devil skin.	150 gp	10 lb.	Devil Vellum
20	Bone Devil Tail	The stinger of the bone devil's tail is sharp enough to pierce through even the toughest of armour and deliver a potent dose of debilitating venom. With a few modifications, this tail can be adapted into a whip to store and deliver any kind of poison the wielder wishes.	500 gp	40 lb.	Stinger Whip
20	Devil Wings (x2)	The diaphonous but extraordinarily strong wings of the bone devil. Despite their relatively fragile appearance, they are strong enough to hold the considerably heavy bone devil aloft and allow it to fly at high speeds.	250 gp	20 lb.	Infernal Wings

CHAIN DEVIL

DC Item Description

			Value	Weight	Crafting
15 Living Chain	The chains of this devil's namesake occupy a unique space between animate and Chain inanimate. They are bewitched by similar magic to the notorious animated objects that are often found in an abandoned wizard's tower, and thus make excellent material for the crafting of magical items.	150 gp	20 lb.	Iron Bands of Bilarro (DMG) or Chain of Entanglement	

20 Chain	The gaze of the chain devil is renowned for its unnerving countenance. Those Devil who stare at it for too long swear that they see the faces of those they'd rather Eye forget. With some enchantments and a bit of craftsmanship, the eyes can be (x2) inserted into a mask that can strike the same fear into the wearer's enemies.	200 gp	1 lb.	Mask of Fear
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ERINYES

DC Item Description

			Value	Weight	Crafting
10 Fiendish Poison (vial)	Although the erinyes is a master warrior whose swordplay is matched by few mortals, they are not above poisoning their weapons to further tip the scales in their favour.	220 gp	1 lb.		
(vial)	Use: Can coat up to 10 pieces of ammunition or 1 melee weapon for 1 hour. Applying the poison takes 1 minute. Any creature successfully hit must succeed a DC 14 Constitution saving throw or suffer 3d8 poison damage and be poisoned. The poison lasts until it is removed by the <i>lesser restoration</i> spell or similar magic.				
15 Erinyes Heart	It is said that the first erinyes were fallen angels, corrupted by exposure to the fiendish energies of the Abyss. Whether or not that is true, the heart of an erinyes certainly possesses some degree of corrupting influence itself and can be used as a magical reagent when crafting a cursed weapon.	400 gp	6 lb.		
	Use: Upon successful creation of a weapon or piece of armour that requires attunement to use, the crafter may use the erinyes heart to perform a ritual that curses the newly made piece of equipment. If they do so, the crafted equipment carries a random curse from the "fiendish curses" table. Performing this ritual destroys the erinyes heart.				
20 Devil Wings (x2)	The great wings of the erinyes that resemble those of a fiery eagle in flight. Inherently magical and easily repurposed into a pair of infernal wings.	450 gp	25 lb.	Infernal Wings	

HORNED DEVIL

DC Item Description

			Value	Weight	Crafting
10 Horned Devil Horn (x2)	The eponymous horns of the horned devil resemble those of an oversized goat. Extremely hard, they make striking trophies when mounted on one's mantle or displayed in a sacrilegious ritual; whichever is more appealing to you.	25 gp	30 lb.	Horn of the Fiendish Voice	
15 Horned Devil Blood (5 vials)	Horned devils are noticeably lazy and sluggish, especially for a creature as motivated as a devil. When their blood is mixed with other soporifics, it creates a tonic that can weaken the motivation of even the most stalwart creature.	45 gp	1 lb.	Potion of Sloth	
20 Horned Devil Tail	The tail of the horned devil ends in a vicious barb designed to open wounds and cause a victim to die a slow, painful death. If removed from the horned devil however, the tail can be repurposed into a vicious pike, spear, or whip.	625 gp	15 lb.	Wound Biter Weapon	
20 Devil Wings (x2)	As the horned devil serves as the flying soldier for the armies of the Abyss, their wings are particularly strong and make good crafting material.	400 gp	25 lb.	Infernal Wings	

ICE DEVIL

DC Item Description

			Value	Weight	Crafting
15 Ice Devil Blood (5 vials)	Ice devils bleed a blue substance that resembles dirty slush. If one melts this blood down and then rethickens it with certain powders, the resulting potion is capable of making the drinker impervious to even the most fierce winter.	80 gp	1 lb.	Potion of Winterbite	
20 Ice Devil Mandible (x2)	It is said that being pierced by the mandibles of an ice devil feels like being impaled upon an icicle. As such, it seemed obvious that weapon smiths would scramble to attach them to sticks and hilts to make weapons that harness the power of pure winter.	550 gp	8 lb.	Frostbite Weapon	
25 Ice Devil Carapace	The chitinous shell of the ice devil is colder and harder than an ancient buried ice sheet, and requires patience and a sharp ice pick to harvest in tact. Using a specialised forge, a very skilled blacksmith can reshape this carapace into a suit of armour that can protect the wearer from any form of extreme temperature.	5,000 gp	80 lb.	Frostbite Armour	

IMP

DC	Item	Description	Value	Weight	Crafting
5	Imp Venom (vial)	The stinger of an imp can be surprisingly dangerous if one receives a full dose of the venom within. Use: Can coat up to 5 pieces of ammunition or 1 melee weapon for 10 minutes. Applying the poison takes 1 minute. Any creature successfully hit must make a DC 11 Constitution saving throw, taking 3d6 poison damage on a failed save, or half as much damage on a successful one.	1 gp	1 lb.	
10	Imp Blood (vial)	Imp blood is as thin and slippery as the devil it came from, but serves as an excellent spell component for lower-tier magic. Use: The next time you cast the <i>find familiar</i> spell, you may consume a vial of imp blood instead of the usual material component of the spell. If you do, your summoned familiar gains the <i>magic resistance</i> trait described in the imp familiar's statblock. Your familiar also shares this trait with you so long as you are within 10 feet of it. Both of these effects last for 1 hour, or until your familiar next disappears or is dismissed.	10 gp	1 lb.	
15	Imp Head	Imps are well known for their constant drone, incessantly gibbering promises of power and corruption to their so called "masters." In death however, their tendency to spy and spill secrets can be put to better use. An imp's severed head, along with some choice necromantic rituals and artificing can create a magical censer that alerts its owner to the presence of fiends in the vicinity.	5 gp	2 lb.	Fiend Censer

LEMURE

DC	Item	Description	Value	Weight	Crafting
10	Lemure Essence	The blobbish, fetid body of the lemure is useful for little in both life and in death. Their essence on the other hand is much more useful, as it serves as the currency of the Nine Hells (due to price fluctuations, the value of an individual lemure soul may differ depending on the time of reading). As the lemure technically belongs to the devil who corrupted its original soul in the first place, do beware when harvesting these as there may be a devil who is less than pleased about being robbed.	5 sp	1 lb.	

PIT FIEND

DC	Item	Description	Value	Weight	Crafting
10	Pit Fiend Blood (5 vials)	A pit fiend's blood hisses, boils, and bubbles long after it has been removed from its body, as if the fiend's wrath at its enemies continues even after its death. Cooling this blood and separating out the plasma can create a potion that grants the drinker the same unholy vitality of its original owner.	160 gp	1 lb.	Potion of Infernal Vitality
10	Pit Fiend Venom (3 vials)	A pit fiend's venom is one of the most insidious of all the fiends. Besides the horrible pain they inflict on their victim, its corrupting influence even blocks out magical assistance, keeping wounds open and bleeding even in the face of divine help. Use: Can be used to up to 15 pieces of slashing or piercing ammunition or 1 slashing or piercing weapon for 1 hour. Applying takes 1 minute. Any creature successfully hit must succeed on a DC 21 Constitution saving throw or become poisoned. While poisoned in this way, the target can't regain hit points, and it takes 6d6 poison damage at the start of each of its turns. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.	300 gp	1 lb.	
15	Pit Fiend Claw (x2)	For many hapless adventurers, a pit fiend's claw is the last thing they ever see. If reforged into a weapon however, it may be the last thing your enemies ever see.	1,600 gp	20 lb.	Halberd, +3 (DMG)
20	Devil Wing (x2)	The mighty wings of the pit fiend are among the finest of all the devils. Massive canvases capable of cloaking even the pit fiend's massive frame, they make for the ideal material to craft a pair of infernal wings.	2,000 gp	30 lb.	Infernal Wings
25	Pit Fiend Head	A pit fiend is one of the most terrifying beings in the entire multiverse. As such, it stands to reason that anybody that is wearing the severed head of a pit fiend as a helmet should be considered even more terrifying. Indeed, if one can detach this fiend's head from its body, haul it back to an artificer for reforging, and then wear it proudly despite knowing the retribution that they may face from those that pit fiend considered its ally; that person rightfully deserves to be feared by the lessers around them.	18,000 gp	35 lb.	Helm of Abyssal Domination

Spined Devil	DC	Item	Description	Value	Weight	Crafting
10	Spine Devil Blood (vial)	The blood of the spine devil smells faintly of lantern oil and is responsible for the devil's fiery properties. Since the flammable enzymes are diluted in its blood, careful distillation needs to be performed before they can be repurposed into bombs and equipment.	2 gp	1 lb.	Fiend Fuel	
15	Spined Devil Spine (any the spine devil has remaining)	The spine devil's eponymous spines carry within them a magical charge that causes them to combust upon impact with their target. Removal thus must be done in a steady and methodical way so as to prevent accidental activation. Once harvested safely however, they may be refletched into arrowheads to make a particularly insidious arrowhead.	1 gp	1 lb.	Fire Arrow or Fire Bolt	

DINOSAURS

ALLOSAURUS

Allosaurus	DC	Item	Description	Value	Weight	Crafting
15	Allosaurus Jaw	The jaw of the mighty allosaurus, able to bite cleanly through bone and ligament. While it may look crude, this jawbone can be crafted into a greataxe capable of literally biting through an opponent's armour.	4 gp	20 lb.	Greataxe, +1 (DMG)	
15	Allosaurus Claw	The claws of the mighty allosaurus, able to rend the skin and flesh of its hapless victim. Excavations of sites have found many examples of ancient cultures that made daggers from these claws, which are still in a surprisingly good condition.	4 gp	10 lb.	Dagger, +1 (DMG)	

ANKYLOSAURUS

Ankylosaurus	DC	Item	Description	Value	Weight	Crafting
10	Ankylosaurus Hide	The ankylosaurus is covered with numerous plates that protect it from damage. While difficult, it can be reformed into a set of leather armour that boasts the same protection it did for its last owner.	5 gp	50 lb.	Studded Leather Armour (DMG)	
15	Ankylosaurus Tail	The tail of the ankylosaurus can crush all of a man's bones with a single swing. Knobbed and reinforced, it makes a fine natural weapon.	12 gp	35 lb.	Any melee bludgeoning weapon, +1 (DMG)	
20	Ankylosaurus Skull	Sturdy and with thick plates to reinforce it, the skull of the ankylosaurus in many ways resembles nature's first attempt at a battle helmet. Bringing this to a blacksmith of some skill can let them show nature a few pointers.	48 gp	60 lb.	Dino-Helm	

PLESIOSAURUS

Plesiosaurus	DC	Item	Description	Value	Weight	Crafting
15	Plesiosaurus Tooth (x10)	The jaw of the plesiosaurus is lined with dozens of needle-like teeth. Their particular shape lends itself well to making powerful arrow-heads, and many primitive cultures have been discovered with quivers full of them.	1 gp	3 lb.	Arrow, +1 (DMG)	

PTERANODON

Pteranodon	DC	Item	Description	Value	Weight	Crafting
10	Pteranodon Wing (x2)	The wing of the pteranodon resembles an organic canvas stretched over skeletal bone. The canvas itself is quite useful for the creation of small sails and similar equipment, and merchants will pay a decent amount for an intact sample.	6 sp	17 lb.		
15	Pteranodon Beak	The pteranodon's beak in many ways resembles a lance formed of keratin. Evidently, many primitive cultures agree, and seeing a tribe armed with pteranodon lances is not uncommon.	1 gp	7 lb.	Lance (DMG)	



TRICERATOPS			Value	Weight	Crafting
DC	Item	Description			
15	Triceratops Skull	The triceratops' distinctive skull featuring a protective bony frill and three horns. If one can survive the beast's charge long enough to harvest this skull, they can craft a shield that allows the wielder to boast the same abilities.	80 gp	120 lb.	Tri-Horn Shield

TYRANNOSAURUS REX			Value	Weight	Crafting
DC	Item	Description			
15	Tyrannosaurus Rex Claw	Despite their relative diminutive size, the claw of the T-Rex is as strong and deadly as the rest of it. With a bit of reinforcement, the claw can be forged into a glaive capable of rending even the toughest of armours.	200 gp	70 lb.	Glaive, +2 (DMG)
15	Tyrannosaurus Rex Jawbone	The jawbone of the T-Rex, capable of devouring even other dinosaurs. A mighty prize for felling a mighty foe, it can be recrafted into a powerful greataxe.	200 gp	100 lb.	Greataxe, +2 (DMG)

DISPLACER BEAST

DC	Item	Description	Value	Weight	Crafting
10	Displacer Beast Tentacle (x2)	The prehensile tentacles of a displacer beast, tipped with spiked pads. While it takes the displacer beast's unique musculature to whip them with sufficient strength, they can still serve as strong whips in the hands of anyone else.	10 gp	18 lb.	Whip, +1 (DMG)
15	Displacer Beast Blood (5 vials)	When the black, glittering blood of the displacer beast is dried into a paste and then mixed with magical ashes, pigments, and dusts, the resulting paint gains a strange property. Objects coated with this paint can only be described as elusive, as they pass under the notice of anybody who is not actively looking for them.	12 gp	1 lb.	Obfuscation Pigments
20	Displacer Beast Hide	The hide of the displacer beast houses most of the magic that allows it to use its signature displacement ability. It is difficult to properly skin this magical creature without ruining the hide, but if done properly, the result can be used as the basis for the ever useful <i>cloak of displacement</i> .	200 gp	25 lb.	Cloak of Displacement (DMG)

DOPPELGANGER

"I once heard an amusing anecdote about a doppelganger that attended a party with the intention of seducing the love interest of the man whose identity they had stolen. Little did they know that the love interest was also a doppelganger that had been come to seduce him. Long story short, they're married now (still in their stolen identities) and run a successful inn by the coast." - Hamund

DC	Item	Description	Value	Weight	Crafting
10	Doppelganger Blood (3 vials)	The blood of the doppelganger is unnervingly slick and in its natural state carries the same rainbow sheen as a puddle of oil. When it is being held, it changes colour to match the blood of the creature holding it. Use: When you drink a vial of this blood that has had a drop of a humanoid's blood mixed into it, you polymorph into a form identical to that humanoid for the next 1d4 hours. Your statistics, other than your size remain the same in that form. Any equipment you are carrying or wearing is not transformed. You revert to your true form at the end of the duration or if you die.	4 gp	1 lb.	
15	Doppelganger Face	Although the thought may be unpleasant, the skinned face of the doppelganger can provide several uses when used as a mask. Even in death, the doppelganger's face maintains a "muscle memory" of the last few identities that it impersonated. With some concentration, someone wearing the face can force it to dredge up this memory and change the wearer's appearance to that identity. Use: While wearing the doppelganger face, a creature may spend 1 minute visualising a humanoid that the doppelganger has shapeshifted into within the past 24 hours. At the end of that minute, the face mask fuses with the wearer, causing their head to shapeshift into a perfect replica of the visualised humanoid along with their voice. Nothing else about the wearer's body changes however. After 24 hours, the mask separates from the wearer, transforming them back into their regular form. The mask then deteriorates into a useless sheet of skin.	60 gp	3 lb.	Hat of Disguise (DMG)
20	Doppelganger Brain	A doppelganger's deception is aided by their low level of telepathic ability. Careful dissection of their brain can yield dark lobes that may be used by an artificer to create a helmet with similar telepathic abilities.	200 gp	5 lb.	Helm of Telepathy (DMG)

DRACOLICH

"When a dracolich's spirit enters the corpse of another dragon, it begins a blasphemous process that transforms the corpse into something more suited to the dracolich's dark preferences. Not only is this an affront to all that is natural, it wastes a perfectly good dragon carcass. More than once have I downed a mighty dragon, only to find my assistants were draconic cultists who immediately stole my prize out from under me by lobbing a spirit gem at it. You can only imagine the umbrage I felt not only at now having to fend off an undead dragon, but also losing my chance of having dragon steaks for supper." - Hamund

DC	Item	Description	Value	Weight	Crafting
10	Dracolich Bone	The process that transforms a dragon carcass into a dracolich does more than simply slough off flesh and skin, it also changes the entire nature of the dragon and suffuses it with an unholy energy that marks it even after the dracolich's spirit is driven off once again. If these bones are taken, ground to a dust and then infused in a magical censer, the user can divine the location of the dracolich's spirit gem and put an end to it once and for all.	1,000 gp	20 lb.	Dracolich Censer



DRAGON, SHADOW

DC	Item	Description	Value	Weight	Crafting
15	Shadowflame Ember (3 vials)	After death, a shadow dragon's "flame" quickly snuffs itself out, dissolving into the shadows around it. If one is quick however, they can capture an ember in an enchanted vial to be used for later. Requires enchanted vial	140 gp	1 lb.	Shadowflame Oil
20	Shadow Dragon Scale (large bag) (only harvestable from dragon's that have progressed beyond the wyrmling stage)	The scales of the shadow dragon are a curious colour that can only be described as the colour of a shadow at dusk. Despite their ethereal appearance however, they maintain their incredible durability and strength. If forged into a suit of armour, it can make even the bulkiest of knights disappear when in darkness.	1,000 gp	60 lb.	Dusk Armour
25	Shadowdragon Wing (x2) (only harvestable from adult and ancient dragons)	The ever shifting wings of the shadow dragon make it appear more like a dark cloud when it swoops upon its prey. They are more fragile than regular dragon wings and require great care when harvested, however these same special properties make them invaluable when crafting implements of flight and stealth.	1,500 gp	50 lb.	Shadow Wing Cape

DRAGONS

"Of all the trophies that a hunter can bag, a true dragon tops the list. Physical embodiments of fire, lightning, cold, poison, and acid; all wrapped up in iron-hard scales and gale-force wings. One would be a fool to hunt these creatures alone; to hunt them with friends only marginally less so. But the rewards are great. Almost every part of these magical creatures are useful in some way, whether it be for crafting, spellwork, or just a culinary delight. Still, it is important to note that the older and larger a dragon is, the more valuable the game. The parts of a properly harvested young dragon alone can sell for thousands of gold pieces, but the proceeds from an ancient dragon would put you, your children, and your children's children in comfort for life."

- Hamund

Dragons are identified in 4 stages of life: Wyrmling, Young, Adult, and Ancient. The harvesting tables below outline the different types, quantities, and qualities of parts that can be harvested from dragons at different stages of their lives. When noting down the parts harvested, it is important to note which age bracket of the dragon being harvested, as the value of the part and its utility in crafting varies wildly between age groups.

The harvesting table does not differentiate between the different colours/metals of the dragon it was harvested from. Instead, [Type] is used as a stand-in. When noting down the harvested part, replace [Type] with the colour/metal of the dragon it was harvested from. This is important, as different dragons are aligned with different damage types and resistances, which will ultimately change the nature of items crafted from that part.

Some crafted items will have differing levels of power depending on what age group the dragon it was crafted from belonged in. For example, dragon bone can be crafted into any weapon, but that weapon will have a different bonus depending on the dragon's age: +1 for young, +2 for adult, and +3 for ancient. The crafted item will specify in its description when such a distinction makes a difference.

Crafted items may also change their nature depending on the colour/metal of the dragon it was crafted from. If a crafted items description refers to the "harvested dragon's damage type," refer to the following table to determine that damage type.

Dragon	Damage Type	Dragon	Damage Type
Black	Acid	Brass	Fire
Blue	Lightning	Bronze	Lightning
Green	Poison	Copper	Acid
Red	Fire	Gold	Fire
White	Cold	Silver	Cold



ANCIENT DRAGON

DC	Item	Description	Value	Weight	Crafting
10	Dragon Flesh	Despite common misconception, dragon flesh does not contain any magical benefit. It does however contain many culinary benefits. The exact flavour differs depending on the type of dragon it was taken from, but anybody that has eaten a dragon steak claims that it puts even the most exquisite aged beef to shame. There are many royal cooks and larders that would pay a high sum for just a pound of this delicacy.	150 gp	30 lb.	
10	[Type] Dragon Blood (9 vials)	The blood of an ancient dragon is one of the most powerful spell reagents and potion ingredients in existence. Even besides its use in the birth of half-dragon soldiers and other rituals, the most common use of potent dragon blood is to make a potion that can imbue the drinker with the same strengths as the dragon it was taken from.	300 gp	1 lb.	Potion of Dragonstrength
15	[Type] Dragon Tooth (x15)	The teeth of a full grown ancient dragon have been the end of many a hapless adventurer. Longer than a full grown human's arm, constant exposure to the dragon's breath attack has infused them with a modicum of elemental power. A master fletcher can craft a special set of arrows from these teeth, still carrying their original elemental charge.	60 gp	14 lb.	[Type] Dragon Arrow or [Type] Dragon Bolt
15	[Type] Dragon Bone (x6)	The bones of a dragon are as hard and durable as the rest of their body. Not many weaponsmiths know how to reshape dragon bone, and those that do, keep it a guarded secret (most likely to avoid the ire of paranoid dragons). However, there is a good reason that myths and legends of heroes carrying dragonbone weapons abound in every culture: anyone who has seen one will agree that they simply have no equal.	900 gp	20 lb.	Dragon Bone Weapon
15	[Type] Dragon Horn/Spine	Depending on the type of dragon, a horn or a prominent spine may adorn their head. In either case, the bony protrusion may be sawed off and used as a basis for exceptionally powerful wands and staves.	1,600 gp	30 lb	[Type] Dragon Wand
20	[Type] Dragon Scales (large bag)	The notoriously hard scales of an ancient dragon. Harder than steel yet surprisingly light, it is the dream of every armoursmith to craft a suit from this legendary material. Getting them is easier said than done however, as not only must one kill an ancient dragon first, they must also manage to find and safely detach the right scales needed to interlock into a functioning set of armour.	4,000 gp	45 lb	[Type] Dragon Scale Mail (DMG)
20	[Type] Dragon Breath Pouch	When the word "dragon" is uttered, people tend to think of three things: wings, scales, and breath. Located at the back of the dragon's throat is a basket sized sack of magical liquids that the dragon naturally produces. While the liquid and their resulting exhalation differ depending on the dragon, they all share the same destructive results. Harvesting one of these without rupturing them is almost as difficult as killing its host in the first place, but the result is a concentrated pouch of destruction. Use: May be thrown up to 15 feet, upon which the pouch explodes. Any target within 15 feet of the explosion must roll a saving throw or suffer the effects of the primary breath weapon that the pouch was harvested from. The saving throw type and DC, the damage type, and the damage amount are identical to the breath weapon of the dragon it was harvested from.	4,000 gp	15 lb.	[Type] Dragon's Wrath
20	[Type] Secondary Dragon Breath Pouch (Metallic Dragons only)	The metallic dragons are considered to be less violent than their chromatic cousins and this is reflected in their alternate breath weapons. While their primary breath weapons mimic those of the chromatics, all metallics dragons wield a secondary, much less harmful breath weapon. This too can be harvested and used for similar purposes as the primary dragon breath pouch. Use: May be thrown up to 15 feet, upon which the pouch explodes. Any target within 15 feet of the explosion must roll a saving throw or suffer the effects of the secondary breath weapon that the pouch was harvested from. The saving throw type, DC, and the effect are identical to the secondary breath weapon of the dragon it was harvested from.	4,000 gp	15 lb.	[Type] Dragon's Mercy
25	Dragon Wing (x2)	The wings of a dragon defy any sense of natural law. Even considering their own immense size, they could not possibly lift a form as massive as the ancient dragon they bear, and yet they do. Only a magical force, inherent in their leathery membranes, could make such flight possible. Cloaks fashioned from these membranes can provide similar propulsion to other creatures, along with providing a stylistic fashion choice.	8,000 gp	120 lb.	Cloak of Dragonflight
30	Dragon Heart	Whether they were good or evil, a dragon is akin to a force of nature and possessing the heart of an ancient dragon is no small matter (even ignoring the fact that it is the size of a large dwarf). Through ancient rituals and careful forging, the heart can be transformed into a crystal that imparts the traits of a dragon onto its wielder; for better or for worse.	26,000 gp	65 lb.	Dragon Stone

ADULT DRAGON			Value	Weight	Crafting
DC	Item	Description			
10	Dragon Flesh	Despite common misconception, dragon flesh does not contain any magical benefit. It does however contain many culinary benefits. The exact flavour differs depending on the type of dragon it was taken from, but anybody that has eaten a dragon steak claims that it puts even the most exquisite aged beef to shame. There are many royal cooks and larders that would pay a high sum for just a pound of this delicacy.	60 gp	20 lb.	
10	[Type] Dragon Blood (7 vials)	The blood of an adult dragon is not as potent as that of an ancient dragon, but it is still a very powerful spell reagent. The most common use of dragon blood is to make a potion that can imbue the drinker with the same strengths as the dragon it was taken from.	250 gp	1 lb.	Potion of Dragonstrength
15	[Type] Dragon Tooth (x10)	The teeth of an adult dragon have been the end of many a hapless adventurer. Longer than a full grown dwarf's arm, constant exposure to the dragon's breath attack has infused them with a modicum of elemental power. A master fletcher can craft a special set of arrows from these teeth, still carrying their original elemental charge.	50 gp	12 lb.	[Type] Dragon Arrow or [Type] Dragon Bolt
15	[Type] Dragon Bone (x6)	The bones of a dragon are as hard and durable as the rest of their body. Not many weaponsmiths know how to reshape dragon bone, and those that do, keep it a guarded secret (most likely to avoid the ire of paranoid dragons). However, there is a good reason that myths and legends of heroes carrying dragonbone weapons abound in every culture: anyone who has seen one will agree that they simply have no equal.	750 gp	18 lb.	Dragon Bone Weapon
15	[Type] Dragon Horn/Spine	Depending on the type of dragon, a horn or a prominent spine may adorn their head. In either case, the bony protrusion may be sawed off and used as a basis for exceptionally powerful wands and staves.	1,300 gp	25 lb	[Type] Dragon Wand
20	[Type] Dragon Scales (large bag)	The incredibly hard scales of an adult dragon. While not as strong as ancient dragon scales, they are still durable enough to deflect all but the toughest of blows. Getting them is easier said than done however, as not only must one kill an adult dragon first, they must also manage to find and safely detach the right scales needed to interlock into a functioning set of armour.	3,350 gp	45 lb	[Type] Dragon Scale Mail (DMG)
20	[Type] Dragon Breath Pouch	When the word "dragon" is uttered, people tend to think of three things: wings, scales, and breath. Located at the back of the dragon's throat is a basket sized sack of magical liquids that the dragon naturally produces. While the liquid and their resulting exhalation differ depending on the dragon, they all share the same destructive results. Harvesting one of these without rupturing them is almost as difficult as killing its host in the first place, but the result is a concentrated pouch of destruction. Use: May be thrown up to 15 feet, upon which the pouch explodes. Any target within 15 feet of the explosion must roll a saving throw or suffer the effects of the primary breath weapon that the pouch was harvested from. The saving throw type and DC, the damage type, and the damage amount are identical to the breath weapon of the dragon it was harvested from.	3,350 gp	15 lb.	[Type] Dragon's Wrath
20	[Type] Secondary Dragon Breath Pouch (Metallic Dragons only)	The metallic dragons are considered to be less violent than their chromatic cousins and this is reflected in their alternate breath weapons. While their primary breath weapons mimic those of the chromatics, all metallics dragons wield a secondary, much less harmful breath weapon. This too can be harvested and used for similar purposes as the primary dragon breath pouch. Use: May be thrown up to 15 feet, upon which the pouch explodes. Any target within 15 feet of the explosion must roll a saving throw or suffer the effects of the secondary breath weapon that the pouch was harvested from. The saving throw type, DC, and the effect are identical to the secondary breath weapon of the dragon it was harvested from.	3,350 gp	15 lb.	[Type] Dragon's Mercy
25	Dragon Wing (x2)	The wings of a dragon defy any sense of natural law. Even considering their own immense size, they could not possibly lift a form as massive as the ancient dragon they bear, and yet they do. Only a magical force, inherent in their leathery membranes, could make such flight possible. Cloaks fashioned from these membranes can provide similar propulsion to other creatures, along with providing a stylistic fashion choice.	6,500 gp	80 lb.	Cloak of Dragonflight

YOUNG DRAGON

DC	Item	Description	Value	Weight	Crafting
10	Dragon Flesh	Despite common misconception, dragon flesh does not contain any magical benefit. It does however contain many culinary benefits. The exact flavour differs depending on the type of dragon it was taken from, but anybody that has eaten a dragon steak claims that it puts even the most exquisite aged beef to shame. There are many royal cooks and larders that would pay a high sum for just a pound of this delicacy.	30 gp	10 lb.	
10	[Type] Dragon Blood (5 vials)	The blood of a young dragon has only just matured enough to be used as a spell reagent, but it is still quite useful. The most common use of dragon blood is to make a potion that can imbue the drinker with the same strengths as the dragon it was taken from.	125 gp	1 lb.	Potion of Dragonstrength
15	[Type] Dragon Tooth (x10)	The teeth of a young dragon are thinner yet also sharper than that of an adult dragon. Longer than a full grown halfling's arm, constant exposure to the dragon's breath weapon has infused them with a modicum of elemental power. A master fletcher can craft a special set of arrows from these teeth, still carrying their original elemental charge.	25 gp	10 lb.	[Type] Dragon Arrow or [Type] Dragon Bolt
15	[Type] Dragon Bone (x6)	The bones of a dragon are as hard and durable as the rest of their body. Not many weaponsmiths know how to reshape dragon bone, and those that do, keep it a guarded secret (most likely to avoid the ire of paranoid dragons). However, there is a good reason that myths and legends of heroes carrying dragonbone weapons abound in every culture: anyone who has seen one will agree that they simply have no equal.	375 gp	14 lb.	Dragon Bone Weapon
15	[Type] Dragon Horn/Spine	Depending on the type of dragon, a horn or a prominent spine may adorn their head. In either case, the bony protrusion may be sawed off and used as a basis for exceptionally powerful wands and staves.	650 gp	20 lb	[Type] Dragon Wand
20	[Type] Dragon Scales (large bag)	The scales of a young dragon. Some of these scales are still the supple flexible plates from their wyrmling years, particularly if they have not had many chances to moult. Getting them is easier said than done however, as not only must one kill a dragon first, they must also manage to find and safely detach the right scales needed to interlock into a functioning set of armour.	1,675 gp	45 lb	[Type] Dragon Scale Mail (DMG)
20	[Type] Dragon Breath Pouch	When the word "dragon" is uttered, people tend to think of three things: wings, scales, and breath. Located at the back of the dragon's throat is a basket sized sack of magical liquids that the dragon naturally produces. While the liquid and their resulting exhalation differ depending on the dragon, they all share the same destructive results. Harvesting one of these without rupturing them is almost as difficult as killing its host in the first place, but the result is a concentrated pouch of destruction. Use: May be thrown up to 15 feet, upon which the pouch explodes. Any target within 15 feet of the explosion must roll a saving throw or suffer the effects of the primary breath weapon that the pouch was harvested from. The saving throw type and DC, the damage type, and the damage amount are identical to the breath weapon of the dragon it was harvested from.	1,675 gp	12 lb.	[Type] Dragon's Wrath
20	[Type] Secondary Dragon Breath Pouch (Metallic Dragons only)	The metallic dragons are considered to be less violent than their chromatic cousins and this is reflected in their alternate breath weapons. While their primary breath weapons mimic those of the chromatics, all metallics dragons wield a secondary, much less harmful breath weapon. This too can be harvested and used for similar purposes as the primary dragon breath pouch. Use: May be thrown up to 15 feet, upon which the pouch explodes. Any target within 15 feet of the explosion must roll a saving throw or suffer the effects of the secondary breath weapon that the pouch was harvested from. The saving throw type, DC, and the effect are identical to the secondary breath weapon of the dragon it was harvested from.	1,675 gp	12 lb.	[Type] Dragon's Mercy
25	Dragon Wing (x2)	The wings of a dragon defy any sense of natural law. Even considering their own immense size, they could not possibly lift a form as massive as the ancient dragon they bear, and yet they do. Only a magical force, inherent in their leathery membranes, could make such flight possible. Cloaks fashioned from these membranes can provide similar propulsion to other creatures, along with providing a stylistic fashion choice.	3,250 gp	60 lb.	Cloak of Dragonflight

WYRMING

DC	Item	Description	Value	Weight	Crafting
10	Dragon Flesh	Despite common misconception, dragon flesh does not contain any magical benefit. It does however contain many culinary benefits. The exact flavour differs depending on the type of dragon it was taken from, but anybody that has eaten a dragon steak claims that it puts even the most exquisite aged beef to shame. There are many royal cooks and larders that would pay a high sum for just a pound of this delicacy.	3 gp	1 lb.	
15	[Type] Dragon Breath Pouch	When the word "dragon" is uttered, people tend to think of three things: wings, scales, and breath. Located at the back of the dragon's throat is a basket sized sack of magical liquids that the dragon naturally produces. While the liquid and their resulting exhalation differ depending on the dragon, they all share the same destructive results. Harvesting one of these without rupturing them is almost as difficult as killing its host in the first place, but the result is a concentrated pouch of destruction. Use: May be thrown up to 15 feet, upon which the pouch explodes. Any target within 15 feet of the explosion must roll a saving throw or suffer the effects of the primary breath weapon that the pouch was harvested from. The saving throw type and DC, the damage type, and the damage amount are identical to the breath weapon of the dragon it was harvested from.	160 gp	7 lb.	[Type] Dragon's Wrath
20	[Type] Secondary Dragon Breath Pouch (Metallic Dragons only)	The metallic dragons are considered to be less violent than their chromatic cousins and this is reflected in their alternate breath weapons. While their primary breath weapons mimic those of the chromatics, all metallics dragons wield a secondary, much less harmful breath weapon. This too can be harvested and used for similar purposes as the primary dragon breath pouch. Use: May be thrown up to 15 feet, upon which the pouch explodes. Any target within 15 feet of the explosion must roll a saving throw or suffer the effects of the secondary breath weapon that the pouch was harvested from. The saving throw type, DC, and the effect are identical to the secondary breath weapon of the dragon it was harvested from.	160 gp	7 lb.	[Type] Dragon's Mercy

DRAGON TURTLE

DC	Item	Description	Value	Weight	Crafting
10	Dragon Turtle Blood (1,000 gallons)	An old sailor's adage held that the dragon turtle was the king of the ocean and that no denizen of the deeps would dare to approach them without permission. As such, it became a common good luck ritual to mix dragon turtle blood with tar and coat important ships with it. Later research found that this ritual was more than just a folk tale and that certain aquatic creatures have developed an instinctual revulsion when they smell a dragon turtle nearby.	1 gp	9 lb.	Ocean Master Paint
15	Dragon Turtle Plastron pouches of shards (3 large)	The plastron of the dragon turtle is the cartilage-like substance that protects the underbelly of the dragon turtle. Not nearly as tough as the shell of the dragon turtle, it nonetheless has its uses. When ground up, mixed with herbs, and set into a jelly, it creates a life-saving (if unpalatable) medicine.	400 gp	20 lb.	Dragon Turtle Jelly
20	Steam Ventral	A basket sized organ located alongside the lungs. When the dragon turtle inhales water, some is stored inside this organ, where it reacts with enzymes that rapidly accelerate heating. While it appears nominally that this organ is meant to provide the dragon turtle with warmth during its deep sea dives, it doubles as a defense mechanism, allowing the dragon turtle to spit jets of scalding steam from its mouth. When harvested, it maintains this property, but lacks both the muscular support for long ranges and the ability to refill on enzymes, giving it a short shelf life. Use: As an action, a creature may squeeze the steam ventral to release a 30-foot cone of scalding steam. Each creature in that area must make a DC 18 Constitution saving throw, taking 15d6 fire damage on a failed save, or half as much damage on a successful one. Being underwater doesn't grant resistance against this damage. This ability can only be used within 48 hours of the dragon turtle's death. Once used, the steam ventral is emptied out and rendered useless.	3,000 gp	30 lb.	
25	Dragon Turtle Shell Shard	Almost thicker than the scales of an ancient dragon, the shell of a dragon turtle is able to deflect almost anything the sea can throw at it. Although it can be difficult to find one that is suitable, a shard of a dragon turtle's shell can make for one of the finest shields known outside of legends.	6,000 gp	10 lb.	Shield, +3 (DMG)

DRIDER

"You would think that a drider's top half is identical internally to its original drow body, but you would be wrong. In fact, a drider's old drow torso is incredibly mutated to match its new physiology, and no two seem to be alike. Indeed, some driders have been noted to either keep some of their original organs and grow duplicates in their spider halves, or just find their original ones liquefy completely, leaving their torsos as nothing but glorified head-supports." - Hamund

DC	Item Description	Value	Weight	Crafting
10	Driders Anybody who has observed a spider will notice that they do not stick to their own Oil (4 webs, and a drider is no exception. For the drider, this comes in the form of a gland vials) that secretes an oily substance that covers the almost invisible hairs on their legs. This oil prevents them from sticking to any sort of webbing and also contributes to the black sheen on their bodies. Use: 1 vial contains enough oil to cover one medium or smaller sized creature. A creature covered by this oil gains the drider's <i>web walker</i> feature for the next hour.	4 gp	1 lb.	
15	Driders Driders poison is just as deadly as those of the cave spiders it emulates. By removing Poison the gland from under the drider's tongue however, this poison can be extracted and (vial) put to better use. Use: Can coat up to 5 pieces of slashing or piercing ammunition or 1 slashing or piercing weapon for 10 minutes. Applying the poison takes 1 minute. Any creature successfully hit receives an additional 2d8 poison damage.	20 gp	1 lb.	
20	Mark of Lolth Unbenownst to many is that each drider is marked by more than just the physical transformation of their lower body into that of a giant spider. Each drider also receives a permanent mark in the shape of the symbol of Lolth. The issue is that the location of this mark changes with each individual drider, so a thorough investigation of the carcass is required to find it. Once that is done however, the mark provides uses in channelling certain powers from the drow goddess, even against her own will.	40 gp	1 lb.	Drow Amulet



DRYAD

DC Item Description

		Value	Weight	Crafting
5	Dryad Hair is used as a loose term, as the material covering a dryad's head more resembles hair loose foliage and vines than actual hair. Still, it is beautiful to behold and surprisingly strong. More ostentatious adventurers use the hair as rope to commemorate their conquest of a dryad...in either sense of the term.	2 sp	3 lb.	
10	Dryad Instead of blood, dryads have a sap-like substance flowing through their bodies. This sap contains magical properties and can enhance the durability of a creature that is rubbed on. Use: Can be used to coat one medium or smaller creature. Applying the sap takes 1 minute, after which the sap takes effect. While under the effect of the sap, that creature is under an effect identical to that of the <i>barkskin</i> spell. This effect does not require any concentration check to maintain however. This effect lasts for 1 hour.	8 sp	1 lb.	
15	Dryad Many who have wandered through the forest at night can attest to seeing two orbs of silver or gold, dancing through the tree branches, and beckoning them to join them. (x2) These are usually the eyes of a dryad, and there are not many living creatures that can gaze into them and not be enthralled. The eyes maintain these properties even after the dryad is killed and their eyes transfigured into useful equipment for adventurers.	4 gp	1 lb.	Eyes of Charming (DMG)



DUERGAR

"Usually I hold some hesitation in harvesting humanoids, finding the act more than a little barbaric. The sole exception comes to duergar. As a proud dwarf, it is my duty to not just kill a duergar when I find them, but to also take any loot their carcass may offer." - Hamund

DC Item Description

		Value	Weight	Crafting
10	Duergar Due to their years of slavery to the illithid race, duergar have developed a range Brainstem of psionic powers. Some of these powers are inherent in any member of their race regardless of training. If one dissects the brain of a duergar, they will find that their brainstem is particularly large and often pulsates even after death. This brainstem may be used as an ingredient in various potions that temporarily grant the drinker the same powers as an average duergar.	2 gp	2 lb.	Potion of Growth (DMG) or Potion of Invisibility (DMG)

DUERGAR TRINKET TABLE

Item	Value	Weight
1 1d4 days' worth of rations	5 sp	2 lb.
2 1 iron flask of strong liquor	1 gp	3 lb.
3 1 sheet of rock polishing cloth	2 sp	-
4 1d4 precious gems	10 gp	2 lb.
5 1 pair of manacles	2 gp	6 lb.
6 1 shovel or pick	2 gp	5 lb./10 lb.
7 1 idol of Ladaguer	3 gp	2 lb.
8 8d10 silver pieces	Varies	Varies

HARVEST TABLE: E

AIR ELEMENTAL

DC Item Description

15 Mote When an air elemental's summoned form is dispersed, it leaves behind small clumps of dust that continue to carry trace amounts of elemental energy. These need to be Air collected quickly in specialised containers to prevent further degradation. If collected properly, they can then be used to craft an *elemental gem*. Requires enchanted vial.

Value Weight Crafting
100 1 lb. Elemental
gp Gem (Blue
Sapphire)
(DMG)

EARTH ELEMENTAL

DC Item Description

15 Mote When an earth elemental's summoned form is dispersed, it leaves behind small clods of dirt that continue to carry trace amounts of elemental energy. These need to be Earth collected quickly in specialised containers to prevent further degradation. If collected properly, they can then be used to craft an *elemental gem*. Requires enchanted vial.

Value Weight Crafting
100 1 lb. Elemental
gp Gem (Yellow
Diamond)
(DMG)

FIRE ELEMENTAL

DC Item Description

15 Mote When a fire elemental's summoned form is dispersed, it leaves behind small embers of that continue to carry trace amounts of elemental energy. These need to be Fire collected quickly in specialised containers to prevent further degradation. If collected properly, they can then be used to craft an *elemental gem*. Requires enchanted vial.

Value Weight Crafting
100 1 lb. Elemental
gp Gem (Red
Corundum)
(DMG)

WATER ELEMENTAL

DC Item Description

15 Mote When a water elemental's summoned form is dispersed, it leaves behind small balls of foam that continue to carry trace amounts of elemental energy. These need to be Water collected quickly in specialised containers to prevent further degradation. If collected properly, they can then be used to craft an *elemental gem*. Requires enchanted vial.

Value Weight Crafting
100 1 lb. Elemental
gp Gem (Emerald)
(DMG)



ELVES - DROW

"I have personally faced off against so many drow in my travels that it's a wonder I don't spontaneously transform into a duergar. While their blood is of some use to alchemists, most of their value does come from the items they carry on themselves. Many an elf on the surface would pay a good sum for a drow trinket or two, if only to claim that they themselves were the ones to slay its previous owner." - Hamund

DROW

DC Item Description

- 10 Drow Any adventurer that has delved into the Underdark and met the drow has probably also
Blood encountered their signature poison. For centuries, surface alchemists tried and failed to
(3 replicate the formula, citing a single missing ingredient that they could not identify. It
vials) was only recently discovered why only drow could create the poison: it was
manufactured from their own blood. For whatever reason, whether it be their diet, their
cursed state, or just the whims of Lolth, drow blood possesses some unique property
that when rebrewed with other fungi and mosses in the Underdark, create a noxious
poison that renders the victim helpless in the face of their drow pursuers.

Value Weight Crafting

1 gp 1 lb. Drow
Poison

DROW ELITE WARRIOR

DC Item Description

- 10 Drow Any adventurer that has delved into the Underdark and met the drow has probably also
Blood encountered their signature poison. For centuries, surface alchemists tried and failed to
(3 replicate the formula, citing a single missing ingredient that they could not identify. It
vials) was only recently discovered why only drow could create the poison: it was
manufactured from their own blood. For whatever reason, whether it be their diet, their
cursed state, or just the whims of Lolth, drow blood possesses some unique property
that when rebrewed with other fungi and mosses in the Underdark, create a noxious
poison that renders the victim helpless in the face of their drow pursuers.

Value Weight Crafting

1 gp 1 lb. Drow
Poison



DROW MAGE

DC Item Description

10 Drow Any adventurer that has delved into the Underdark and met the drow has probably also Blood encountered their signature poison. For centuries, surface alchemists tried and failed to (3 replicate the formula, citing a single missing ingredient that they could not identify. It vials) was only recently discovered why only drow could create the poison: it was manufactured from their own blood. For whatever reason, whether it be their diet, their cursed state, or just the whims of Lolth, drow blood possesses some unique property that when rebrewed with other fungi and mosses in the Underdark, create a noxious poison that renders the victim helpless in the face of their drow pursuers.

15 Drow Obviously, every drow has a heart (despite any evidence to the contrary), yet only the Heart powerful in their society are blessed enough by Lolth for their hearts to be worth anything. As a drow climbs in their society, Lolth's rewards to them begin to compound, causing them to become slightly more magical. Upon their death, their hearts may be removed and this magic released to simulate the gifts that Lolth once offered them in life.

Use: By using an action to stab the heart with a knife, the user may use the *summon demon* ability listed in the drow mage's statblock. After this, the heart is rendered useless. In order to use this ability, the user must be able to cast the *summon lesser demon* spell.

DROW PRIESTESS OF LOLTH

DC Item Description

10 Drow Any adventurer that has delved into the Underdark and met the drow has probably also Blood encountered their signature poison. For centuries, surface alchemists tried and failed to (3 replicate the formula, citing a single missing ingredient that they could not identify. It vials) was only recently discovered why only drow could create the poison: it was manufactured from their own blood. For whatever reason, whether it be their diet, their cursed state, or just the whims of Lolth, drow blood possesses some unique property that when rebrewed with other fungi and mosses in the Underdark, create a noxious poison that renders the victim helpless in the face of their drow pursuers.

15 Drow Obviously, every drow has a heart (despite any evidence to the contrary), yet only the Heart powerful in their society are blessed enough by Lolth for their hearts to be worth anything. As a drow climbs in their society, Lolth's rewards to them begin to compound, causing them to become slightly more magical. Upon their death, their hearts may be removed and this magic released to simulate the gifts that Lolth once offered them in life.

Use: By using an action to stab the heart with a knife, the user may use the *summon demon* ability listed in the drow priestess' statblock. After this, the heart is rendered useless. In order to use this ability, the user must be able to cast the *summon lesser demon* spell.

20 Mark As a symbol of their eternal worship to their dark mistress, priestesses of Lolth have of her brand permanently marked onto their bodies. If harvested and preserved properly, Lolth its powers can be transferred to an amulet that can channel the Spider Goddess' powers, whether she likes it or not.

DROW TRINKET TABLE

Item

		Value	Weight
1	1d4 days' worth of rations	5 sp	2 lb.
2	1 iron idol of Lolth	5 gp	3 lb.
3	1 roll of parchment with writing materials	3 gp	4 lb.
4	1 set of spider-silk clothes	6 gp	6 lb.
5	2d6 sets of humanoid ears	1 cp	1 lb.
6	1 pouch of slightly intoxicating fungi	8 sp	3 lb.
7	1 wineskin of fine elven wine	10 gp	5 lb.
8	10d10 gold pieces	Varies	Varies

Value Weight Crafting

1 gp 1 lb. Drow Poison

30 1 lb.
gp

Value Weight Crafting

1 gp 1 lb. Drow Poison

30 1 lb.
gp

40 1 lb. Drow Amulet
gp

EMPYREAN

"Personally, I would avoid harvesting an empyrean if for whatever reason you come across its corpse. You don't want their parents to find you walking around with their child's heart as a trinket." - Hamund

Carrying the remains of an empyrean make you particularly susceptible to the scrying attempts of the divine parent of that empyrean. While holding any material taken or crafted from an empyrean, you automatically fail the saving throw associated with the casting of the *scry* spell, or similar ability, by the parent of that empyrean.

DC	Item	Description	Value	Weight	Crafting
10	Lock of Empyrean Hair (x10)	The hair of an empyrean is akin to silk in both its lustre and texture, another sign of their celestial heritage. As such, it makes wonderful material for making hardy ties and ropes. If you want to use it for less mundane purposes however, it makes for a good material component in the <i>augury</i> spell; the hairs changing colour depending on your fate. It would be advised however not to attempt this if your benefactor was also this empyrean's parent.	25 gp	1 lb.	
15	Empyrean Blood (7 vials)	If the empyrean's skin and size didn't already give away their divine provenance, their blood surely will. Gold and sparkling for good aligned empyreans, black and viscous for evil aligned empyreans, this blood contains many magical properties, especially in alchemy. Drinkers of any potion brewed from empyrean blood should beware though, as doing so is a blasphemous act that marks the drinker permanently in the eyes of the empyrean's parent.	300 gp	1 lb.	Potion of Celestial Might
20	Marble Skin	The skin of an empyrean resembles that of living marble and shares much of its durability. It takes a very steady hand and great skill to remove it without shattering it into a thousand pieces, but the result is a hide that flexes like leather but protects like stone.	6,000 gp	25 lb.	Studded Leather Armour +3 (DMG)
25	Empyrean Heart	The heart of an empyrean seems to carry an otherworldly energy when held, and people who gaze upon one often mention feeling boosts in confidence and mood. Use: As an action you may squeeze the heart, activating a pulse of emotional energy and inspiration that bolsters 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 wielder's next turn. This ability may be used 3 times, after which, the heart withers away.	20,000 gp	10 lb.	Crown of Celestial Rule

ETTERCAP

DC	Item	Description	Value	Weight	Crafting
10	Ettercap Poison (vial)	Ettercaps secrete a noxious venom from their fangs that weakens any creature unfortunate enough to fall prey to it. By removing the poison gland, one can easily harvest some of this poison for their own use. Use: Can be used to coat up to 3 pieces of slashing or piercing ammunition or one slashing or piercing weapon. Applying the poison takes 1 minute. For the next minute, any creature successfully hit by this weapon must make a DC 11 Constitution saving throw or be 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.	4 gp	1 lb.	
15	Web Gland	Like a real spider, the ettercap is capable of dispensing web from glands housed in its abdomen. The gland is rather delicate once removed from its host, but the silk contained within is well regarded as a material for ropes and other items. Alternatively, it can just be lobbed at a foe to make a sticky explosion. Use: As an action, you may throw the web gland up to 15 feet. Upon impact with the ground, the web gland explodes, forcing all creatures within 5 feet to succeed on a DC 11 Dexterity saving throw or be restrained by webbing. As an action, the restrained creature can make a DC 11 Strength check, escaping from the webbing on a success. The effect ends if the webbing is destroyed. The webbing has AC 10, 5 hit points, resistance to bludgeoning damage, and immunity to poison and psychic damage.	8 gp	5 lb.	

ETTIN

DC	Item	Description	Value	Weight	Crafting
10	Ettin Fingernail	Like other giants, the fingernail sliver of an ettin is a key ingredient in the Fingernail brewing of a <i>potion of giant strength</i> , in this case, acting as a stand in for a hill giant's. Despite the misconception among adventurers who believe that felling one giant can supply them potions for life, only one potion can be brewed per giant. This is because the alchemical process uses the fingernail as a channeling foci to summon that particular giant's strength and thus renders any other attempts moot.	30 gp	2 lb.	Potion of Giant Strength (Hill) (DMG)
15	Ettin Head (x2)	Though ettins are often witnessed physically talking to their twinned head, their unique physiology causes their brains to share information subconsciously; a trait that can be exploited through clever artificing. Indeed, it is probably ironic that despite being among the dumbest beings on the Material Plane, ettins are capable of mental techniques that elude even the most prestigious of minds.	80 gp	25 lb.	Helm of Transmission



HARVEST TABLE: F

FAERIE DRAGON

DC	Item	Description	Value	Weight	Crafting
10	Faerie Dragon Blood (vial)	The blood of a faerie dragon is the same bright hue as its scales and also changes as the dragon ages. The blood's inherent magical properties makes it an excellent ink when transcribing spells. Use: If you attempt to transcribe a spell into your spellbook or spell scroll that was known to the faerie dragon you harvested this blood from, you may use this vial of blood instead of the regular ink. Doing so halves the regular time it would take to make that transcription, and the cost of the vial of blood is deducted from the total cost of the transcription.	4 gp	1 lb.	
15	Faerie Dragon Lungs	Faerie dragons are not altogether harmful, although they boast a number of traits that make them a nuisance to encounter. One such feature is their <i>euphoria breath</i> : a gas that temporarily incapacitates a creature that breathes it in. Special bronchials in the faerie dragon's lungs are responsible for the production of this gas, and still contain traces of it, even after the faerie dragon's death. Use: This ability may only be used if the faerie dragon had access to its <i>euphoria breath</i> ability at the time of its death. As an action, you may squeeze the faerie dragon's lungs at one creature within 5 feet. The target must succeed on a DC 11 Wisdom saving throw, or for 1 minute, the target can't take reactions and must roll a d6 at the start of each of its turns to determine its behaviour during the turn. Refer to the <i>euphoria breath</i> ability in the faerie dragon's statblock for potential results.	6 gp	1 lb.	
20	Faerie Dragon Wing (x2)	The wings of a faerie dragon resemble that of a butterfly in more ways than one. Besides their diaphonous texture, they also possess a light coating of dust that enhances their invisibility magic and aids them in their flight. If harvested undamaged, these wings may be crushed, powdered, and mixed with powdered catalyst gems to enchant objects with flight and invisibility.	6 gp	1 lb.	Faerie Dragon Dust

FLAMESKULL

DC	Item	Description	Value	Weight	Crafting
10	Flameskull Ashes (small pouch)	After a flameskull is destroyed, the magical flames that surrounded it leave behind an ashy residue around the skull. These ashes contain "memories" of the magic that the flameskull knew in life, and may be used as a special pigment for wizards trying to expand their spellbook. Use: A character may add any spell available to the flameskull to their own spellbook as if they had found the spell in a spellscroll or similar. Doing so follows the same rules as the copying a spell into the book rules on page 114 of the <i>Player's Handbook</i> , using the flameskull ashes instead of ink. The character may deduct the cost of the flameskull ashes from the overall cost of copying the spell.	20 gp	1 lb.	
15	Flameskull	A flameskull is a cursed creature, an echo of the brilliance it had in its mortal life. Even after the skull has been defeated and its essence cleansed, the physical skull still contains traces of the magic it once had. If you are willing to further disgrace the wizard that the skull came from, a few choice runes and inlays on the skull can bring out this magic to your own advantage.	60gp	6 lb.	Skull of Revelation

FLUMPH

"I have conquered many creatures. In my pursuit of writing a comprehensive guide, I have had to fell many which some would find heartbreaking to kill. I have shot majestic gryphons from the sky, crushed precocious pixies, and even felled an angel or two. Still, I have never felt as awful as when I drove a knife through a harmless flumph that had wandered into my path. I hope that whichever god I meet in the ever-after could forgive me for such an act." - Hamund

DC	Item	Description	Value	Weight	Crafting
5	Flumph Spray (vial)	The flumph is mostly harmless and overall friendly. Even their self defense method is mostly harmless; an obnoxious smelling fluid that sends most other creatures scurrying away. Use: As an action, you may throw the vial of flumph spray up to 20 feet away, shattering it on impact. Each creature within 5 feet of the target location must succeed on a DC 10 Dexterity saving throw or be coated in a foul-smelling liquid. A coated creature exudes a horrible stench for 1d4 hours. The coated creature is poisoned as long as the stench lasts, and other creatures are poisoned while within 5 feet of the coated creature. A creature can remove the stench on itself by using a short rest to bathe in water, alcohol, or vinegar.	1 sp	1 lb.	
10	Flumph Membrane	The flumph is immune to any form of psionic or magical divination and Membrane telepathic probes. This is in part due to the thin membrane around its soft body that serves a similar function to the epiglottis in humanoids. This membrane prevents the flumph from psionically feeding on every creature around it, and is only turned off manually when the flumph is hungry. This membrane however does break down quickly with the death of the flumph. Use: While a creature is wearing the flumph membrane over their head, they are immune to any effect that would sense its emotions or read its thoughts, as well as all divination spells. The membrane loses this trait 24 hours after the death of its flumph.	8 sp	2 lb.	Mood Cap
15	Flumph Brain	The brain of the flumph is a powerful telepathic organ despite the overall appearance of the flumph itself. When rendered down and bolstered with psionically prone catalysts, the brain makes a potion that can provide the drinker with many of the same abilities.	1 gp	2 lb.	Potion of Detect Thoughts (DMG)

FOMORIAN

DC	Item	Description	Value	Weight	Crafting
10	Fomorian Growth	The many carbuncles, blisters, pustules, and boils of a fomorian may seem disgusting, but as marks of their ancient curse they actually hold small amounts of (x5) magical signatures. Alchemists have been known to take these growths and brew a rather nasty, but ultimately harmless potion.	20 gp	1 lb.	Potion of Ruined Flesh
15	Fomorian Eye	The infamous "evil eye" of the fomorian. Known for inflicting curses and great pain upon any who draw the ire of its host. Even when removed from its socket, it seems to stare back at whomever gazes at it.	250 gp	2 lb.	Fomorian Crystal



FUNGI

GAS SPORE

DC Item Description

10 Gas The lighter than air gas that allows a gas spore to fly remains potent even after it is Spore popped. It takes a quick hand and a deep breath to bottle some without accidentally Gas breathing deadly gas spores, however. **Requires enchanted vial.**
(vial)

15 Gas Collecting the deadly spores of a gas spore must be done within one round of the Spore creature's death, as spores that land in inorganic matter become useless. Collection of Colony these spores must be done in a vial that contains a few drops of a creature's blood to (vial) give the spore colony the nutrients it needs to survive. While the spores are dangerous to inhale, drinking them also carries a risk, unless the spores are dropped in alcohol, which kills the spores.

Use: As an action, the vial may be thrown up to 20 feet at a target creature, shattering on impact. Make a ranged attack against that creature. On a successful hit, that creature must succeed on a DC 15 Constitution saving throw or suffer the effects described in the *death burst* trait of the gas spore's statblock. This item must be used within 24 hours of the death of the initial gas spore's death, otherwise the colony will grow too large in the vial to properly invade another creature's system.

SHRIEKER

DC Item Description

15 Shrieker It is difficult to remove the gills of a shrieker without damaging them, however it Spore yields a bounty of spores that can be used in the production of the drink "Shrieker Colony Scotch," the taste of which has been described as "loud." If you are not a fan of (vial) alcohol, it can simply be used for magical purposes.

Use: The shrieker spore colony may be expended as a material component when casting the *alarm* spell. When cast in this way, the caster does not use a spell slot.

VIOLET FUNGUS

DC Item Description

15 Violet The stalk of the violet fungus contains an untold number of bacteria, spores, and other Fungus nasties that rots flesh from a slight touch. When this stalk is pulped, strained, and Stalk then added to a stabilising solution, it creates the insidious poison: *gut rot*.

		Value	Weight	Crafting
10	Gas Spore	5 sp	1 lb.	Floating Oil
15	Gas Spore	1 gp	1 lb.	
15	Shrieker Spore	5 gp	1 lb.	
15	Violet Fungus Stalk	2 gp	2 lb.	Gut Rot



HARVEST TABLE: G

GALEB-DUHR

DC	Item	Description	Value	Weight	Crafting
10	Enchanted Pumice	The joints of a galeb-duhr are of a slightly different mineral compound resembling pumice. This is presumably to facilitate easier movement for the creatures. While it is extraordinarily brittle once its animating force is destroyed, it makes for an excellent ingredient for magical chalk.	10 gp	2 lb.	Living Chalk
15	Mote of Earth	When a galeb-duhr's form is dispersed, it leaves behind small clods of dirt that continue to carry trace amounts of elemental energy. These need to be collected quickly in specialised containers to prevent further degredation. If collected properly, they can then be used to craft an <i>elemental gem</i> . Requires enchanted vial.	100 gp	2 lb.	Elemental Gem (Yellow Diamond)
20	Galeb-Duhr Core	Unlike a regular earth elemental, galeb-duhr's have a strong tie to the Material Plane, and this is reflected in their possession of a "core." Often referred to as the galeb-duhr's heart, this magical stone serves as the basis of the galeb-duhr and is the physical embodiment of their identity and form. If recovered undamaged, it can be used to create a new galeb-duhr. Use: The galeb-duhr core must be placed inside a pile of rocks the size of a medium humanoid on the night of a full moon. Until the next full moon, the person that placed the core must cast the <i>conjure elemental</i> spell on top of the chosen pile of rocks every day at the same hour as the placing and maintain concentration on the spell for the full hour. When cast in this way, no elemental actually appears, but the spell slot is still expended. If done correctly, the pile of rocks will coalesce into a galeb-duhr upon casting <i>conjure elemental</i> on the next full moon. The galeb-duhr is friendly to its summoner and understands anything its summoner says to it even if they do not share a language. The summoned galeb-duhr obeys any order its summoner gives to it to the best of its abilities. A galeb-duhr summoned in this way also remembers any memories its core had experienced in its previous lives. This galeb-duhr does not disappear at the end of the hour and is only dispersed upon its death.	115 gp	25 lb.	

GARGOYLE

DC	Item	Description	Value	Weight	Crafting
15	Shard of Elemental Evil	Gargoyles are formed around the many shards of broken rock that the Prince of Elemental Earth, Ogresmoch, leaves in his wake. While it only contains the tiniest fraction of his power, it still contains strong magic, and many alchemists value them as thickening agents in their potions. If needed, the shard may also be used in the <i>scrying</i> spell when divining for Ogresmoch.	10 gp	1 lb.	
20	Gargoyle Wings (x2)	The gargoyle is a paradox; a creature made of stone and yet able to fly at amazing speeds. Although its wings are heavy, they manage to catch air just the way a bird's feathers might. While they are incredibly difficult for even the most experienced stonemasons to work with, they can be refashioned into a stone-like cloak that exhibits many strange qualities.	20 gp	40 lb.	Gargoyle Wing Cloak



GENIES

"I will admit, on more than one occasion I have found myself an involuntary servant of a genie noble. It was always a tedious bore to be in one of their courts; stripped of all possessions and forced to entertain them with tales of my travels. My eventual escape never could come soon enough, but alas the joke would be on me as their elemental bodies would inevitably disintegrate upon my vanquishing of them, leaving little behind for me to take home. In the end, I would have to settle for a trinket from one of their vast treasure hoards and call it a day." - Hamund

DAO

DC	Item	Description	Value	Weight	Crafting
15	Crystalline Powder (vial)	When a dao dies, its body disintegrates into a crystalline powder. Fast hands can capture this powder before it loses its magical essence which can then be used as a material component in many spells. Requires enchanted vial. Use: When casting the spell <i>conjure elemental</i> , you may use the crystalline powder as a material component to cast the spell as an action instead. The spell is also considered to be cast at one level higher than the spell slot you used to cast it. The crystalline powder then becomes inert and useless.	750	3 lb. gp	

DJINN

DC	Item	Description	Value	Weight	Crafting
15	Magical Breeze (vial)	When a djinni dies, its body disintegrates into a warm breeze. Fast hands can capture this breeze before it loses its magical essence which can then be used as a material component in many spells. Requires enchanted vial. Use: When casting the spell <i>conjure elemental</i> , you may use the magical breeze as a material component to cast the spell as an action instead. The spell is also considered to be cast at one level higher than the spell slot you used to cast it. The magical breeze then becomes inert and useless.	750	1 lb. gp	

EFREETI

DC	Item	Description	Value	Weight	Crafting
15	Tyrant Smoke (vial)	When an efreeti dies, its body disintegrates into a flash of flame and smoke. Fast hands can capture this smoke before it loses its magical essence which can then be used as a material component in many spells. Requires enchanted vial. Use: When casting the spell <i>conjure elemental</i> , you may use the tyrant smoke as a material component to cast the spell as an action instead. The spell is also considered to be cast at one level higher than the spell slot you used to cast it. The tyrant smoke then becomes inert and useless.	750	1 lb. gp	

MARID

DC	Item	Description	Value	Weight	Crafting
15	Enchanted Foam (vial)	When a marid dies, its body disintegrates into foam. Fast hands can capture this foam before it loses its magical essence which can then be used as a material component in many spells. Requires enchanted vial. Use: When casting the spell <i>conjure elemental</i> , you may use the enchanted foam as a material component to cast the spell as an action instead. The spell is also considered to be cast at one level higher than the spell slot you used to cast it. The enchanted foam then becomes inert and useless.	750	2 lb. gp	

GHOST

DC	Item	Description	Value	Weight	Crafting
10	Ectoplasmic Trail (vial)	Rather than bleed blood as a living being would, a ghost instead drips a thin trail of slimy substance known as ectoplasm. Scholars still argue what exactly ectoplasm is, but the current prevailing theory is that it is created when matter from the Ethereal Plane collides with that in the Material Plane during the ghost's jaunts between them. Requires enchanted vial.	15 gp	1 lb. (DMG)	Oil of Ethereality
20	Spirit Echo	A ghost has no corporeal form and thus leaves little behind to harvest from its actual body. Instead, using spirit paper, an echo of the ghost can be imprinted and stored for later use. Like any instance of using spirit paper, such an imprint is not the soul itself, but a fragile simulacrum. The imprint does possess all of the ghost's memories however, and responds to the <i>speak with dead</i> spell. Requires spirit paper.	120 gp	1 lb. Spectral Gauntlets	

GHOULS

GHAST

DC Item Description

			Value	Weight	Crafting
10 Ghast	This black tar-like substance resembles the coagulated blood found on murdered Blood corpses. If you have the stomach for it, it can be rubbed on one's body to mask the presence radiated by all living beings that the undead can detect.		2 gp	2 lb.	
(3 vials)	Use: You may spend 1 minute to cover yourself in ghast blood. If you do so, undead creatures with an Intelligence of less than 10 have disadvantage on Wisdom (Perception) checks to find you. This effect lasts for 1 hour or until the blood is washed off, whichever comes first.				
10 Ghast	The stench of a ghast is almost as debilitating as their touch. Nourished by and Flesh resembling decomposing meat, the flesh of a ghast can serve as a potent repellent in a pinch.		5 gp	5 lb.	
	Use: As an action, you may throw the ghast flesh up to 20 feet away, the corpulent flesh bursting on impact. Any creature within 5 feet of the targetted point must succeed on a DC 10 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the effects of the ghast flesh and the ghast's <i>stench</i> feature for 24 hours.				
15 Ghast	The claws of the ghast are well known for their paralysing touch, and there are many a Claws horror story of adventurers devoured alive by a ghast while they could do nothing but (x2) lie there helpless (of course one has to wonder how this story could be true if they are alive to tell it, but I digress.)	10 gp	6 lb.	Paralysing Dust	
20 Ghast	Despite its undead nature, a ghast does not rot or decompose. While this only adds Hide to its unnerving nature, its skin does have certain properties useful for a harvester. Some of the original designs for the renowned <i>bag of colding</i> used ghast hide as its main material.	40 gp	12 lb.	Bag of Colding	

GOUL

DC Item Description

			Value	Weight	Crafting
15 Ghoul	The claws of the ghoul are well known for their paralysing touch, and there are many a Claws horror story of adventurers devoured alive by a ghast while they could do nothing but (x2) lie there helpless (of course one has to wonder how this story could be true if they are alive to tell it, but I digress.)	10 gp	6 lb.	Paralysing Dust	
20 Ghoul	Despite its undead nature, a ghoul does not rot or decompose. While this only adds Hide to its unnerving nature, its skin does have certain properties useful for a harvester. Some of the original designs for the renowned <i>bag of colding</i> used ghoul hide as its main material.	40 gp	12 lb.	Bag of Colding	



GIANTS

"Despite their humanoid appearances, giants are quite different biologically to humanoids, and in fact have more in common with intelligent elementals (such as genies) than with us. While a giant's treasure horde is usually more valuable than their personal remains, their carcasses do tend to yield valuable materials reflective of their nature. It is theorised by some historians that the legendary fall of the giant kingdoms was a result of the smaller races coveting this power." - Hamund

CLOUD GIANT

DC	Item	Description	Value	Weight	Crafting
10	Lock of Cloud Giant Hair	Resembling an errant nimbus, the hair of a cloud giant is considered a valuable textile component. Softer than silk and finer than wool, ostentatious mountain kings may wear vests of these hairs stitched together as both a sign of wealth, and as an affront to the giants themselves.	55 gp	10 lb.	
15	Cloud Giant Fingernail	Like all giants, the fingernail of the cloud giant is a key component in brewing the ubiquitous <i>potion of giant strength</i> . Despite the misconception among adventurers who believe that felling one giant can supply them potions for life, only one potion can be brewed per giant. This is because the alchemical process uses the fingernail as a channeling foci to summon that particular giant's strength and thus renders any other attempts moot.	250 gp	2 lb.	Potion of Giant Strength (Cloud)
20	Cloud Giant Blood (7 vials)	Cloud giant blood exists in a strange transitive state of matter, not entirely gas, solid, or liquid. It seems to shift between all three at the same time, much like their famed cloud fortresses. As such, it can be exceedingly difficult to correctly harvest any of it, but a successful batch can make for miraculous alchemy. Requires enchanted vial.	70 gp	1 lb.	Cloud Step Oil

FIRE GIANT

DC	Item	Description	Value	Weight	Crafting
10	Lock of Fire Giant Hair	Resembling sparking embers, the hair of a fire giant is considered a valuable resource by blacksmiths. Striking the hairs creates a flame similar to a flint, while burning them creates a hotter flame than is achievable by most other fuels.	55 gp	10 lb.	
15	Fire Giant Fingernail	Like all giants, the fingernail of the fire giant is a key component in brewing the ubiquitous <i>potion of giant strength</i> . Despite the misconception among adventurers who believe that felling one giant can supply them potions for life, only one potion can be brewed per giant. This is because the alchemical process uses the fingernail as a channeling foci to summon that particular giant's strength and thus renders any other attempts moot.	185 gp	2 lb.	Potion of Giant Strength (Fire)
20	Fire Giant Heart	Fire giants are known to literally have fire in their veins. One look at their hearts will make that obvious as they continue to spark and smoulder long after removal from their owner's body. Blacksmiths have long known how to transform these hearts into useful lamps.	500 gp	5 lb.	Living Lamp

FROST GIANT

DC	Item	Description	Value	Weight	Crafting
10	Lock of Frost Giant Hair	Resembling the frost of an early morning, the hair of a frost giant is considered a valuable resource by hunters and explorers. The hair of a frost giant remains supernaturally cold in most climates even long after the giant's death. Packing perishables in a bag lined with frost giant hair is a good method to preserve them when no other option is available.	35 gp	10 lb.	
15	Frost Giant Fingernail	Like all giants, the fingernail of the frost giant is a key component in brewing the ubiquitous <i>potion of giant strength</i> . Despite the misconception among adventurers who believe that felling one giant can supply them potions for life, only one potion can be brewed per giant. This is because the alchemical process uses the fingernail as a channeling foci to summon that particular giant's strength and thus renders any other attempts moot.	135 gp	2 lb.	Potion of Giant Strength (Frost)
20	Frost Giant Tongue	The tongue of a frost giant is remarkably sensitive, coming from a creature so fierce. Unable to stand temperatures that could barely be considered "warm" to most humanoids, these tongues have been adapted for a variety of tools, including the <i>bag of colding</i> .	425 gp	3 lb.	Bag of Colding

HILL GIANT

DC	Item	Description	Value	Weight	Crafting
10	Lock of Hair	Resembling the brush on the top of a barren hill, the hair of a hill giant is considered a valuable resource to leatherworkers. The hair of a hill giant, while unpleasant to the touch, makes for a good rope material and even the hill giants themselves use it to stitch their clothes together.	20 gp	10 lb.	
15	Hill Giant Fingernail	Like all giants, the fingernail of the hill giant is a key component in brewing the ubiquitous <i>potion of giant strength</i> . Despite the misconception among adventurers who believe that felling one giant can supply them potions for life, only one potion can be brewed per giant. This is because the alchemical process uses the fingernail as a channeling foci to summon that particular giant's strength and thus renders any other attempts moot.	30 gp	2 lb.	Potion of Giant Strength (Hill)

STONE GIANT

DC	Item	Description	Value	Weight	Crafting
10	Lock of Stone Giant Hair	Resembling a patch of briar covering a boulder, the hair of a stone giant is considered a valuable resource to stoneworkers. Incredibly rough and bristly, this hair can be used to sand down stone. Getting a sizeable amount from the usually hairless stone giant however can prove to be a challenge in and of itself.	30 gp	5 lb.	
15	Stone Giant Fingernail	Like all giants, the fingernail of the stone giant is a key component in brewing the ubiquitous <i>potion of giant strength</i> . Despite the misconception among adventurers who believe that felling one giant can supply them potions for life, only one potion can be brewed per giant. This is because the alchemical process uses the fingernail as a channeling foci to summon that particular giant's strength and thus renders any other attempts moot.	135 gp	2 lb.	Potion of Giant Strength (Stone)
20	Stone Giant Molar	The teeth of a stone giant are harder and denser than even the oldest of boulders. Their molars in particular have been noted to be particularly useful for stonemasons that wish to emulate the legendary crafting of the stone giants. In fact, some aging stone giants have even been known to gift their loose teeth to smallfolk they have grown fond of, in the hopes that they use them to carry on their legacy.	400 gp	7 lb.	Stone Anvil

STORM GIANT

DC	Item	Description	Value	Weight	Crafting
10	Lock of Storm Giant Hair	Resembling sparks running over a field in a storm, the hair of a storm giant is considered a valuable resource to artificers. Still containing remnants of power from their original hosts, these hairs are often used as catalysts when performing the intricate spellwork required in crafting magical items.	150 gp	10 lb.	
15	Storm Giant Fingernail	Like all giants, the fingernail of the storm giant is a key component in brewing the ubiquitous <i>potion of giant strength</i> . Despite the misconception among adventurers who believe that felling one giant can supply them potions for life, only one potion can be brewed per giant. This is because the alchemical process uses the fingernail as a channeling foci to summon that particular giant's strength and thus renders any other attempts moot.	350 gp	2 lb.	Potion of Giant Strength (Storm)
20	Storm Giant Spine	Lightning courses through every fibre of a storm giant's being, but nowhere is this more pronounced than their spinal columns. A few choice vertebrae can create a powerful tool that would make a great addition to any laboratory.	900 gp	80 lb.	Storm Pole

GIBBERING MOUTHER

DC	Item	Description	Value	Weight	Crafting
10	Gibbering Mouther Teeth (small pouch)	The assorted teeth of the gibbering mouther is a literal mixed bag of tusks, fangs, and chompers from all the creatures that the mouther has devoured. These teeth hold little value above what a normal set of teeth would fetch, but some people with interest in aberrants collect these out of a morbid curiosity.	1 gp	8 lb.	Living Dentures
15	Mouther Spittle (vial)	The spittle of the gibbering mouther is a bizarre melange of the digestive enzymes of every single creature that it has devoured. By a cruel act of nature, this hazardous mixture reacts with air and can subsequently blind any creature unlucky enough to be caught in its radius. Use: Can be thrown at a point within 15 feet, with the vial exploding on impact. All creatures within 5 feet of the explosion must succeed on a DC 13 Dexterity saving throw or be blinded until the users next turn.	10 gp	2 lb.	

GITH

"Githyanki are not known for their abstinence, and indeed picking the pockets of a slain warrior or knight can prove to be extraordinarily more profitable and less messy than harvesting their organs. I would advise staying away from their swords however, as those come with a price that few would be willing to pay." - Hamund

GITHYANKI WARRIOR

DC	Item	Description	Value	Weight	Crafting
15	Githyanki Heart	The githyanki are not originally a species native to the Astral Plane, and yet they have made it their home regardless. Prolonged exposures to the unaging nature of the Astral Plane has caused some of their organs, particularly their hearts, to develop curious qualities that are valuable to scholars attempting to unlock the secrets of that place.	5 gp	1 lb.	
20	Githyanki Brain	The githyanki brain is a marvel of biology. Capable of psionic output powerful enough to bend the normal laws of physics, it is noticeably larger and more developed than most other humanoid's. Although doing so may be distasteful for civilised folk, consuming the brain of a githyanki can temporarily boost the latent psionic powers of other humanoids, granting them similar abilities to its previous owner. Use: As an action, you may consume the githyanki brain. For the next hour, you may cast the <i>mage hand</i> spell as a cantrip, as well as cast the <i>jump</i> spell up to 3 times.	10 gp	4 lb.	

GITHYANKI KNIGHT

DC	Item	Description	Value	Weight	Crafting
10	Githyanki Hair	The hair braid of a mighty githyanki warrior is a symbol of their prowess in combat. An intact braid can fetch a tidy sum among collectors back on the Material Plane.	20 gp	1 lb.	
15	Githyanki Heart	The githyanki are not originally a species native to the Astral Plane, and yet they have made it their home regardless. Prolonged exposures to the unaging nature of the Astral Plane has caused some of their organs, particularly their hearts, to develop curious qualities that are valuable to scholars attempting to unlock the secrets of that place.	5 gp	1 lb.	
20	Githyanki Brain	The githyanki brain is a marvel of biology. Capable of psionic output powerful enough to bend the normal laws of physics, it is noticeably larger and more developed than most other humanoid's. Although doing so may be distasteful for civilised folk, consuming the brain of a githyanki can temporarily boost the latent psionic powers of other humanoids, granting them similar abilities to its previous owner. Use: As an action, you may consume the githyanki brain. For the next hour, you may cast the <i>mage hand</i> spell as a cantrip, as well as cast the <i>jump</i> spell up to 3 times.	10 gp	4 lb.	

GITHYANKI TRINKET TABLE

Item	Value	Weight
1 1d8 golden rings	2 gp	1 lb.
2 1 ruby inlaid headband	6 gp	2 lb.
3 1 wineskin of fine wine	10 gp	5 lb.
4 2d4 preserved illithid tentacles	2 gp	1 lb.
5 1 unfinished crafting trinket	1 gp	3 lb.
6 1d4 bottles of scented oils	1 gp	1 lb.
7 1 bottle of weapon oil	1 gp	1 lb.
8 12d10 gold pieces	Varies	Varies

GITHZERAI MONK

DC	Item	Description	Value	Weight	Crafting
15	Githzerai Heart	The githyanki are not originally a species native to Limbo, and yet they have made it their home regardless. Their existence there is a paradox; a stretch of serenity in an otherwise chaotic sea. This is reflected in their own bodies which have gradually adapted to living in such a place. Their hearts in particular are noteworthy to scholars trying to unlock the power of that plane.	5 gp	1 lb.	
20	Githzerai Brain	The githzerai brain is a marvel of biology. Capable of psionic output powerful enough to bend the normal laws of physics, it is noticeably larger and more developed than most other humanoid's. Although doing so may be distasteful for civilised folk, consuming the brain of a githzerai can temporarily boost the latent psionic powers of other humanoids, granting them similar abilities to its previous owner. Use: As an action, you may consume the githzerai brain. For the next hour, you may cast the <i>mage hand</i> spell as a cantrip, as well as cast the <i>feather fall</i> spell up to 3 times.	10 gp	4 lb.	

GITHZERAI ZERTH

DC Item Description

			Value	Weight	Crafting
10	Githzerai Brand	The githzerai practice many rituals in their constant adherence to discipline and tradition. One of these is a ritualistic branding of their bodies. Each brand may only be earned after the githzerai have demonstrated a mastery of a skill respected within the githzerai culture. Young and novice githzerai may only have a simple brand of a single skill, while the most revered and experienced in their society would have intricate brands, developed and layered on each other over their many years of learning. These brands are both rare and beautiful to admire, making them valuable to collectors elsewhere.	20 gp	1 lb. gp	
15	Githzerai Heart	The githyanki are not originally a species native to Limbo, and yet they have made it their home regardless. Their existence there is a paradox; a stretch of serenity in an otherwise chaotic sea. This is reflected in their own bodies which have gradually adapted to living in such a place. Their hearts in particular are noteworthy to scholars trying to unlock the power of that plane.	5 gp	1 lb.	
20	Githzerai Brain	The githzerai brain is a marvel of biology. Capable of psionic output powerful enough to bend the normal laws of physics, it is noticeably larger and more developed than most other humanoid's. Although doing so may be distasteful for civilised folk, consuming the brain of a githzerai can temporarily boost the latent psionic powers of other humanoids, granting them similar abilities to its previous owner. Use: As an action, you may consume the githzerai brain. For the next hour, you may cast the <i>mage hand</i> spell as a cantrip, as well as cast the <i>feather fall</i> spell up to 3 times.	10 gp	4 lb. gp	

GITHZERAI TRINKET TABLE

Item	Value	Weight
1 1d4 days' worth of rations	5 sp	2 lb.
2 1 waterskin	2 sp	5 lb.
3 2d6 sticks of fine incense	1 gp	1 lb.
4 1 ring of meditation beads	5 gp	4 lb.
5 1 set of silk clothes	10 gp	5 lb.
6 1 set of writing utensils and parchment	15 gp	8 lb.
7 1 brass censer	1 gp	8 lb.
8 1 book of githzerai teachings	10 gp	5 lb.



GNOLLS

"I do not recommend harvesting gnolls, purely due to the horrid stench their guts produce when sliced open. A lifetime of eating offal and rotting carcasses will do that to you though I suppose." - Hamund

GNOLL

DC	Item	Description	Value	Weight	Crafting
10	Gnoll Tooth (small pouch)	The sharp, irregular teeth of a gnoll. Not worth much other than as a trophy. Harvesters are advised to wash them at the first chance, as they carry the stench of a gnoll's mouth long after removal.	1 sp	1 lb.	

GNOLL PACK LORD

DC	Item	Description	Value	Weight	Crafting
10	Gnoll Tooth (small pouch)	The sharp, irregular teeth of a gnoll. Not worth much other than as a trophy. Harvesters are advised to wash them at the first chance, as they carry the stench of a gnoll's mouth long after removal.	1 sp	1 lb.	
15	Mark of Yeenoghu	As an homage to their demonic overlord, particularly zealous gnolls paint Yeenoghu themselves with the mark of Yeenoghu using the blood of their victims. The brands have little of their intended effect of making the gnoll invulnerable, but mostly just due to the gnoll's own incompetence. The marks themselves actually do possess a degree of magic that demonologists value as a research material and component.	1 gp	1 lb.	

GNOLL FANG OF YEENOGHU

DC	Item	Description	Value	Weight	Crafting
10	Gnoll Tooth (small pouch)	The sharp, irregular teeth of a gnoll. Not worth much other than as a trophy. Harvesters are advised to wash them at the first chance, as they carry the stench of a gnoll's mouth long after removal.	1 sp	1 lb.	
15	Mark of Yeenoghu	As an homage to their demonic overlord, particularly zealous gnolls paint Yeenoghu themselves with the mark of Yeenoghu using the blood of their victims. The brands have little of their intended effect of making the gnoll invulnerable, but mostly just due to the gnoll's own incompetence. The marks themselves actually do possess a degree of magic that demonologists value as a research material and component.	1 gp	1 lb.	
20	Demon Gnoll Heart	After a fang of Yeenoghu is killed, the demonic spirit that empowered it leaves. However, its corrupting touch lingers on the corpse long after its death. This is most obvious in the heart of a slain fang of Yeenoghu which continues to drip a drool-like ichor even after removal from the body.	10 gp	2 lb.	Yeenoghu's Boon

GNOLL TRINKET TABLE

Item	Value	Weight
1 1d4 day's worth of rations (mouldy produce)	5 sp	2 lb.
2 1 well chewed stick	1 cp	2 lb.
3 1 set of tattered clothes	5 cp	5 lb.
4 1d6 strings of trophies	8 cp	2 lb.
5 2d8 piercings (bone and metal)	1 sp	1 lb.
6 1 pouch of red pigments	5 sp	2 lb.
7 1 idol of Yeenoghu	3 gp	4 lb.
8 5d10 silver pieces	Varies	Varies



GNOme, DEEP

"I have known many deep gnomes in my time, and found them all to be good company, if a little dourer than their surface-dwelling cousins. The only harvesting I have performed on deep gnomes were really more like autopsies, performed with the blessings of their families. Admittedly, those families were quite peculiar to begin with, but who am I to look a gift horse in the mouth?" - Hamund

DC	Item Description	Value	Weight	Crafting
10	Deep Gnome The skin of the cavern dwelling gnomish subrace is a distinctive ashy-grey in colour and has adapted over millenia to a subterranean lifestyle. As such, it can be fashioned into a good cloak that provides ample camouflage when spelunking. I wouldn't recommend wearing it around civilised society however.	1 gp	10 lb.	

DEEP GNOME TRINKET TABLE

Item	Value	Weight
1 1d4 days' worth of rations	5 sp	2 lb.
2 1 iron flask of strong liquor	1 gp	3 lb.
3 1d6 pouches of pipeweek	7 sp	1 lb.
4 1d4 precious gems	10 gp	2 lb.
5 1 shovel or pick	2 gp	5 lb./10 lb.
6 1 stone carved likeness of a family member	8 cp	1 lb.
7 1 sheet of rock polishing cloth	12 sp	-
8 5d10 silver pieces	Varies	Varies

GOBLINS

"I often ponder if goblins are an elaborate practical joke being played on the rest of us by the goblin god Maglubiyet. Their entire existence seems so comically bizarre and pointless, and yet their presence on these Material Planes never seems to

cease. It's almost as if they only exist to be nuisances and then be killed by roving bands of mercenaries. Simply bizarre." - Hamund

GOBLIN

DC	Item Description	Value	Weight	Crafting
5	Goblin Goblins neither possess much of value, nor are made of anything of value. Goblin ears are perhaps the only thing worth carving off of an average goblin, if only because dogs (x2) enjoy snacking on them the same way they enjoy pig ears.	5 cp	1 lb.	

GOBLIN BOSS

DC	Item Description	Value	Weight	Crafting
5	Goblin Goblins neither possess much of value, nor are made of anything of value. Goblin ears are perhaps the only thing worth carving off of an average goblin, if only because dogs (x2) enjoy snacking on them the same way they enjoy pig ears.	5 cp	1 lb.	

GOBLIN TRINKET TABLE

Item	Value	Weight
1 1d4 days' worth of rations	5 sp	2 lb.
2 1 wooden idol of Maglubiyet	2 sp	5 lb.
3 1 rat on a stick	2 cp	2 lb.
4 1d4 string of animal trophies	8 cp	1 lb.
5 1d4 shiny trinkets	2 sp	2 lb.
6 1 iron flask of cheap liquor	5 sp	2 lb.
7 1 tattered children's toy	2 sp	2 lb.
8 3d100 copper pieces	Varies	Varies



GOLEMS

CLAY GOLEM

DC Item Description

			Value	Weight	Crafting
10	Golem Core	When a golem is created, a spirit from the Elemental Plane of Earth is summoned to animate it. This spirit operates from a core of material at the very centre of the golem's mass. After a golem is defeated, this core remains and can be very useful for artificers looking to animate their own creations.	20 gp	10 lb.	
15	Clay Golem Clay	While a defeated clay golem loses much of its magical properties, it maintains a supernatural durability above that of regular clay. Resculpting this into other forms can create a very formidable weapon or armour.	150 gp	30 lb.	Clay Weapon
20	Manual Ashes	The final step of creating a new golem is to sprinkle the ashes of <i>manual of golem creation</i> over the inanimate body. Some of these ashes become stuck to the (small) freshly made body and can be recovered. Of course, such a small amount would pouch) not be able to animate a full body, but can be used to animate a much smaller creation.	500 gp	1 lb.	Golem Companion

FLESH GOLEM

DC Item Description

			Value	Weight	Crafting
10	Golem Core	When a golem is created, a spirit from the Elemental Plane of Earth is summoned to animate it. This spirit operates from a core of material at the very centre of the golem's mass. After a golem is defeated, this core remains and can be very useful for artificers looking to animate their own creations.	15 gp	10 lb.	
15	Flesh Golem Meat	The reanimation of deceased flesh into a golem's form permanently affects its structure and composition. The resulting meat is said to cause brief but violent outbursts in those that consume it. Use: If at least 1 pound of flesh golem meat is consumed, whether raw or cooked, the eater enters a berserker rage. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the eater attacks an object, with preference for an object smaller than itself. This effect lasts for 1 minute, or until a creature that the eater trusts succeeds on a DC 15 Charisma (Persuasion) check to calm them.	30 gp	10 lb.	
20	Manual Ashes	The final step of creating a new golem is to sprinkle the ashes of <i>manual of golem creation</i> over the inanimate body. Some of these ashes become stuck to the (small) freshly made body and can be recovered. Of course, such a small amount would pouch) not be able to animate a full body, but can be used to animate a much smaller creation.	140 gp	1 lb.	Golem Companion

IRON GOLEM

DC Item Description

			Value	Weight	Crafting
10	Golem Core	When a golem is created, a spirit from the Elemental Plane of Earth is summoned to animate it. This spirit operates from a core of material at the very centre of the golem's mass. After a golem is defeated, this core remains and can be very useful for artificers looking to animate their own creations.	30 gp	10 lb.	
15	Poison Canister	Inside an iron golem's chest cavity is a secret compartment lined with a slightly different iron alloy to the rest of the golem. This alloy reacts with oxygen to create a poisonous gas that the iron golem seemingly "breathes" at its enemies. If harvested correctly, it can be repaired by a skilled tinker into your own poisonous device.	1,100 gp	7 lb.	Poison Lung
20	Iron Golem Iron	The metal used to craft an iron golem is leagues better than what you would find in an average alley blacksmith's shop. Taking this metal and resmelting it can craft some of the finest armour in the land.	2,000 gp	Plate Armour, + 3 (DMG) or Plate Shield, + 3 (DMG) or Shield, + 3 (DMG)	Plate Armour, + 3 (DMG) or Shield, + 3 (DMG)
20	Manual Ashes	The final step of creating a new golem is to sprinkle the ashes of <i>manual of golem creation</i> over the inanimate body. Some of these ashes become stuck to the freshly made body and can be recovered. Of course, such a small amount would not be able to animate a full body, but can be used to animate a much smaller creation.	2,000 gp	1 lb.	Golem Companion

STONE GOLEM

DC Item Description

		Value	Weight	Crafting
10	Golem When a golem is created, a spirit from the Elemental Plane of Earth is summoned Core to animate it. This spirit operates from a core of material at the very centre of the golem's mass. After a golem is defeated, this core remains and can be very useful for artificers looking to animate their own creations.	20	10 lb. gp	
15	Golem Although a stone golem may be defeated, it leaves behind a permanent change to Stone the composition of the stone it was formed from. While still very durable, this stone has a certain flexibility and lightness to it that is unmatched by anything found in nature. This property allows for the crafting of certain items that would otherwise be unfeasible with regular stone.	300	25 lb. Breastplate, gp + 2	
20	Manual The final step of creating a new golem is to sprinkle the ashes of <i>manual of golem Ashes creation</i> over the inanimate body. Some of these ashes become stuck to the (small) freshly made body and can be recovered. Of course, such a small amount would pouch) not be able to animate a full body, but can be used to animate a much smaller creation.	700	1 lb. Golem gp Companion	



GORGON

DC	Item	Description	Value	Weight	Crafting
10	Gorgon Oil (5 vials)	The naturally produced oil of the gorgon is a widely sought after lubricant. Crafters from all fields can find some use for it in their work and demand always exceeds supply.	2 gp	1 lb.	
15	Gorgon Gas Sack (Only harvestable if the gorgon had available upon death)	The gas gland of a gorgon, located just behind its nasal cavity. Resembles a balloon if it were made from metal foil. When harvested, can be given a good squeeze to produce the same petrifying effect its owner once used. Use: As an action you may squeeze the sack and release a petrifying gas in a 30-foot cone. Each creature in that area must succeed on a DC 13 Constitution saving throw. On a failed save, a target begins to turn to stone and is restrained. The restrained target must repeat the saving throw at the end of its next turn. On a success, the effects ends on the target. On a failure, the target is petrified until freed by the <i>greater restoration</i> spell or other magic. Once used, the sack is emptied and becomes useless.	20 gp	5 lb.	
15	Gorgon Hoof (x4)	The hooves of a gorgon resemble anvils more than anything else. It is ironic then that these are often reforged by blacksmiths on their own anvils.	20 gp	25 lb.	Greatclub, +1 (DMG) Maul, +1 (DMG) or Warhammer, +1 (DMG)
20	Gorgon Horn (x2)	It is hard to decide whether it is preferable to die by the hooves or the horn of a gorgon. Either way, a successfully harvested gorgon horn can be refined by any skilled blacksmith into a formidable weapon.	20 gp	20 lb.	Lance, +1 (DMG) Trident, +1 (DMG) War pick, +1 (DMG) Javelin, +1 (DMG) or Spear, +1 (DMG)
20	Gorgon Plate	The iron-like armour plating of a gorgon is incredibly hard and yet is supple and breathes like skin. It is thus a unique and useful material for making fine armours.	30 gp	60 lb.	Any heavy armour or shield, +1 (DMG)

GRELL

DC	Item	Description	Value	Weight	Crafting
10	Grell Tentacle (x2)	The formidable tentacles of a grell make fine whips once they are removed, dried, treated and fitted with a handle. Many Underdark societies have been seen using whips made from grells, for both their strength and their intimidation factor.	3 gp	5 lb.	Whip, +1 (DMG)
15	Grell Poison (vial)	A grell's poison is known to paralyse hapless victims, leaving them helpless as the grell flies away with them to be devoured. By removing the gland located where its tentacles meet its body, this poison can be extracted and used against one's own enemies. Use: Can be used to coat up to 5 pieces of slashing or piercing ammunition or one slashing or piercing weapon. Applying the poison takes 1 minute. For the next minute, any creature successfully hit must succeed on a DC 15 Constitution saving throw or be poisoned. The poisoned target is paralyzed, and it can repeat the saving throw at the end of each of its turns, ending the effect on a success.	30 gp	1 lb.	
20	Grell Hide	The hide of a grell is extremely sensitive to certain stimuli that completely bypasses the sense of most humanoids. Extremely difficult to remove intact, this hide can be used to craft armours that grant its wearer a sixth-sense similar to the grell's own.	40 gp	8 lb.	Grell Jerkin

GRICKS

GRICK

DC	Item	Description	Value	Weight	Crafting
10	Gerrick Tentacle (x4)	The deadly tentacle of a grick is both rubbery and sharp. However, after prolonged tenderising, boiling, and seasoning, these tentacles make for a delicacy that several Underdark races have come to enjoy. It is usually served with a sauce reduced from the grick's own blood. It is an acquired taste to say the least.	1 gp	6 lb.	
15	Gerrick Hide	The skin of a grick has a unique shade and hue that allows it to blend into its rocky surroundings with ease. While difficult to remove properly from its rubbery carcass, the resulting hide makes for good camouflage clothes.	10 gp	18 lb.	Gerrick Hide Cloak

ALPHA GRICK

DC	Item	Description	Value	Weight	Crafting
10	Alpha Grick Tentacle (x4)	The deadly tentacle of a grick is both rubbery and sharp. However, after prolonged tenderising, boiling, and seasoning, these tentacles make for a delicacy that several Underdark races have come to enjoy. It is usually served with a sauce reduced from the grick's own blood. It is an acquired taste to say the least.	1 gp	10 lb.	
15	Alpha Grick Hide	The skin of a grick has a unique shade and hue that allows it to blend into its rocky surroundings with ease. While difficult to remove properly from its rubbery carcass, the resulting hide makes for good camouflage clothes.	25 gp	22 lb.	Gerrick Hide Cloak
20	Gerrick Pearl	The grick that has become large enough to lead other gricks as an alpha is usually the one that has lived long enough to eat the most stuff. Because of the grick's voracious appetite and low intelligence, sometimes this stuff includes the treasures of the hapless victims that cross its path. In rare circumstances, these treasures can sit in the grick's digestive system for a prolonged time and form a pearl. This pearl resembles whatever mish mash of materials created it, but coated with what appears to be a supernaturally dark hue that never goes away despite the lighting. This pearl can be taken by artificers and crafted into an item that taps into its inherent connection to the Underdark.	185 gp	5 lb.	Gem of the Underdark

GRIFFON

DC	Item	Description	Value	Weight	Crafting
5	Griphon Talon (x2)	The talons of a griffon contain a unique collagen in them that when rendered creates a high quality adhesive. This glue is prized by leatherworkers and most can never find enough to meet their demand.	5 sp	20 lb.	
10	Griphon Feather (x10)	The pristine feathers of a griffon carry an almost supernatural aerodynamic quality to Feather them. Fletchers and sharpshooters prize good condition griffon feathers for crafting high quality arrows.	1 gp	1 lb.	Arrow +1 (DMG)
15	Griphon Eye (x2)	A griffon can spot prey while flying miles overhead, and spot potential rivals from great distances. Their magical eyes have long been used as charms and medicines by mountainfolk, but the utilisation of their eyes has been perfected by artificers capable of turning them into an <i>eyes of the eagle</i> mask.	5 gp	1 lb.	Eye of the Eagle (DMG)

GRIMLOCK

DC	Item	Description	Value	Weight	Crafting
20	Grimlock Brain	Grimlocks are a pathetic race, descended from humans craven enough to worship the illithid race as deities. That said, their wretchedness can still prove useful to the rest of us. Generations of exposure to the illithid's experiments and influence has produced a permanent physiological change in the brain of the grimlock that when brewed into a potion, can provide some level of immunity to the abilities of the mind flayers.	5 gp	4 lb.	Potion of Mind Flayer Resistance

HARVEST TABLE: H

HAGS

"The rules for hags is the same as that of disasters: they're dangerous, they're best to be avoided, and they tend to come in threes. Harvesting a hag is also a dangerous proposition as contact with their bodily fluids carries the risk of contracting the dreaded 'crone's disease.' Great care should always be exercised when carving up one of these ladies, otherwise you run the risk of looking like my childhood nanny for the rest of your life"- Hamund

Perhaps reflective of their spiteful nature in life, hags continue to display an unmatched level of vindictiveness even in death. Upon their death, a reaction takes place immediately in the bodily fluids of a hag that makes them a vector for transmitting "Crone's Disease." Whenever a creature imbibes any bodily fluids from a deceased hag, they must succeed on a DC 15 Constitution saving throw or become infected with crone's disease. A character whose harvesting check fails to harvest anything from the hag also runs the risk of contracting crone's disease as they clumsily splash blood in an orifice or in an open wound.

Upon contracting crone's disease, 1 of the victim's facial features/body parts immediately transforms to look more hag like. For example, their nose may become hooked, or their hands become claw-like. Every 24 hours, the victim may attempt the saving throw again. On a success, the disease ends, and every 24 hours subsequently, 1 transformed feature returns to normal. On a failure, another facial feature or body part changes to become more hag-like, and the disease continues. Every 7 days, any currently transformed feature becomes permanent even after the disease is cured. At that point, only restorative magic such as that of the spell *greater restoration* may return the creature to their normal appearance.

GREEN HAG

DC Item Description

Value Weight Crafting

10	Green Hag Hair	The hair of a green hag flows like rotten reeds at the bottom of a swamp. While unpleasant to both observe and to hold, it possesses some weak magical properties and is often used by seedier alchemists looking for cheap substitutes for higher quality ingredients.	(small pouch)	1 gp	4 lb.
10	Hag Blood	Absolutely reeking of the foulness that permeated the hag's entire being, drinking this blood has the potential to infect a creature with <i>crone's disease</i> . It should also be noted that while the blood smells and tastes as fetid as it looks, alcohol has a neutralising effect on both of these properties. What someone does with that information is entirely out of this writer's control.	(3 vials)	3 gp	1 lb.
15	Green Hag Skull	Green hags are notorious for their ability to mimic sounds to lure or scare intruders to their lairs. This ability lingers behind in their skulls and artificers can draw out this latent power to create a magical trinket with much of the same property. In several ways, the hag would probably have enjoyed the idea of its carcass being used for such a macabre activity.		14 gp	10 lb. Deception Skull
20	Hag Eyeball	Not to be confused with the notorious "hag eye" amulet given by hags to their servants, however the two are tightly linked. Despite being severed from its socket, this eye still seems to glare as it did in life. Use: As an action you may concentrate on the hag eyeball while it is in your hand. While doing so, you may utilise that hag's hag eye that same way they would have used it in life. If the hag eye is destroyed while you are concentrating on the hag eyeball, you suffer 3d10 psychic damage and are blinded for 24 hours.		50 gp	1 lb.



SEA HAG

DC	Item	Description	Value	Weight	Crafting
10	Night Hag Hair (small pouch)	As thick and dark as a suffocating night, night hag hair carries some of the magical properties once abused by its previous owner.	3 gp	4 lb.	Night Hag Dreamcatcher
10	Hag Blood (3 vials)	Absolutely reeking of the foulness that permeated the hag's entire being, drinking this blood has the potential to infect a creature with <i>crone's disease</i> . It should also be noted that while the blood smells and tastes as fetid as it looks, alcohol has a neutralising effect on both of these properties. What someone does with that information is entirely out of this writer's control.	3 gp	1 lb.	
15	Night Hag Skull	The skull of the night hag continues to carry the same dark energies that it once held in life, corrupting mortals and driving them mad with nightmares.	25 gp	10 lb.	Nightmare Skull
20	Hag Eyeball	Not to be confused with the notorious "hag eye" amulet given by hags to their servants, however the two are tightly linked. Despite being severed from its socket, this eye still seems to glare as it did in life. Use: As an action you may concentrate on the hag eyeball while it is in your hand. While doing so, you may utilise that hag's hag eye that same way they would have used it in life. If the hag eye is destroyed while you are concentrating on the hag eyeball, you suffer 3d10 psychic damage and are blinded for 24 hours.	50 gp	1 lb.	

NIGHT HAG

DC	Item	Description	Value	Weight	Crafting
10	Sea Hag Hair (small pouch)	Resembling rotten seaweed, the hair of a sea hag can be washed, sliced, dried, and then seeped for a prolonged time to create a potion of water breathing. It should be warned however that drinking a potion made from sea hag hair has the potential to infect a victim with <i>crone's disease</i> .	1 gp	2 lb.	Potion of Water Breathing (DMG)
10	Hag Blood (3 vials)	Absolutely reeking of the foulness that permeated the hag's entire being, drinking this blood has the potential to infect a creature with <i>crone's disease</i> . It should also be noted that while the blood smells and tastes as fetid as it looks, alcohol has a neutralising effect on both of these properties. What someone does with that information is entirely out of this writer's control.	3 gp	1 lb.	
15	Sea Hag Skull	While devoid of its characteristic facial features, the skull of the sea hag still carries a malevolent aura that chills any that gaze upon it.	15 gp	10 lb.	Fear Skull
20	Hag Eyeball	Not to be confused with the notorious "hag eye" amulet given by hags to their servants, however the two are tightly linked. Despite being severed from its socket, this eye still seems to glare as it did in life. Use: As an action you may concentrate on the hag eyeball while it is in your hand. While doing so, you may utilise that hag's hag eye that same way they would have used it in life. If the hag eye is destroyed while you are concentrating on the hag eyeball, you suffer 3d10 psychic damage and are blinded for 24 hours.	50 gp	1 lb.	

HALF DRAGON

DC	Item	Description	Value	Weight	Crafting
10	Half-Dragon Blood (3 vials)	While regular dragon blood is too foreign to have any effect on a humanoid Dragon without significant alteration, the diluted nature of a half-dragon's blood allows it to bestow significant benefits on a humanoid imbiber. Use: As an action you may drink the vial of half-dragon blood. For the next 10 minutes, you gain the same type of damage resistance of the half-dragon it was taken from.	8 gp	1 lb.	
15	Half-Dragon Scales (small pouch)	Half-dragons occupy an odd position in the taxonomy of creatures. This is best reflected in the strange effect that their bodies have on the senses of real dragons around them. Their strange physiology seems to cause them to slip beneath the notice of dragons of their own colour, tricking them into thinking they are one of their own. Taking a half-dragon's scales, grinding them into a powder, and then mixing them with oil creates a paste that other humanoids can apply to their own bodies to avoid or promote detection by dragons.	60 gp	10 lb.	Dra-gone Paste/Drag-on Paste

HARPY

DC	Item	Description	Value	Weight	Crafting
10	Harpy Feather (small pouch)	Harpy feathers are notably large but of a fine quality, reflective of the harpies. Beautiful but dangerous nature. Too large for fletching, they nonetheless make excellent quills.	4 sp	1 lb.	
15	Harpy Vocal Cords	If harpies are known for one thing, it is their singing. Their vocal cords are able to produce a wide variety of sounds, and some daring bards have taken to using them as strings for their instruments. Bards with instruments of the harpies are said to play music that can entrance entire rooms of listeners.	2 gp	2 lb.	Harpy Harp
20	Harpy Egg	On a rare occasion, you may slay a harpy that was in the middle of ovulation. Whether the egg is fertilised is irrelevant, as it is the eggshell that holds the true value. When this pink-speckled shell is powdered, it makes a dye with potent magical abilities.	8 gp	3 lb.	Harpy Ink

HELL HOUND

DC	Item	Description	Value	Weight	Crafting
5	Hell Hound Fur (3 tufts)	When a hell hound dies, it is consumed by its internal fire leaving nothing behind but ash of burnt fur. While this is disappointing to harvesters, the fur still has some utility. Use: As an action, you may rub 1 tuft of hell hound fur into your hands. If you do so, for the next minute, whenever you roll a 1 or 2 on a fire damage dice roll, you may reroll that die and you must use the new number. After being used, the tuft of hell hound fur loses its magic and becomes useless.	10 gp	2 lb.	

HELMED HORROR

DC	Item	Description	Value	Weight	Crafting
10	Helmed Horror Helmet	When crafting a helmed horror, no ordinary helmet will do. One made specifically for the purpose must be commissioned in order to grant the unique senses that the helmed horror possesses. With some time, an artificer can take one of these helmets and reconfigure the arcane signatures so that they work for regular humanoids.	15 gp	8 lb.	Blinders Helm
15	Helmed Horror Essence	The animating spirit of a helmed horror dissipates quickly after its form loses structural integrity. If done quickly however, this spirit can be caught using a sheet of spirit paper. No matter how quick you may be however, some of the spirit will have degraded already, thus any attempt at reusing the spirit is sure to result in a lower quality construct than the original helmed horror. Requires spirit paper. Use: You may spend an hour performing a DC 15 Intelligence (Arcana) check with the spirit paper to transfer the essence to an unworn suit of plate armour. If you are successful, the essence leaves the spirit paper and enters the suit of armour, creating an <i>animated armour</i> under your control. This armour follows your instructions to the best of its ability, but lacks the intelligence to discern any nuance from your words and follows orders to the letter. This animated armour remains until it is destroyed.	60 gp	1 lb.	

HIPPOGRIFF

DC	Item	Description	Value	Weight	Crafting
5	Hippogriff Hooves (x2)	The hooves of a hippogriff contain a unique collagen in them that when rendered creates a high quality adhesive. This glue is prized by leatherworkers and most can never find enough to meet their demand.	4 sp	6 lb.	
10	Hippogriff Feather (x10)	The pristine feathers of a hippogriff carry an almost supernatural aerodynamic quality to them. Fletchers and sharpshooters prize good condition hippogriff feathers for fletching high quality arrows.	1 gp	1 lb.	Arrow, +1 (DMG)
15	Hippogriff Eye (x2)	It is said that a hippogriff can spot a mouse in a field from more than 2 miles over. Whether true or not, they can definitely spot an orcish ambush coming from a few hundred feet out, and this is another reason that hippogriffs are so highly valued as mounts and companions.	5 gp	1 lb.	Eyes of the Eagle (DMG)

HOBGOBLINS

"As much as I despise their goblin cousins, I do offer hobgoblins a modicum of respect. I find no issue at all with taking a trophy or two from the carcass of one that I have slain, as I have no doubt the fellow would have done the same to me had things turned out differently." - Hamund

HOBGOBLIN

DC	Item	Description	Value	Weight	Crafting
5	Hobgoblin Ear	The body of a hobgoblin holds little practical use for harvesters. Most cities however will pay small bounties for hobgoblin ears,	2 sp	1 lb.	

HOBGOBLIN CAPTAIN

DC	Item	Description	Value	Weight	Crafting
5	Hobgoblin Ear	The body of a hobgoblin holds little practical use for harvesters. Most cities however will pay small bounties for hobgoblin ears.	2 sp	1 lb.	
10	Hobgoblin War Braid	As a hobgoblin grows in experience and prestige, they grow out their hair into braids that are only ever cut if they lose a battle. These braids hold some value to collectors as well as bounty offices as proof of felling a noteworthy hobgoblin threat.	1 gp	1 lb.	

HOBGOBLIN WARLORD

DC	Item	Description	Value	Weight	Crafting
5	Hobgoblin Ear	The body of a hobgoblin holds little practical use for harvesters. Most cities however will pay small bounties for hobgoblin ears.	2 sp	1 lb.	
10	Hobgoblin War Braid	As a hobgoblin grows in experience and prestige, they grow out their hair into braids that are only ever cut if they lose a battle. These braids hold some value to collectors as well as bounty offices as proof of felling a noteworthy hobgoblin threat.	1 gp	1 lb.	
15	Mark of Maglubiyet	When a hobgoblin becomes powerful enough that they are considered a warlord, they receive a special mark to venerate themselves in the face of their deity: Maglubiyet. If skinned correctly and preserved, this mark can be taken by thaumaturges to craft a trinket imbued with the terrifying influence of the goblinoid god.	5 gp	2 lb.	Amulet of Maglubiyet

HOBGOBLIN TRINKET TABLE

Item	Value	Weight
1 1d4 days' worth of rations	5 sp	2 lb.
2 1 whetstone	1 cp	-
3 1 vial of weapon oil	3 sp	1 lb.
4 1 legion crest	8 sp	1 lb.
5 1 shovel	2 gp	5 lb.
6 1 tinderbox	5 sp	1 lb.
7 1 mess kit	2 sp	1 lb.
8 10d10 gold pieces	Varies	Varies



HOMUNCULUS

DC	Item	Description	Value	Weight	Crafting
10	Homunculus	The destroyed body of a homunculus returns to its mundane components upon its death. These components can be recycled into a new homunculus.	40 gp	6 lb.	
20	Homunculus Blood (vial)	The homunculus' blood is the same as its master's: a wizard must bleed onto an empty construct in order to bring it to life. While this imparts a connection to that wizard that they would find useful, it can also be exploited by others skilled in the arcane arts who manage to capture said homunculus. As such, the price of this blood can vary wildly depending on which wizard's homunculus it was taken from. Requires enchanted vial. Use: As an action you may drink the homunculus blood. Doing so gives you all the knowledge that the homunculus had up to the point of its death, including the languages it knew, and the knowledge that its creator shared with it. You may not necessarily understand all of this knowledge, especially if it is of a very esoteric nature and you may not necessarily be able to parse all of it. You retain this knowledge for 10 minutes, after which all of it vanishes from your mind. Once this happens, you become stunned for 1 minute as your mind recovers from the influx of information it received.	Varies	2 lb.	

HOOKED HORROR

DC	Item	Description	Value	Weight	Crafting
5	Hooked Horror Exoskeleton	The hooked horror's exoskeleton is harder than iron, but unfortunately is difficult to reshape and thus unsuited for armour. However, it does have several other uses including being used as a sturdy container, building material, or even as using its reverberative nature as a percussion instrument. Many Underdark cultures thus value these exoskeletons when recovered in good condition.	4 gp	40 lb.	
10	Hooked Horror Cochlea	The extremely sensitive cochlea of a hooked horror is not unlike that of a bat's. Capable of hearing both extreme distances and different wavelengths, this cochlea serves as a key component for various hearing aids and magical items.	10 gp	1 lb.	Shell of Hearing
15	Hooked Horror Hook (x2)	The eponymous hooks of the hooked horror. Formed of an extremely hard, yet yielding, keratin material. With slight modifications, these hooks can be turned into a formidable war pick that doubles as a climbing pick.	10 gp	5 lb.	War Pick, +1 (DMG)

HYDRA

DC	Item	Description	Value	Weight	Crafting
5	Hydra Scale	The scales of a hydra have a long history as art materials in coastal societies; hydras are known for shedding many scales throughout their lifetimes. Durable and of a (large unique hue, they lend an intimidating aesthetic that many tailors would be eager to bag) get their hands on.	15 gp	15 lb.	
10	Hydra Blood	Hydras are well known for their regenerative abilities, a property that has not gone unnoticed by alchemists. In fact hydra blood is one of many potential catalysts when brewing the ubiquitous healing potion. The hydra's powerful blood is known for vials) brewing notably potent mixtures.	5 gp	1 lb.	Potion of Superior Healing (DMG)
15	Hydra Tooth	Incredibly sharp and incredibly numerous. Coastal societies have been known to craft Deadly arrows and spearheads from the many teeth that hydras leave behind as they (x30) lose and grow new heads.	3 gp	1 lb.	Arrow, +2 (DMG)
15	Hydra Heart	An organ capable of scaling up blood circulation regardless of how many heads its body grows, the heart of a hydra is brimming with magical potential. In fact, the heart Piece of a hydra is so powerful that consuming one can even regrow lost limbs. Use: It takes 10 minutes to consume enough hydra heart to have an effect. Once consumed, you regain all hit points as well as regrow any missing body parts. If a body part is regrown in this way, you feel an intense feeling of hunger and suffer 1 level of exhaustion until you consume at least 5 pounds of food. The hydra heart must be consumed within 24 hours upon the death of the hydra, otherwise it gives no effect.	80 gp	10 lb.	
20	Hydra Spine	A hydra's spine is a unique piece of biology, capable of adapting itself to more heads than it was originally suited for. Certain vertebrae in particular are noted for holding strong magic, and when used together can make a powerful healing staff.	350 gp	20 lb.	Staff of Multiplied Recovery

HARVEST TABLE: I

INTELLECT DEVOURER

DC	Item	Description	Value	Weight	Crafting
15	Brain Fluid (vial)	<p>The fluid that oozes through an intellect devourer is not unlike the mucus secreted by their illithid masters. This fluid however has the unique ability to carry and pass on memories to those that consume it.</p> <p>Use: As an action you may drink a vial of brain fluid. If you do so you must make a DC 12 Intelligence saving throw. On a failure, you become stunned for 1 minute as your mind fails to process the information flooding through it. On a success, you learn the identity of who this intellect devourer used to be, as well as one key memory. The key memory is up to the discretion of the DM, but may be something that the intellect devourer knew in its original life, or something it has learned after becoming an intellect devourer.</p>	4 gp	1 lb.	
20	Living Brainstem	<p>Living is a strong word in this case. Used here, it really means that the brain still has some capacity for interaction and response to stimuli, due largely to the dark rituals used to transform it into an intellect devourer. While it would be much more merciful to put the brain out of its misery by destroying it entirely, it still offers some use for an adventurer with a strong stomach.</p> <p>Use: For 6 hours after an intellect devourer's death, its main brain continues to send weak signals of psionic wavelengths. When the brain is worn directly on top of a humanoid's head, that humanoid becomes immune to the <i>detect sentience</i> ability of intellect devourers. Instead, an intellect devourer that detects that humanoid will assume that humanoid is a host of a living intellect devourer and will treat them accordingly. However, an intellect devourer that can see without using its blindsight will still notice that a humanoid is wearing a brain on the top of their head and will also react accordingly.</p>	12 gp	6 lb.	



INVISIBLE STALKER

DC	Item	Description	Value	Weight	Crafting
15	Mote of Air	<p>When an air elemental's summoned form is dispersed, it leaves behind small clumps of dust that continue to carry trace amounts of elemental energy. These need to be collected quickly in specialised containers to prevent further degradation. If collected properly, they can then be used to craft an <i>elemental gem</i>. Requires enchanted vial.</p>	100 gp	1 lb.	Elemental Gem (Blue Sapphire) (DMG)
20	Stalker's Compass	<p>When an invisible stalker is defeated before it can fulfill its mission, a single wisp of a breeze remains that futilely attempts to make its way to its quarry. If this wisp is captured quickly and prevented from further degradation, it will continue indefinitely attempting to reach its quarry. Resourceful trackers mix small amounts of dye into this container to make a makeshift compass that will lead them to whatever the invisible stalker was originally trying to hunt. Requires enchanted vial.</p>	10 gp	1 lb.	

HARVEST TABLE: J

JACKALWERE

DC	Item	Description	Value	Weight	Crafting
10	Jackalwere Eye (x2)	The mesmerising eyes of a jackalwere are able to lure unwary travellers into a slumber, and many commonfolk that live in areas frequented by jackalweres make a habit of looking down when speaking to strangers. Use: If you cast the <i>sleep</i> spell you may use a jackalwere eye as a material component. If you do so, you roll an additional 1d8 when determining the amount of hit points affected. You may only use one jackalwere eye at a time, and once used, a jackalware eye loses its magic and becomes useless.	8 sp	2 lb.	

HARVEST TABLE: K

KENKU

"I have never been fond of birds, and I find talking, thieving birds to be even worse. I once recall waking from a particularly raucous night of revelry, only to find myself covered by street-kenkus, looting me like a freshly slain kill. They ran as soon as I raised my fist at them of course, but by then, they had already taken everything off me, including my clothes. Needless to say, it was a rather awkward journey back to my lodgings that morning." - Hamund

DC	Item	Description	Value	Weight	Crafting
5	Kenku	Seeing as how kenkus are unable to fly, their feathers are largely vestigial. Still, despite Feather their often dirty nature, they make for good quills. In fact, a good way to spot a kenku (small forger is to look for one that has bald patches over their body. pouch)	8 cp	1 lb.	
10	Kenku	Other than their propensity for thievery, kenku are known for their uncanny mimicry Voice abilities. Indeed, a kenku's voicebox is one of the most complex and well developed Box among any humanoid, and particularly resourceful tinkers have figured out how to modify them into unique musical trinkets and instruments. It would be advised however to avoid anyone willing to indulge in such a macabre craft.	1 sp	2 lb.	

KENKU TRINKET TABLE

Item	Value	Weight
1 1d4 days' worth of rations	5 sp	2 lb.
2 1 set of tattered clothes	3 sp	3 lb.
3 1 set of writing utensils and parchment	3 gp	4 lb.
4 3d6 bright bird feathers	1 sp	1 lb.
5 2d6 shiny trinkets	2 sp	1 lb.
6 1 bag of ball bearings	1 gp	2 lb.
7 1 jar of paint	2 gp	3 lb.
8 10d10 silver pieces	Varies	Varies



KOBOLDS

"It is believed by some scholars that kobolds are actually the ancestor race of the dragons from eons ago. Not many air these theories publicly though, seeing as how the last one that did, came home to their study one day to find it burned to cinders." - Hamund.

WINGED KOBOLD

DC	Item	Description	Value	Weight	Crafting
5	Kobold	Like a crocodile, kobolds continuously grow and lose teeth throughout their lives. As Teeth such, their jaws tend to be lined with razor sharp rows of fresh pearly-whites. (small Kobolds use these for tools and there is no reason why other races should refuse to pouch) do the same if the opportunity presented itself.	8 cp	3 lb.	
10	Kobold	On a rare occasion, a kobold is born with a pair of wings. While small and relatively Wing weak, the canvas-like skin make for a comfortable connective material in (x2) leatherworking. Of course, most leatherworkers advertise it "dragon flaps," since that has a nicer sound than "dead kobold skin."	1 sp	8 lb.	

KOBOLD

DC	Item	Description	Value	Weight	Crafting
5	Kobold	Like a crocodile, kobolds continuously grow and lose teeth throughout their lives. As Teeth such, their jaws tend to be lined with razor sharp rows of fresh pearly-whites. (small Kobolds use these for tools and there is no reason why other races should refuse to pouch) do the same if the opportunity presented itself.	8 cp	3 lb.	

KOBOLD TRINKET TABLE

Item	Value	Weight
1 1 days' worth of rations (mouldy produce)	2 sp	2 lb.
2 1 mottled dragon scale	7 sp	3 lb.
3 1d4 shiny trinkets	2 sp	1 lb.
4 1 idol of Kurtulmak	3 gp	5 lb.
5 25 feet of frayed rope	3 sp	5 lb.
6 1 flask of oil	1 sp	1 lb.
7 2d6 horns of a deceased relative	5 cp	2 lb.
8 1 tattered loin cloth	1 cp	1 lb.

KRAKEN

DC	Item Description	Value	Weight	Crafting
10	Kraken If anything betrays the kraken's blasphemous nature, it is the vile ichor that it tries to pass off as blood. Reeking of rotten fish and feeling just as slimy, the kraken's blood (9 vials) nonetheless is coveted by alchemists for its intense alchemical potential.	100 gp	1 lb.	Potion of the Sea
10	Kraken The ink of the kraken is vastly different to that secreted by a mere octopus. With a Ink (6 vials) darkness that seems to leech the light around it, and a chemical mixture venomous to most creatures, this ink naturally has been weaponised by intrepid alchemists.	150 gp	1 lb.	Kraken Paint
10	Kraken A kraken's tooth is hard and sharp enough to cleave right through the hull of a ship. Tooth (x10) With that in mind, they make fantastic heads for ballistae bolts and harpoons, and navies reserve their "kraken bolts" for only the flagship of their enemies.	100 gp	20 lb.	Kraken Bolt
15	Kraken A kraken's hide is at once tough and rubbery, capable of absorbing even magically imbued strikes with ease. Only the greatest of tanners are able to work with this hide, and only certain choice sections of it, but those who can are capable of crafting an extremely powerful set of clothes for the marining adventurer.	2,000 gp	20 lb.	Kraken Tunic
20	Kraken As both armies and gods can attest, the scales of a kraken are nigh unpenetrable, Crown even with magically powered strikes. Particularly prized is the scale located on the Scale crown of the kraken's head which is both incredibly hard and the easiest to work with. Removing them is incredibly difficult however, and takes no small amount of elbow grease. Once pried off, they may be recrafted into a special shield by a blacksmith that has reached the zenith of their craft.	4,000 gp	10 lb.	Kraken Shield
25	Kraken The kraken has most likely forgotten more than ordinary mortals will ever hope to learn. From its watery domains, it has scoured ocean caverns hiding mysteries and treasures that surface dwellers were never meant to see. By taking a kraken's eye and subjecting it to a number of arcane rituals, these secrets can be revealed to a mind capable of handling them.	6,000 gp	30 lb.	Loupe of the Depths
25	Kraken Not many are aware that a kraken possesses 3 hearts, each with a slightly different circulatory function. In artificing function however they all serve the same purpose. (x3) By transfiguring them into crystals, they can be placed around a certain perimeter to act as wards against disastrous environmental effects. Many of the oldest port cities owe their longevity to these wards, or they would have been swept away by the tides long ago. Use: An artificer may spend 1 year performing a daily ritual to transform a kraken heart into a large red crystal with the ability to dampen natural forces. When 3 of these crystals are placed within 5 miles of each other, the area enclosed by them always experiences fair weather. Rain in that area never results in flooding, and waves are magically prevented from washing past the perimeter of that area.	12,000 gp	100 lb.	
30	Kraken Like some cephalopods, the brain of a kraken is actually divided into several areas, Brain particularly focused in their tentacles. In order to facilitate this odd physiology on Stem such a large scale, the main brain of the kraken has a certain electromagnetic quality to it that not only allows it to control its massive body, but also influence sea creatures and the area around it. If the right areas are harvested, they make a powerful amulet that can mimic some of these abilities.	30,000 gp	20 lb.	Amulet of the Ocean Lord

KUO-TOA

"Be wary when harvesting a kuo-toa; their insides smell stronger of rotten fish than their outsides. If you do find your hands stained with their horrid stench after harvesting them, a good tip is to soak them in the nearby ocean for a while. For whatever reason, doing so seems to nullify the worst effects of it, but you may still be followed by seagulls for a while afters." - Hamund

KUO-TOA

DC Item Description

			Value	Weight	Crafting
5	Kuo-Toa	The bite of a kuo-toa is not particularly deadly to anything larger than a river fish.	8 cp	1 lb.	
	Teeth	Their unique shape however lends them well to doubling as fishing hooks, and many (small pouch) anglers swear that their yields increase when using kuo-toa hooks.			
10	Kuo-Toa	Kuo-toa skin is notoriously slippery, owing to a mucus that the kuo-toa produces at all times. Soaking a fresh skin in this mucus helps to create a waterproof, if disgusting, tarp.	1 sp	10 lb.	
15	Kuo-Toa	The brain of the kuo-toa is one racked by madness as a result of generations of exposure to illithid domination. Placing this brain in a crucible, removing impurities, and then boiling with various compatible catalysts creates a potion that can grant a drinker some of the otherworldly senses of a kuo-toa.	8 sp	2 lb.	Potion of Sensing

KUO-TOA ARCHPRIEST

DC Item Description

			Value	Weight	Crafting
5	Kuo-Toa	The bite of a kuo-toa is not particularly deadly to anything larger than a river fish.	8 cp	1 lb.	
	Teeth	Their unique shape however lends them well to doubling as fishing hooks, and many (small pouch) anglers swear that their yields increase when using kuo-toa hooks.			
10	Kuo-Toa	Kuo-toa skin is notoriously slippery, owing to a mucus that the kuo-toa produces at all times. Soaking a fresh skin in this mucus helps to create a waterproof, if disgusting, tarp.	1 sp	10 lb.	
20	Kuo-Toa Archpriest	A kuo-toa archpriest's brain has become noticeably more mutated that allows it to both use and bestow spells upon others. This unique brain is both more fragile than a regular kuo-toa's but also more useful in alchemy.	3 gp	2 lb.	Potion of Magical Madness

KUO-TOA WHIP

DC Item Description

			Value	Weight	Crafting
5	Kuo-Toa	The bite of a kuo-toa is not particularly deadly to anything larger than a river fish.	8 cp	1 lb.	
	Teeth	Their unique shape however lends them well to doubling as fishing hooks, and many (small pouch) anglers swear that their yields increase when using kuo-toa hooks.			
10	Kuo-Toa	Kuo-toa skin is notoriously slippery, owing to a mucus that the kuo-toa produces at all times. Soaking a fresh skin in this mucus helps to create a waterproof, if disgusting, tarp.	1 sp	10 lb.	
15	Kuo-Toa	The brain of the kuo-toa is one racked by madness as a result of generations of exposure to illithid domination. Placing this brain in a crucible, removing impurities, and then boiling with various compatible catalysts creates a potion that can grant a drinker some of the otherworldly senses of a kuo-toa.	8 sp	2 lb.	Potion of Sensing

KUO-TOA TRINKET TABLE

Item	Value	Weight
1 1d4 days' worth of rations (dried fish and seaweed)	5 sp	2 lb.
2 2d4 pieces of homemade jewelry	1 sp	1 lb.
3 1 driftwood idol	3 sp	2 lb.
4 1d4 pieces of salvaged jewelry	2 gp	2 lb.
5 1 pouch of live fish bait	1 sp	2 lb.
6 1 tattered tunic	1 sp	3 lb.
7 1 waterlogged ship flag	1 gp	5 lb.
8 1 jar of luminescent pigments	2 gp	5 lb.



HARVEST TABLE: L

LAMIA

DC	Item Description	Value	Weight	Crafting
10	Lamia As servants of Graz'zt, lamias are the living embodiment of charm and lust. Their Blood vials (5) reflect this and is one of many potential catalysts used when brewing the dreaded <i>philter of love</i> .	2 gp	1 lb.	Philter of Love (DMG)
15	Lamia Those that have felt the gentle caress of a lamia know that there is a powerful magic Claw imbued in their limbs. With some careful crafting, this magic can be harnessed into a (x2) weapon even beyond the death of its original owner.	15 gp	9 lb.	Charming Knife
20	Lamia Lamias treasure beauty above all else, going so far as casting illusions on their own Eye realms to increase their aesthetic appeal. These visions of beauty are so persistent, (x2) that even after death, they remain in the lamia's eyes, waiting for an artificer to coax them out again.	40 gp	1 lb.	Lenses of the Oasis

LICH

"Liches, are base and cowardly beings, not to mention extremely hypocritical. After all, there is no better path to immortality than as a trophy on my wall, but instead liches simply dissolve into dust upon their deaths, leaving me nothing to work with!" - Hamund

DC	Item Description	Value	Weight	Crafting
5	Lich A lich's body is as much a part of it as a strand of hair on a normal human. It holds no Dust significant connection to it, and discards it with little fanfare. This is because the lich's true power is located within its phylactery, its body acting as little more than a physical conduit for its actions. When a lich is defeated however, not all of its wicked spirit dissipates immediately. Quick action and powerful magic can bind the errant wisps of a lich's essence, allowing one to craft a trinket to track the lich wherever they may reform.	3,000 gp	3 lb.	Lich Censer

LIZARDFOLK

"For some reason, lizardfolk-skin bags and shoes have never caught on as a fashion item in any society that I have visited. It's odd, seeing as how there is no functional difference between the skin of a crocodile and that of a lizardfolk. Perhaps people are just a tad squeamish about wearing the skin of something that can talk." - Hamund

DC	Item Description	Value	Weight	Crafting
5	Lizardfolk Like an alligator, lizardfolk continuously grow and lose teeth over time. They are not Teeth above turning these useful pieces of ivory into tools and weaponry, and indeed, (small pouch)	8 cp	1 lb.	
10	Lizardfolk Lizardfolk hide is already about as strong as leather and can withstand cuts and Hide blows that most humanoids would find lethal. These hides can be tanned just like any other reptiles, with the added advantage that it is already in the right configuration for a humanoid to wear.	1 gp	15 lb.	Studded Leather Armour (DMG)

LIZARDFOLK SHAMAN

DC	Item Description	Value	Weight	Crafting
5	Lizardfolk Like an alligator, lizardfolk continuously grow and lose teeth over time. They are not Teeth above turning these useful pieces of ivory into tools and weaponry, and indeed, (small pouch)	8 cp	1 lb.	
10	Lizardfolk Lizardfolk hide is already about as strong as leather and can withstand cuts and Hide blows that most humanoids would find lethal. These hides can be tanned just like any other reptiles, with the added advantage that it is already in the right configuration for a humanoid to wear.	1 gp	15 lb.	Studded Leather Armour (DMG)
15	Shamanic The shamans of a lizardfolk tribe are easy to spot. They sport a distinctive spiked Ridge ridge starting from the crown of their skull down to the base of their tail. This ridge is considered to be a gift from their god, and is the source of their shamanic powers. Use: As an action, you may invoke the powers within this ridge to cast the <i>polymorph</i> spell on yourself. The animal form you choose when casting <i>polymorph</i> in this way must be a crocodile. Once used, this item loses its magical properties and becomes effectively useless.	6 gp	10 lb.	

DC	Item	Description	Value	Weight	Crafting
5	Lizardfolk Teeth (small pouch)	Like an alligator, lizardfolk continuously grow and lose teeth over time. They are not above turning these useful pieces of ivory into tools and weaponry, and indeed, there is no reason why the rest of us shouldn't either.	8 cp	1 lb.	
10	Lizardfolk Hide	Lizardfolk hide is already about as strong as leather and can withstand cuts and blows that most humanoids would find lethal. These hides can be tanned just like any other reptiles, with the added advantage that it is already in the right configuration for a humanoid to wear.	1 gp	15 lb.	Studded Leather Armour (DMG)
15	Semuanya's Boon	The heart of a lizardfolk touched by Sess'Inek is as fetid and rotten as the swamp its owner lives in. This black organ pumps a stinking ichor through a lizardfolk's body, making them stronger and more vicious than its brethren. Eating it can bestow a temporary boon to a normal humanoid, but it is advised only to those with a strong will. Use: As an action, you may eat this item. Upon doing so, you gain the following abilities for the next hour: you are able to hold your breath for 15 minutes, you are immune to the frightened condition, your AC raises to 15 if it was lower than that as your skin becomes scaly, and once per turn, you may deal an extra 3d6 damage on a successful melee weapon attack, and gain temporary hit points equal to the extra damage dealt. Upon eating this item, you must also succeed on a DC 13 Wisdom saving throw or become berserk. While berserk, you must attempt to make a melee weapon attack against the closest creature to you, and/or move as close to them as possible. You remain berserk until the rest of the effects of eating this item also end.	20 gp	4 lb.	

LIZARDFOLK TRINKET TABLE

Item	Value	Weight
1 1d4 days' worth of rations	5 sp	2 lb.
2 1 idol of Semuanya/Sess'inek	5 gp	2 lb.
3 1 hunting trap	5 gp	25 lb.
4 1d8 pieces of bone and shell jewelry	7 sp	2 lb.
5 1 pouch of swamp mud (good for skin)	6 sp	4 lb.
6 1d6 chewing roots	2 sp	1 lb.
7 1 pouch of live fish bait	1 sp	2 lb.
8 6d10 silver pieces	Varies	Varies



LYCANTHROPIES

"As a whole, I do not make a sport of hunting lycanthropes. Even though their beastly nature would make them fair game, they revert to their original form upon death, and as a whole I tend to avoid hunting and harvesting humanoids (for both ethical and legal reasons)." - Hamund

A lycanthrope reverts to its true form when it dies, and as such, it should be treated as a member of its original species when harvested. The only exception is in harvesting its blood, which is changed irrevocably due to the curse.

DC	Item	Description	Value	Weight	Crafting
15	Lycanthrope Blood (3 vials)	Their cursed blood is the one constant that all lycanthropes share regardless of were-shape or original species. Both feared and revered in equal measure, the blood of a lycanthrope is not to be treated carelessly. In the hands of a skilled alchemist, it can be used to dampen the worst side effects of lycanthropy, or spread its contagion even further. Use: As an action, you may drink the vial of lycanthrope blood and infect yourself with lycanthropy. The effect is the same as if you were bitten by a lycanthrope of the same type as that you took the blood from. For more information, refer to page 207 of the <i>Monster Manual</i> .	10 gp	1 lb.	Moon Muzzle Mixture or Lycan Gas

HARVEST TABLE: M

MAGMIN

DC	Item	Description	Value	Weight	Crafting
5	Magma Shell	The leftover shell of a magmin, composed of hard magma. It is quite hard and has impressive insulation qualities that allowed it to house a destructive fire elemental. These shells make for useful tools in alchemy, and it is not uncommon for wizards to summon these creatures just to harvest their shells.	3 sp	15 lb.	Magmin Pan
10	Mote of Fire	When a fire elemental's summoned form is dispersed, it leaves behind small embers that continue to carry trace amounts of elemental energy. These need to be collected quickly in specialised containers to prevent further degradation. If collected properly, they can then be used to craft an elemental gem. Requires enchanted vial.	5 gp	1 lb.	Elemental Gem (Red Corundum) (DMG)

MANTICORE

DC	Item	Description	Value	Weight	Crafting
10	Manticore Teeth (small pouch)	While a manticore's mouth may resemble a human's, its teeth do not. Displayed in rows of jagged viciousness, these teeth are prized as trophies for their intimidating nature.	1 gp	4 lb.	
15	Manticore Tail	Of all the natural weapons that a manticore possesses, its tail is probably its most feared. Many mountain expeditions have ended with its members impaled by dozens of razor sharp spikes.	Value	10 gp	Whip +1 (DMG)
20	Manticore Wing (x2)	The powerful wings of a manticore create a distinctive silhouette in the sky that many mountaineers dread. The inherent flight magic held in the leather of these wings can be used to craft a useful cloak.	40 gp	3.5 lb.	Manticore Cloak

MEDUSA

"Medusas are interesting creatures to harvest for several reasons. The first is that it is quite difficult to harvest something you are not allowed to look at directly, as the medusa's petrifying gaze persists even after its death. The second, is that their granite-like composition means that a medusa's body does not decompose the way a normal creature would. As such, a freshly harvested medusa head can remain recognisable (and thus usable) for many years." - Hamund

Due to the fact that a medusa's petrifying gaze remains active even beyond the death of the medusa, any character attempting to harvest the medusa must do so while averting their gaze. Doing so imposes disadvantage on any check made to harvest the medusa, unless that character is capable of another reliable method of perception.

DC	Item	Description	Value	Weight	Crafting
10	Medusa Hair (bundle)	The living snakes of a medusa die once their host does. Harvesting them intact, however, can make for very dangerous whip tails that deliver deadly poisons with each lash.	25 gp	10 lb.	Medusa Whip
15	Medusa Heart	The heart of a medusa is a sad one. Cursed by their own vanity, a sense of loneliness and regret seems to seep from these hearts. When used in a dark ritual, these hearts can serve as the core reagent for cursing an item with the same uncontrollable vanity of its original host.	50 gp	3 lb.	Curse of Vanity
20	Medusa Head	The notorious visage of a medusa transforms any creature that gazes upon it to stone. This property persists even into its death, and unfortunate adventurers can find themselves accidentally petrified when they go to inspect their kill. Even though the idea may be macabre, the preserved head of a medusa can be attached to equipment to petrify any that gaze upon it. Use: The head of the medusa carries the same <i>petrifying gaze</i> ability as listed in the statblock of the medusa, with the exception that the head cannot petrify itself.	130 gp	10 lb.	Medusa Helm

MEPHIT

DC	Item Description	Value	Weight	Crafting
5	Mote When a mephit dies, it explodes into a cloud of its base material. If quickly harvested of and kept, samples of these base materials can be preserved and used in alchemical Dual mixtures. It is not uncommon for an alchemist's assistant to spend their day Nature summoning and harvesting mephits just to restock their master's supplies. Requires enchanted vial.	1 gp	1 lb.	

MERFOLK

"Before they were widely known, tales of merfolk and their wondrous anatomies circulated across the land, often buoyed by "harvested skeletal remains" of the creatures. In actual fact, most of these were simply normal human skeletons with shark or dolphin tail bones attached, sold by unscrupulous sailors to make a quick coin." - Hamund

DC	Item Description	Value	Weight	Crafting
10	Merfolk Scales Merfolks come in just about any shade and colour imaginable, a fact that has not been lost on unscrupulous merchants. If you have the stomach for it (or have just found a merfolk that deserved it), a merfolk can be stripped of their scales for resale pouch) to surface dwelling tailors and dyers.	5 sp	4 lb.	

MERFOLK TRINKET TABLE

Item	Value	Weight
1 1d4 days' worth of rations	5 sp	2 lb.
2 2d6 pieces of bright coral	5 sp	2 lb.
3 1 jar of slightly intoxicating sea snail slime	8 sp	2 lb.
4 2d4 pieces of shell jewelry	4 sp	2 lb.
5 1d6 pieces of salvaged jewelry	2 gp	2 lb.
6 1 waterlogged ship flag	1 gp	5 lb.
7 1 jar of luminescent algae	1 gp	4 lb.
8 7d10 silver pieces	Varies	Varies

MERROW

DC	Item Description	Value	Weight	Crafting
5	Merrow Scales The scales of a merrow are not as vibrant as those of their merfolk ancestors. They do however still hold some use when ground down for the creation of dyes, and (small dye factories on the surface will pay a decent sum to get their hands on them. pouch)	5 sp	6 lb.	
5	Merrow Blood Compared to regular merfolk, the transformed nature of the merrow makes their blood more useful when used in alchemy. One of the most common uses of their blood is for the ubiquitous <i>potion of water breathing</i> . Ironically, a failed merrow assault can lead to survivors using their blood as a means to go back and hunt their attackers in their own domain.	1 gp	1 lb.	Potion of Water Breathing (DMG)
10	Merrow Claw The claws of a merrow are capable of cleaving through flesh and bone and are a merrow's preferred method of attack. When preserved and reinforced, they can (x2) serve as vicious spikes on a deadly trident.	3 gp	10 lb.	Trident, +1 (DMG)
15	Merrow Heart The merrow are twisted merfolk, created from the insane corruption of the Demogorgon. This seed of corruption can be found in their hearts which can be crafted into dark amulets that can grant a portion of the Demon Prince's power, but at great risk to the wearer.	4 gp	3 lb.	Merrow Amulet

MIMIC

DC	Item	Description	Value	Weight	Crafting
5	Mimic	When a mimic is on the hunt, it produces an extremely powerful adhesive that can Glue hold down even the strongest of adventurers. This adhesive remains usable after the (vial) mimic's death so long as it is kept in an airtight environment, and is a common industrial material. Requires enchanted vial.	4 gp	2 lb.	
15	Mimic	The ooze that secretes from an injured mimic carries many unique properties and is Gel (3 vials) the main contributor to the mimic's extraordinary ability to change its appearance. Alchemists have long since discovered how to mix this substance with other ingredients to create a magical oil that can change the appearance of small items.	4 gp	3 lb.	Mimic Oil

MIND FLAYER

DC	Item	Description	Value	Weight	Crafting
5	Mind Flayer Mucus (vial)	The mucus secreted by a well fed mind flayer has a slightly sticky texture and smells roughly of weak formaldehyde. Filled with the thoughts and emotions of the mind flayer's meals, this mucus can undergo an alchemical process to turn into an intoxicating draught known as: Whisper. When consumed, the drinker experiences a rush of euphoria as dozens of minds recount lost knowledge and memories in a cascade of mental whispers. While unpleasant, this drink is considered a high honour in many Underdark societies.	10 gp	1 lb.	
10	Mind Flayer Tentacle (x4)	The mouth tentacle of the mind flayer is renowned for affecting more than the physical on every lash. It retains this property beyond the death of its owner, and Underdark interrogators are rumoured to use whips made of these tentacles in their work.	6 gp	4 lb.	Mind Whip
15	Mind Flayer Heart	A mind flayer heart is a dark organ, filled with vile humours and thin ichors. When transformed into an amulet, it can grant many of the psionic abilities of an illithid, but at a terrible price.	50 gp	1 lb.	Amulet of the Mind Flayer
20	Mind Flayer Brain	The incredibly powerful brain of the mind flayer seems to still throb with activity even after removal from its skull. Due to the unique physiology of the illithid race, the consciousness of the mind flayer is still present in the brain, allowing it to be exploited by both adventurers and by the mind flayer's elder brain master alike. Use: Despite being dead, the intact brain of a mind flayer is treated as if it were still a living mind for the purposes of spells and abilities that can interact directly with minds such as the <i>detect thoughts</i> spell. Any time a creature interacts with the mind flayer brain in this way, there is a 10 per cent chance that the elder brain that the mind flayer had a psychic link with becomes aware of this interaction and what occurred during this interaction.	185 gp	6 lb.	Helm of the Illithid

MINOTAUR

DC	Item	Description	Value	Weight	Crafting
10	Minotaur Hide	A minotaur resembles cattle in every way that counts. Taking their hides and Hide tanning them into leather is no more distasteful than doing so to an ordinary bull.	4 gp	25 lb.	Studded Leather, +1 (DMG)
10	Minotaur Heart	The heart of a minotaur is far larger and stronger than a human's or a bull's. Warped by the dark influence of Baphomet, this heart carries strong magic that can be brought out by a talented artificer.	10 gp	4 lb.	Minotaur Compass
15	Minotaur Horn (x2)	The wicked horns of the minotaur have ended more than one hapless adventurer's life. When mounted on a sturdy helm, and with slight magical reinforcement, a wearer can emulate the deadly charge of the horns' original owner.	10 gp	20 lb.	Helm of the Minotaur

MODRONS

"To be honest, I'm not entirely sure modrons deserve to be in this book. Not only are constructs already a grey area when it comes to the definition of "harvesting," modrons also dissolve into a useless dust upon death. Better to take them to a clockmaker than a proper harvester." - Hamund

Modrons dissolve into a useless dust upon death and as such, do not feature a harvest table.

MUMMIES

MUMMY

DC Item Description

			Value	Weight	Crafting
5	Mummy	The bandages of a mummy are marked with necromantic sigils and soaked in foul Bandage oils that curse a corpse with eternal undeath. While the magic can only be used on (small one corpse, the magical reagents can be recycled by resourceful alchemists. As pouch) such, these bandages can fetch a decent price.	10 gp	4 lb.	
10	Mummy	The body of a cursed mummy remains cursed even after it has been rendered Dust (small inanimate. Taking the dry dust from this corpse can serve as the basis for a ghastly potion once mixed with other oils and desert roots. Such a potion and fate should pouch) only be reserved for those who have committed the worst of crimes (such as making a mummy in the first place).	15 gp	1 lb.	Mummy Rot Juice

MUMMY LORD

DC Item Description

			Value	Weight	Crafting
5	Mummy	The bandages of a mummy are marked with necromantic sigils and soaked in foul Bandage oils that curse a corpse with eternal undeath. While the magic can only be used on (small one corpse, the magical reagents can be recycled by resourceful alchemists. As pouch) such, these bandages can fetch a decent price.	10 gp	4 lb.	
10	Mummy	The body of a cursed mummy remains cursed even after it has been rendered Dust (small inanimate. Taking the dry dust from this corpse can serve as the basis for a ghastly potion once mixed with other oils and desert roots. Such a potion and fate should pouch) only be reserved for those who have committed the worst of crimes (such as making a mummy in the first place).	15 gp	1 lb.	Mummy Rot Juice
20	Mummy Lord Heart	The heart of a mummy lord is not actually found in a mummy lord's chest but is sequestered away in a separate container somewhere in the mummy lord's lair. It takes great skill to remove and store the shrivelled organ without damaging it, but if done correctly, can provide a powerful base for artificing. It is, however, advised that one finishes their business with the heart quickly, before its owner comes looking for it.	4,500 gp	2 lb.	Amulet of the Desert Tyrant



MYCONID

MYCONID SPROUT

DC Item Description

10 Rapport This item can only be harvested if the myconid being harvested still had uses of its Spores *rapport spores* ability. These spores have a unique ability to transmit thought (small between the myconid and other intelligent beings. With some reverse engineering, pouch) alchemists have managed to use these spores to create a potion that simulates a similar effect in other creatures.

Value Weight Crafting

5 sp 1 lb. Potion of Rapport

MYCONID ADULT

DC Item Description

10 Rapport This item can only be harvested if the myconid being harvested still had uses of its Spores *rapport spores* ability. These spores have a unique ability to transmit thought (small between the myconid and other intelligent beings. With some reverse engineering, pouch) alchemists have managed to use these spores to create a potion that simulates a similar effect in other creatures.

15 Pacifying This item can only be harvested if the myconid being harvested still had use of its Spores *pacifying spores* ability. The pacifying spores of an adult myconid are capable of stopping even the largest of creatures, if at least temporarily. Stored properly, they can be packed into small clusters and used in much the same manner as their original owner used them.

Use: As an action you may make a ranged weapon attack and throw the pouch of pacifying spores at a target within 10 feet. The target must succeed on a DC 11 Constitution saving throw or be stunned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Value Weight Crafting

5 sp 1 lb. Potion of Rapport

MYCONID SOVEREIGN

DC Item Description

Value Weight Crafting

10 Rapport Spores (small pouch) This item can only be harvested if the myconid being harvested still had uses of its *rapport spores* ability. These spores have a unique ability to transmit thought between the myconid and other intelligent beings. With some reverse engineering, alchemists have managed to use these spores to create a potion that simulates a similar effect in other creatures.

5 sp 1 lb. Potion of Rapport

15 Pacifying Spores (small pouch) This item can only be harvested if the myconid being harvested still had use of its *pacifying spores* ability. The pacifying spores of an adult myconid are capable of stopping even the largest of creatures, if at least temporarily. Stored properly, they can be packed into small clusters and used in much the same manner as their original owner used them.

Use: As an action you may make a ranged weapon attack and throw the pouch of pacifying spores at a target within 10 feet. The target must succeed on a DC 11 Constitution saving throw or be stunned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

20 Hallucination Spores (small pouch) The hallucination spores created by the myconid sovereign create a strong psychedelic effect in any creature that inhales them. Imbibers have described visions of strong lights and strange images, and an overall satisfied feeling afterwards. Underdark societies are known to hunt sovereigns down just for these spores, which is a shame because most would happily share the spores to any visitor who just asked politely.

2 gp 1 lb.

Use: You may make a ranged weapon attack at a creature within 10 feet by throwing the pouch at them. Upon a successful hit, the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. The poisoned target is incapacitated while it hallucinates. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

25 Animating Spores (small pouch) This item can only be harvested if the myconid being harvested still had use of its *animating spores* ability. The animating spores of a myconid sovereign holds a strange place between schools of magic. Holding characteristics of necromantic, enchantment, and transfiguration, these spores continue to vex even the foremost scholars of the day.

3 gp 1 lb.

Use: As an action, you may sprinkle these spores over the corpse of a humanoid or a Large or smaller beast within 5 feet. In 24 hours, the corpse rises as a spore servant (refer to the *Monster Manual* for the statblock). The corpse stays animated for 1d4+1 weeks or until destroyed, and it can't be animated again in this way.

HARVEST TABLE: N

NAGAS

BONE NAGA

DC	Item	Description	Value	Weight	Crafting
10	Naga Bone	Virtually identical to the bones of an ordinary serpent, except on a larger scale. When ground up into a powder and then brewed into a tea however, it creates an intoxicating drink that some cultures have used for spiritual purposes. Those that have drunk it have claimed visions of long-forgotten histories, but they are inevitably forgotten once the drink has left their system.	20 gp	15 lb.	
15	Skeletal Naga Fang (x2)	Nagas require no glands to produce their venom as their fangs remain venomous even when the naga is reduced to a skeletal form. Proper extraction and then resmithing allows these fangs to serve as powerful weapons with an extra poisonous punch. Beware though, as a revived naga may not take kindly to the idea of a mortal running around with one of their teeth.	30 gp	12 lb.	Viper Strike

SPIRIT NAGA

DC	Item	Description	Value	Weight	Crafting
10	Naga Bone	Virtually identical to the bones of an ordinary serpent, except on a larger scale. When ground up into a powder and then brewed into a tea however, it creates an intoxicating drink that some cultures have used for spiritual purposes. Those that have drunk it have claimed visions of long-forgotten histories, but they are inevitably forgotten once the drink has left their system.	20 gp	15 lb.	
10	Naga Scale (3 small pouches)	Nagas are renowned for their rejuvenation abilities, and this property transfers to their scales. Indeed, powdered naga scales are one of many potential catalysts required when brewing the ubiquitous healing potion.	30 gp	6 lb.	Potion of Superior Healing (DMG)
15	Spirit Naga Fang (x2)	Nagas require no glands to produce their venom as their fangs remain venomous even when the naga is reduced to a skeletal form. Proper extraction and then resmithing allows these fangs to serve as powerful weapons with an extra poisonous punch. Beware though, as a revived naga may not take kindly to the idea of a mortal running around with one of their teeth.	125 gp	12 lb.	Viper Strike

GUARDIAN NAGA

DC	Item	Description	Value	Weight	Crafting
10	Naga Bone	Virtually identical to the bones of an ordinary serpent, except on a larger scale. When ground up into a powder and then brewed into a tea however, it creates an intoxicating drink that some cultures have used for spiritual purposes. Those that have drunk it have claimed visions of long-forgotten histories, but they are inevitably forgotten once the drink has left their system.	20 gp	15 lb.	
10	Naga Scale (3 small pouches)	Nagas are renowned for their rejuvenation abilities, and this property transfers to their scales. Indeed, powdered naga scales are one of many potential catalysts required when brewing the ubiquitous healing potion.	70 gp	6 lb.	Potion of Superior Healing (DMG)
15	Guardian Naga Fang (x2)	Guardian Nagas require no glands to produce their venom as their fangs remain venomous even when the naga is reduced to a skeletal form. Proper extraction and then resmithing allows these fangs to serve as powerful weapons with an extra poisonous punch. Beware though, as a revived naga may not take kindly to the idea of a mortal running around with one of their teeth.	300 gp	12 lb.	Viper Strike
20 (0 if willingly given by the guardian naga)	Naga Heart	The heart of a guardian naga may be taken by force, but it is only useful when given freely by the benevolent creatures. When eaten, the recipient gains the naga's rejuvenation ability for at least one death. In exchange, the naga's own cycle of rebirth is temporarily halted. A guardian naga only does this when it sees great potential in a mortal creature and wishes to be a part of that creature fulfilling their destiny. Use: If the naga heart is taken and eaten under the free and willing permission of the guardian naga, the eater temporarily gains the ability to return to life after death. If the eater dies, they will return to life in 1d6 days and regain all hit points, missing body parts, and be cured of all non-magical diseases. Only a <i>wish</i> spell can prevent this trait from functioning. In addition, the naga from whom the heart was taken loses its <i>rejuvenation</i> ability until the creature that ate their heart returns to life for the first time using this ability. After the eater returns to life for the first time using this ability, they lose this ability.	-	15 lb.	

NIGHTMARE

DC	Item	Description	Value	Weight	Crafting
10	Nightmare Ashes (small pouch)	Nightmares have the ability to grant fire resistance to any creature riding them, ostensibly to avoid burning their riders to death. Upon their death, taking some of their ashes and leaving them in a crucible overnight can create one of the key ingredients of a <i>potion of fire resistance</i> .	15 gp	1 lb.	Potion of Fire Resistance (DMG)
15	Nightmare Hoof (x4)	The hooves of a nightmare are jet black and with a bit of artificing, along with expert crafting, they can be turned into miniature statues of the very nightmare they were taken from. This statue contains much of the original nightmare's abilities, trapped inside a figurine form.	8 gp	12 lb.	Figurine of Wondrous Power (Obsidian Statue) (DMG)

NOTHIC

DC	Item	Description	Value	Weight	Crafting
10	Nothic Brain	The nothic brain is immense; existing as both a testament and mockery to the nothic's former intellectual callings. Despite its veil of madness, wells of knowledge still exist within it, for those that know how to bring it out. Use: You may spend 1 day pulping, drying, and mixing this item with various reagents. The resulting mixture creates a magical ink that contains magical knowledge. A character with at least 3 levels in the wizard class may use this ink to write in their spellbook. If they do so, they subconsciously write down a random spell (chosen by the DM) of 2nd level or lower into their spellbook. Regardless of the level of the spell, this transcription takes 2 hours and costs nothing except the usage of all the ink. This copied spell functions as well as any other spell copied into the book through a mundane method.	30 gp	4 lb.	
15	Nothic Eye	The bulging, lidless eye of a nothic is its main source of power. Capable of seeing more than mortals were meant to, it provides a good framework for constructing magical devices capable of performing similar feats as its original owner.	20 gp	3 lb.	Lens of Insight



HARVEST TABLE: O

OGRES

OGRE

DC Item Description

Value Weight Crafting

5 Ogre An ogre has a repugnant odor that seems to combine mouldy cheese, sour feet, and Fat dank mud all at once. The fat around their rotund bellies seem to be the most potent (3 source of this smell, and it takes a very stalwart alchemist to render this fat into tallow vials) to make a vaguely magical candle.

1 gp 1 lb. Repelling Candle

10 Ogre The tough skin of an ogre is undoubtedly smelly and unpleasant. However, when Hide tanned, it makes for a very durable leather, and many tanners would be glad to have them.

2 gp 30 lb.

15 Ogre Brutish, rough, and very large, the hands of an ogre are meant for little more than Hand wielding a club to smash those smaller than their owner.
(x2)

5 gp 35 lb. Gauntlets of Ogre Power (DMG)

HALF-OGRE

DC Item Description

Value Weight Crafting

10 Half-Ogre The blood of a regular ogre is too foreign and extreme to be compatible with that of a humanoid's system. A half-ogre on the other hand has the perfect dilution of Blood humanoid blood for it to not be toxic to a humanoid, while still conferring the power (5 vials) of its giant pregenitor.

5 sp 1 lb. Potion of Ogre Strength

ONI

DC Item Description

Value Weight Crafting

5 Oni The horns of an oni are incredibly hard and serve only to add to the oni's devilish Horn appearance. They carry only trace amounts of the oni's innate magic, but they make good magical implements. Cannibalistic cults have often taken to using these horns as ceremonial flasks in their depraved rituals.

5 gp 5 lb.

10 Oni Despite being ogres, oni blood carries regenerative properties usually only seen in Blood trolls. This powerful blood is one of the many potential catalysts used for brewing the (5 ubiquitous healing potion.

2 gp 1 lb. Potion of Superior Healing (DMG)

15 Oni The eyes of an oni appear to glow long after they have been pried from their foul Eye sockets. If you are willing to use them, they can be crafted into goggles useful for the (x2) adventurer with no darkvision.

35 gp 2 lb. Goggles of Night (DMG)

20 Oni The hands of an oni are much like any other ogre's; tough and powerful. When taken Hand to a blacksmith with a magical bent, they can be crafted into *gauntlets of ogre power* (x2) just like any other ogre's.

55 gp 35 lb. Gauntlets of Ogre Power (DMG)

25 Oni The heart of an oni is black as a moonless night and just as terrifying. Used as a Heart conduit, an amulet crafted from this organ can grant the wearer some of the oni's magical properties.

500 gp 5 lb. Oni Amulet



OOZES

"Oozes are a staple of any good adventure experience, and every good adventurer should know how to repurpose the nasty things for their own uses. Best to exercise caution when harvesting them however, as their slime remains active even after the animating force behind them is gone." - Hamund

If you fail on an attempt to harvest any item from an ooze, you suffer half the acid damage associated with that ooze's pseudopod ability as you spill the slime over yourself by accident.

BLACK PUDDING

DC Item Description

10 Black A sample of a black pudding. Inert due to lacking enough biomass to constitute a full Residue ooze, it nevertheless retains its acidic properties. Can be used as a potent acid.

(vial) **Requires enchanted vial.**

Use: A vial of black residue can be poured onto nonmagical wood or metal. The black residue eats through 2 inches of these materials per round for the next 10 rounds, after which the ooze becomes too diluted to continue.

Value Weight Crafting
20 1 lb.
gp

GELATINOUS CUBE

DC Item Description

10 Gelatinous The gelatinous residue from a gelatinous cube carries much of the same acidic Residue properties from its original form. Unlike samples taken from other oozes, the (vial) gelatinous cube's acid is difficult to identify when mixed with other liquids, making it the substance of choice among assassins with a subtler touch. **Requires enchanted vial.**

Use: Drinking the gelatinous residue automatically deals 6d6 acid damage to the drinker. The gelatinous residue may be mixed with up to 5 oz. of other liquid and still retain this property. A DC 15 Wisdom (Perception) check can identify a liquid that has had gelatinous residue mixed into it.

Value Weight Crafting
7 gp 1 lb.

GRAY OOZE

DC Item Description

10 Gray Not as potent as a black pudding, but highly acidic nonetheless. Some blacksmithing Residue techniques actually use this acid in advanced smithing projects, but the difficulty and (vial) volatility of controlling the residue has made this a rather esoteric artform. **Requires enchanted vial.**

Use: A vial of gray residue can be poured on a piece of nonmagical metal. This ooze will eat through 2 inches of that metal every round for the next 10 rounds, after which it becomes too diluted to continue.

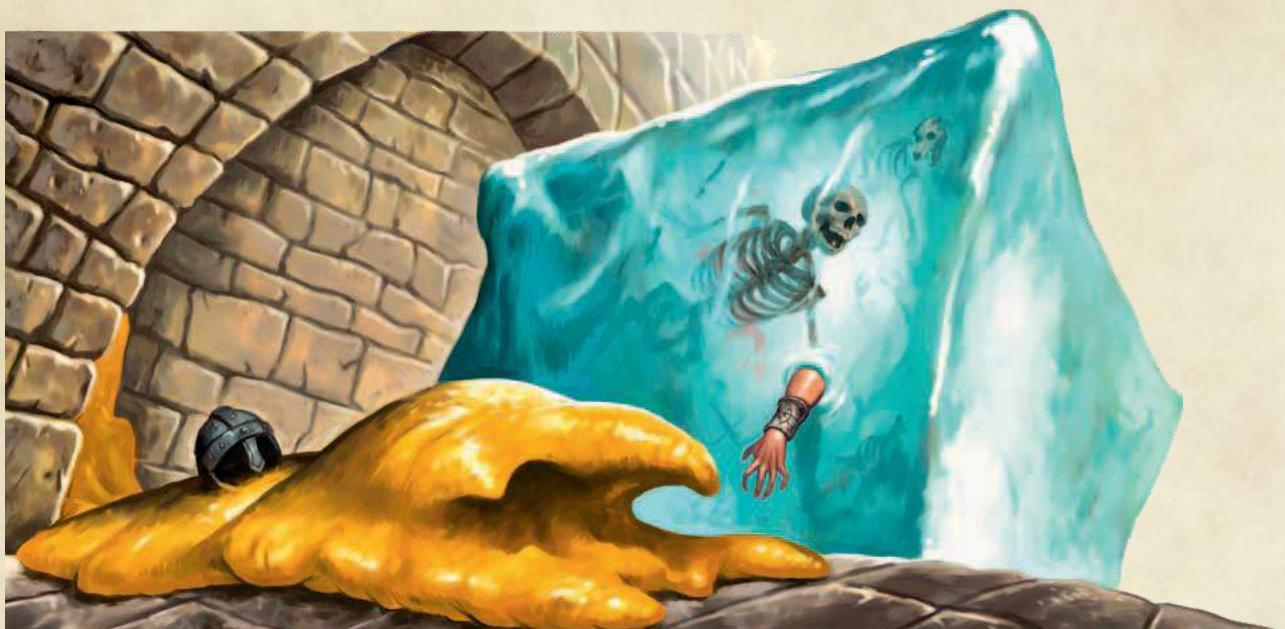
Value Weight Crafting
7 gp 1 lb.

OCHE RESIDUE

DC Item Description

10 Ochre The wobbly material of an ochre jelly is not as potent as other oozes. Indeed, it is Residue weak enough that it can be treated with large amounts of other ingredients and (vial) consumed safely. It is not actually uncommon to stumble upon a tribe of kobolds that have set themselves up in a dungeon and farm the local ochre jellies in order to brew a rather noxious ale.

Value Weight Crafting
7 gp 1 lb.



ORCS

"As much as it pains me to admit this, I owe some of my sizeable knowledge to the orcs. Although they seem barbaric and savage to us civilised folk, orcs are extraordinarily good hunters and harvesters. Generations spent roving the land has taught them how to harvest just about anything, and I have learned some of my more esoteric techniques while observing their methods." - Hamund

ORC

DC Item Description

- 5 Orc The gift of fertility that was granted to the orcs by their deity, Luthic, also gave their Blood other fluids full compatibility with other humanoids. As such, drinking the blood of an orc can temporarily grant other humanoids some of the legendary ferocity of the orcs.
 (3 vials) **Use:** When you drink this vial of blood, you feel more aggressive for the next 10 minutes. During this time, you may spend your bonus action to move up to your speed toward a hostile creature you can see. After the 10 minutes have passed, you must succeed on a DC 10 Constitution saving throw or suffer one point of exhaustion.

Value Weight Crafting

1 gp 1 lb.

ORC WAR CHIEF

DC Item Description

- 5 Orc The gift of fertility that was granted to the orcs by their deity, Luthic, also gave their Blood other fluids full compatibility with other humanoids. As such, drinking the blood of an orc can temporarily grant other humanoids some of the legendary ferocity of the orcs.
 (3 vials) **Use:** When you drink this vial of blood, you feel more aggressive for the next 10 minutes. During this time, you may spend your bonus action to move up to your speed toward a hostile creature you can see. After the 10 minutes have passed, you must succeed on a DC 10 Constitution saving throw or suffer one point of exhaustion.
- 10 Gruumsh- The heart of an orc touched by Gruumsh is considerably larger than a regular one. touched Many would find the consumption of this heart to be barbaric, but it would be no Orc Heart more barbaric than what the original owner of this heart has done.
Use: As an action you may consume this heart. For the next 10 minutes, you deal an extra 1d8 damage when you hit with a weapon attack. This benefit can not be taken by any character with Elvish ancestry.

Value Weight Crafting

1 gp 1 lb.

- 15 Orc Orcish war chiefs famously decorate their large tusks with all manner of jewelery Warchief and precious stones, presumably so you can be dazzled by their riches before they Tusk (x2) bite your head off. Many merchants will pay a good price for these tusks, if only for the sheer novelty of it.

10 4 lb.
gp

ORC EYE OF GRUUMSH

DC Item Description

- 5 Orc The gift of fertility that was granted to the orcs by their deity, Luthic, also gave their Blood other fluids full compatibility with other humanoids. As such, drinking the blood of an orc can temporarily grant other humanoids some of the legendary ferocity of the orcs.
 (3 vials) **Use:** When you drink this vial of blood, you feel more aggressive for the next 10 minutes. During this time, you may spend your bonus action to move up to your speed toward a hostile creature you can see. After the 10 minutes have passed, you must succeed on a DC 10 Constitution saving throw or suffer one point of exhaustion.
- 10 Gruumsh- The heart of an orc touched by Gruumsh is considerably larger than a regular one. touched Many would find the consumption of this heart to be barbaric, but it would be no Orc Heart more barbaric than what the original owner of this heart has done.
Use: As an action you may consume this heart. For the next 10 minutes, you deal an extra 1d8 damage when you hit with a weapon attack. This benefit can not be taken by any character with Elvish ancestry.

Value Weight Crafting

1 gp 1 lb.

- 15 Orc Eye The remaining eye of an orc who has already sacrificed one to their god still carries magical potential. Arcanists and religious scholars would pay a fair price for one of Gruumsh these eyes, to further study the machinations of the evil orcish god. The fact that this eye seems to always glare at anyone with elvish ancestry should probably just be ignored.

15 1 lb.
gp

OROG

DC	Item	Description	Value	Weight	Crafting
5	Orc Blood (3 vials)	The gift of fertility that was granted to the orcs by their deity, Luthic, also gave their other fluids full compatibility with other humanoids. As such, drinking the blood of an orc can temporarily grant other humanoids some of the legendary ferocity of the orcs. Use: When you drink this vial of blood, you feel more aggressive for the next 10 minutes. During this time, you may spend your bonus action to move up to your speed toward a hostile creature you can see. After the 10 minutes have passed, you must succeed on a DC 10 Constitution saving throw or suffer one point of exhaustion.	1 gp	1 lb.	
10	Gruumsh- Orc Heart	The heart of an orc touched by Gruumsh is considerably larger than a regular one. Many would find the consumption of this heart to be barbaric, but it would be no more barbaric than what the original owner of this heart has done. Use: As an action you may consume this heart. For the next 10 minutes, you deal an extra 1d8 damage when you hit with a weapon attack. This benefit can not be taken by any character with Elvish ancestry.	5 gp	6 lb.	

ORC TRINKET TABLE

Item	Value	Weight
1 1d4 days' worth of rations	5 sp	2 lb.
2 1 wineskin of cheap ale	4 sp	5 lb.
3 1 idol of Gruumsh	5 gp	2 lb.
4 1 pouch of non-matching eyes	5 cp	3 lb.
5 1d4 strings of dried elf ears	1 sp	2 lb.
6 1 pouch of war paint pigments	3 sp	2 lb.
7 1d6 of salvaged jewelry	2 gp	2 lb.
8 3d10 gold pieces	Varies	Varies



OTYUGH

DC	Item	Description	Value	Weight	Crafting
5	Otyugh Bile (vial)	As disgusting as the idea may sound, otyugh bile, capable of digesting just about anything, actually makes for a very good medicine for indigestion. A common remedy prescribed by a village's medicine woman is a dose of diluted otyugh bile mixed with a spoonful of honey (mostly to mask the taste).	5 gp	1 lb.	
10	Otyugh Saliva (vial)	An otyugh's saliva is not actually poisonous, but it is loaded with so much bacteria and disease that it may as well be. Use: This saliva can be used to coat up to 5 pieces of slashing or piercing ammunition or one slashing or piercing weapon. Applying the poison takes 1 minute. For the next minute, any creature successfully hit must make a DC 15 Constitution saving throw against disease or become poisoned until the disease is cured. For every 24 hours that elapse, the target must repeat the saving throw, reducing its hit point maximum by 1d10 on a failure. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured.	40 gp	1 lb.	
15	Otyugh Tentacle	The tentacles of an otyugh are tipped with incredibly sharp needles that both pierce its foes and allow it to drag them around. Underdark slavers are often found with whips made from these tentacles, designed to capture their prey alive.	25 gp	15 lb.	Otyugh Whip
20	Otyugh Telepathy back. The composition is incompatible with the more complicated brain structure Ganglia of a humanoid, but it actually does work on simpler life forms like beasts.	An odd cluster of nerves at the section in which the otyugh's tentacles meet its Telepathy back. The composition is incompatible with the more complicated brain structure Ganglia of a humanoid, but it actually does work on simpler life forms like beasts.	100 gp	2 lb.	Sensory Collar

OWLBEAR

DC	Item	Description	Value	Weight	Crafting
10	Owlbear Feathers (large bag)	The feathers of an owlbear are noticeably soft and downy, in contrast to their more ferocious appearance. While these feathers make for poor fletching, they actually do make fantastic bedding material, and owlbear feather stuffed pillows are the hallmark of any well equipped bedroom.	2 gp	5 lb.	
15	Owlbear Liver	The liver of an owlbear is a potent medicinal ingredient, used to treat everything from indigestion, to kidney stones, to mudgut. Unfortunately, this very property has led to owlbears facing overhunting in some regions.	10 gp	6 lb.	
20	Owlbear Neck	Ask anybody who has once tried to hide from an owlbear, and they will tell you of how futile that effort is. Their keen eyesight, hearing, and sense of smell, combined with their eerie owl-like tendency to twist their heads behind them while tracking, make them a terrifying predator to elude. A scarf made from a part of their carcass also grants some level of these senses, giving its owner some level of heightened awareness.	50 gp	10 lb.	Warning Scarf



HARVEST TABLE: P

PEGASUS

DC	Item	Description	Value	Weight	Crafting
5	Pegasus Hair	Pure white, majestic, and incredibly durable, the hair of a pegasus is coveted as a crafting material. Everything from rope, to instruments, to bows have been strung (small pouch) with pegasus hair, and always sold at a premium.	2 gp	3 lb.	
10	Pegasus Hoof (x4)	The hooves of a pegasus can be ground down and rendered into a glue like a regular horse's. This glue however has a certain glittery imperfection in it that is actually enjoyed by noble ladies fond of extravagance. This glue has been converted into various cosmetics or as a final flourish to an already decadent gown.	1 gp	14 lb.	Traveller's Clogs
15	Pegasus Blood (3 vials)	Pegasus blood is a brilliant sheen of silver with a rainbow reflection on its surface. Well known as a medicine, it is often sold to middle-aged men as a fertility potion.	4 gp	1 lb.	Potion of Stamina
20	Pegasus Wing (x2)	The glorious wings of a pegasus, resembling two nimbus on a corporeal body. It takes a very steady hand to remove these fragile appendages without ruining them, but if done correctly, they can be used as ingredients in the ever useful <i>potion of flying</i> .	10 gp	35 lb.	Potion of Flying (DMG)

PERYTON

DC	Item	Description	Value	Weight	Crafting
10	Peryton Horn (x2)	The large horns of a peryton are considered quite striking for their strange black lustre. Whether used as a decoration or ground up for medicine, they tend to fetch a decent price. There is also a rumour that a set of dice crafted from the horns of a peryton are particularly easy to use in cheating. This is unsubstantiated, however.	3 gp	12 lb.	
15	Peryton Heart	Perytons have a strange fixation with hearts. While theories abound of their origin in regards to the eating of hearts, it can be confirmed that a peryton's own heart does carry dark magical energy.	20 gp	5 lb.	Curse of Jealousy
20	Peryton Wing (x2)	The black wings of a peryton are incredibly powerful and agile. When removed properly, they can be used as ingredients in the ever useful <i>potion of flying</i> .	10 gp	35 lb.	Potion of Flying (DMG)

PIERCER

DC	Item	Description	Value	Weight	Crafting
5	Piercer Musk (vial)	The horrible smelling musk of a piercer, while unpleasant, is not debilitatingly so. Ironically enough, this musk can undergo an alchemical process to be transformed into a rather expensive perfume. Of course, those marketing it are usually reluctant to tell their buyers what it is made out of.	1 gp	1 lb.	
10	Piercer Shell	The slug-like piercer is covered in a rock-like shell that gives it the appearance of a stalactite or stalagmite. This hard shell has been repurposed into many things in Underdark societies including bowls, furniture, and various tools.	2 gp	20 lb.	

PIXIE

"I once met a man that collected pixies the way that other men collect butterflies. Needless to say, he was a tad unstable, but some of the research he did was used to write this entry, so it would be rather ungrateful of me to criticise him too harshly." - Hamund

DC	Item	Description	Value	Weight	Crafting
15	Pixie Dust (small pouch)	The ubiquitous dust dropped by the wings of pixies. Incredibly magical, yet volatile, it is virtually impossible for a non-pixie to determine what will happen when sprinkled on a creature.	3 gp	1 lb.	
	Use:	As an action, you may sprinkle some pixie dust on a creature next to you. If sprinkled on an unwilling creature, they may resist any resulting effect by succeeding on a DC 12 Wisdom saving throw. If sprinkled on a willing creature, or an unwilling creature that failed their saving throw, roll 1d10 and consult the <i>pixie dust effect</i> table for the result. A small pouch of pixie dust has enough dust in it for 3 uses.			

PSEUDODRAGON

DC	Item	Description	Value	Weight	Crafting
10	Pseudodragon Venom (vial)	The venom of a pseudodragon has a soporific effect that some alchemists have actually used to create a draught to treat insomnia. Of course, in its pure state, it can still be used as an effective tranquiliser. Use: Can be used to coat 1 piece of slashing or piercing ammunition or one slashing or piercing weapon. Applying the poison takes an action. The next time that the coated ammunition or weapon successfully hits a creature, that creature 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.	5 gp	1 lb.	

PURPLE WORM

DC	Item	Description	Value	Weight	Crafting
5	Purple Worm Wish (9 vials)	It is a simple fact of Underdark life that you need to have a purple worm ward if you wish to have a long-term settlement. Ironically, these wards require the blood of a purple worm in order to be created. In a way, though it is fitting that only a society that can kill a purple worm can be protected from them. Natural selection at its finest, as it were.	130 gp	1 lb.	
10	Purple Worm Bile (3 vials)	The incredibly corrosive bile of a purple worm is coveted by miners for being able to literally eat through rocks that would otherwise take weeks of work to break through. Just be careful when harvesting it, however, you don't want to be known as the fool who was eaten by an already slain purple worm. Use: As an action you may make a ranged weapon attack to throw a vial of purple worm bile at a target within 20 feet, shattering it on impact. Make a ranged attack against the target, treating the vial as an improvised object. On a hit, the target suffers 5d6 acid damage.	150 gp	1 lb.	
15	Purple Worm Teeth (x4)	Purple worm teeth resemble stalactites and stalagmites in their cavernous mouth more than anything else. Larger than a grown human's arm, these teeth make very good crafting materials and are a rich source of ivory. Alternatively, they can be crafted into fine weapons.	150 gp	30 lb.	Any melee piercing weapon, +2 (DMG)
20	Purple Worm Stinger	Despite what you may think, it is not much safer to be on the opposite side of a purple worm's mouth, as its tail is perhaps even more deadly. When the stinger head is taken and recrafted into a weapon, it can deliver payloads of venom just as it did when attached to its original owner.	2,200 gp	40 lb.	Purple Piercer
25	Purple Worm Pearl	With all the dirt and rock that a purple worm chews through, it inevitably swallows some precious gems and metals. These are not digested easily and often clump together in the purple worm's stomach. Melded together by digestive acids and pressure, they form beautiful unique pearls that fetch incredibly high prices on open markets.	5,000 gp	10 lb.	



HARVEST TABLE: Q

QUAGGOTH

DC	Item	Description	Value	Weight	Crafting
5	Quaggoth Fur (small pouch)	Shaggy and coarse, it would not be immediately apparent that quaggoth fur has much use as anything except as a trophy. The fur however has remarkable insulation qualities, and while uncomfortable, can stuff a coat to keep an adventurer warm in even the deepest and darkest Underdark tunnel.	1 gp	4 lb.	
10	Quaggoth Blood (3 vials)	Due to their horrible Underdark diets, quagoths have developed several enzymes and antibodies that make them immune to poisons. If used in an alchemy recipe, it creates a <i>potion of poison resistance</i> .	1 gp	1 lb.	Potion of Poison Resistance (DMG)
15	Quaggoth Brain (Quaggoth Thonot only)	The psionic energy of the Underdark occasionally causes mutations in the susceptible quaggoth population, creating what is known as a thonot. Their brains are noticeably larger and capable of psionic feats themselves. When eaten, these psionic abilities are temporarily bequeathed to the eater. Use: You may spend an action to eat this brain. For the next hour, you may cast the <i>feather fall</i> and <i>mage hand</i> spells at will without using a spell slot or requiring any spell components.	6 gp	5 lb.	

HARVEST TABLE: R

RAKSHASA

"I got on the wrong side of a rakshasa once. Blasted thing kept hounding me every so often, no matter how many times I drove my hunting knife through its skull. Eventually I had to charter an expedition into the Infernal Plane just to get him off my back. To his credit, his back now adorns my parlour floor as a rather fetching rug, so it wasn't a complete waste of time." - Hamund

DC	Item	Description	Value	Weight	Crafting
10	Rakshasa Claw (x2)	The hatred and malice inherent in a rakshasa is embodied in their deformed claws, capable of imparting a curse that spites any it strikes. When burned in an occult ritual, the ashes can create a dye used in dark rituals to curse unwary hoarders of magical items.	50 gp	3 lb.	Curse of Nightmares
15	Rakshasa Heart	The rakshasa's tendency to kill and subsume the lives of its victims is almost legendary. The heart of the rakshasa drips with this malicious coveting of others' identities, and can be refashioned into an amulet that allows its wielder to do the same.	450 gp	4 lb.	Amulet of the Trickster
20	Rakshasa Hide	While not as potent once removed from its original body, the removed hide of a rakshasa still carries the magical resistance that it is famous for. When reinforced properly, it becomes a fearsome cloak that shrugs off weak spells.	1,300 gp	15 lb.	Cloak of Magic Immunity

REMORHAZES

YOUNG REMORHAZ

DC	Item	Description	Value	Weight	Crafting
10	Remorhaz Blood (5 vials)	Anybody who has slain a remorhaz can attest to the virtually boiling blood that spews forth from its open wounds. This blood remains supernaturally warm long after being removed from its body, and arctic cultures use bladders of this as a form of insulation and heating.	2 gp	1 lb.	Potion of Elemental Tempering
15	Remorhaz Antenna (x2)	The remorhaz has the uncanny ability to sense the movements of creatures around it, based mostly around its incredibly sensitive antennae. If taken in whole, they may be re-adapted to be used as a pair of dowsing rods for security purposes.	25 gp	6 lb.	Security Antenna
20	Young Remorhaz Carapace	The thick, iron-like scales of even a young remorhaz have incredible insulation properties and can regulate the creature's insect-like body.	115 gp	65 lb.	Remorhaz Plate

REMORHAZ

DC	Item	Description	Value	Weight	Crafting
10	Adult Remorhaz Blood (7 vials)	Anybody who has slain a remorhaz can attest to the virtually boiling blood that spews forth from its open wounds. This blood remains supernaturally warm long after being removed from its body, and arctic cultures use bladders of this as a form of insulation and heating.	10 gp	1 lb.	Potion of Elemental Tempering
15	Remorhaz Antenna (x2)	The remorhaz has the uncanny ability to sense the movements of creatures around it, based mostly around its incredibly sensitive antennae. If taken in whole, they may be re-adapted to be used as a pair of dowsing rods for security purposes.	25 gp	6 lb.	Security Antenna
20	Adult Remorhaz Carapace	A full grown remorhaz's carapace is twice as thick and durable than in its youth. This carapace when taken and resmelted, becomes an almost impenetrable barrier against both weapons and the elements.	1,000 gp	65 lb.	Remorhaz Plate, +1

REVENANT

DC	Item	Description	Value	Weight	Crafting
20	Imprint of Vengeance	A revenant's body contains nothing of value that an ordinary corpse would not already possess, and it is usually beyond the abilities of an average harvester to seal away the vengeance fuelled soul of a revenant. However, with quick action and some spirit paper, an imprint of the soul may be saved, allowing one to track the creature that wronged the revenant so badly. Requires spirit paper. Use: While holding this item, you constantly know the distance to and direction of any creature against which the revenant seeks revenge, even if the creature is on a different plane of existence. You become aware if the creature being tracked dies. While holding this paper, the revenant is similarly also aware of your distance and direction to them.	Varies	1 lb.	

ROC

DC	Item	Description	Value	Weight	Crafting
10	Roc Gizzards	Roc is considered quite the delicacy in many mountainous regions. The gizzards of a roc in particular are highly nutritious and fry up wonderfully with onions and root vegetables.	30 gp	30 lb.	
15	Roc Beak	Larger than most humans (as many hapless adventurers find out far too late), this beak is also incredibly strong and capable of smashing steel armour to bits. It is common to find giants using these beaks as various tools, but for a Medium sized creature, it makes for the head of a fine hammer.	150 gp	30 lb.	Warhammer, +2 (DMG)
20	Roc's Feather	The feather of a roc contains magical properties that make it capable of lifting a creature as large as the roc. It is however difficult to find a sample that retains this property after being removed from the roc's body. Use: While holding this item, you may cast the <i>jump</i> spell on yourself at will. This spell ends if you stop holding the feather.	800 gp	1 lb.	
25	Roc Heart Piece	The massive heart of a roc is usually too much for an average adventurer to carry home by themselves. Luckily, the only thing of value is a smaller chamber of the organ about the size of a large basket. This is said to be the place touched by the giant god Annam and is what gives the roc its gargantuan size.	2,300 gp	15 lb.	Ring of Storm Giant Growth

ROPER

DC	Item	Description	Value	Weight	Crafting
5	Roper Saliva	A piercer continues to produce its horrible musk even as it grows into a full roper, except it now produces it from its stinking maw. It can still be turned into a (vial) perfume, even if the thought of doing so is unpleasant.	5 gp	1 lb.	
10	Roper Shell	The even harder and rougher exterior of a fully grown roper has many usages in Underdark culture. It is not uncommon to find many different pieces in an Underdark dwellers home crafted from these shells.	10 gp	60 lb.	
15	Roper Tendril (x6)	The trademark tendrils of the roper are still just as useful after removal from their body as before. Due to the roper's endless ability to reproduce these appendages, some Underdark societies actually raise live ropers specifically to take their tentacles as rope and crafting material. The resulting aesthetic of their ropework is disturbing to say the least. If you want to use them for the creation of a whip however, it requires a steady hand in order to not damage the fragile hairs that give it its debilitating qualities.	10 gp	25 lb.	Debilitating Whip

RUST MONSTER

DC	Item	Description	Value	Weight	Crafting
5	Rust Monster Bile (vial)	Even though a rust monster may be considered a blacksmith's biggest nightmare, their bile is considered a valuable commodity in their line of work. Strong enough to break down rust and metal, careful usage of their bile can be used to restore old weapons to new, and sometimes can be used to craft metal patterns that would be impossible otherwise.	1 gp	1 lb.	
10	Rust Monster Antenna (x2)	Rust monsters have the simultaneously wondrous and aggravating ability to sense any ferrous metal within 30 feet of it. This is a property of their antennae, which can be repurposed into metal detectors for ordinary humanoids (their corrosive abilities being neutralised in the process of course).	1 gp	12 lb.	Metal Detector
15	Rust Monster Dust (large bag)	Taking the carapace of a rust monster and grinding it down into a dust is an all too common tactic for subterranean cultures. This dust continues to carry the corrosive property of the rust monster, and can be used as either a defense neutralising weapon, or as a cruel practical joke. Use: As an action you may toss a handful of rust monster dust at a ferrous non-magical metal item within 5 feet. Upon contact, the dust corrodes and destroys a 1-foot cube of the material. If the item is being worn or carried by a creature, that creature may attempt a DC 11 Dexterity saving throw to avoid this effect. If the object touched is a weapon or armour/shield, it suffers a permanent and cumulative -1 penalty to damage rolls or AC offered respectively. If this penalty reaches -5 for a weapon, drops a piece of armour's offered AC to 10, or drops a shield's AC bonus to 0, then that item is destroyed. A single bag of rust monster dust has enough dust to be used 5 times.	3 gp	10 lb.	

HARVEST TABLE: S

SAHUAGIN

"I once had a fishing trip ruined by a run in with a sahuagin. I had just landed a massive bass that I was eager to mount on my wall and turned around for a single moment to gather my cleaning supplies. When I turned back however, my prize was gone and replaced by one rather gluttonous sahuagin. I won't go into the details, but needless to say I ended up mounting something on my wall that day." - Hamund

SAHUAGIN

DC	Item	Description	Value	Weight	Crafting
5	Sahuagin Blood (3 vials)	Sahuagin are notoriously prone to mutations, manifesting in effects as varied as Blood (3 developing elven characteristics or an extra set of arms). This mutagenic effect works both ways, and their blood is capable of transferring some of a sahuagin's traits to a regular humanoid. It is strongly advised against regular intake of this however, as the full side effects are still unknown.	5 sp	1 lb.	Potion of the Sahuagin

SAHUAGIN PRIESTESS

DC	Item	Description	Value	Weight	Crafting
5	Sahuagin Blood (3 vials)	Sahuagin are notoriously prone to mutations, manifesting in effects as varied as Blood (3 developing elven characteristics or an extra set of arms). This mutagenic effect works both ways, and their blood is capable of transferring some of a sahuagin's traits to a regular humanoid. It is strongly advised against regular intake of this however, as the full side effects are still unknown.	5 sp	1 lb.	Potion of the Sahuagin
10	Blessing of Sekolah	Occasionally, the shark god Sekolah chooses a female sahuagin to be one of their priestesses and imbues them with great divine power. Their spellwork aside, these priestesses can be identified by a marking on the priestesses skin that resembles the bite pattern of a full grown shark. This skin can be used as a short-term charm to copy the shark taming ability of a sahuagin. Use: As an action you may raise this blessing in front of you. Any shark within 120 feet of you that can see you instantly becomes friendly towards you and obeys any command you issue to it, so long as that command does not conflict with that of a real sahuagin. 24 hours after being removed from its original body, this blessing deteriorates and becomes useless.	3 gp	1 lb.	

SAHUAGIN BARON

DC	Item	Description	Value	Weight	Crafting
5	Sahuagin Blood (3 vials)	Sahuagin are notoriously prone to mutations, manifesting in effects as varied as Blood (3 developing elven characteristics or an extra set of arms). This mutagenic effect works both ways, and their blood is capable of transferring some of a sahuagin's traits to a regular humanoid. It is strongly advised against regular intake of this however, as the full side effects are still unknown.	5 sp	1 lb.	Potion of the Sahuagin

SAHUAGIN TRINKET TABLE

Item	Value	Weight
1 1d4 days' worth of rations (dried fish and seaweed)	5 sp	2 lb.
2 2d4 pieces of homemade jewelry	1 sp	1 lb.
3 1 idol of Sekolah	5 gp	2 lb.
4 1d4 pieces of salvaged jewelry	2 gp	2 lb.
5 1 pouch of live fish bait	1 sp	2 lb.
6 1 string of shark teeth	1 gp	3 lb.
7 1 waterlogged ship flag	1 gp	5 lb.
8 1 jar of coagulated blood	8 cp	3 lb.

SALAMANDER

FIRE SNAKE

DC	Item	Description	Value	Weight	Crafting
5	Salamander Blood (3 vials)	The blood of a salamander continues to boil with a furious energy long after the salamander's death. Smiths around the world value samples of this blood as a potent fuel source for their forges that allow them to smelt metals that they could not otherwise. Requires enchanted vial.	1 gp	1 lb.	Salamander Fire
10	Fire Snake Scales (small pouch)	Salamander scales stay supernaturally warm even after removal from their body. It is not uncommon for wealthy merchants to have winter beds lined with these scales to keep them comfortable in the colder months. Unfortunately, the scales of a young salamander are too soft and small to be used for a set of armour.	3 gp	12 lb.	Warming Waterskin

SALAMANDER

DC	Item	Description	Value	Weight	Crafting
5	Salamander Blood (5 vials)	The blood of a salamander continues to boil with a furious energy long after the salamander's death. Smiths around the world value samples of this blood as a potent fuel source for their forges that allow them to smelt metals that they could not otherwise. Requires enchanted vial.	1 gp	1 lb.	Salamander Fire
10	Salamander Fang	Even though they now have arms to wield weapons, a salamander could very easily still use its formidable bite to kill its foes. Their fangs in particular radiate a deadly heat that can be transferred to a knife when rerafted.	20 gp	2 lb.	Fire Dagger
15	Salamander Scale (large pouch)	Salamander scales stay supernaturally warm even after removal from their body. It is not uncommon for wealthy merchants to have winter beds lined with these scales to keep them comfortable in the colder months. As a fully grown adult, a salamander's scales are more than hard enough to use them for a protective shield.	65 gp	18 lb.	Cinder Shield

SATYR

DC	Item	Description	Value	Weight	Crafting
5	Satyr Hair (small pouch)	A satyr's covering of thick lustrous fur is as much one of its trademarks as its horns. This hair is so thick in fact, that when brewed into a tonic, it can help regrow the hair of others.	1 gp	3 lb.	Hair Tonic
10	Satyr Horn (x2)	As satyrs are known for inducing feelings of hedonism and excess, it is fitting that certain parts of their body carry the same properties even in death. When ground up and mixed into a paste, satyr horns have been known to carry a strong intoxicating and aphrodisiac effect. This has caused some naive satyrs to become the main event of an unscrupulous lord's party in a way they probably weren't expecting.	1 gp	6 lb.	

SCARECROW

DC	Item	Description	Value	Weight	Crafting
5	Scarecrow Cloth	The terrifying visage of the scarecrow, embodied in the sack cloth that constitutes its head. It remains as intimidating as it was when its host was still active, as its empty eyes still seem to see those around it. Use: When worn, you can target one creature you can see within 30 feet of you as an action. If that target can also see you, it must succeed on a DC 11 Wisdom saving throw or be magically frightened until the end of your next turn. The frightened target is paralyzed. Once this ability has been used, this item loses all magic and becomes worthless.	1 gp	3 lb.	
10	Evil Spirit	The spirit of the evil creature that was used to animate the scarecrow remains around for a few moments even after its host body has been destroyed. With some spirit paper available, this spirit can be harvested and resold to less scrupulous mages. Requires spirit paper.	1 gp	1 lb.	

SHADOW

DC	Item	Description	Value	Weight	Crafting
15	Shadow Wisp	Shadows barely have a corporeal form, and any that could be considered such is quickly dispersed once their animating force has been defeated. Some of it can be trapped inside a sheet of spirit paper, however, to be used to vex the unwary. Requires spirit paper. Use: If this item is left in the shadow of an incapacitated creature for at least 10 minutes, that creature's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. This effect lasts until the spell <i>lesser restoration</i> or similar magic is used to remove this effect. If a non-evil humanoid dies while suffering from this effect, a new shadow rises from the corpse 1d4 hours later. Once this item has been used once, it loses all magical properties.	2 gp	1 lb.	

SHAMBLING MOUND

"Some scholars have attempted to study the lightning birth of shambling mounds, believing that their incredible regeneration and growth abilities may be used to increase food production several times. Unfortunately, so far the only results of their experiments have been electrified fields and irate farmers." - Hamund

Due to their large sizes and amorphous nature, a shambling mound can potentially be harvested several times. If you successfully harvest the "shambling mound mulch" or the "shambling mound vine" items, you may attempt to harvest them again, with the DC raising by 2 for each attempt. You may repeatedly attempt to harvest either of these items until the first time you fail on your harvesting check for them.

DC	Item	Description	Value	Weight	Crafting
10	Shambling Mound Mulch	The decaying biomass that would have once fed the shambling mound is forever changed by its exposure to the powerful plant creature. It is a fantastic fertiliser and herbal remedy causing it to be coveted by both small gardeners and healers. (small pouch x2)	12 gp	5 lb.	Potion of Superior Healing (DMG)
15	Shambling Mound Vine (x4)	The lightning that created the shambling mound also causes it to have a resistance to that element. As the shambling mound adds more biomass to its body, it spreads this property to them as well. Intact samples of these can be taken and crafted into a truly unique set of vestments that can boast the same lightning absorbing abilities.	15 gp	11 lb.	Vine Tunic
20	Root-stem	The root-stem of the shambling mound is actually the entirety of its being in the same way that a humanoid's brain is the entirety of theirs. It is prized in medicine for its regenerative properties and at the same time prized in necromantic schools for its decaying and consuming properties.	110 gp	8 lb.	Wand of the Undergrowth

SHIELD GUARDIAN

DC	Item	Description	Value	Weight	Crafting
15	Shield Guardian Breastplate	The breastplate of a shield guardian forms the structural basis for the rest of its form. Even if it is removed and refashioned, it can still communicate with the amulet of the original shield guardian, thus making it prime material for certain pieces of equipment.	50 gp	15 lb.	Armour of the Guardian
20	Spell Storing Plate	The same magical framework that allows a shield guardian to store a spell is the same as that used in the famous <i>ring of spell storing</i> . If this plate is harvested properly, it can be refashioned into its much stronger counterpart.	200 gp	5 lb.	Ring of Spell Storing

SKELETON

SKELETON

DC Item Description

Value Weight Crafting

- 5 Bone A skeleton touched by foul necromancy is forever changed in ways that transcend the physical. Dust from the bones of a raised skeleton continues to carry foul (small) necromantic energies that can be recycled into other necromantic purposes and pouch rituals. After all, necromancers are not known to waste anything.

MINOTAUR SKELETON

DC Item Description

Value Weight Crafting

- 5 Bone A skeleton touched by foul necromancy is forever changed in ways that transcend the physical. Dust from the bones of a raised skeleton continues to carry foul (small) necromantic energies that can be recycled into other necromantic purposes and pouch rituals. After all, necromancers are not known to waste anything.

- 15 Minotaur The wicked horns of the minotaur have ended more than one hapless adventurer's life. When mounted on a sturdy helm, and with slight magical reinforcement, a (x2) wearer can emulate the deadly charge of the horns' original owner.

10 20 lb. Helm of
gp the
Minotaur

WARHORSE SKELETON

DC Item Description

Value Weight Crafting

- 5 Bone A skeleton touched by foul necromancy is forever changed in ways that transcend the physical. Dust from the bones of a raised skeleton continues to carry foul (small) necromantic energies that can be recycled into other necromantic purposes and pouch rituals. After all, necromancers are not known to waste anything.

- 10 Warhorse A horse touched by necromantic energy is an iconic mainstay of any battle against a necromancer. The skulls of their tainted skeletons still carry some magical energy and can be used to change the appearance of a summoned steed.
Use: If you are holding the warhorse skull when you cast either the *find steed* or *find greater steed* spells, you may choose to have the resulting summoned mount appear skeletal in nature. This does not affect the summoned mount's abilities or statistics in any way.

SLAADI

SLAAD TADPOLE

DC Item Description

Value Weight Crafting

- 5 Slaad The slime that coats a slaad smells like the bottom of a fetid swamp and looks like it Slime too. It is believed that this slime has an innocuation effect against the diseases and (vial) parasitic eggs of the slaads, but this is mostly just conjecture. Otherwise, it is a mere curiosity for eccentric researchers.

RED SLAAD

DC Item Description

Value Weight Crafting

- 5 Slaad The slime that coats a slaad smells like the bottom of a fetid swamp and looks like it Slime too. It is believed that this slime has an innocuation effect against the diseases and (vial) parasitic eggs of the slaads, but this is mostly just conjecture. Otherwise, it is a mere curiosity for eccentric researchers.

- 10 Slaad Slaadi are creatures of pure chaos, born from the unstable energies in Limbo. As such, Heart their very bodies disrupt the natural order of things and those that consume some of their flesh tend to find that probability itself changes for them, if only temporarily. Beware however, as the universe is not to be trifled with, and it tends to find ways to balance itself out later.

3 sp 1 lb.

Use: As an action you may eat this item. If you do so, then once within the next 10 minutes you may choose to bend the laws of fate within your favour. If you do so, you gain advantage on one attack roll, ability check, or saving throw. If you choose not to, this item is wasted. After those 10 minutes have passed, your DM may choose at any time within the next 24 hours to impose disadvantage on 1 attack roll, ability check, or saving throw you make.

- 15 Slaad Underneath the claws of the red slaad lies a marble sized pouch that houses hundreds Egg of minuscule slaad eggs. It is difficult to harvest this gland without crushing the eggs Gland (or accidentally injecting yourself), but successfully doing so will yield a truly wicked potion ingredient that should only be reserved for one's worst enemies.

60 1 lb. Chest
gp Burster

BLUE SLAAD

DC Item Description

- 5 Slaad The slime that coats a slaad smells like the bottom of a fetid swamp and looks like it Slime too. It is believed that this slime has an innocuation effect against the diseases and (vial) parasitic eggs of the slaads, but this is mostly just conjecture. Otherwise, it is a mere curiosity for eccentric researchers.
- 10 Slaad Slaadi are creatures of pure chaos, born from the unstable energies in Limbo. As such, Heart their very bodies disrupt the natural order of things and those that consume some of their flesh tend to find that probability itself changes for them, if only temporarily. Beware however, as the universe is not to be trifled with, and it tends to find ways to balance itself out later.
Use: As an action you may eat this item. If you do so, then once within the next 10 minutes you may choose to bend the laws of fate within your favour. If you do so, you gain advantage on one attack roll, ability check, or saving throw. If you choose not to, this item is wasted. After those 10 minutes have passed, your DM may choose at any time within the next 24 hours to impose disadvantage on 1 attack roll, ability check, or saving throw you make.

Value Weight Crafting

3 sp 1 lb.
gp

- 15 Blue The hooked claws of a blue slaad contain wicked hooks that dig into flesh and act as Slaad vectors for the transmission of the dreaded "chaos phage." This disease does not live Claw long after the death of its slaad host, however that does not still mean that it cannot be (x2) used in nefarious artificing to create a weapon of even deadlier design.

100 15 lb. Sickle
gp of Chaos

GREEN SLAAD

DC Item Description

- 5 Slaad The slime that coats a slaad smells like the bottom of a fetid swamp and looks like it Slime too. It is believed that this slime has an innocuation effect against the diseases and (vial) parasitic eggs of the slaads, but this is mostly just conjecture. Otherwise, it is a mere curiosity for eccentric researchers.
- 10 Slaad Slaadi are creatures of pure chaos, born from the unstable energies in Limbo. As such, Heart their very bodies disrupt the natural order of things and those that consume some of their flesh tend to find that probability itself changes for them, if only temporarily. Beware however, as the universe is not to be trifled with, and it tends to find ways to balance itself out later.
Use: As an action you may eat this item. If you do so, then once within the next 10 minutes you may choose to bend the laws of fate within your favour. If you do so, you gain advantage on one attack roll, ability check, or saving throw. If you choose not to, this item is wasted. After those 10 minutes have passed, your DM may choose at any time within the next 24 hours to impose disadvantage on 1 attack roll, ability check, or saving throw you make.
- 15 Green Only one of a green slaad's claws have much value; the one it used to cast spells with Slaad before it became a slaad. This claw is suffused with both the magic of its old life as Claw well as the chaotic energies of Limbo. As such, it grants its wielder incredible, if unreliable, power.
Use: This claw may be used as an arcane focus. If you do so, when a creature you can see is forced to roll a saving throw due to a spell you cast, you may force that creature to roll at disadvantage. Once you do so, you must finish a long rest before you can use this feature again. Any time before you regain the use of this feature, the DM can have you roll on the Wild Magic Surge table in the *Player's Handbook* immediately after you cast a spell of 1st level or higher. You then regain the use of this ability.

Value Weight Crafting

3 sp 1 lb.
gp

150 12 lb.
gp

GRAY SLAAD

DC Item Description

- 5 Slaad The slime that coats a slaad smells like the bottom of a fetid swamp and looks like it Slime too. It is believed that this slime has an innocuation effect against the diseases and (vial) parasitic eggs of the slaads, but this is mostly just conjecture. Otherwise, it is a mere curiosity for eccentric researchers.
- 10 Slaad Slaadi are creatures of pure chaos, born from the unstable energies in Limbo. As such, Heart their very bodies disrupt the natural order of things and those that consume some of their flesh tend to find that probability itself changes for them, if only temporarily. Beware however, as the universe is not to be trifled with, and it tends to find ways to balance itself out later.
Use: As an action you may eat this item. If you do so, then once within the next 10 minutes you may choose to bend the laws of fate within your favour. If you do so, you gain advantage on one attack roll, ability check, or saving throw. If you choose not to, this item is wasted. After those 10 minutes have passed, your DM may choose at any time within the next 24 hours to impose disadvantage on 1 attack roll, ability check, or saving throw you make.
- 20 Slaad The hide of a slaad is extraordinarily tough, and even more so once it has evolved into Hide either its gray or death slaad variants. As befitting of a slaad's possessive and transformative nature, even the skinned hide of a mature slaad will attempt to mutate and change its wearer. It is only with advanced techniques that this property is curtailed and used only to the benefit of its new owner.

Value Weight Crafting

3 sp 1 lb.
gp

30 5 lb.
gp

300 20 lb. Slaad
gp Doublet

DEATH SLAAD

DC Item Description

5 Slaad The slime that coats a slaad smells like the bottom of a fetid swamp and looks like it Slime too. It is believed that this slime has an innocuation effect against the diseases and (vial) parasitic eggs of the slaads, but this is mostly just conjecture. Otherwise, it is a mere curiosity for eccentric researchers.

Value Weight Crafting

3 sp 1 lb.

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Use: As an action you may eat this item. If you do so, then once within the next 10 minutes you may choose to bend the laws of fate within your favour. If you do so, you gain advantage on one attack roll, ability check, or saving throw. If you choose not to, this item is wasted. After those 10 minutes have passed, your DM may choose at any time within the next 24 hours to impose disadvantage on 1 attack roll, ability check, or saving throw you make.

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300 20 lb. Slaad
gp Doublet



SPECTER

DC	Item	Description	Value	Weight	Crafting
15	Specter Remnant (regular specters only)	A specter is a being of pure spite and malice, a soul severed from the cycle of death and afterlife. When their form is dispersed, fragments of their soul can be imprinted on spirit paper. These fragments radiate with as much hate as their original complete form, and prolonged exposure to it can result in terrible psychological damage. Requires spirit paper. Use: A creature that spends at least 6 hours a day within 30 feet of this item for 7 continuous days becomes cursed. While cursed in this way, the creature has disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight while in sunlight. In addition, their dreams become wracked with nightmares and they gain no benefit from a long rest. If the cursed target sleeps within 30 feet of this item, they must succeed on a DC 10 Constitution saving throw or have their hit point maximum reduced by 3d6 points. The target dies if this effect reduces its hit point maximum to 0. Only one creature may be cursed by this item at a time, and if a creature cursed by this item manages to remove their curse by any means, this item becomes useless and crumbles into dust.	4 gp	1 lb.	
20	Poltergeist Paper (Poltergeist variant only)	The confused energy of a poltergeist manifests itself in psychic outbursts capable of throwing full grown men and full sets of furniture across rooms. Upon a poltergeist's dispersal, a sheet of spirit paper can capture some of this errant energy to be used later for one's own mayhem and mischief. Requires spirit paper. Use: As an action, this paper may be attached to a target Medium or smaller creature or a target unattended object that weighs less than or equal to 150 pounds. Upon speaking a chosen command word or after a designated amount of time, the creature or object that this paper is attached to is hurled 30 feet in the direction away from the paper. If the paper is attached to a creature, they may roll a DC 13 Strength saving throw to avoid this forced movement. If the hurled target comes into contact with a hard surface or heavy object, the target takes 1d6 damage per 10 feet moved. This item may be used up to 3 times before it runs out of energy and become useless.	12 gp	1 lb.	

SPHINXES

ANDROSPHINX

DC	Item	Description	Value	Weight	Crafting
10	Sphinx Tail	The long leonine tail of a sphinx is incredibly distinctive and carries a great amount of cultural significance in some circles. Some sects and cults have a ritual of encasing the tail in dark wax and burning it as a candle wick. It is said that the visions they see in these seances reveal long forgotten secrets buried by time. Others say that sphinx fur just has a mild hallucigenic effect. Unfortunately, there is a distinct dearth of samples to test these hypotheses.	300 gp	12 lb.	
15	Sphinx Heart	The heart of a sphinx is quite literally full with secrets and mystery. Skilled artificers can bring out this magic in the form of an amulet to aid those who have managed to defeat the sphinx.	1,300 gp	12 lb.	Amulet of Secrets
20	Sphinx Pelt	The sphinx pelt is both regal and mysterious. Those who wear it share in the noble countenance of the creature they have felled, as well as their independence from time and space.	3,000 gp	40 lb.	Cloak of Distorted Time
25	Sphinx Wing (x2)	The majestic wings of a sphinx rival that of celestial angels themselves. Like many magical wings, they make prime base materials for a set of artificial wings that grant the power of flight. These ones however have the added bonus of their sphinx owner's abilities of teleportation.	3,000 gp	35 lb.	Wings of the Guardian
30	Androsphinx Vocal Cords	While the androsphinx has access to powerful spells, truly its most feared ability is its roar. A sonic blast imbued with the blessings of the gods themselves, the roar of a sphinx can wreak havoc on a mortal's body. The most learned of artificers have discovered the secret to transforming their powerful vocal cords into instruments to produce the same power. Some believe that the sphinxes themselves imparted this knowledge; why they would do so is a mystery.	15,000 gp	4 lb.	Horn of the Ancient Roar

GYNOSPHEINX			Value	Weight	Crafting
DC	Item	Description			
10	Sphinx Tail	The long leonine tail of a sphinx is incredibly distinctive and carries a great amount of cultural significance in some circles. Some sects and cults have a ritual of encasing the tail in dark wax and burning it as a candle wick. It is said that the visions they see in these seances reveal long forgotten secrets buried by time. Others say that sphinx fur just has a mild hallucigenic effect. Unfortunately, there is a distinct dearth of samples to test these hypotheses.	300 gp	12 lb.	
15	Sphinx Heart	The heart of a sphinx is quite literally full with secrets and mystery. Skilled artificers can bring out this magic in the form of an amulet to aid those who have managed to defeat the sphinx.	1,300 gp	12 lb.	Amulet of Secrets
20	Sphinx Pelt	The sphinx pelt is both regal and mysterious. Those who wear it share in the noble countenance of the creature they have felled, as well as their independence from time and space.	3,000 gp	40 lb.	Cloak of Distorted Time
25	Gynosphinx Eye (x2)	The eyes of the gynosphinx are bewitching, and even in death they seem to gaze back and burrow deep into your thoughts and secrets.	1,000 gp	3 lb.	Lenses of Secrets
25	Sphinx Wing (x2)	The majestic wings of a sphinx rival that of celestial angels themselves. Like many magical wings, they make prime base materials for a set of artificial wings that grant the power of flight. These ones however have the added bonus of their sphinx owner's abilities of teleportation.	3,000 gp	35 lb.	Wings of the Guardian

SPRITE

DC Item Description			Value	Weight	Crafting
10	Sprite Dust	The ground up wings of a sprite produce a dust that is capable of replicating the sprite's notable ability to read the hearts of those they touch. Of course, if you've ground up a dead sprite's wings, no one would need magical dust to read your heart. Use: If sprinkled over a creature, that creature gains the ability to magically know the emotional state of the next target creature they touch. If the target fails a DC 10 Charisma saving throw, the user of the dust also knows the touched creature's alignment. Celestials, fiends, and undead automatically fail the saving throw.	1 gp	1 lb.	
15	Sprite Wing (x2)	Sprites are notorious for being hard to catch. Part of this is their small size and agility, but mostly it is due to their ability to turn invisible whenever they wish. This magic is housed in their wings, giving rise to a saying popular in forested cultures: "as obvious as a wingless sprite."	1 gp	1 lb.	Dust of Disappearance (DMG)

STIRGE

DC Item Description			Value	Weight	Crafting
5	Stirge Needle	As annoying as they are, the stirge needle is still an example of the perfect utility that nature can achieve. Stirge needles are a mainstay of healer's cabins everywhere and in an ironic way, stirges may be responsible for saving more lives than they take.	8 cp	1 lb.	
10	Stirge Bile (vial)	The digestive tract of a stirge is perfectly adapted to the drinking of blood and in fact possesses many enzymes that treat and purify blood for drinking. These enzymes have been used for decades in natural medicines to treat various poisons and maladies.	2 sp	1 lb.	Anti-venom (DMG)

SUCCUBUS/INCUBUS

DC Item Description			Value	Weight	Crafting
5	Succubus/ Incubus Blood (3 vials)	It is said that just a whiff of this blood can bring even the most chaste paladin to the most depraved acts. Indeed, the wild orgies these fiends hold often cause them to spill their own blood inadvertently anyway, heightening the passions of all involved.	3 gp	1 lb.	Philter of Love (DMG)
10	Succubus/ Incubus Eye (x2)	The ever hypnotising eyes of these lusty fiends can continue to entice any that gaze upon them even after their removal.	7 gp	1 lb.	Eyes of Charming (DMG)
15	Succubus/ Incubus Tail	The forked tail of these tempting fiends can often be found wrapped around their next victim, playing with them sensually and bringing them ever closer to their fall. When made into a whip, they are just as full of power and temptation as their previous owners.	40 gp	8 lb.	Chain of Command

HARVEST TABLE: T

TARRASQUE

"So powerful is the tarrasque; so awe inspiring, devastating, and unstoppable, that every single part of it has entered the lore of one culture or another. The tarrasque is in fact one of the few creatures in this Multiverse that I cannot boast about killing, and in truth, even I would not attempt to. The entries here on tarrasque parts are based purely on legends I have heard on my travels; ancient cultures that have inherited stories from even more ancient cultures. I shudder to know of which prehistoric society ever managed to fell a tarrasque and harvest it for their own use, and I shudder even more to know what force managed to wipe that society from the history books." - Hamund

The tarrasque is so large that it cannot be easily harvested by any single adventurer, or indeed even a group of adventurers. The harvesting of a tarrasque for usable parts is an endeavour that would require a full company of workers a long period of time to complete, and that's before the time it takes to ship everything back and then make the parts usable.

The harvesting of a tarrasque takes 10 labourers proficient in harvesting a total of 30 days to complete (assuming that they work for 8 hours a day). Every 6 days, the labourers successfully manage to harvest 1 of the items on the tarrasque's harvest table. Due to the irregular method of harvesting a tarrasque, no check is made when attempting to do so, the labourers must simply put in enough work to finish the job.

Tarrasque parts do not face deterioration regardless of length spent exposed to the elements, nor any lack of preservation. Even nature itself does not wish to oppose a tarrasque.

DC	Item	Description	Value	Weight	Crafting
N/A	Tarrasque Heart	<p>The dusty temple walls of some forgotten societies often depict what some believe to be a tarrasque heart. The heart seems to be placed in a position of reverence, the shadow of a tarrasque acting as a guardian for the city.</p> <p>Use: Activating a tarrasque heart requires the work of 10 spellcasters who have access to at least one 6th level spell slot or higher. Each spellcaster must spend 10 hours in constant contact and focus on the tarrasque heart. At the end of the 10 hours, they each expend a 6th level spell slot or higher. This process must be repeated for 30 consecutive days, after which, the heart will activate and create a protective enchantment in a dome centered on itself and with a radius of 3 miles. While they are alive and inside the protective enchantment, the spellcasters that activated the heart may choose to spend an action to target any number of creatures inside the protective enchantment and force them to succeed on a DC 17 Wisdom saving throw or become frightened, with the entire area under the protective enchantment considered the source of the effect. While frightened in this way, a creature drops anything they are carrying and must use their full movement as well as any potential dash actions to run as far away from the protective enchantment as possible. A frightened creature can repeat the saving throw at the end of each of its turns, with disadvantage if they are within the protective enchantment. 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. If any of the 10 spellcasters die after activating the heart, the heart de-activates and the activation process must start again.</p>	Varies	1,000 lb.	
N/A	Tarrasque Shell	<p>A tarrasque shell is the hardest substance known to man, harder than even the legendary mithral and adamantine. As such, it is virtually impossible to chip off any shards to be used as personal shields or armour, and may only be used in its entirety. Modern scholars believe that the fabled elven ship, 'Skellbladnir' was actually crafted from the shell of a tarrasque, explaining many of its purported magical properties.</p>	Varies	100,000 lb.	The Titan Ship
N/A	Tarrasque Horn	<p>A tarrasque horn is said to make a battering ram powerful enough to breach the gates of Hades itself and free all evil that dwell within. While that remains to be tested, it is certainly strong enough to break down any structure made by mortals. Even today, horn fragments are always found in the same kind of place: the destroyed gates of an abandoned city.</p> <p>Use: The tarrasque horn may be used as a ram (<i>Dungeon Master's Guide, Page 255</i>). This ram has a +14 to hit and deals 55 (10d10) bludgeoning damage and deals double damage against objects and structures.</p>	Varies	1,000 lb.	
N/A	Tarrasque Eye (x2)	<p>The eyes of a tarrasque have witnessed countless civilisations lost to the annals of history (usually because they were destroyed by the tarrasque). That said, even though the tarrasque probably could not understand the majesty of what it was seeing, it still bore witness to them, and combined with its powerful inherent magic, that is enough for diviners to draw out the most ancient of secrets.</p> <p>Use: A creature casting the spell <i>legend lore</i> may instead choose to use the tarrasque eye instead of the spell's usual components. This does not consume the eye.</p>	Varies	30 lb.	

TARRASQUE CONT.

DC	Item	Description	Value	Weight	Crafting
N/A	Tarrasque Blood (x1,000 gallons)	Tarrasque blood flows in the deepest crimson, and every ounce of it is steeped in Blood magical energy. Tarrasque blood is regarded as a universal catalyst, capable of being used as the base of almost any potion imaginable. It is said that spell circles drawn with a tarrasque's blood are capable of casting rituals powerful enough to challenge the gods themselves. Use: Tarrasque blood may be used to craft any other potion. Doing so requires 1 gallon of blood in place of the usual base component. No extra payment is required to craft the desired potion.	Varies	9 lb.	Any other potion

THRI-KREEN

DC	Item	Description	Value	Weight	Crafting
10	Thri-kreen Poison (vial)	The mandibles of a thri-kreen possess a weak venom capable of knocking out weak prey. While usually used solely by thri-kreen for hunting, some of the more enterprising thri-kreen tribes have learned to trade with others by fermenting their venom into an intoxicating brew famous for its pleasant numbing effect. Use: Can be used to coat up to 5 pieces of slashing or piercing ammunition or one slashing or piercing weapon. Applying the poison takes 1 minute. For the next minute, any creature successfully hit must make a DC 11 Constitution saving throw or be poisoned for 1 minute. If the saving throw fails by 5 or more, the target is also paralyzed while poisoned this way. The poisoned target can repeat the saving throw on each of its turns, ending the effect on itself on a success.	5 gp	1 lb.	
15	Thri-Kreen Brain (Psionic Thri-kreen only)	The mind of a thri-kreen is alien enough to most other humanoids, and the mind of one blessed with psionics is even more so. This brain may be tapped to unleash that stored mental energy for a short burst of time. Use: You may spend an action to eat this brain. If you do so, for the next hour, you gain the ability to cast the <i>mage hand</i> spell at will (the hand is invisible) as well as cast the <i>blur</i> spell twice.	5 gp	2 lb.	
20	Thri-Kreen Carapace	Tiny crystal formations inside the hard carapace of the thri-kreen allow it to change colour to camouflage with its surroundings. When travelling paths known for thri-kreen attacks, it is best to be on the lookout for their large eyes which are harder for them to hide than the rest of their body.	6 gp	35 lb.	Camouflage Chitin

TREANT

DC	Item	Description	Value	Weight	Crafting
10	Treant Sap	Treant sap flows through its body like blood and is rich with both nutrients and Sap (3 magical energy). When diluted in water, a single vial of this sap is enough to fertilise vials) a whole farm for a year.	7 gp	1 lb.	
15	Treant Bark	The bark of a treant is harder than that of an ordinary tree, having been blessed with the power of the forest itself. This bark is hard enough to create an armour that many druids enjoy wearing into battle.	150 gp	20 lb.	(Wooden) Breastplate
20	Treant Root	Every treant has one main root that serves as the equivalent of a heart in humanoids. The treant draws most of their nourishment from this root and thus it is also imbued with the greatest amount of magical power. These roots can be reforged into powerful magical items, especially the renowned staff of the woodlands.	400 gp	10 lb.	Staff of the Woodlands (DMG)

TROGLODYTE

DC	Item	Description	Value	Weight	Crafting
15	Troglodyte Hide	Troglodyte hides are capable of changing colours to match their surroundings, allowing them to create ambushes on those less wary. While the camouflage ability is impressive, it loses much of this capability once removed from the troglodyte, and the hide itself makes for a poor armour. As such, it is often used only as a camouflage blanket used to disguise things from only very far away. Alternatively, the hides have been ground down and made into an ink that matches the colour of the parchment it is written on, allowing for the creation of secret messages revealed only under certain lights.	8 sp	25 lb.	

TROLL

DC	Item	Description	Value	Weight	Crafting
5	Troll Flesh	While the taste leaves much to be desired, troll flesh is indeed nutritious and can be a very sustainable source of sustenance. It is however not recommended to be used (10 pounds) as a long-term food option, as repeated consumption can lead to strange effects in the eater. Use: A pound of troll flesh can be consumed to fulfill any food requirements you may have for an entire day. A pound of troll flesh that has not been exposed to fire or acid will regenerate a quarter pound of flesh every 24 hours. If you eat 3 pounds of troll flesh within a time frame of 7 days, you must succeed on a DC 15 Constitution saving throw or undergo a permanent mutation in which one of your body parts changes to look more troll-like (but with no added benefits). This mutation can only be reversed by the <i>greater restoration</i> spell or similar magic.	1 gp	1 lb.	
10	Troll Blood (5 vials)	Famous for their regenerative ability, troll blood has widely been used as the basis for the ubiquitous healing potion. Indeed, troll blood is so potent that it can be diluted repeatedly and still deliver a healing effect. As such, it is usually used to mass produce the basic version of the healing potion.	30	1 lb.	Potion of Healing (DMG)
15	Troll Heart	The troll heart is one of the few organs in a troll's body that is not pledged to their terrible deity: Vaprak the Destroyer. As such, a troll heart is one of the few pieces of a troll that will not form a new troll around itself over time, and yet, its constant infusion of troll blood gives it some measure of regenerative ability which can be infused into an amulet for an ordinary humanoid to take advantage of.	83 gp	7 lb.	Troll Amulet



HARVEST TABLE: U

UMBER HULK

DC	Item	Description	Value	Weight	Crafting
5	Umber Hulk Guts	The guts of an umber hulk are a key ingredient in a dye often found in Underdark societies known as "umber dusk". This smoky grey colour is usually used as a form of camouflage paint for Underdark denizens, but its captivating depth has gained some popularity on the surface as well.	5 gp	10 lb.	
10	Umber Hulk Mandibles	The razor sharp mandibles of an umber hulk have been the end of many Underdark adventurers. They have been repurposed for many things in Underdark societies, including farming, saws, fishing hooks, and of course, weapons.	11 gp	6 lb.	Sickle, +1 (DMG)
15	Umber Hulk Carapace	Harder than steel, and yet flexible and breathable, an Umber Hulk's carapace makes for a useful armour. Underdark societies that lack access to fuel for smelting can often be found wearing plates of Umber Hulk carapace instead.	25 gp	70 lb.	Plate Armour, +1 (DMG)
20	Umber Hulk Eye (x2)	The notorious eyes of an Umber Hulk are filled with a bewitching magic that confuses even the most seasoned of adventurers.	70 gp	3 lb.	Wand of Confusion (DMG)

UNICORN

DC	Item	Description	Value	Weight	Crafting
5	Unicorn Blood	Unicorn blood shines like silver with a rainbow sheen. Filled with a regenerative magic, the blood of a unicorn is sought after by every alchemist as a key ingredient in many potions. Most will also have the tact to not ask where you got it.	10 gp	1 lb.	Potion of Vitality
10	Unicorn Hoof (x4)	The hooves of a unicorn, responsible for the swiftness and grace exhibited by these noble creatures when they run. They also exhibit strong magical properties. Use: You may spend an action to focus on a unicorn hoof in your hand as well as a location you are familiar with up to a mile away. You then teleport yourself and up to three willing creatures you can see within 5 feet of you, along with any equipent they are wearing or carrying, to that location. If you took part in the killing of the unicorn these hooves came from, the deity that created that unicorn becomes aware of where you teleported to. Once a unicorn hoof has been used once, it loses its magic and becomes worthless.	40 gp	17 lb.	Unicorn Glue
15	Unicorn Hair (large bag)	Unicorn hair resembles spun gold and is just as valuable. Woodland elves living in the unicorn's domain often sport bows strung with strands of these hairs, their arrows flying with the speed of the forest's patron. Alternatively, instruments strung with these hairs create an exquisite sound unmatched by any made from more mundane materials.	330 gp	3 lb.	Instrument of Harmony
20	Unicorn Horn	The horn of a unicorn is one of the most sought after materials in all of artificing and spellcraft. Infinitely usable, these horns have been turned into everything from wands, to enchanted weapons, to just magical dust. If you took part in the death of the horn's original owner however, do exercise caution in who you show your spoils too, as unicorns have many (very powerful) allies. Use: The dust made from one unicorn horn can be used to act as the material component in any spell. There is enough dust to substitute for up to 500 gold pieces worth of any material component. You do not have to use all of the dust for the same spell.	1,000 gp	13 lb.	Wand of the War Mage, +2 (DMG) or Unicorn's Charge



HARVEST TABLE: V

VAMPIRES

"I have never been a fan of tussling with vampires. Creatures of the night, they rarely present an honest fight, not to mention the annoying fact that most items harvested from their long-overdue corpses whisper temptations to those that possess them. When I go monster hunting, I am looking for trophies, not gossipy boarders." -Hamund

Items crafted or taken from a vampire carry with them a dark undead energy that makes using them a risky proposition. Anytime a creature attuned to an item made from a vampire part attempts a long rest, there is a 10 percent chance that they will be afflicted with the *Gravemaster's Curse*. At the DM's discretion, this roll may be made in secret, with the result unknown to the relevant player.

A creature cursed in this way can't voluntarily end their attunement to the item that cursed them, and they feel a need to be within arm's length of that item at all times. Whenever the cursed creature sleeps, they hear whispers of temptation from the vampire from whom the cursed item was made but forgets it as soon as they awaken. A cursed creature is not necessarily aware they have been cursed. After 7 consecutive days of being cursed, a cursed creature will take any opportunity to be alone and to get away from anybody that would be able to identify and remove the curse.

If a creature remains cursed by this item for the continuous length of one full lunar cycle, they are possessed by the soul of the vampire from whom the item that cursed them was created. When this happens, the creature is incapacitated and loses control of their body which also transforms into a full vampire. The possessing vampire spirit retains all of their old memories, Intelligence, Wisdom, and Charisma scores, as well as any spellcasting abilities it may have had. It otherwise adopts the possessed target's statistics, as well as any of their knowledge, class features, and proficiencies. The returned vampire also retains attunement to any items the original possessed target had, including the item that cursed them in the first place.

The original soul of the possessed body is then imprisoned inside the item that cursed them. While imprisoned in this way, the original soul is aware of its immediate surroundings and can communicate telepathically with any creature in contact with them and vice versa. If the item is ever destroyed, the possessed soul is destroyed as well. The only way to lift the curse and restore the soul to its body is with either a wish spell, or if the possessing vampire breaks their attunement to the cursing item. If the curse is lifted in this way, the soul of the vampire is destroyed permanently and the original soul retakes control of their body. If the original body is destroyed, the original soul is sent to the afterlife.

Only one item made from a vampire can curse a target at any given time and a creature may only be cursed by one vampire's item at a time. While cursed, any attempt to attune to an item made from another vampire fails. A creature that has had this curse lifted from them may not attune to any other item made from a vampire again.

VAMPIRE	DC	Item	Description	Value	Weight	Crafting
10 Vampire		Blood (3 vials)	The necrotic blood of a vampire, as dark and thick as blood can possibly become. While it may be foul, it does present one of the last hopes to cure the vampirism of a loved one. It is unfortunate however that such little amounts may be drawn from a slain vampire; it could be seen perhaps as a final taunt from the undead fiends. Use: A vial of vampire blood that has had the <i>bless</i> spell cast on it at least once a day for 7 consecutive days becomes a <i>vampire bane</i> potion. If this potion is drunk by a vampire spawn that was transformed by the vampire this potion was made from, that vampire spawn is completely cured of vampirism, reverting to their original form and alignment instantly.	200 gp	1 lb.	
15 Vampire		Hair (large pouch)	A little known but interesting fact is that vampire hair continues to grow even after the transition to their new state, and even grows faster than it did in life. This is why vampires are so commonly seen sporting long locks of unruly hair. As a sign of their undeath, this hair possesses some degree of necrotic magic which can be literally weaved into new items.	1,400 gp	3 lb.	Cloak of the Bat (DMG)
20 Vampire		Fang (x2)	The symbol of a vampire, the prolonged canines that they use to plunge into their victims and drain them of life. The same dark powers they had before can be taken and recrafted into a weapon.	2,200 gp	2 lb.	Sword of Life Stealing (DMG)
25 Vampire		Heart	Even if a stake was driven through this heart, it is still harvestable as a useful item. This organ appears to drip darkness as much as it does blood. Those that have held one of these befouled organs claim to have heard whispers from the slain vampire, tempting them with power in exchange for loyalty beyond their vanquishing.	15,000 gp	2 lb.	Crown of Darkness

VAMPIRE SPAWN

DC Item Description

Value Weight Crafting

10 Vampire	The fang of a vampire spawn cannot transform a victim into a vampire the way a full	60 gp	2 lb.	Dagger
Spawn	vampire can. They do however still possess some necrotic energy which can be			of Life
Fang	transferred to a weapon crafted from them.			Stealing

(x2)

15 Vampire	The heart of a vampire spawn is a pitiful thing. More often than not, it is the heart of	Varies	2 lb.
Spawn	an innocent creature corrupted by a force more powerful than itself. Although it may		
Heart	have turned to evil in its undeath, the heart can still do good by being used to		

combat its dark master.

Use: A vampire spawn heart that has had the spell *remove curse* cast on it once a day for 7 consecutive days, resonates with an energy counter to the darkness that once pervaded it. In this condition, a vampire spawn heart will attempt to warn anyone holding it of the approach of its old master. It will begin to beat slowly if the original vampire is within 300 feet of the holder, and beat progressively faster as the original vampire draws near.



HARVEST TABLE: W

WATER WEIRD

DC	Item Description	Value	Weight	Crafting
10	Living A water weird that has dispersed into water upon death still carries some semblance Water of magic in it, if only for a few fleeting moments. If scooped up quickly and preserved (vial) properly, it can be used in various minor water magics. Requires enchanted vial.	30 gp	1 lb.	Decanter of Endless Water
15	Mote When a water elemental's summoned form is dispersed, it leaves behind small balls of foam that continue to carry trace amounts of elemental energy. These need to be Water collected quickly in specialised containers to prevent further degradation. If collected properly, they can then be used to craft an <i>elemental gem</i> . Requires enchanted vial.	100 gp	1 lb.	Elemental Gem (Emerald)

WIGHT

DC	Item Description	Value	Weight	Crafting
10	Wight The blood of a wight is a black congealed mess, however it carries strong traces of Blood necrotic energy. This energy reacts strangely with living creatures, granting them (3 interesting abilities, but at a cost.)	5 gp	1 lb.	
15	vials) Use: If you drink this vial of blood, for the next 24 hours you gain darkvision out to 60 ft., as well as the ability to see the life spark of all living things. This life spark appears as a white hot aura around a creature's body and is visible even through invisibility, and opaque cover no more than 2 feet thick. While able to see this spark, you have advantage on any Wisdom (Perception) checks made to find living creatures. However, if you are in sunlight, you also have disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight. Also, you must succeed on a DC 13 Constitution saving throw or have your hit point maximum reduced by $1d6+2$ until you finish a long rest. You die if this causes your hit point maximum to be reduced below 0 and then rise again 24 hours later as a wandering zombie unless your body is destroyed or you are restored to life.	30 gp	2 lb.	Hand of Undeath
15	Wight The touch of a wight is known for its life-draining ability. Even after its soul has finally Hand left it, a wight's body is permanently altered by the dark forces that reanimated it. All it takes is for another spark of necrotic energy to restore it to a usable state.			



WILL-O-WISP

DC	Item	Description	Value	Weight	Crafting
10	Mote of Necrotic Energy	A will-o'-wisp is a malevolent being comprised almost entirely of necrotic energy. Necrotic resembling a ball of light. Upon dispersal of their form, some of this energy can still be harvested and used for other necrotic purposes. Requires enchanted vial. Use: As an action, you may sprinkle this item over one creature within 5 feet of you that has 0 hit points and is still alive. The target must succeed on a DC 10 Constitution saving throw or die. If they die, you regain 3d6 hit points.	10 gp	1 lb.	

WRAITH

DC	Item	Description	Value	Weight	Crafting
15	Wraith Energy	Wraiths are incorporeal figures, and as such, require the use of spirit paper to effectively harvest. Luckily, wraith energy is a very potent source of necrotic power, and makes for a potent curse when used properly. Requires spirit paper.	85 gp	1 lb.	Curse of Spite

WYVERN

DC	Item	Description	Value	Weight	Crafting
10	Wyvern Tail	Wyvern tails, when properly harvested and cleaned, possess weaker forms of the creature's infamous poison. This tail is often kept inside barrels of fermenting alcohol to imbue it with an extraordinarily strong flavour and proof. The proof is so high in fact that it is joked that wyvern tails kill more people after being removed than while they're still attached.	25 gp	20 lb.	
15	Wyvern Wing (x2)	Like the wings of many magical creatures, the wings of a wyvern are capable of being removed and transformed into artificial wings for their new owners.	25 gp	50 lb.	Wings of Flying (DMG)
20	Poison (vial)	Perhaps the most ubiquitous of all poisons, no assassin's kit is complete without at least one jar of wyvern poison. Use: Can be used to coat up to 15 pieces of slashing or piercing ammunition or one slashing or piercing weapon. Applying the poison takes 1 minute. For the next 10 minutes, any creature successfully hit must make a DC 15 Constitution saving throw, taking 7d6 poison damage on a failed save, or half that on a successful saving throw.	600 gp	1 lb.	



HARVEST TABLE: X

XORN

DC	Item	Description	Value	Weight	Crafting
10	Xorn Stomach	As creatures able to digest metals and gems, a xorn's stomach is one of the hardest organs in the multiverse. Their digestive tract is valued among jewellers and miners, who use them to clean off items they find in the tunnels.	10 gp	50 lb. gp	
15	Xorn Tooth (x4)	The teeth of a xorn are capable of moving through rock and stone like a hot knife through butter. They are revered among miners and stonemasons alike for this ability and there is never enough supply to meet demand. Alternatively, a weapon made from these teeth can serve dual purposes when used by the spelunking adventurer.	8 gp	10 lb. Stone Cleaver	Weapon
20	Xorn Eye (x3)	A xorn's sensory organs are incredibly alien to regular humanoids and indeed, as xorn have a strange physiology that blends their eyes and noses together in some bizarre fashion. Either way, these organs are remarkably sensitive to the scent of precious metals and gems. The application of that knowledge should require no further explanation.	20 gp	15 lb. Treasure Compass	
25	Xorn Shell	A xorn swims through rock the way a fish swims through water, thanks largely in part to its outer shell. It is very difficult to take this shell without cracking it, but if you can haul it back in one piece, it can make for a very useful suit of armour that will have you swimming laps through mountains.	60 gp	120 lb. Stone Swim Armour	



HARVEST TABLE: Y

YETIS

YETI

DC	Item	Description	Value	Weight	Crafting
5	Yeti Tongue	The howl of a yeti is renowned for either signalling, or even calling, avalanches and blizzards. Mountain clans long ago learned how to dry these tongues into reeds and place them in pipes that they believe whistle upon the approach of violent weather.	10 gp	2 lb.	
10	Yeti Hide	Yetis are capable of surviving in the darkest, coldest winters in part largely to their thick hides and coats. In the desperate struggle that are mountain peaks, these coats are worth more than their weight in gold, and any mountain chief would happily welcome a stranger into their hut when presented with a gift of yeti hide.	25 gp	35 lb.	Boots of the Winterlands (DMG)
15	Yeti Eye (x2)	The literally cold stare of a yeti is a terrible final sight. It is a piercing blue that freezes one's very soul and leaves them colder than the mountain itself. The magic in these eyes can be brought out in a potion when mixed with hardy mountain roots and water melted from ancient icicles to make a brew that can preserve a creature in ice for an indefinite period of time.	30 gp	1 lb.	Potion of Winter's Rest
20	Yeti Claw (x2)	The remains of a yeti's victims are simple to identify, for it is easy to see the way the edges of their wounds have frozen solid at the touch of the yeti.	60 gp	10 lb.	Frostclaw Weapon

ABOMINABLE YETI

DC	Item	Description	Value	Weight	Crafting
5	Yeti Tongue	The howl of a yeti is renowned for either signalling, or even calling, avalanches and blizzards. Mountain clans have long learned how to dry these tongues into reeds and place them in pipes that they believe whistle upon the approach of violent weather.	10 gp	2 lb.	
10	Abominable Yeti Hide	Yetis are capable of surviving in the darkest, coldest winters in part largely to their thick hides and coats. In the desperate struggle that are mountain peaks, these coats are worth more than their weight in gold, and any mountain chief would happily welcome a stranger into their hut when presented with a gift of yeti hide.	40 gp	45 lb.	Boots of the Winterlands (DMG)
15	Yeti Eye (x2)	The literally cold stare of a yeti is a terrible final sight. It is a piercing blue that freezes one's very soul and leaves them colder than the mountain itself. The magic in these eyes can be brought out in a potion when mixed with hardy mountain roots and water melted from ancient icicles to make a brew that can preserve a creature in ice for an indefinite period of time.	50 gp	1 lb.	Potion of Winter's Rest
20	Abominable Yeti Claw (x2)	The remains of a yeti's victims are simple to identify, for it is easy to see the way the edges of their wounds have frozen solid at the touch of the yeti.	100 gp	14 lb.	Frostclaw Weapon, +1
25	Yeti Lungs (Only harvestable if the Abominable Yeti had access to its cold breath ability)	It is more than just a superstition that the howl of a yeti brings a blizzard, as anyone who has faced an abominable yeti can attest to. These larger specimens breathe the cold itself, using it to weaken large groups of unwary mountaineers before moving in for the final kill. Use: You may spend an action to press these lungs and exhale a 30-foot cone of frigid air. Each creature in that area must make a DC 18 Constitution saving throw, taking 10d8 cold damage on a failed save, or half as much damage on a successful one. Once this item has been used, it cannot be used again and becomes worthless.	150 gp	9 lb.	



YUAN-TI

YUAN-TI ABOMINATION

DC	Item	Description	Value	Weight	Crafting
10	Yuan-Ti Blood (5 vials)	The blood of a yuan-ti is strange in that it combines enzymes characteristic of both serpentine and humanoid physiology. This curious property allows unique opportunities in alchemy for the creation of the perfect antivenom for humanoids to consume.	2 gp	1 lb.	Potion of Poison Immunity
15	Yuan-Ti Poison (vial)	The venom of a yuan-ti combines elements of several of the most deadly snakes in nature. The poison has been described by survivors as "like having one's blood transfigured into fire." Use: Can be used to coat up to 10 pieces of slashing or piercing ammunition or one slashing or piercing weapon. Applying the poison takes 1 minute. For the next minute, any creature successfully hit must make a DC 15 Constitution saving throw, taking 3d6 poison damage on a failed save, or half that on a successful saving throw.	120 gp	1 lb.	
20	Yuan-Ti Abomination Scales (large pouch)	A yuan-ti abomination wears no armour yet can deflect swords and maces with the strength of its scales alone. A few choice scales can be pried off following the abomination's death in order to make a shield imbued with the power of the serpent gods.	600 gp	14 lb.	Serpent Shield
25	Serpent Touched Heart	The heart of a yuan-ti abomination is one that has been specially blessed by the serpent gods the yuan-ti worship. Locked inside this heart is incredible divine power, but as befitting of the twisted worship the serpent gods demand, it can be passed on only through its consumption. Use: You may spend an action to eat this heart. When you do, you transform into a yuan-ti abomination, as described in the <i>Monster Manual</i> , for the next hour. Your alignment remains the same and you retain any proficiencies you may have had originally. You do not get access to the weapons described in the yuan-ti abomination's statblock. At the end of the hour, or if you are forced prematurely back into your true form, there is a 10 per cent chance that instead of transforming back to your original form, you transform into a form resembling that of a Type 1 yuan-ti malison with a humanoid body but with a snake head. This effect is permanent and is considered your new true form. This effect can only be reversed with the power of a <i>wish</i> spell.	3,000 gp	15 lb.	

YUAN-TI MALISON

DC	Item	Description	Value	Weight	Crafting
10	Yuan-Ti Blood (3 vials)	The blood of a yuan-ti is strange in that it combines enzymes characteristic of both serpentine and humanoid physiology. This curious property allows unique opportunities in alchemy for the creation of the perfect antivenom for humanoids to consume.	2 gp	1 lb.	Potion of Poison Immunity
15	Yuan-Ti Poison (vial)	The venom of a yuan-ti combines elements of several of the most deadly snakes in nature. The poison has been described by survivors as "like having one's blood transfigured into fire." Use: Can be used to coat up to 10 pieces of slashing or piercing ammunition or one slashing or piercing weapon. Applying the poison takes 1 minute. For the next minute, any creature successfully hit must make a DC 12 Constitution saving throw, taking 2d6 poison damage on a failed save, or half that on a successful saving throw.	120 gp	1 lb.	

YUAN-TI PUREBLOOD

DC	Item	Description	Value	Weight	Crafting
10	Yuan-Ti Blood (3 vials)	The blood of a yuan-ti is strange in that it combines enzymes characteristic of both serpentine and humanoid physiology. This curious property allows unique opportunities in alchemy for the creation of the perfect antivenom for humanoids to consume.	2 gp	1 lb.	Potion of Poison Immunity

YUGOLOTH

"Unlike most fiends, the ichor that a yugoloth leaves behind actually serves some purpose. As befitting their greedy natures, some lower-tier yugoloths have actually made a business of allowing themselves to be slain and their ichor collected." - Hamund

Like regular devils, yugoloths slain outside of their native plane also dissolve into an ichor rather than leave behind a corpse. Given the yugoloths artificial nature however, this ichor tends to be more useful than devil ichor and can be harvested for some benefit. Either way, a yugoloth slain outside of Gehenna cannot be harvested for anything except their respective ichor. Yugoloths slain on Gehenna can be harvested like a regular creature, including their ichor, traces of which can still be found in their veins.

ARCANALOTH

DC	Item	Description	Value	Weight	Crafting
5	Arcanaloth Ichor (vial)	The ichor of an arcanaloth is the most valuable of all yugoloth ichors, being steeped in the knowledge and magic of the original arcanaloth. Requires enchanted vial. Use: When combined with 50 gp worth of gem dust and special oils, this ichor becomes a special ink invested with powerful magic. When you begin writing with this ink, you subconsciously write down a spell that was known to the arcanaloth. After 2 hours of writing with this ink, you may pick any wizard spell from the arcanaloth's known spell list that is of a level for which you have spell slots, and add it to your spellbook as if you had copied it in a traditional manner.	100 gp	1 lb.	
10	Arcanaloth Poison (vial)	Despite their learned and sophisticated nature, an arcanaloth is more than capable of killing a mortal in close combat as they are using their spells. This is partly in thanks to the poison glands they possess under their claws, which add a touch of death to their razor sharp strikes. Use: Can be used to coat up to 5 pieces of slashing or piercing ammunition or one slashing or piercing weapon. Applying the poison takes 1 minute. For the next minute, any creature successfully hit must make a DC 14 Constitution saving throw, taking 3d6 poison damage on a failed save, or half that on a successful saving throw.	300 gp	1 lb.	
15	Arcanaloth Tail	The tricky arcanaloth has a tendency to sneak into places it does not belong, aided by its inherent ability to shapeshift and turn invisible. Part of this magic is kept in their tail, which can be spotted twitching before they use any of their deceptive abilities. Use: This tail has 3 charges. While holding this tail you may spend 1 charge to use the tail to cast the spell <i>alter self</i> or <i>invisibility</i> (self only). Once this tail loses all charges, it dissolves into a useless black ichor.	500 gp	9 lb.	
20	Yugoloth Heart	Despite their wide ranging forms, all yugoloths possess the same heart. It is the magic inherent in this heart that both ties them to their home plane of Gehenna and makes them materially unstable enough to teleport at a whim.	750 gp	2 lb.	Gem of Teleportation

MEZZOLOTH

DC	Item	Description	Value	Weight	Crafting
5	Mezzoloth Ichor (vial)	The ichor of a mezzoloth appears even more foul and dark than that of other yugoloths (if that is even possible). Like many yugoloth ichors, this ichor can be mixed with precious gem dust and oils to make an ink that passes on powerful magics. Requires enchanted vial. Use: When combined with 50 gp worth of gem dust and special oils, this ichor becomes a special ink invested with powerful magic. If you are able to prepare a spell of at least 5th level, when you begin writing with this ink you subconsciously write down the information regarding the spell <i>cloudkill</i> . You may do this for a total of 10 hours, after which you successfully copy the spell into your wizard spellbook as if you had copied it from a regular source.	50 gp	1 lb.	
10	Mezzoloth Gas (vial)	The gas of a mezzoloth is extraordinarily toxic and is said to have been the inspiration to whichever wizard invented the spell <i>cloudkill</i> . It will remain potent so long as it is kept in an enchanted vial, however it will dissipate much faster than a sample that came fresh from a living mezzoloth. Requires enchanted vial. Use: As an action you may make a ranged weapon attack to throw this vial at a point within 20 feet, shattering it on impact. Once the vial is destroyed, the trapped gas expands rapidly to fill a 10 foot radius sphere. The gas acts like the spell <i>cloudkill</i> with the exception that it only lasts for 1 round and requires no creature's concentration to maintain it.	60 gp	1 lb.	
15	Mezzoloth Chitin	The dark chitin of a mezzoloth is harder than many metals and lends a distinctively insect-like appearance to an adventurer bold enough to wear it.	85 gp	70 lb.	Mezzoloth Mail
20	Yugoloth Heart	Despite their wide ranging forms, all yugoloths possess the same heart. It is the magic inherent in this heart that both ties them to their home plane of Gehenna and makes them materially unstable enough to teleport at a whim.	750 gp	2 lb.	Gem of Teleportation

NYCALOTH

DC	Item	Description	Value	Weight	Crafting
5	Nycaloth Ichor (vial)	Nycaloth ichor is thicker and stickier than other Yugoloth ichor and has a vague green tinge to it. This is odd considering that the magic it lends itself to points towards a more slippery nature. Requires enchanted vial. Use: When combined with 50 gp worth of gem dust and special oils, this ichor becomes a special ink invested with powerful magic. If you are able to prepare a spell of at least 2nd level, when you begin writing with this ink you subconsciously write down the information regarding the spell <i>mirror image</i> . You may do this for a total of 4 hours, after which you successfully copy the spell into your wizard spellbook as if you had copied it from a regular source.	70 gp	1 lb.	
10	Nycaloth Claw (x2)	The claw of a nycaloth actually has dozens of tiny hook-like forms growing on the insides. These hooks cause massive damage when the claws rend unprotected flesh, making wounds worse with each progressive attack. While it may be considered vicious, the same principle can be applied to other weapons to give them the same combative edge.	55 gp	25 lb.	Sword of Wounding (DMG)
15	Nycaloth Wing (x2)	Like many fiends, the wings of a nycaloth can be used as a base component to make the ever useful <i>infernal wings</i> . Their high quality makes them particularly useful as a material, meaning the artificer has to put relatively little effort (and money) into making them.	230 gp	35 lb.	Infernal Wings
20	Yugoloth Heart	Despite their wide ranging forms, all Yugoloths possess the same heart. It is the magic inherent in this heart that both ties them to their home plane of Gehenna and makes them materially unstable enough to teleport at a whim.	750 gp	2 lb.	Gem of Teleportation



ULTRALOTH

DC	Item	Description	Value	Weight	Crafting
5	Ultraloth Ichor (vial)	The ichor of an ultraloth is almost as valuable as that of the Yugoloth, full of the inherent magic of the ultraloth. Requires enchanted vial. Use: When combined with 50 gp worth of gem dust and special oils, this ichor becomes a special ink invested with powerful magic. When you begin writing with this ink, you subconsciously write down a spell that was known to the ultraloth. After 2 hours of writing with this ink, you may pick any wizard spell from the ultraloth's known spell list that is of a level for which you have spell slots, and add it to your spellbook as if you had copied it in a traditional manner.	100 gp	1 lb.	
10	Mark of Gehenna	Other than their general form, every ultraloth carries some mark on their person that brands them as a general above lesser Yugoloths, an individual to be respected and feared. This brand is more than an ordinary mark and carries a degree of magic to it that affects the wills of lesser beings even if they themselves are unaware of it. Use: While carrying this mark on you, you may choose to gain advantage on any Charisma based ability check attempted on a creature within 30 feet of you that has a CR rating less than that of your character level. That creature does not need to be aware of the mark, but must be able to hear and understand you for this effect to work. Once used, this ability cannot be used again until the next dawn.	300 gp	2 lb.	
15	Ultraloth Eye (x2)	The transfixing eyes of an ultraloth can stun creatures with lesser wills and hold them still as the ultraloth moves in for the kill.	425 gp	1 lb.	Helm of Hypnotism
20	Yugoloth Heart	Despite their wide ranging forms, all Yugoloths possess the same heart. It is the magic inherent in this heart that both ties them to their home plane of Gehenna and makes them materially unstable enough to teleport at a whim.	750 gp	2 lb.	Gem of Teleportation

HARVEST TABLE: Z

ZOMBIE

"As zombie is more of a classification than a creature, it is difficult to say exactly what items may be harvested from them, except for the universal putrid fluids that flows through their veins." -Hamund

DC	Item	Description	Value	Weight	Crafting
5	Zombie	An absolutely putrid collection of drippings and fluids from a reanimated corpse.	3 cp	1 lb.	



CHAPTER 4: CRAFTING

Jt was our long distant ancestors that first discovered how to transform the bones of a fresh kill into a heavy club with which to make more fresh kills. Today of course, we have the wonders of civilisation, and with that comes a litany of more advanced tools, weapons, armour, and equipment to be made from what we kill. Indeed, the resourcefulness of society means that just about every creature's carcass can serve as more than just a trophy if you take it to someone with the right know-how.

-Hamund

CRAFTING RULES

While some creature parts are useful fresh from the carcass, many require some alterations before their full potential can be realised. These items can be identified due to having a **craftable item** listed in their crafting column. As crafting is a very natural complement to harvesting, an entire chapter has been devoted to its rules here.

CRAFTERS

In order to craft a harvested item into a usable item, it must be worked on by a skilled **crafter**. Crafters are specialised professionals with the knowledge to turn raw materials into something usable. Crafters also tend to be of a certain type, covering different types of items to be made (see "Crafter Types" below).

Both player characters and NPCs may act as crafters, so long as they fulfil the stipulated requirements for their crafter type.

Crafters also need to have the right equipment and tools in order to craft an item, however that aspect is left up to the discretion of the DM and the suitability of the setting. In more fantastical campaigns, magical forges and laboratories may line every city bazaar, while in more grounded settings, finding appropriate facilities may be a quest in and of itself.

MATERIALS, TIME, AND COST

Each craftable item listed in this guide requires at least one harvestable material from a monster's harvesting table to act as a **base component** of the item. This base component provides the driving magical force that allows the item to function. The harvesting material and quantity of the materials required are listed in the description of the craftable item. For some craftable items, there are several potential harvestable materials that may act as the base component. In these cases, any of the listed materials may be used.

Craftable items require more than just the base component provided by harvested materials, however. Crafting an item requires a cost covering other requirements such as tools, facilities, and extra materials. Note that this cost does NOT include the cost of actually hiring a crafter, and that such a cost is considered separate. Assuming that the players are providing the base component for a craftable material, the value of this base component can be deducted from the end cost of crafting the item.

Finally, craftable items take a certain amount of time before they can be completed. The breakdown of the time and cost investment to craft an item is listed in the Magic Item Crafting Time and Cost table on the next page.

MAGIC ITEM CRAFTING TIME AND COST

Item Rarity	Workweeks*	Cost*
Common	1	50 gp
Uncommon	2	200 gp
Rare	10	2,000 gp
Very Rare	25	20,000 gp
Legendary	50	100,000 gp

*Halved for a consumable item like a potion or scroll.

This guide uses the rules for crafting in *Xanathar's Guide to Everything* as the basis for the crafting rules presented here. DM's are encouraged to adjust these numbers based on the needs of their own games.

OPTIONAL RULE: CRAFTER SKILL

Not all crafters are created equal. While a village blacksmith may be good at fixing scythes and making nails, if you hand them a dragon scale, the best you will get back is a ruined dragon scale and an apologetic look. If you have high quality materials, you're going to need a high quality crafter.

While under the base rules, anyone can craft anything so long as they meet the base proficiency requirements, under this optional rule, crafters are differentiated based on their proficiency bonus. A crafter may craft any item whose rarity is equal to or below their proficiency bonus as outlined in the Crafting Skill Proficiency table on the next page.



CRAFTER TYPE

You don't ask a blacksmith to cut the timbers of your house, and you don't ask an alchemist to craft you a suit of armour. If you want an item crafted, you need the right person for the job. Each craftable item comes with a tag in brackets explaining which type of crafter is capable of making that item.

Crafters are not restricted to a single profession either. Some skills are complimentary, or certain individuals are simply talented enough to cover multiple fields. Unless otherwise stated, crafters with multiple proficiencies use the same score for each field.

The following is a basic rundown of crafter types:

OPTIONAL RULE: CRAFTING SKILL PROFICIENCY

Prof. Skill Level Item Rarity Description

+2 Novice	Common	Usually an apprentice, assistant, or self-taught practitioner. Knows how to use the tools properly but has little skill with more difficult materials and no ability to make new ideas.
+3 Journeyman	Uncommon	A craftsman that serves their village or works in a specific role within their profession. Knows a few things very well, but most likely would not be able to understand the complexities of more exotic materials.
+4 Artisan	Rare	The highest level of skill that most ordinary people could hope to attain. Capable of establishing a good trade in a city or in service of a noble. Experienced in almost all aspects of their profession and can work with some confidence on rarer materials.
+5 Master	Very Rare	While hard work and dedication is always valuable, only a few people possess the inherent talent to push the limits of their craft farther than ordinary people. These talented individuals can be considered masters of their art; capable of not just reproduction, but innovation.
+6 Grand Master	Legendary	An absolute master of their art. Most likely was either an adventurer in their past, or learned their trade from a supernatural force, as this would be the only way for them to become accustomed to the legendary materials that they work with. Capable of crafting any item that falls under their profession.

ALCHEMIST

Alchemy is a profession that deals with the brewing and mixing of potions, concoctions, and tinctures. In general, if an organic material needs to be crushed, powdered, dried, boiled, melted, burned, mixed, etc., it's a job for an alchemist.

As part of their job, alchemists must also be experienced herbalists and have some knowledge of creature parts, but this level of knowledge may vary wildly from alchemist to alchemist. For example, village alchemists may know how to mix up local herbs with dried animal parts to cure a cold, while an elvish grandmaster may have learned the 12 secret uses of dragon blood.

Any character that has proficiency with alchemy tools may be considered an alchemist for crafting purposes.

ARTIFICER

A catch-all term for anyone who works primarily in the moulding, transfiguration, enchanting, and manufacture of magical items. Often powerful wizards, their job requires them to not only understand magic, but also be able to weave permanent spells to transform mundane objects into wondrous ones. A common practice among artificers working with harvested materials is to transfigure them into gems and other objects more conducive to humanoid wear.

As part of their job, an artificer would have knowledge of the uses of magical creature parts, spellwork, the use and preparation of magical reagents (crushed gems, incense, etc), magical identification, magical history, and basic metal and woodworking. Of course, not all artificers have the same level of skill. Some may spend their entire lives mass manufacturing the same magical trinkets day in and day out, while others have ventured to far planes and learned ancient lessons in the courts of djinni princes.

Any character that is proficient in the Arcana skill and has access to at least one spell slot may be considered an artificer for crafting purposes.

BLACKSMITH

A hammer striking anvil, the roar of a heated forge, and the hiss of cooling metal. These are the sounds of a blacksmith's shop, the masters and crafters of metal. While the job of a blacksmith is usually simplified to a "metalworker," the role encompasses so much more. Blacksmiths craft and fix all manners of equipment ranging from farming equipment, to weapons, to suits of armour. Not only that, but while blacksmiths normally deal strictly with metal, many creature shells, bones, and scales require metal reinforcement and/or attachments before they can be used as weapons and armour. As such, even though they are organic materials, it is still primarily a blacksmith's responsibility to craft with them.

Blacksmith skills can vary wildly. The local blacksmith may only have a small forge from where they repair the hammers and scythes of their neighbours, while the master smiths of dwarven kingdoms smelt adamantium in rivers of magma at the heart of volcanoes.

Any character that is proficient in the smith's tools may be considered a blacksmith for crafting purposes.

LEATHERWORKER

Metal armour doesn't agree with everyone, and many creatures have perfectly good hides that they won't be using anymore. For times like these, a leatherworker is required. It is a long and messy job to take raw hides, tan them, preserve them, cut them, and fashion them into armour and other equipment, but most societies would break down without this crucial industry.

While leatherworkers are often looked down upon for their unpleasant job, these are usually just the leatherworkers that deal with mundane animal hides and skins. Highly skilled leatherworkers however are treated with the utmost respect since without them, your skinned Purple Worm hides would go completely to waste.

Any character that is proficient in the leatherworker's tools may be considered a leatherworker for crafting purposes.

TINKER

Tinkers are a rare profession, but their work possesses incredible value. Tinkers are usually associated with finnicky contraptions and devices, and if they ever use magic it is usually more of an energy source rather than the driving characteristic. Really, tinkers are more concerned with finding new materials with strange properties to experiment with, and their inventions can range from the entertaining to the absolutely revolutionary.

With that in mind, tinkers vary widely in skill. A travelling peddler may have some experience in making mechanical puppets that flail around for the amusement of children, while the daring few that have travelled to Mechanus and returned alive may have unlocked the secrets of artificial life.

Any character that is proficient in the tinker's tools may be considered a tinker for crafting purposes.

THAUMATURGE

When a piece of armour needs the blessings of a god, or a sword needs a spirit coaxed into it, a thaumaturge is needed. These specialised crafters usually do not consider themselves crafters at all, but simply people with special connections to the gods and their divine energy. Thaumaturges are not limited to just those that worship the gods either, many fiendish cults can boast their own specialised thaumaturge members that craft their cursed daggers and bind damned souls into pieces of jewellery.

As strange as it is to say, the gods do not see everyone as equals, and certainly do not apportion their gifts impartially. A vagrant holy man is probably capable of invoking his god's name to create a few vials of holy water, while a high cleric of Moradin would be able to bless a hammer so that it strikes with the same fury as their furious deity.

Any character that is proficient in the Religion skill has access to at least one spell slot, and is a follower of a deity or otherworldly patron, may be considered a thaumaturge for crafting purposes.

CRAFTING ITEMS FROM PUBLISHED BOOKS

Some craftable items originate from official source books published by Wizards of the Coast. In order to avoid lifting large sections of their book and reproducing them here, you are encouraged to look them up in their original books. The source book has been tagged next to the craftable item's name: DMG for Dungeon Master's Guide, and XGTE for Xanathar's Guide to Everything.

In order to understand the quantities of harvestable materials required and the type of crafter, the following table has been made:

PUBLISHED BOOK ITEMS

Craftable Item	Harvesting Material	Crafter
Anti-venom	Stirge Bile (1 vial)	Alchemist
Arrow, +1	Barbed Devil Barb (x1), Griffon Feather (x1), Hippogriff Feather (x1), Blacksmith Plesiosaurus Tooth (x1)	Blacksmith
Arrow, +2	Hydra Tooth (x1)	Blacksmith
Bolt, +1	Barbed Devil Barb (x1)	Leatherworker
Boots of the Winterlands	Yeti Hide (x1), Abominable Yeti Hide (x1)	Alchemist
Breastplate, +2	Stone Golem Stone (x1)	Blacksmith
Charlatan's Dice	Cursed Knucklebones (x1)	Thaumaturge
Cloak of Billowing	Shimmer Cloth (x1)	Leatherworker
Cloak of Displacement	Cloaker Hide (x1), Displacer Beast Hide (x1)	Leatherworker
Cloak of Mending	Shimmer Cloth (x1)	Leatherworker
Cloak of the Bat	Vampire Hair (1 large pouch)	Leatherworker
Dagger, +1	Allosaurus Claw (x1), Bulette Tooth (x1 small pouch), Vrock Talon (x1)	Blacksmith
Dragon Scale Mail	Dragon Scales (1 large bag)	Blacksmith
Dust of Disappearance	Sprite Wing (x1)	Alchemist
Earhorn of Hearing	Darkmantle Otolith (x1)	Tinker
Elemental Gem	Mote of Air (x1), Mote of Earth (x1), Mote of Fire (x1), Mote of Water (x1)	Artificer
Eye of the Eagle	Griffon Eye (x2), Hippogriff Eye (x2)	Artificer
Eyes of Charming	Dryad Eye (x2), Succubus/Incubus Eye (x2)	Artificer
Figurine of Wondrous Power (Obsidian Statue)	Nightmare Hoof (x4)	Artificer

PUBLISHED BOOK ITEMS CONT.

Craftable Item	Harvesting Material	Crafter
Flail, +1	Clump of Beard Lashes (x1)	Blacksmith
Gauntlets of Ogre Power	Ogre Hand (x2), Oni Hand (x2)	Artificer
Glaive, +2	Tyrannosaurus Rex Claw (x1)	Blacksmith
Goggles of Night	Oni Eye (x2)	Artificer
Greataxe, +1	Allosaurus Jaw (x1)	Blacksmith
Greataxe, +2	Death Tyrant Jaw (x1), Tyrannosaurus Rex Jawbone (x1)	Blacksmith
Greatclub, +1	Gorgon Hoof (x2)	Blacksmith
Halberd, +3	Pit Fiend Claw (x1)	Blacksmith
Hat of Disguise	Doppelganger Face (x1)	Leatherworker
Heavy Armour, Gorgon Plate (+1)	Gorgon Plate (x1)	Blacksmith
Helm of Telepathy	Doppelganger Brain (x1)	Artificer
Iron Bands of Bilarro	Living Chain (x1)	Artificer
Javelin, +1	Gorgon Horn (x1)	Blacksmith
Lance	Pteranodon Beak (x1)	Blacksmith
Lance, +1	Gorgon Horn (x1)	Blacksmith
Longbow, +1	Centaur Tail (x1)	Blacksmith
Maul, +1	Gorgon Hoof (x2)	Blacksmith
Melee Bludgeoning Weapon, +1	Ankylosaurus Tail (x1), Barlgura Hand (x1)	Blacksmith
Melee Piercing Weapon, +2	Hezrou Claw (x1), Nalfeshnee Tusk (x1), Purple Worm Tooth (x1)	Blacksmith
Oil of Etherealness	Ectoplasmic Trail (1 vial)	Alchemist
Philter of Love	Devil-Tinged Blood (1 vial), Lamia Blood (1 vial), Succubus/Incubus Blood (1 vial)	Alchemist
Pipes of Haunting	Banshee Remnant (x1)	Artificer
Plate Armour, +1	Umber Hulk Carapace (x1)	Blacksmith
Plate Armour, +3	Iron Golem Iron (x1)	Blacksmith
Potion of Detect Thoughts	Flumph Brain (x1)	Alchemist
Potion of Fire Resistance	Barbed Devil Blood (1 vial), Nightmare Ash (1 small pouch)	Alchemist
Potion of Flying	Pegasus Wing (x2), Peryton Wing (x2)	Alchemist
Potion of Giant Strength	Cloud Giant Fingernail (x1), Ettin Fingernail (x1), Fire Giant Fingernail (x1), Frost Giant Fingernail (x1), Hill Giant Fingernail (x1), Stone Giant Fingernail (x1), Storm Giant Fingernail (x1)	Alchemist
Potion of Growth	Duergar Brainstem (x1)	Alchemist

PUBLISHED BOOK ITEMS CONT.

Craftable Item	Harvesting Material	Crafter
Potion of Healing	Troll Blood (1/4 vial)	Alchemist
Potion of Healing (Superior)	Hydra Blood (1 vial), Naga Scale (1 small pouch), Oni Blood (1 vial), Shambling Mound Mulch (1 small pouch)	Alchemist
Potion of Invisibility	Duergar Brainstem (x1)	Alchemist
Potion of Poison	Quasit Venom (1 vial)	Alchemist
Potion of Poison Resistance	Quaggoth Blood (1 vial)	Alchemist
Potion of Water Breathing	Aboleth Mucus (1 vial), Sea Hag Hair (1 small pouch)	Alchemist
Shield, +1	Gorgon Plate (x1)	Blacksmith
Shield, +3	Dragon Turtle Shell Shard (x1), Iron Golem Iron (x1)	Blacksmith
Shortbow, +1	Centaur Tail (x1)	Blacksmith
Sickle, +1	Umber Hulk Mandibles (x1)	Blacksmith
Spear, +1	Bulette Tooth (x1 small pouch), Gorgon Horn (x1)	Blacksmith
Staff of the Woodlands	Treant Root (x1)	Artificer
Studded Leather Armour	Ankylosaurus Hide (x1), Lizardfolk Hide (x1)	Leatherworker
Studded Leather Armour, +1	Minotaur Hide (x1)	Leatherworker
Studded Leather Armour, +2	Marilith Snake Leather (x1)	Leatherworker
Studded Leather Armour, +3	Marble Skin (x1)	Leatherworker
Sword of Life Stealing	Vampire Fang (x2)	Blacksmith
Sword of Wounding	Nycaloth Claw (x2)	Blacksmith
Trident, +1	Merrow Claw (x1)	Blacksmith
Wand of Confusion	Umber Hulk Eye (x2)	Artificer
Wand of the Warmage, +2	Unicorn Horn (x1)	Artificer
Warhammer, +1	Gorgon Hoof (x2)	Blacksmith
Warhammer, +2	Roc Beak (x1)	Blacksmith
Warhammer, +3	Goristro Hoof (x1)	Blacksmith
Warpick, +1	Gorgon Horn (x1), Hooked Horror Hook (x1)	Blacksmith
Whip, +1	Barbed Devil Tail (x1), Cloaker Tail (x1), Displacer Beast Tentacle (x1), Grell Tentacle (x1), Manticore Tail (x1)	Leatherworker
Wings of Flying	Deva Wing (x2), Planetar Wing (x2), Solar Wing (x2), Wyvern Wing (x2)	Artificer

CRAFTABLE ITEMS A-Z



raftable items are presented in alphabetical order. A craftable item's description gives the item's name, its category, its rarity, its base component, the crafter type required to make it, and its magical properties.

ABOLETH AMULET

Wondrous item, very rare (requires attunement)

Crafted by: Aboleth Brain x1 (Artificer)

This pale turquoise amulet seems to have a faint flicker of something moving in it, like seeing a creature in murky waters. While wearing this amulet, you gain telepathy out to a range of 120 ft., can understand and speak Deep Speech, and become proficient in Intelligence (History) checks if you weren't proficient already.

You may also spend an action to target one creature you can see within 30 feet of you. That target must succeed on a DC 14 Wisdom saving throw or be magically charmed by you. This charm persists until either you or the target dies, or if you are on different planes of existence. You and the charmed target may communicate with each other telepathically over any distance so long as you are wearing and attuned to this item.

You may only have up to 3 targets charmed in this way at a time. If you successfully charm another target while you already have 3 targets charmed, the charm effect ends on the creature that you charmed first. Whenever the charmed target takes damage, they may repeat the saving throw. On a success, the effect ends. No more than once every 24 hours, the target can also repeat the saving throw when it is at least 1 mile away from you. If a creature succeeds on either resisting the charm effect or if the charm effect on them ends, they become immune to this ability for the next 24 hours.

AMULET OF SECRETS

Wondrous item, very rare (requires attunement)

Crafted by: Sphinx Heart x1 (Artificer)

This blood red amulet is set inside a gold frame the colour of desert sand. While wearing and attuned to this amulet, you gain an uncanny ability to disguise your thoughts and emotions. You become immune to any effect that would sense your emotions or read your thoughts, as well as any divination spell that you refuse. Wisdom (Insight) checks made to ascertain your intentions or sincerity have disadvantage.

In addition, you may use the amulet to cast the spell *zone of truth* without using a spell slot or requiring any components. The DC for the casting of this spell in this way is $8 + \text{your Charisma modifier} + \text{your proficiency bonus}$, and you are exempt from the effects of the spell. Once you have used this ability 3 times in one day, you may not use it again until you finish a long rest.

AMULET OF MAGLUBIYET

Wondrous item, rare (requires attunement)

Crafted by: Mark of Maglubiyet x1 (Thaumaturge)

While wearing this amulet, you gain the ability to spend your action and martial your allies with your resounding leadership. For 1 minute, you may utter a special command or warning whenever a non-hostile creature that you can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand you. A creature can benefit from only one of these effects at a time. This effect ends early if you are incapacitated.

AMULET OF THE DESERT TYRANT

Wondrous item, legendary (requires attunement)

Crafted by: Mummy Lord Heart x1 (Artificer)

This item has 9 charges. While wearing this amulet you may spend an action and 1 or more charges to do any of the following:

- You may use the item to cast any of the following spells: *spiritual weapon* (2 charges, plus 1 additional charge for every level cast above 2nd), *animate dead* (3 charges plus 1 additional charge for every level cast above 3rd), *guardian of faith* (4 charges), *insect plague* (5 charges, plus 1 additional charge for every level cast above 5th), or *harm* (6 charges).
- You create a cloud of blinding dust and sand around yourself. Each creature within 5 feet of you must succeed on a DC 16 Constitution saving throw or be blinded until the end of their next turn (2 charges).
- You transform yourself into a whirlwind of sand and immediately move up to 60 feet and then revert to normal form. While in whirlwind form, you are immune to all damage, and you can't be grappled, petrified, knocked prone, restrained or stunned. Equipment worn or carried by you remain in your possession (2 charges).

If you die while wearing this amulet, and if this amulet has at least 7 charges in it, the amulet will automatically expend 7 charges to create a new body for your soul to inhabit. This body is formed from dust in a space within 5 feet of the amulet over the course of 24 hours, upon which the amulet can be placed on the new body, allowing your soul to enter it and return to life. This new body is a duplicate of your original one at the moment of its death but with all wounds healed and all hit points restored. This ability fails if the amulet is destroyed or removed from your body during the 24 hours it is creating a new body.

This item regains 1d8+1 charges daily at dawn.

AMULET OF THE MIND FLAYER

Wondrous item, rare (requires attunement)

Crafted by: Mind Flayer Heart x1 (Artificer)

While you are wearing this amulet, you may spend an action to designate up to 4 willing creatures within 30 feet of you as your thralls. So long as you and your thralls are on the same plane of existence, you may communicate with them telepathically.

In addition, so long as you and at least one of your thralls are within 30 feet of each other, you both gain advantage on Intelligence saving throws, and if you suffer psychic damage, you may spend your reaction to force your thrall to suffer some, or all of that damage instead of you. You may only have up to 4 creatures as your thralls at a time. If you wish to add a new creature, you must spend an action breaking your connection to one of your old ones first.

Curse: Using this amulet is a dangerous proposition due to its vile origins. Attuning to this amulet curses you until you are targeted by the *remove curse* spell or similar magic. While cursed, you automatically fail on saving throws imposed by members of the illithid race, including elder brains and intellect devourers.

AMULET OF THE OCEAN LORD

Wondrous item, legendary (requires attunement)

Crafted by: Kraken Brain Stem x1 (Artificer)

This item has 9 charges. While wearing this amulet, you may spend an action and 1 or more charges to do any of the following:

- You may cast any of the following spells without requiring any components or spell slots: *conjure elemental* (1 charge, water elementals only), *chain lightning* (1 charge), *tsunami* (2 charges), or *control weather* (2 charges). These spells use your spell DC. If you do not have one, the DC is equal to $8 + \text{your Intelligence modifier}$.
- For the next hour, any aquatic creature within 6 miles of you that has an Intelligence score of 2 or lower are charmed by you and aggressive towards targets of your choosing. These creatures understand verbal commands you give them, and you telepathically understand basic ideas and images from them while they are within 30 feet of you (1 charge).
- While you are submerged in water, you may emit a magical pulse that allows you to sense the distance, direction, and shape of any solid object and creature that are both within 1 mile of you and within the same body of water as you (1 charge).

This item regains 1d8 charges daily at dawn.

AMULET OF THE TRICKSTER

Wondrous item, very rare (requires attunement)

Crafted by: Rakshasa Heart x1 (Artificer)

When you kill a humanoid while wearing this amulet, you may spend your reaction to add an imprint of their identity to it. At any time afterwards, you may spend your action to polymorph yourself into any humanoid whose identity you have imprinted into this amulet. You gain the statistics of that creature, including their ability scores and any racial features, but you do not gain any of their class features. While polymorphed, you gain access to any memories that humanoid had at the time of their death, and your mannerisms and voice become indistinguishable to the real humanoid. This polymorph lasts for 1 hour, until your drop to 0 hit points or die, or if you end the effect early as an action. If the effect ends as a result of dropping to 0 hit points, any excess damage carries over to your normal form.

This polymorph ability may only be used once per dawn to polymorph into each identity you have imprinted. This item loses any imprinted identities it had if attunement to it is ever broken.

ANGEL ROBE

Wondrous item, rare (requires attunement)

Crafted by: Deva Skin (Leatherworker)

You gain a +1 bonus to AC while wearing this robe and all your weapon attacks are considered magical. In addition, you gain the ability to spend an action to polymorph yourself into a humanoid or beast that has a challenge rating equal to or lower than your character level, or back into your true form. You revert to your true form if you die or drop to 0 hit points. If the effect ends due to dropping to 0 hit points, any excess damage carries over to your true form. Any equipment you are wearing or carrying is absorbed or borne by the new form (your choice).

In a new form, you retain your statistics and ability to speak, but your AC, movement modes, Strength, Dexterity, and special senses are replaced by those of the new form, and you gain any statistics and capabilities (except class features, legendary action, and lair actions) that the new form has but that you lack.

ANTI-MAGIC CRYSTAL

Wondrous item, very rare

Crafted by: Beholder Main Eye x1 (Artificer)

This roughly basket sized crystal radiates a field of energy that disrupts the normal flow of the multiverse and prevents magical forces from acting in its proximity. This crystal creates an area of antimagic around itself, as in the *antimagic field* spell, in a 150-foot radius. This field passes through all solid objects except a layer of lead that is at least 1 inch thick.

This crystal cannot be deactivated (including in other antimagic fields) and only stops functioning if it is destroyed. The crystal has 30 hit points, 15 AC and is immune to poison and psychic damage.

ARMOUR OF THE GUARDIAN

Armour (breastplate), rare (requires attunement)

Crafted by: Shield Guardian Breastplate x1 (Blacksmith)

While wearing this armour, you gain a +1 bonus to AC. You also gain a special connection to the wearer of the amulet that was connected to the shield guardian that provided the breastplate to craft this armour. Whenever the wearer of that amulet takes damage and is within 60 feet of you, half of that damage (rounded up) is transferred to you.

In addition, whenever a creature makes an attack against the wearer of the amulet, you may use your reaction to grant a +2 bonus to the wearer's AC if you are within 5 feet of them.

BAG OF COLDING

Wondrous item, uncommon

Crafted by: Ghast Hide x1 or Ghoul Hide x1 or Frost Giant Tongue x1/4 (Leatherworker)

This bag has a permanent enchantment on it that causes any organic material inside it to be kept in a state of preservation as if it had the spell *gentle repose* cast upon it. This effect wears off as soon as the item is removed from the bag, and the bag must be completely closed in order for its ability to function.

The bag is capable of holding up to 3 cubic feet of material inside it and its opening can open up to 1 foot in diameter.

BARBED CLOAK

Wondrous item, uncommon

Crafted by: Barded Hide x1 (Leatherworker)

While you are wearing this cloak, you deal 1d10 piercing damage to any creature grappling you at the start of your turn.

BASILISK GAZE POISON

Poison, uncommon

Crafted by: Basilisk Eye x1 (Alchemist)

A creature that drinks this poison must succeed on a DC 12 Constitution saving throw or become poisoned for 24 hours. While poisoned in this way, a creature magically turns to stone and is petrified. A creature remains petrified like this until either the 24 hours have passed, or until freed by the *greater restoration* spell or similar magic.

BLACK HEART

Wondrous item, very rare

Crafted by: Death Knight Heart x1 (Thaumaturge)

This item has an intrinsic link with the death knight from whom it was crafted. When held by a creature, it will beat when faced in the direction of that death knight if that death knight is still animate and on the same plane of existence as the holder. The frequency and intensity of its beats will also increase the closer it is to its death knight.

BLIGHT OIL

Oil, common

Crafted by: Blight Seed x5 (Alchemist)

This bottle contains enough oil to cover up to 10 square feet of surface area. Once this oil is rubbed into the surface of vegetation, it will soak half a foot into it. Vegetation soaked in this oil becomes as soft and malleable as wet clay and retains any physical manipulation done to it.

The oil dries after 10 minutes, causing the vegetation it was rubbed on to become solid again.

BLINDERS HELM

Wondrous item, rare (requires attunement)

Crafted by: Helm'd Horror Helmet x1 (Artificer)

While wearing this helmet, you gain a blindsight out to a range of 60 feet, and are immune to the blinded, and deafened conditions.

BRONZE COMPANION

Wondrous item, uncommon

Crafted by: Spark of Creation x1 (Tinker)

This three-inch tall bronze statue is a perfect replica of any beast. When the command word is spoken, the statue comes to life and mimics the actions and behaviour of the animal it is modelled after. It possesses no other traits of its model animal, except flight which it can mimic up to a speed of 10 ft.

This statue is friendly towards whoever spoke its command word and obeys basic instructions given to it. The statue can make small noises mimicking its model animal and can carry a maximum weight of 1 pound.

If its command word is spoken again, the statue becomes inert once more.

CAMOUFLAGE CHITIN

Armour, rare

Crafted by: Thri-Kreen Carapace x1 (Blacksmith)

This full chitin armour has an AC of 13 + Dexterity modifier (max 2). While wearing this armour, you may change its appearance to match the colour and texture of your surroundings. If you do so, you gain advantage on Dexterity (Stealth) checks made to hide.

CANTEEN OF LAST RESORT

Wondrous item, common

Crafted by: Ankheg Gaster x1 (Artificer)

This canteen resembles a gourd in the shape of an "8", with the bottom sphere smaller than the top, and with two plugged openings on the top and bottom. When fertile soil is left in the top sphere, the canteen slowly extracts usable nutrients from it, which it filters into an edible slime in the bottom sphere.

The top sphere is capable of holding up to 3 pounds of fertile soil, which if left for at least 16 hours, produces enough slime to provide the nutritional requirements of an average humanoid for a day. This slime has a repugnant taste and expires if not eaten within 24 hours.

CAPE OF HELPING HANDS

Wondrous item, very rare (requires attunement)

Crafted by: Marilith Spine x1 (Leatherworker)

This leather cape is formed from two enchanted sheets of leather, connected to a repurposed marilith spine running down the centre.

While wearing this cape, you may speak the command word as an action to animate the two sheets of leather which detach from the spine and form an extra set of arms and hands. You may control these arms and hands as if they were your own free hands, and they have a reach, strength, and dexterity equal to your regular arms and hands. You do not gain any extra attacks, and the rules for two-weapon fighting remain unchanged.

These extra hands remain for 1 hour or until you dismiss them by repeating the command word as an action. When they disappear, they cannot be used again for the next 1d6 hours.

CELESTIAL HELM

Wondrous item, legendary (requires attunement)

Crafted by: Solar Eye x2 (Artificer)

This helm has 9 charges and regains 1d8 charges at dawn. While wearing this helm, you spend an action to expend 1 or more charges to do any of the following:

- You, and any equipment you are wearing or carrying, teleport up to 120 feet to an unoccupied space you can see. (1 charge)
- You emit a magical, divine energy. Each creature of your choice in a 10-foot radius centered on yourself must make a DC 20 Dexterity saving throw, taking 4d6 fire damage plus 4d6 radiant damage on a failed save, or half as much on a successful one. (1 charges)
- You target one creature you can see within 30 feet. If the target can see, it must succeed on a DC 15 Constitution saving throw or be blinded until magic such as the *lesser restoration* spell removes the blindness. (2 charges)

- You release your held melee weapon to hover magically in an unoccupied space within 5 feet of you. If you can see the melee weapon, you can mentally command it as a bonus action to fly up to 50 feet and either make one attack against a target or return to your hands. If the hovering sword is targeted by any effect, you are considered to be holding it. The hovering weapon falls if you die or take off the helmet. Otherwise, this effect lasts for 1 minute. This ability may only be used on one melee weapon at a time, any attempt to use it on another while one is already under its effect causes the original one to fall to the ground. (2 charges)

CHAIN OF COMMAND

Weapon (whip), rare (requires attunement)

Crafted by: Succubus/Incubus Tail x1 (Blacksmith)

While holding this weapon, you may use this weapon to make grapple checks instead of using a free hand. While you have a creature grappled this way, you can't attack with this weapon.

If you have a creature grappled by this weapon, you may spend your action to force that creature to succeed on a DC 15 Wisdom saving throw or be charmed by you for 24 hours. While charmed, the creature obeys your verbal or telepathic commands to the best of its ability. If the creature suffers any harm or receives a command that would be hazardous to itself, it can repeat the saving throw, ending the effect on a success. If the creature successfully saves against this effect, or if the effect on it ends, it becomes immune to this effect for the next 24 hours.

You may only have one creature charmed at a time. If you charm another, the effect on the previous creature ends.

CHAIN OF ENTANGLEMENT

Weapon (whip), rare (requires attunement)

Crafted by: Living Chain x1 (Artificer)

You may use this weapon instead of your free hand when you make grapple checks. While you have a creature grappled this way, you cannot make attacks with this weapon.

Additionally, while holding this item, you may spend an action to speak this item's command word and throw it into an unoccupied space within 5 feet of you. At this point, this weapon becomes magically animate and may attack and move freely for the next minute. As a bonus action on your turn, you may either mentally command the chain to move up to 20 feet in any direction or make an attack against a target within 10 feet of it. At the end of the minute or if you drop unconscious, the chain drops to the ground and this ability cannot be used again until the next dawn.

While animate, treat this weapon as if it had 14 Strength and a +2 proficiency bonus for the sake of attack rolls, damage rolls, and grapple checks.

CHARMING KNIFE

Weapon (dagger), rare

Crafted by: Lamia Claw x1 (Blacksmith)

As an action, you may speak this weapon's command word to activate its ability for the next minute. While this dagger's ability is active, any damage it deals to a creature that is charmed by you does not count as damaging it or doing anything harmful to it for the sake of potentially ending the charm effect. Once this ability has been used once, it cannot be used again until the next dawn.

CHEST BURSTER

Poison, rare

Crafted by: Slaad Egg Gland x1 (Alchemist)

This insidious poison is riddled with tiny slaadi eggs, kept preserved inside the noxious solution that serves as this poison's base. A creature that drinks a dose of this poison must succeed on a DC 14 Constitution saving throw or be infected with a disease – a minuscule slaad egg.

A humanoid host can carry only one slaad egg to term at a time. 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. This item contains enough poison for 3 doses.

CHIMERA KITE

Wondrous item, rare

Crafted by: Chimera Dragon Wing x2 (Leatherworker)

This wondrous kite is normally kept folded up into a single neat pole. You may spend 1 minute unfolding the kite into its flight mode which possesses two great wings, a handle, and a leather harness for the user to strap themselves into. While in flight mode, a creature strapped into the harness can speak the command word to cause the kite to emit a magical burst of wind behind itself that propels it, and the creature strapped into it, up to 80 feet in the direction that it is facing. This ability may be used up to 3 times before the kite runs out of magical energy. The kite regains 1 use of this ability every 12 hours that it is not used.

While this kite is airborne and horizontal, it travels forward at a rate of 30 feet per round and descends at a rate of 10 feet per round. The user may change the direction they are flying by pulling on the handle.

If the harness is strapped to something that is heavier than 400 pounds, the harness will instead break when the command word is spoken, and the kite will fly away.



CHIMERA TRIDENT

Weapon (trident), rare (requires attunement)

Crafted by: Chimera Goat Head x1 + Chimera Lion Head x1 + Chimera Dragon Head x1 (Blacksmith)

This trident's three horns are made of a chimera's goat horn, lion tooth, and dragon fang. This trident has three abilities, each of which may be used upon a successful melee weapon attack with this weapon.

- You force the creature you hit to succeed on a DC 15 Strength saving throw or be knocked prone.
- The next weapon attack by one of your allies that is made against the creature you hit is made with advantage so long as you are within melee range of that creature.
- You deal an additional 1d8 fire damage. Once used, an individual ability may not be used again until the next dawn.

CHUUL'S CARESS POISON

Poison, uncommon

Crafted by: Chuul Venom x1 vial (Alchemist)

This poison can be used to coat up to 10 pieces of slashing or piercing ammunition or one slashing or piercing weapon. Applying the poison takes 1 minute. For the next minute, any creature successfully hit must make a DC 13 Constitution saving throw or become poisoned for 1 minute. While poisoned in this way, the creature is paralyzed. The creature can repeat the saving throw at the end of each of its turn, ending the effect on itself on a success.

CINDER SHIELD

Armour (shield), rare (requires attunement)

Crafted by: Salamander Scale x1 large pouch (Blacksmith)

You have a +1 bonus to AC while wearing this shield. While wearing this shield, if you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage and if that damage type is fire, you may use your reaction to instead take no damage if you succeed on the saving throw, interposing your shield between yourself and the source of the effect.

CLAY WEAPON

Weapon (any melee bludgeoning weapon), rare (requires attunement)

Crafted by: Clay Golem Clay x1 (Blacksmith)

You gain a +1 to attack and damage rolls made with this weapon. While holding this weapon, you may spend an action to magically enhance your agility, giving you a +2 bonus to your AC, advantage on Dexterity saving throws, and the ability to make one basic melee weapon attack as a bonus action. This effect lasts until the end of your next turn. Once this ability has been used once, it cannot be used again until the end of your next short rest.

CLOAK OF DISTORTED TIME

Wondrous item, very rare (requires attunement)

Crafted by: Sphinx Pelt x1 (Leatherworker)

You gain advantage on initiative rolls you make while wearing this cloak. If initiative is rolled while you are wearing this robe, you may use your reaction to target up to 7 creatures that you can see within 60 feet of you. The creatures you target re-roll their initiative and keep the new ones.

CLOAK OF DRAGONFLIGHT

Wondrous item, very rare (requires attunement)

Crafted by: Dragon Wing x2 (Leatherworker)

This long cloak resembles the leathery membranes of a dragon's wings and shines the same shade as the dragon from whom it was crafted. While wearing this cloak, you may speak the command word to transform them into a pair of dragon wings on your back. They remain in this form for 6 hours or until you speak the command word again. The wings grant you a fly speed of 60 feet, and resistance to the damage type corresponding to the dragon from whom it was crafted. Once used, this ability cannot be used again until the next dawn.

CLOAK OF MAGIC IMMUNITY

Wondrous item, very rare (requires attunement)

Crafted by: Rakshasa Hide x1 (Leatherworker)

This item has 10 charges. When you are subjected to a spell of 6th level or lower that you are aware of, you may spend your reaction to spend a number of charges equal to the level of that spell. If you do, you become immune to that spell's effects, including any lasting effects of the spell such as the fire created by the *wall of fire* spell. This item regains all spent charges daily at dawn.

CLOUD STEP OIL

Oil, very rare

Crafted by: Cloud Giant Blood x1 vial (Alchemist)

When some of this oil is poured out, it immediately has a reaction to the air around it and magically expands into a semi-solid cloud that is capable of floating while holding weight on top of it. Up to 50 pounds of weight per square foot can be placed on one of these clouds. If more weight than this is placed on it, that section of cloud disappears instantly. Clouds are self-supporting in the air but can also be used to make structures such as bridges using careful placement of the oil. Clouds weigh virtually nothing and can be moved around if external force is applied to them.

The clouds last for 1 hour after pouring, after which they disappear. One bottle of this oil is enough to create 500 square feet of clouds.

CROWN OF CELESTIAL MIGHT

Wondrous item, legendary (requires attunement)

Crafted by: Empyrean Heart x1 (Thaumaturge)

This crown either gleams white if it was crafted from a good-aligned empyrean or is a matte black if it was taken from an evil-aligned empyrean. This crown has 9 charges. While wearing this crown you may spend an action to expend 1 or more charges to do any of the following:

- You cast any of the following spells: *greater restoration* (5 charges), *fire storm* (7 charges), *plane shift* (7 charges, self only), *earthquake* (8 charges)
- You strike the ground, triggering an earth tremor. All other creatures on the ground within 60 feet of you must succeed on a DC 25 Strength saving throw or be knocked prone (2 charges).
- You bolster all nonhostile creatures within 120 feet of you until the end of your next turn. Bolstered creatures can't be charmed or frightened, and they gain advantage on ability checks and saving throws until the end of your next turn (1 charge).

- You may make a ranged spell attack at a target within 600 feet. On a successful hit, you deal 7d6 damage of one of the following types (your choice): acid, cold, fire, force, lightning, radiant, or thunder. This ranged attack uses your normal spell attack modifier, or your Charisma modifier + your proficiency bonus, whichever one is higher (1 charge).

Additionally, if you fail a saving throw while wearing this crown, you may spend your reaction and 3 charges to succeed on that saving throw instead.

CROWN OF DARKNESS

Wondrous item, very rare (requires attunement)
Crafted by: Vampire Heart x1 (Thaumaturge)

This crown has 9 charges. While wearing and attuned to this crown, and so long as you are not in bright light, you may spend an action to expend 1 or more of the crown's charges to cast one of the following spells from it, with Intelligence as your spellcasting modifier: *conjure animals* (3 charges and may only summon swarms of rats, swarms of bats, or wolves), *darkness* (2 charges), *invisibility* (2 charges, plus 1 additional charge for every level above 2nd), *spider climb* (2 charge), *gaseous form* (3 charges), *vampiric touch* (3 charges, plus 1 additional charge for every level cast above 3rd).

The crown recovers 1d8+1 charges at midnight. While wearing and attuned to the crown, you also gain advantage on any Dexterity (Stealth) checks made to hide in dim light or darkness, and darkvision out to 60 ft.

CURSE OF JEALOUSY

Wondrous item, rare
Crafted by: Peryton Heart x1 (Thaumaturge)

This scroll contains blasphemous words written in a dark ink, that when read aloud can permanently alter the makeup of a magical object. You may spend 1 hour reading this scroll aloud while holding a magical item. At the end of that hour, that item permanently becomes a cursed item with a curse that reads as follows:

Curse: "When you attune to this item you become cursed. As long as you remain cursed, you feel a strong need to be around this item at all times and become reluctant to be more than 5 feet away from it at any given time. In addition, whenever you attempt to give an item belonging to you to someone else, you must succeed on a DC 12 Wisdom saving throw. If you fail, you find yourself unable to give that item away and your action is wasted."

This curse ends permanently on both the item and the afflicted creature if the *remove curse* spell or similar magic is cast on the cursed item.

CURSE OF NIGHTMARES

Wondrous item, rare
Crafted by: Rakshasa Claw x1 (Thaumaturge)

This scroll contains blasphemous words written in a dark ink, that when read aloud can permanently alter the makeup of a magical object. You may spend 1 hour reading this scroll aloud while holding a magical item. At the end of that hour, that item permanently becomes a cursed item with a curse that reads as follows:

Curse: "When you attune to this item you become cursed. As long as you remain cursed, you have a 20 per cent chance whenever you take a short or long rest to be wracked by terrible images and thoughts. When this occurs, you gain no benefit from finishing that short or long rest."

This curse ends permanently on both the item and the afflicted creature if the *remove curse* spell or similar magic is cast on the cursed item.

CURSE OF SPITE

Wondrous item, rare
Crafted by: Wraith Energy x1 (Thaumaturge)

This scroll contains blasphemous words written in a dark ink, that when read aloud can permanently alter the makeup of a magical object. You may spend 1 hour reading this scroll aloud while holding a magical item. At the end of that hour, that item permanently becomes a cursed item with a curse that reads as follows:

Curse: "A creature afflicted by this curse experiences intense feelings of spite towards every other living creature around them. If the cursed creature interacts with another humanoid creature for the first time, they must succeed on a DC 13 Wisdom saving throw or develop feelings of extreme hatred for that creature. If they fail by 5 or more, they are compelled to kill that creature at any cost. A creature that the cursed creature considers a friend may attempt to calm them down by succeeding on a DC 13 Charisma (Persuasion) check.

A creature that dies while under the effects of this curse has their soul transformed into a wraith instead of moving on to the afterlife. At this point, only a *wish* spell can change their soul back to its original state and allow it to move on."

This curse ends permanently on both the item and the afflicted creature if the *remove curse* spell or similar magic is cast on the cursed item.

DAGGER OF LIFE STEALING

Weapon (dagger), uncommon (requires attunement)
Crafted by: Vampire Spawn Fang x2 (Blacksmith)

When you attack a creature with this magic weapon and roll a 20 on the attack roll, that target takes an extra 5 necrotic damage if it isn't a construct or an undead. You also gain 5 temporary hit points.

DECEPTION SKULL

Wondrous item, uncommon
Crafted by: Green Hag Skull x1 (Artificer)

While holding this item, you may spend an action to mentally command this item to mimic an animal sound or humanoid voice that you have heard before. This item will continuously create those sounds for up to 10 minutes or until you spend an action while holding it to command it to stop.

These sounds are audible from up to 100 feet away, and creatures that hear the sound can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

DEBILITATING WHIP

Weapon (whip), rare
Crafted by: Roper Tendrils x6 (Leatherworker)

This whip has 6 wicked tails made from a roper tendril that still had its hair-like growths intact. The wielder of this whip may choose to make a grapple check using the whip instead of their free hand.

A creature grappled by this whip is considered restrained on top of being grappled and has disadvantage on all Strength checks and Strength saving throws.

DEMILICH CENSER

Wondrous item, very rare

Crafted by: Demilich Smoke x1 vial (Thaumaturge)

This censer has an innate connection with the demilich from whom it was crafted. When held by a creature, faint wisps of smoke will emerge and blow in the direction of that demilich if that demilich is still animate and on the same plane of existence as the holder. The intensity and thickness of the smoke will increase as proximity to the demilich decreases.

A creature holding this item may also spend 10 minutes focusing on it, after which, a wisp of smoke will emerge and blow in the direction of the demilich's phylactery if it is on the same plane of existence as the censer. Once this ability has been used once, it cannot be used again until the next dawn.

DEMON BOMB

Wondrous item, rare

Crafted by: Balor Ashes 1x small pouch (Alchemist)

This bomb is a black iron sphere filled with balor ashes and explosive elements and is roughly the size of an orange. You may spend an action to light and throw this item at a point within 20 feet. At the end of your next turn, this item will explode, forcing all creatures within 20 feet of it to make a DC 20 Dexterity saving throw, taking 15d6 fire damage on a failure, or half as much damage on a success. The explosion ignites flammable objects in this area that aren't being worn or carried.

DEMON LEATHER

Armour (studded leather), rare (requires attunement)

Crafted by: Glabrezu Skin x1 (Leatherworker)

You gain a +1 bonus to AC while wearing this armour. In addition, when you first attune to this armour, you may choose to be resistant to either cold, fire, or lightning damage while wearing this armour. You may change which damage type you are resistant to after you take a long rest while wearing this armour.

DEMON LIGHT

Wondrous item, very rare (requires attunement)

Crafted by: Nalfeshnee Eye x2 (Artificer)

While wearing this jewels, you gain truesight out to a range of 120 feet and telepathy out to 120 feet. Also, you may spend an action to cause it to emit a scintillating, multicoloured light. Each creature within 15 feet of the item that can see the light must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. A creature may repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once this ability has been used, it cannot be used again until the next dawn.

DEMON MUSIC BOX

Wondrous item, common

Crafted by: Vrock Vocal Cords x1 (Tinker)

You may spend an action to wind up and activate this music box, playing an eerie song that changes every time it is played. This song lasts for 1 minute and can be heard from up to 30 feet away.

DEMON NEEDLE

Weapon (spear, lance, or pike), rare (requires attunement)

Crafted by: Chasme Proboscis x1 (Blacksmith)

When you attack a creature with this weapon and roll a 20 on the attack roll, the target takes an extra 10 necrotic damage and the target's hit point maximum is reduced by the same amount of necrotic damage it took. If this effect reduces a creature's hit point maximum to 0, the creature dies.

This reduction to a creature's hit point maximum lasts until the creature finishes a long rest or until it is affected by a spell like *greater restoration*.

DECEPTIVE EYEPATCH

Wondrous item, common

Crafted by: Cyclops Eyelid x1 (Leatherworker)

This eyepatch becomes translucent from the perspective of whoever is wearing it, allowing them to see through it without any penalty to their vision and depth perception.

DEVIL VELLUM

Wondrous item, rare

Crafted by: Bone Devil Hide x1 (Leatherworker)

A wizard may choose to inscribe one of their known spells on this sheaf of vellum and insert it into their spellbook. If they do so, whenever they cast that spell, they may cast it as if they had cast it using the highest spell slot level their wizard level would grant them, regardless of the level of the spell slot they actually used. Whenever they cast that spell however, they have a 10 per cent chance of being transported to a random level of the Nine Hells for 1 minute, after which they return to the spot from which they disappeared, or the nearest unoccupied space.

DINO-HELM

Wondrous item, uncommon

Crafted by: Ankylosaurus Skull x1 (Blacksmith)

This helmet is perfectly structured to redirect force away from whatever is contained within, while still delivering devastating strikes when used offensively. While wearing this helmet, you may use the Attack action to headbutt a creature within 5 feet of you. If you're able to make multiple attacks with the Attack action, this attack replaces one of them. When you headbutt a creature, you make a contested Strength check against them. If you win, that creature is stunned until the end of your current turn.

DIVINE JUSTICE

Weapon (any melee bludgeoning weapon), very rare

(requires attunement by a good-aligned paladin or cleric)

Crafted by: Planetary Bone x1 (Thaumaturge)

You gain a +1 to attack and damage rolls made with this weapon. When you hit an attack using this weapon, the target takes an additional 1d6 radiant damage.

While holding this weapon, you may also spend an action to hold this weapon above your head, causing you to emanate a holy aura for the next 10 minutes. This aura is a cylinder 20 feet high and with a 10-foot radius centered on where you used this ability. Any fiend or undead within this aura may not willingly leave by any means unless they first succeed on a Charisma saving throw against your spell save DC. In addition, any fiend that dies within this aura acts as if it died on its native plane. Once this ability has been used once, it may not be used again until the next dawn.

DRACO-LICH CENSER

Wondrous item, very rare

Crafted by: Dracolich Bone x1 (Thaumaturge)

This censer has an innate connection with the draco-lich from whom it was crafted. When held by a creature, faint wisps of smoke will emerge and blow in the direction of that draco-lich if that draco-lich is still animate and on the same plane of existence as the holder. The intensity and thickness of the smoke will increase as proximity to the draco-lich decreases. A creature holding this item may also spend 10 minutes focusing on it, after which, a wisp of smoke will emerge and blow in the direction of the draco-lich's gemstone if it is on the same plane of existence as the censer. Once this ability has been used once, it cannot be used again until the next dawn.

DRAGON ARROW

Weapon (arrow), uncommon (+1), rare (+2), or very rare (+3)

Crafted by: Young Dragon Tooth x1 (uncommon), or Adult Dragon Tooth x1 (rare), or Ancient Dragon Tooth x1 (very rare) (Blacksmith)

You have a bonus to your attack and damage rolls made with this arrow corresponding to its rarity. When you make a successful hit with this arrow, you also deal an additional 1d8 (uncommon) 2d8 (rare), or 3d8 (very rare) damage of the type corresponding to the damage type this arrow was crafted from. You also have advantage on attacks made with this ammunition against any targets with the *dragon* creature type.

When used in a successful attack, there is a 30 per cent chance that this arrow loses all magical properties and becomes a normal arrow.

DRAGON BOLT

Weapon (bolt), uncommon (+1), rare (+2), or very rare (+3)

Crafted by: Young Dragon Tooth x1 (uncommon), or Adult Dragon Tooth x1 (rare), or Ancient Dragon Tooth x1 (very rare) (Blacksmith)

You have a bonus to your attack and damage rolls made with this bolt corresponding to its rarity. When you make a successful hit with this bolt, you also deal an additional 1d8 (uncommon) 2d8 (rare), or 3d8 (very rare) damage of the type corresponding to the damage type this bolt was crafted from. You also have advantage on attacks made with this ammunition against any targets with the *dragon* creature type.

When used in a successful attack, there is a 30 per cent chance that this bolt loses all magical properties and becomes a normal bolt.

DRAGON STONE

Wondrous item, rarity varies (requires attunement)

Crafted by: Adult Dragon Heart x1 (very rare), or Ancient Dragon Heart x1 (legendary) (Artificer)

You may focus on this item for 1 minute while holding it in order to transform into a half-dragon version of yourself. In this form, you retain all your statistics with the following additions:

- You gain a blindsight with a radius of 10 feet and darkvision with a radius of 60 feet.
- You gain a resistance to the damage type corresponding to the dragon from whom this item was crafted.
- You can speak Draconic along with any other languages you already know.

- You may spend an action to perform the wyrmling breath weapon equivalent of the dragon from whom this item was crafted from (Recharges on a 6).

While in half-dragon form, your personality changes to align with that of your dragon colour. Your half-dragon form lasts for 1 hour or until you either spend 1 minute focusing on the dragon stone again to transform back, you die, or you break your attunement to the dragon stone. Once used, this transformation cannot be used again until the next dawn.

If you are attuned to the legendary version of this item, you may engage in deep meditation with the dragon stone for a continuous 24 hours. Once these 24 hours have finished, you transform into your half-dragon form permanently, and the dragon stone crumbles into dust.

DRAGON TURTLE JELLY

Potion, very rare

Crafted by: Dragon Turtle Plastron x1 large pouch (Alchemist)

When you drink this jelly-like potion, you recover 10d4+20 hit points and are cured of any disease.

DRAGON WAND

Wand, rare (+1), very rare (+2), or legendary (+3)

Crafted by: Young Dragon Horn/Spine x1 (rare), or Young Dragon Horn/Spine x1 (rare), or Young Dragon Horn/Spine x1 (rare) (requires attunement by a spellcaster) (Artificer)

While holding this wand, you gain a bonus to spell attack rolls determined by the wand rarity. In addition, you have advantage on any spell attack roll you make that deals the same damage type as the dragon this wand was crafted from.

If that spell attack hits, you also deal extra damage dice of that damage type equal to the spell attack bonus granted by this item.

DRAGON'S MERCY

Wondrous item, rarity varies

Crafted by: Wyrmling Secondary Dragon Breath Pouch x1 (uncommon), or Young Secondary Dragon Breath Pouch x1 (rare), or Adult Secondary Dragon Breath Pouch x1 (rare), or Ancient Secondary Dragon Breath Pouch x1 (legendary) (Alchemist)

This leathery pouch is repurposed from a dragon's secondary breath pouch and has had some of its potency reduced in exchange for long term usability. While holding this item, you may spend an action to squeeze the bag, creating an effect identical to the non-damaging breath weapon of the dragon from whom this item was crafted (refer to the *Monster Manual* for the exact stats).

Once this item has been used once, it cannot be used again for 1d4 hours.

DRAGON'S WRATH

Wondrous item, rarity varies

Crafted by: Wyrmling Dragon Breath Pouch x1 (uncommon), or Young Dragon Breath Pouch x1 (rare), or Adult Dragon Breath Pouch x1 (rare), or Ancient Dragon Breath Pouch x1 (legendary) (Alchemist)

This leathery pouch is repurposed from a dragon's breath pouch and has had some of its potency reduced in exchange for long term usability. While holding this item, you may spend an action to squeeze the bag, forcing all creatures in a 15-foot (uncommon), 30-foot (rare), 60-foot (very rare) or 90-foot (legendary) cone to roll a DC 12 (uncommon), 15 (rare), DC 18 (very rare), or DC 20 (legendary) Dexterity saving throw, taking 4d6 (uncommon), 8d6 (rare), 12d6 (very rare), or 16d6 (legendary) damage on a failed save, or half that on a successful one. The damage type dealt corresponds to the damage type of the dragon from which this item was crafted.

Once this item has been used once, it cannot be used again for 1d4 hours.

DRAGONBONE WEAPON

Weapon (any melee weapon except for whips and flails), uncommon (+1), rare (+2), or very rare (+3) (requires attunement) (Blacksmith)

Crafted by: Young Dragon Bone x1 (uncommon), Adult Dragon Bone x1 (rare), or Ancient Dragon Bone x1 (very rare) (Blacksmith)

You have a bonus to your attack and damage rolls made with this weapon corresponding to its rarity. In addition, when you roll a 20 on your attack roll with this weapon, the target takes an additional 3 (uncommon), 7 (rare), or 10 (very rare) damage corresponding to the damage type of the dragon it was harvested from. Attacks made with this weapon have advantage against any target with the *dragon* creature type.



DRAG-ON PASTE

Oil, rare

Crafted by: Half-Dragon Scales x1 Small Pouch (Alchemist)

You may spend 1 minute applying a dose of this paste to yourself. For the next 24 hours, or until the paste is washed off, you have advantage on any Charisma checks made when interacting with creatures with the dragon subtype, as well as disadvantage on Dexterity (Stealth) checks made to hide from creatures with the dragon subtype. This item has enough paste for 5 doses.

DRA-GONE PASTE

Oil, rare

Crafted by: Half-Dragon Scales x1 Small Pouch (Alchemist)

You may spend 1 minute applying a dose of this paste to yourself. For the next 24 hours or until the paste is washed off, you have advantage on any Dexterity (Stealth) checks made to hide from creatures with the dragon subtype as well as disadvantage on any Charisma checks made when interacting with creatures with the dragon subtype. This item has enough paste for 5 doses.

DRONE PRODUCER

Wondrous item, rare

Crafted by: Chasme Wing x2 (Tinker)

This palm sized box is packed with the harvested remains of a chasme's wings. You may spend an action winding the crank on the side, after which, this item produces a horrid droning sound to which demons are immune. Any creature that starts its turn within 30 feet of this item must succeed on a DC 12 Constitution saving throw or fall unconscious for 10 minutes. A creature that can't hear the drone 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 this item for the next 24 hours.

Every time this item is used, there is a 25 per cent chance that the internal mechanism will break, rendering it useless.

DROW AMULET

Wondrous item, rare (requires attunement)

Crafted by: Mark of Lolth x1 (Thaumaturge)

While you are wearing this amulet, you gain a darkvision out to a range of 120 feet. You may also use the item to cast the *dancing lights* cantrip, as well as the *faerie fire* and *darkness* spells. The two latter spells may only be used once each per long rest. Charisma is your spellcasting ability for all of these spells.

DUSK ARMOUR, +1, +2, OR +3

Armour (plate), rare (+1), very rare (+2) or legendary (+3) (requires attunement)

Crafted by: Young Shadow Dragon Scale x1 Large Pouch (+1), or Adult Shadow Dragon Scale x1 Large Pouch (+2) or Ancient Shadow Dragon Scale x1 Large Pouch (+3) (Blacksmith)

While wearing this armour, you have a bonus to AC determined by the armour's rarity. In addition, while wearing this armour in dim light or darkness, you may take the Hide action as a bonus action. If you take the Hide action in this way, you do not suffer the usual penalty that normally applies to Stealth (Dexterity) checks made in plate armour.

EYE STALK WAND

Wand, very rare (requires attunement)

Crafted by: Beholder Eye Stalk x1 (Artificer)

This wand has 5 charges. While holding this wand, you may spend an action and 1 charge to shoot a magical ray of energy at a target within 120 feet of you. The type of ray depends on the type of beholder eye stalk that the wand was crafted from. Consult the list below to find out what your wand does.

1. Charm Ray. The targeted creature must succeed on a DC 16 Wisdom saving throw or be charmed by you for 1 hour, or until you harm the creature.
2. Paralyzing Ray. The targeted creature must succeed on a DC 16 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
3. Fear Ray. The targeted creature must succeed on a DC 16 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
4. Slowing Ray. The targeted creature must succeed on a DC 16 Dexterity saving throw. On a failed save, the target's speed is halved for 1 minute. In addition, the creature can't take reactions, and it can take either an action or a bonus action on its turn, not both. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
5. Enervation Ray. The targeted creature must make a DC 16 Constitution saving throw, taking 8d8 necrotic damage on a failed save, or half as much damage on a successful one.
6. Telekinetic Ray. If the target is a creature, it must succeed on a DC 16 Strength saving throw or you can it up to 30 ft. in any direction. It is restrained by the ray's telekinetic grip until the start of your next turn or until you are incapacitated. If the target is an object weighing 300 pounds or less that isn't being worn or carried, it is moved up to 30 ft. in any direction. You can also exert fine control on objects with this ray, such as manipulating a simple tool or opening a door or a container.
7. Sleep Ray. The targeted creature must succeed on a DC 16 Wisdom saving throw or fall asleep and remain unconscious for 1 minute. The target awakens if it takes damage or another creature takes an action to wake it. This ray has no effect on constructs and undead.
8. Petrification Ray. The targeted creature must make a DC 16 Dexterity saving throw. 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 until freed by the greater restoration spell or other magic.
9. Disintegration Ray. If the target is a creature, it must succeed on a DC 16 Dexterity saving throw or take 10d8 force damage. If this damage reduces the creature to 0 hit points, its body becomes a pile of fine gray dust. If the target is a Large or smaller nonmagical object or creation of magical force, it is disintegrated without a saving throw. If the target is a Huge or larger object or creation of magical force, this ray disintegrates a 10-foot cube of it.
10. Death Ray. The targeted creature must succeed on a DC 16 Dexterity saving throw or take 10d10 necrotic damage. The target dies if the ray reduces it to 0 hit points.

This wand recovers 1d4 charges at dawn. When you use the last charge of the wand, there is a 10 per cent chance that it crumbles into ashes and is destroyed.

FAERIE DRAGON DUST

Wondrous item, uncommon

Crafted by: Faerie Dragon Wing x1 (Alchemist)

You may spend an action to sprinkle some of this dust over yourself. If you do so, you magically turn invisible as if under the effect of the *invisibility* spell (no concentration required). This pouch contains enough dust for three sprinkles.

FEAR SKULL

Wondrous item, rare (requires attunement)

Crafted by: Sea Hag Skull x1 (Artificer)

While holding this item, you may cast the *fear* spell, requiring no other components. Once this ability has been used once, it cannot be used again until the next dawn. Furthermore, anytime a creature within 30 feet of this skull makes a saving throw to avoid the fear condition, they make that save at disadvantage.

FIEND CENSER

Wondrous item, uncommon

Crafted by: Imp Head x1 (Thaumaturge)

This censer takes the shape of an imp's head with a groove in the crown of its skull for a candle to be placed in. When a lit candle is placed in the groove, the head becomes animate and begins to magically detect fiends around it in the same manner as if through the spell *detect evil and good*. If the head detects a fiend within 30 feet of it, it will begin to loudly scream the presence of this fiend as well as where it is located. This head will continue to be active until the candle on its head is either extinguished or removed.

If a fiend is aware of the fiend censer when they enter its detection range for the first time, they may make a DC 15 Charisma saving throw to avoid detection by the censer.

FIEND FUEL

Wondrous item, uncommon

Crafted by: Spine Devil Blood x1 vial (Alchemist)

This vial is filled with a concentrated extract of a spine devil's blood and is highly flammable. As an action you may make a ranged weapon attack to throw this vial at a target within 20 feet, shattering it on impact. Make a ranged attack against the target, treating the vial as an improvised object. On a hit, the target suffers 2d4 fire damage at the start of each of its turns and has disadvantage on any saving throw against an effect that would cause them to suffer fire damage.

A creature can end these effects by using its action to make a DC 11 Dexterity check to remove the oil and flames.

FIRE ARROW

Weapon (arrow), uncommon

Crafted by: Spine Devil Spine x1 (Blacksmith)

These arrows combust upon direct piercing organic material. When you hit a target successfully with this arrow, you deal an additional 1d6 fire damage. These arrows lose this property on hit and become regular arrows afterwards.

FIRE BOLT

Weapon (bolt), uncommon

Crafted by: Spine Devil Spine x1 (Blacksmith)

These bolts combust upon direct piercing organic material. When you hit a target successfully with this bolt, you deal an additional 1d6 fire damage. These bolts lose this property on hit and become regular bolts afterwards.

FIRE DAGGER

Weapon (dagger), uncommon

Crafted by: Salamander Fang x1 (Blacksmith)

This dagger continually radiates a dull heat that intensifies when sunk into exposed flesh. When you deal damage with this weapon, you may choose for the damage type to be either piercing or fire damage.

FLOATING OIL

Oil, uncommon

Crafted by: Gas Spore Gas x1 vial (Alchemist)

When this oil is rubbed into an item that weighs 20 pounds or less, that item becomes lighter than air for the next hour. It retains all of its other characteristics, but it automatically rises unless appropriate downward force is applied to it. If this oil is applied to an item that weighs more than 20 pounds, it takes no effect and the oil is wasted.

FOMORIAN CRYSTAL

Wondrous item, rare (requires attunement)

Crafted by: Fomorian Eye x1 (Artificer)

While holding this item, you may spend your action to force a creature you can see within 60 feet of you to make a DC 14 Charisma saving throw. On a failed save, that creature takes 6d8 psychic damage and is cursed with magical deformities. While deformed, the creature has its speed halved and has disadvantage on ability checks, saving throws, and attacks based on Strength or Dexterity. On a success, a creature only takes half damage and suffers no deformities. A transformed creature can repeat the saving throw whenever it finished a long rest, ending the effect on a success. Once used, this ability may not be used again until the next dawn. If this item goes 24 hours without its ability being used, it automatically attempts to use it on the nearest creature within range, including the holder.

FROSTCLAW WEAPON

Weapon (any weapon that deals slashing damage),

uncommon, rare (+1)

Crafted by: Yeti Claw x2 (uncommon), Abominable Yeti Claw x2 (rare) (Blacksmith)

If you are using the rare version of this weapon, you gain a +1 bonus to all attack and damage rolls made with this weapon. When you hit with this weapon, you may choose to deal an extra 1d6 cold damage, or 2d6 cold damage if you are using the rare version of this weapon. Once you have used this ability once, it can't be used again until the end of your next short rest.



FROSTBITE WEAPON

Weapon (any weapon that deals piercing damage), very rare

(requires attunement)

Crafted by: Ice Devil Mandible x2 (Blacksmith)

You gain a +2 bonus to all attack and damage rolls made with this weapon. When you hit with this weapon, you may choose to deal an extra 3d6 cold damage and force the target creature to make a DC 15 Constitution saving throw. On a failed save, for the next minute the target's speed is reduced by 10 feet, is unable to take reactions, and only be able to take either an action or a bonus action on its turn, but not both. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Once this ability has been used once, it cannot be used again until the end of your next short rest. If you roll a 20 on attack roll with this weapon however, the ability may be used again at that time, regardless of if you used it recently or not.

FROSTBITE ARMOUR

Armour (plate), very rare (requires attunement)

Crafted by: Ice Devil Carapace x1 (Blacksmith)

Frostbite Armour Armour (plate), very rare (requires attunement) Crafted by: Ice Devil Carapace x1

(Blacksmith) You gain a +1 bonus to AC and resistance to cold damage while wearing this armour. In addition, the first time in a turn that a creature within 5 feet hits you with a melee weapon attack while you are wearing this armour, they suffer 2d6 cold damage.



GARGOYLE WING CLOAK

Wondrous item, uncommon

Crafted by: Gargoyle Wing x2 (Artificer)

This leather-like cloak is made from the transfigured remains of a gargoyle's wings. When this cloak is placed on an inanimate object that is: made of stone, not fixed to anything, and no larger than 10 cubic feet in volume, the cloak transforms into a pair of gargoyle wings attached to that item for the next hour or until the item is destroyed. While attached to the wings in this way, that item gains both a flying speed of 60 feet, and a low level of sentience causing it to follow the creature that placed the cloak over it until the effect ends. The enchanted item takes the most direct path to that creature, avoiding obstacles and obviously dangerous terrain. At the end of the hour, the item attempts to return safely to the ground and the wings transform back into a cloak. Once this ability has been used once, it cannot be used again until the next dawn.

GEM OF TELEPORTATION

Wondrous item, rare (requires attunement)

Crafted by: Yugoloth Heart x1 (Artificer)

This gem has 5 charges. While holding this gem, you may spend your action and 1 charge in order to teleport yourself and any equipment you are wearing or carrying up to 60 feet to an unoccupied space you can see. This gem regains 1d4+1 charges at dawn.

Alternatively, you may use 5 charges to cast the spell *plane shift* through the gem with the plane of Gehenna as your destination. If used in this way, the gem dissolves into a useless black ichor and is destroyed.

GEM OF THE UNDERDARK

Wondrous item, rare (requires attunement)

Crafted by: Grick Pearl x1 (Artificer)

This gem has 7 charges. While holding this item, you may spend your action in order to expend 1 or more charges to do any of the following:

- You may cast any of the following spells through the item, requiring no components: *darkness* (2 charges, plus 1 additional charge for every level cast above 2nd), *spider climb* (2 charges), *pass without trace* (2 charges) *darkvision* (2 charges).
- For the next hour, you cannot become lost while travelling in the Underdark. You have advantage on any Wisdom (Survival) check made to locate something in the Underdark (1 charge).
- For the next hour, you gain a tremorsense and darkvision out to a range of 60 feet (2 charges).
- You and up to 4 willing creatures within 30 feet of you, teleport to a random unoccupied location in the Underdark, if you were not already in the Underdark. If you are already in the Underdark, you may instead teleport to an unoccupied entrance to the Underdark that you have physically visited before (1 charge per creature teleported, including yourself).

This gem regains 1 charge for every 24 hours it spends in the Underdark, up to a maximum of 7 charges.



GLUTTON CUTLERY

Wondrous item, common

Crafted by: Nalfeshnee Teeth x1 small pouch (Blacksmith)

A set of ivory cutlery consisting of a fork, spoon, and knife. Any food eaten from these cutlery items does not satiate feelings of hunger, although it still provides nutrition, and the capacity of the eater's stomach remains unchanged. This magical effect stops functioning if any of the cutlery pieces are more than 10 feet away from each other.

GOLEM COMPANION

Wondrous item, rare

Crafted by: Manual Ashes x1 small pouch (Artificer)

This 3-inch-tall statue is crafted from whichever material the golem its ashes were harvested from was made of. When the command word is spoken, the statue comes to life and considers whoever spoke the command word to be its master. It will follow any instruction given to it by its master until it is either destroyed or its master speaks its command word again, turning it back into an inanimate statue. While it is within 100 feet, the statue is capable of relaying information telepathically to its master. Additionally, as an action, its master can see through the statue's eyes and hear what it hears until the start of its next turn. During this time the master is blind and deaf in regard to its own senses.

The statue has 10 AC (regardless of material), 4 hit points, has a move speed of 15 feet, and makes perception checks with a +5 bonus.

GRELL JERKIN

Armour (leather), uncommon (requires attunement)

Crafted by: Grell Hide x1 (Leatherworker)

While wearing this jerkin you become particularly sensitive to the vibrations and electrical currents around you. So long as you are blinded (including if you just have your eyes closed), you have a blindsight with a range of 60 feet.

GRICK HIDE COAT

Armour (studded leather), rarity varies

Crafted by: Grick Hide x1 (uncommon), or Alpha Grick Hide x1 (rare) (Leatherworker)

While wearing this armour, you have advantage on Dexterity (Stealth) checks made to hide in rocky terrain and on Strength (Athletics) checks made to climb rocky terrain.

If this is the rare version of this armour, you also gain a +1 bonus to AC while wearing this item.

GUT ROT

Potion, common

Crafted by: Violet Fungus Stalk x1 (Alchemist)

When you drink this potion, you must succeed on a DC 10 Constitution saving throw or become afflicted with the disease *gut rot*. While afflicted with gut rot, any time you attempt to swallow food, you instead suffer 4 necrotic damage and regurgitate that food. At the end of a long rest, you may attempt the saving throw again, ending the disease on a success.

If a creature dies while afflicted with gut rot, a violet fungus sprouts from the mouldering corpse, growing to full size in 2d6 days.

HAIR TONIC

Oil, common

Crafted by: Satyr Hair x1 small pouch (Alchemist)

When you massage this tonic into a patch of skin for 1 minute, that patch of skin experiences extremely rapid hair growth, even if hair growth in that area is not usually possible. Each day for the next 7 days, roll 1d6. You grow that many inches in hair over the course of the day in that area.

This bottle has enough hair tonic to cover 10 square feet of skin.

HAND OF UNDEATH

Wondrous item, uncommon

Crafted by: Wight Hand x1 (Thaumaturge)

You may place the heart of a humanoid that has died within the last 24 hours into this hand. The hand then squeezes tightly over this heart, which quickly decays and withers away over the course of 1 minute. Once the heart has fully withered away, you gain 5 temporary hit points that last until you finish your next long rest.

HARPY HARP

Wondrous item, uncommon (requires attunement by a bard)

Crafted by: Harpy Vocal Cords x1 (Tinker)

While holding this item, if you cast a spell that forces a creature to make a saving throw or be inflicted with the charmed condition, that creature makes that saving throw at disadvantage.

HARPY INK

Wondrous item, uncommon

Crafted by: Harpy Egg x1 (Alchemist)

This bright pink pot of ink is imbued with magical properties that charm those that read messages written in it. Once this ink is used to write a message, the ink changes to an ordinary black colour. The first creature that reads the message must succeed on a DC 10 Wisdom saving throw or become charmed for 24 hours. While charmed in this way, that creature wholeheartedly believes everything they read in that message, so long as the message is within the realm of plausibility. At the end of this 24 hours, the charm effect ends, and the creature realises it has been charmed. This pot contains enough ink to write 400 words.

HELM OF ABYSSAL DOMINATION

Wondrous item, legendary (requires attunement)

Crafted by: Pit Fiend Head x1 (Thaumaturge)

This helmet has 11 charges. While wearing this helm, you spend an action to expend 1 or more charges to do one of the following:

- You may cast the spell *detect magic* (1 charge) *fireball* (3 charges plus 1 additional charge for every level above 3rd) *hold monster* (5 charges plus 1 additional charge for every level above 5th) or *wall of fire* (4 charges plus 1 additional charge for every level above 4th).
- For the next minute, any creature hostile to you that starts its turn within 20 feet of you must make a DC 21 Wisdom saving throw, unless you are incapacitated. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to this ability for the next 24 hours (2 charges).
- For the next 10 minutes you gain truesight out to a range of 120 feet (1 charge).

- For the next hour you gain telepathy out to 120 feet and are able to both understand and speak Infernal (1 charge).
- For the next hour you gain resistance to cold, fire, and poison damage (2 charges).
- You may target a devil with a CR less than 20 that you can see within 60 feet of you. That devil must succeed on a DC 21 Wisdom saving throw or be charmed by you for 1 hour. While charmed by you, that devil must obey any command you give it that is not directly harmful to it. If a devil succeeds on the saving throw, it is immune to this ability for the next 24 hours (3 charges).

This helmet regains 1d10 charges at dawn.

HELM OF HYPNOTISM

Wondrous item, very rare (requires attunement)

Crafted by: Ultraloth Eye x2 (Blacksmith)

While wearing this helmet, if you force a creature to roll a saving throw to resist being charmed by you, that creature makes that saving throw at disadvantage so long as it can see you. In addition, if you succeed on a saving throw to resist being charmed by a creature you can see, you may spend your reaction to impose an identical effect on that creature, as if you had used that spell or ability yourself.

HELM OF THE ILLITHID

Wondrous item, rare (requires attunement)

Crafted by: Mind Flayer Brain x1 (Artificer)

While wearing this helmet, you have telepathy out to a range of 120 feet. In addition, you may spend an action to magically emit psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 15 Intelligence saving throw or take 4d8 psychic damage and be stunned 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. Once this ability has been used once, it cannot be used again until the next dawn.

HELM OF THE MINOTAUR

Wondrous item, uncommon

Crafted by: Minotaur Horn x2 (Blacksmith)

While wearing this helmet, if you move at least 10 feet straight towards a target in a turn and then make a successful shove attack, you may choose to deal 2d8 piercing damage to your target in addition to the shove attack's regular results.

HELM OF TRANSMISSION

Wondrous item, rare (requires attunement)

Crafted by: Ettin Head x1 (Artificer)

This helmet is paired with another helmet made from the other head of the ettin from which this helmet was crafted. While wearing this helmet, you are magically linked with any creature that is also wearing and attuned to the paired helmet, so long as both of you are on the same plane of existence. While linked in this way, you may communicate with that creature telepathically at any distance, and if you receive damage, you may spend your reaction to transfer any amount of that damage to the linked creature.

HORN OF THE ANCIENTS

Wondrous item, legendary (requires attunement)

Crafted by: Androsphinx Vocal Cords x1 (Artificer)

You may spend your action to blow this horn. If you do, a magical roar is emitted from the horn which can be heard from a distance of 300 feet. Each creature (except the blower of the horn) that can hear the horn is subjected to a certain effect. The effect of the horn changes depending on how many times the horn has been blown that day. Once this horn has been used 3 times in one day, it cannot be blown again for 7 days.

First Blow Each creature that fails a DC 16 Wisdom saving throw 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.

Second Roar Each creature that fails a DC 16 Wisdom saving throw is deafened and frightened for 1 minute. A frightened creature is paralyzed and can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Third Roar Each creature makes a DC 16 Constitution saving throw. On a failed save, a creature takes 8d10 thunder damage and is knocked prone. On a successful save, the creature takes half as much damage and isn't knocked prone.

HORN OF THE FIENDISH VOICE

Wondrous item, common

Crafted by: Glabrezu Horn x1 or Horned Devil Horn x1 (Tinker)

When you speak into this horn, your voice becomes magically amplified to twice its volume and is changed to sound deeper and more intimidating. A creature that hears this voice may make a DC 10 Intelligence (Investigation) check to realize it is artificial.



INFERNAL WINGS

Wondrous item, rare (requires attunement)

Crafted by: Devil Wings x2 (Leatherworker)

A repurposed pair of wings harvested from a devil and inlaid with enchantments to make them suitable for mortal use. While they normally take the appearance of a black cloak with a crimson tinge, you speak their command word as an action to transform them into replicas of the wings of the devil they were harvested from and attach them to your back for 1 hour or until you repeat the command word as an action. In this form, they give you a flying speed of 60 feet. In addition, if you are subject to an effect that would cause you to suffer fire damage, you may instead spend your reaction to wrap your wings around yourself and become immune to fire damage and lose the flying speed granted by this item until the start of your next turn.

Once the wings have disappeared, they may not be activated again until the next dawn.

INSTRUMENT OF HARMONY

Wondrous item, rare (requires attunement by a character with proficiency in at least one stringed instrument)

Crafted by: Unicorn Hair x1 large pouch (Tinker)

The notes played on an instrument strung with unicorn hair are reminiscent of the sound of wind whistling through the branches of an ancient forest. You can use an action to play this instrument in a performance that lasts until the start of your next turn. During that time, any friendly creature who can hear your performance may reroll any 1s or 2s rolled when they recover hit points in any way.

Creatures that do so must use the new result, even if it is a 1 or a 2.

KRAKEN BOLT

Weapon (ballista bolt), very rare

Crafted by: Kraken Tooth x1 (Blacksmith)

This several-foot-long bolt is designed to be loaded and fired from a ballista, usually one mounted on board a naval ship. An attack made with this bolt has a +10 to hit, range 120/480 ft., deals 6d10 piercing damage upon a successful hit, and ignores any damage threshold of their target. If the attack is being made against an object or structure, this attack deals 12d10 piercing damage instead. Unlike most ballista bolts, kraken bolts may be used again after being shot, so long as they can be retrieved successfully.

KRAKEN PAINT

Wondrous item, very rare

Crafted by: Kraken Ink x2 vials (Alchemist)

A pot of this black paint is enough to cover up to 100 square feet of material. An enclosed space that has had its interior surface covered entirely in kraken paint acts as it were permanently under the effect of the *darkness* spell.

You may also spill the entire pot of paint into a body of water as an action to create a 60-foot radius cloud that spreads around corners. This area is considered heavily obscured and each creature that ends its turn there must succeed on a DC 23 Constitution saving throw, taking 3d10 poison damage on a failed save, or half as much damage on a successful one. A strong current disperses the cloud, which otherwise disappears at the end of your next turn.

KRAKEN SHIELD

Armour (shield), legendary (requires attunement)

Crafted by: Kraken Scale x1 (Blacksmith)

While wearing this shield, you gain a +3 bonus to your AC. While wearing this shield, you are immune to lightning damage, and if you are subjected to an effect that would cause you to suffer lightning damage, you may spend your reaction to choose another target you can see within 30 feet of you (including the source of the effect). You redirect the effect towards that target. That target acts as if it was the initial target of the effect and suffers any results as appropriate.

KRAKEN TUNIC

Armour (studded leather), legendary (requires attunement)

Crafted by: Kraken Hide x1 (Leatherworker)

While wearing this armour, you gain a +3 bonus to your AC. In addition, you gain the following benefits:

- You gain a swim speed equal to your move speed, are capable of breathing underwater, and are unaffected by water pressure while diving.
- You ignore difficult terrain, and magical effects can't reduce your speed or cause you to be restrained. You can spend 5 feet of movement to escape from nonmagical restraints or from being grappled.



LENSES OF THE OASIS

Wondrous item, rare (requires attunement)

Crafted by: Lamia Eye x2 (Artificer)

While wearing these lenses, you may cast the spells *disguise self* and *minor illusion* at will without requiring spell components.

LENS OF FORGOTTEN HISTORY

Wondrous item, very rare

Crafted by: Aboleth Eye x1 (Artificer)

While wearing these lenses, you may use this item to cast the spell *legend lore* without requiring the use of any components or spell slots. When casting the spell in this way, you must be able to see the person, place, or object that you are targeting with the spell.

Once you have used this item once, it cannot be used again until the next dawn.

LENS OF INSIGHT

Wondrous item, uncommon

Crafted by: Nothic Eye x1 (Artificer)

While wearing this lens, you may target one creature you can see within 30 feet of you. You make a Wisdom (Insight) check contested against the target's Charisma (Deception). If you win, you magically learn one fact or secret about the target. The target automatically wins if it is immune to being charmed.

Once this ability has been used once, it cannot be used again until the next dawn.

LESSER EYE STALK WAND

Wand, uncommon

Crafted by: Spectator Eye Stalk x2 (Artificer)

This wand has 5 charges. While holding this wand, you may spend an action and 1 charge to shoot a magical ray of energy at a target within 90 feet of you. The type of ray depends on the type of spectator eye stalk that the wand was crafted from. Consult the list below to find out what your wand does.

1. Confusion Ray. The target must succeed on a DC 13 Wisdom saving throw or become unable to take reactions until the end of its next turn. On its turn, the target can't move, and it uses its action to make a melee or ranged attack against a randomly determined creature within range. If the target can't attack, it does nothing on its turn.
2. Paralyzing Ray. The target must succeed on a DC 13 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
3. Fear Ray. The target must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, with disadvantage if the spectator is visible to the target, ending the effect on itself on a success.
4. Wounding Ray. The target must make a DC 13 Constitution saving throw, taking 3d10 necrotic damage on a failed save, or half as much damage on a successful one.

When the last charge of this wand is used, it crumbles into dust and is destroyed.

LICH CENSER

Wondrous item, very rare

Crafted by: Lich Dust x1 (Thaumaturge)

This censer has an innate connection with the lich from whom it was crafted. When held by a creature, faint wisps of smoke will emerge and blow in the direction of that lich if that lich is still animate and on the same plane of existence as the holder. The intensity and thickness of the smoke will increase as proximity to the lich decreases. A creature holding this item may also spend 10 minutes focusing on it, after which, a wisp of smoke will emerge and blow in the direction of the lich's phylactery if it is on the same plane of existence as the censer.

Once this ability has been used once, it cannot be used again until the next dawn.

LIGHTNING OIL

Oil, very rare

Crafted by: Lightning Sack x1 (Alchemist)

A line of lightning constantly crackles through this bottle of cloudy grey liquid. A dose of this oil can coat one slashing or piercing weapon or up to 5 pieces of slashing or piercing ammunition. Applying the oil takes 1 minute. For 1 hour, the coated item is magical and deals an extra 1d8 lightning damage on a successful hit.

This bottle has enough liquid in it for 3 doses.

LIVING CHALK

Wondrous item, common

Crafted by: Enchanted Pumice x1 (Alchemist)

Images drawn by this chalk are capable of small amounts of movement on their drawing surface, resembling a basic flipbook animation. These images tend to act in a manner imagined by the creature that drew them but are otherwise unaware of their surroundings and cannot move more than 1 foot beyond their original placement. These drawings lose their enchantment and freeze into place 10 minutes after being drawn.

LIVING DENTURES

Wondrous item, common

Crafted by: Gibbering Mouther Teeth x1 small pouch

(Tinker)

This set of dentures automatically adapts itself to fit inside the mouth of any Medium or smaller creature that attempts to insert it. These dentures automatically fill in any missing teeth of that creature. If you have these dentures inserted, you may spend an action to concentrate on them to give them the appearance of other teeth such as buck teeth or fangs, but no matter what form they take, these dentures are no stronger than human teeth.

When left outside, these teeth chatter loudly for a few seconds every 1d4 hours.

LIVING LAMP

Wondrous item, rare

Crafted by: Fire Giant Heart x1 (Blacksmith)

While holding this 1-foot-tall lamp, you may speak a command word as an action to cause it to do any of the following:

- Cast bright light in a 15-foot radius and dim light for an additional 30 feet.
- Cast bright light in a 60-foot cone and dim light for an additional 60 feet.
- Cast bright light in a 30-foot radius and dim light for an additional 30 feet. In this mode, you may adjust the lamp as an action to reduce the light to dim light in a 5-foot radius.

While holding the lamp, you may speak the command word again to change it to any of the other lighting options, turn the lamp off, or to make it so that the light emitted is only visible to the creature holding the lamp. The fire inside this lamp never runs out of fuel and can burn indefinitely in any environment in which fire is capable of burning.

LOUPE OF THE DEPTHS

Wondrous item, legendary (requires attunement)

Crafted by: Kraken Eye x2 (Artificer)

This item has 9 charges. While holding this loupe to your eye, you have advantage on any Intelligence checks made to gain knowledge on a nautical or aquatic subject. In addition, you may spend an action and 1 or more charges to do any of the following:

- You gain truesight out to a range of 120 feet for one hour (1 charge).
- You gain telepathy out to a range of 120 feet for one hour. This telepathy allows you to communicate with marine life who are capable of responding with basic emotions and images, however you gain no special ability to command them (1 charge).
- You gain the ability to understand the waves and the wind for the next 24 hours. During this time, you automatically succeed on any ability check to navigate a course at sea (2 charges).
- You magically create up to three bolts of lightning, each of which can strike a target you can see within 120 feet of you. A target must make a DC 23 Dexterity saving throw, taking 4d10 lightning damage on a failed save, or half as much damage on a successful one (1 charge per lightning bolt).

This item regains 1d8 charges daily at dawn.

LYCAN GAS

Poison, rare

Crafted by: Lycanthrope Blood x1 (Alchemist)

This vial of silvery white gas reacts strongly with air and expands to a 30-foot radius cloud as soon as the vial is opened. Any creature that starts their turn in the cloud must succeed on a Constitution saving throw or be cursed with lycanthropy. The type of lycanthropy and the DC depends on the type of lycan this gas was created from as outlined in the table below.

The gas cloud remains for 1 minute before dispersing naturally. It may be dispersed early by a strong wind such as that created by the *gust of wind* spell.

LYCAN TYPE AND DC

Lycan Type	DC
Bear	14
Boar	12
Rat	11
Tiger	13
Wolf	12

MAGICAL DOWSING ROD

Wondrous item, rare

Crafted by: Arcana Ganglia x1 (Tinker)

This item forms a Y-shape with two handles and a pointing extension. When a creature holds the handles, the pointing extension moves until it is pointing at the nearest magical object within 120 feet (itself excluded). This item will not point at magical objects within 120 feet that are covered by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

MAGMIN PAN

Wondrous item, common

Crafted by: Magmin Shell x1 (Tinker)

While holding this 1-foot diameter pan, you may speak its command word to cause it to heat itself to any degree up to 400 degrees Fahrenheit. You may speak the command word again to change its temperature again or turn it off entirely.

MANTICORE CLOAK

Wondrous item, uncommon

Crafted by: Manticore Wing x2 (Leatherworker)

While wearing this cloak, you have advantage on Wisdom (Survival) checks made to track the location of chimeras, griffons, perytons, wyverns, and dragons (true dragons only).

MASK OF FEAR

Wondrous item, rare (requires attunement)

Crafted by: Chain Devil Eye x2 (Artificer)

When a creature you can see starts its turn within 30 feet of you while you are wearing this mask, you can create the illusion that you look like one of the creature's departed loved ones or bitter enemies. If the creature can see you, it must succeed on a DC 14 Wisdom saving throw or be frightened until the end of its turn.

Once you have used this ability once, it cannot be used again until you finish a short rest.

MEDUSA HELM

Wondrous item, rare (requires attunement)

Crafted by: Medusa Head x1 (Blacksmith)

This full helmet is magically fused with the head of a medusa to recreate its petrifying gaze. While wearing this helmet, you may spend your action to open or close the visor; closing the visor causes the medusas visage to be complete and activates this item's ability. While this item's ability is active, any creature within 30 feet of you that you can see and who can see you, must make a DC 14 Constitution saving throw. If the saving throw fails by 5 or more, the creature is instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the *greater restoration* spell or other magic.

The medusa's visage only possesses enough magic to allow its petrifying gaze ability to function for 1 minute. Anytime this item is used, subtract the amount of time it is used from this minute. Once this time has been expended, this item loses its magical property. This item regains all expended time upon the next dawn.

MEDUSA WHIP

Weapon (whip), rare (requires attunement)

Crafted by: Medusa Hair x1 bundle (Leatherworker)

This weapon has 6 charges. When you successfully hit a creature with this weapon, you may choose to expend 1 or more charges from this weapon. If you do, you add 1d6 poison damage to your damage roll for every charge expended. This weapon regains 1 charge every hour.

MERROW AMULET

Wondrous item, uncommon (requires attunement)

Crafted by: Merrow Heart x1 (Artificer)

While wearing this amulet you can breathe both air and water and you know the Abyssal and Aquan languages.

METAL DETECTOR

Wondrous item, uncommon

Crafted by: Rust Monster Antenna x2 (Tinker)

While holding this pair of rods in each hand, you may speak a command word to cause them to react to ferrous metal within 30 feet. When within 30 feet of ferrous metal, these rods will vibrate slightly, with the vibrations becoming more intense as they get closer to an item made of ferrous material.

MEZZOLOTH MAIL

Armour (plate), rare (requires attunement)

Crafted by: Mezzoloth Chitin x1 (Blacksmith)

While wearing and attuned to this armour, you gain the ability to speak Abyssal and Infernal if you did not know them already. You also gain resistance to poison and acid damage.

MIMIC GEL

Oil, uncommon

Crafted by: Mimic Gel x1 vial (Alchemist)

This vial contains enough gel to cover an item no larger than one square foot in surface area. Completely covering an item in this gel and then leaving it for an hour causes it to meld with the gel, giving it a permanent enchantment. While a creature is holding an item melded with mimic gel, they may spend an action to change its appearance to anything else of the same approximate size and configuration. This appearance change is an illusion only and fails to hold up to physical inspection. Otherwise, a creature can use its action to inspect the item and discern its true nature by succeeding on a DC 13 Intelligence (Investigation) check.



MIND WHIP

Weapon (whip), rare (requires attunement)

Crafted by: Mind Flayer Tentacle x4 (Leatherworker)

When you make a grapple check, you may choose to do so with this whip instead of using your free hand. If you do so and if you succeed on the grapple check, you may force the grappled creature to succeed on a DC 15 Intelligence saving throw or be stunned until the grapple ends. While grappling a creature, this whip may not be used to attack another target. Once this ability has been used 4 times in a day, it cannot be used again until the next dawn.

MINOTAUR COMPASS

Wondrous item, uncommon

Crafted by: Minotaur Heart x1 (Artificer)

When you hold this compass and focus on a location that you have been to, this compass points you in the direction you would need to take to retrace your steps back to that location, so long as it is on the same plane of existence as you. This may not necessarily be the fastest or the most direct route, especially if you have taken many detours since leaving that location last.

MONOCLE OF FOCUS

Wondrous item, rare (requires attunement)

Crafted by: Cyclops Eye x1 (Artificer)

While wearing this item, you may spend an action to focus on a creature you can see within 60 feet of you and designate them as your target. You never suffer from disadvantage when you make weapon attacks against your target, and any opportunity attacks you make against your target is done at advantage.

If you lose sight of your target, or if you make an attack against a creature that is not your target, this effect ends immediately.

MOOD CAP

Wondrous item, common

Crafted by: Flumph Membrane x1 (Leatherworker)

This cap is usually translucent, but changes colour to match the mood of its wearer, as described below:

MOOD CAP COLOURS

Emotion	Colour
Anger	Red
Disgust	Green
Fear	Purple
Happiness	Yellow
Sadness	Blue

MOON MUZZLE MIXTURE

Potion, rare

Crafted by: Lycanthrope Blood x1 vial (Alchemist)

Drinking this potion completely cures a creature of lycanthropy if taken before that creature experiences its first full moon as a lycanthrope. If drunk after that, or if drunk by a natural born lycanthrope, a lycanthrope is able to ignore the usual transformative effects of the full moon for the next 28 days.

MUMMY ROT JUICE

Potion, rare

Crafted by: Mummy Dust 1x small pouch (Alchemist)

A noxious potion brewed from the corpse dust of a mummy. It carries much of the lethal mummy rot that the cursed creatures are known for. This potion has a murky brown colour and smells roughly like an opened tomb; however, the smell can be covered easily enough with an overpowering scent.

When you drink this potion, you must succeed on a DC 12 Constitution saving throw or be cursed with mummy rot. While cursed, you cannot regain hit points, and your hit point maximum decreases by 3d6 for every 24 hours that elapse. If the curse reduces your hit point maximum to 0, you die, and your body turns to dust. This curse lasts until removed by the *remove curse* spell or other magic.

NEGATIVE ENERGY CRYSTAL

Wondrous item, very rare

Crafted by: Death Tyrant Eye x1 (Artificer)

This roughly basket sized crystal generates a 150-foot radius field of negative energy that disrupts the natural flow of life in the area. While in this field, creatures cannot regain hit points, and any humanoid that dies inside it rises one round later as a zombie. This field passes through all solid objects except a layer of silver that is at least 1/2 inch thick. This crystal cannot be deactivated and only stops functioning if it is destroyed.

The crystal has 30 hit points, 15 AC and is immune to poison and psychic damage.

NIGHT HAG DREAMCATCHER

Wondrous item, uncommon

Crafted by: Night Hag Hair x1 small pouch (Thaumaturge)

A creature that sleeps with their head under this item only has good dreams and are immune to any magical effect that would affect its sleep in a negative way. If two creatures sleep under this item, there is a 50 per cent chance that they will enter a shared dream in which they may interact with each other freely.

NIGHTMARE SKULL

Wondrous item, rare

Crafted by: Night Hag Skull x1 (Thaumaturge)

A creature that sleeps within 30 feet of this item is racked with bad dreams and receives no benefit from that sleep. In addition, while holding this item, you may cast the *sleep* spell at 2nd level. Once this ability has been used once, it cannot be used again until the next dawn.



OBFUSCATION PIGMENTS

Wondrous item, uncommon

Crafted by: Displacer Blood x1 vial (Alchemist)

This pot contains enough paint to cover up to 10 square feet of surface area. Any object completely covered by this paint becomes covered in a unique enchantment that makes it elusive and difficult to recognise for the next hour.

Although the object remains the same visually, it becomes psychologically blocked out by any creature that is not already aware of its presence. For example, even if this dagger was seen by random strangers on the street, they would not cognitively recognise it and would most likely ignore it unless forced to interact with it.

Any attempt to find an item covered in this paint by someone actively searching for it is rolled at disadvantage. However, a creature that touches an item covered in this paint, or who is verbally informed of its presence, ceases to be influenced by this paint's ability.

OCEAN MASTER PAINT

Wondrous item, rare

Crafted by: Dragon Turtle Blood x1 gallon (Alchemist)

This bucket contains 1 gallon of paint which is capable of coating 10 square feet of material. Coating 100 square feet of material takes 10 minutes. Anytime a creature with either the amphibious or water breathing trait, and an Intelligence score of less than 10 attempts to move within 20 feet of a coated object, they must roll a DC 15 Wisdom saving throw. On a failure, that creature must instead use all of its available speed to move away from the coated object or creature by the safest route possible. If there is no safe route to use, it instead stays where it is and loses the rest of its speed for that turn.

A coated object stays coated for 24 hours. Applying a new coat refreshes the 24-hour duration.

ONI AMULET

Wondrous item, very rare (requires attunement)

Crafted by: Oni Heart x1 (Artificer)

The heart of an oni, transfigured into a dark crystal. It seems to pulse with the corrupted radiance of the night, and those that gaze at it long enough swear they can see two pinpricks of white gazing back at them. While attuned to this amulet, you become more oni-like as your eyes become black with large white pupils, and two small, white, ivory nubs grow out of your forehead. If you are both wearing and attuned to this amulet, you gain the following benefits:

- You may spend a bonus action to summon a magical glaive into your empty hand. You are proficient in wielding this glaive if you weren't already before. In addition, if for whatever reason you grow in size, this glaive grows in proportion with you and deals an additional 1d10 damage if you become larger than Medium sized. This glaive disappears if it is out of your hand for more than 1 minute.
- You gain darkvision out to 60 ft.
- You gain proficiency in the Deception skill if you did not have it already.
- You can speak and understand Giant if you could not already.
- You may cast the *charm person* spell once per day. Your spell DC for the casting of this spell is 8 + your Charisma modifier + your proficiency bonus.

OTYUGH WHIP

Weapon (whip), rare

Crafted by: Otyugh Tentacle x1 (Leatherworker)

You gain a +1 to attack and damage rolls made with this weapon. When you hit a Medium or smaller sized creature with this weapon, you may make a grapple check against them as a free action, using the whip to grapple instead of your free hand. This ability can only be used once per turn. While you have a creature grappled in this way, you may not attack with this whip.

PARALYZING DUST

Wondrous item, uncommon

Crafted by: Ghoul Claw x1, or Ghast Claw x1 (Alchemist)

You may spend an action to blow this pouch of grey dust into the face of a non-undead creature within 5 feet of you. That creature must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. That creature may repeat the saving throw at the end of each of its turn, ending the effect on a success.

If this dust is dissolved into a liquid first and then drunk by a non-undead creature, they automatically fail the save and all subsequent saves for the next minute.

PETRIFYING DAGGER

Weapon (dagger), uncommon (requires attunement)

Crafted by: Cockatrice Beak x1 (Blacksmith)

If this dagger strikes any non-living organic matter that is smaller than half a cubic foot in volume, it is instantly turned to stone for 24 hours.

If a tiny creature is hit by this dagger, they 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.

PILLOW OF PERFECT REST

Wondrous item, uncommon

Crafted by: Couatl Feather x1 large pouch (Artificer)

This pillow is stuffed with couatl feathers and is extraordinarily soft and comfortable. A creature sleeping on this pillow only has good dreams and only requires half their usual sleeping time in order to feel properly rested (the length of a long rest is unaffected though).

In addition, a creature sleeping on this pillow is immune to scrying attempts and to any effect that would sense its emotions, read its thoughts, or detect its location. It is also immune to any magical effect that would affect its sleep, such as the spell *dream*. Only one creature may benefit from this pillow's effect at a time.

POISON LUNG

Wondrous item, very rare

Crafted by: Poison Canister x1 (Tinker)

This item resembles an iron cylinder attached to a leathery sack capable of being filled with air. While holding this item, you may spend an action to squeeze the sack to release a 15-foot cone of poisonous gas in front of you. 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 on a successful one. Once used, this item may not be used again for another 1d8 hours.

POTION OF BRAVERY

Potion, uncommon

Crafted by: Bearded Devil Blood x1 vial (Alchemist)

When you drink this potion, you become immune to the fear condition for 1 hour. This potion is a pale gold colour with a thick consistency.

POTION OF CELESTIAL MIGHT

Potion, very rare

Crafted by: Empyrean Blood x1 vial (Alchemist)

When you drink this potion, you regain hit points equal to half of your maximum hit points, and you gain advantage on saving throws against spells and other magical effects for the next minute. This potion gleams a bright gold at all times.

POTION OF DESECRATION

Potion, very rare

Crafted by: Cursed Blood x1 vial (Alchemist)

When you drink this potion, you become cursed. While cursed in this way, you gain darkvision out to 120 ft. if you did not have it already, and whenever you receive necrotic damage, you instead heal the amount of damage you would have taken. In addition, whenever an undead creature with less than 10 Intelligence targets you with a harmful attack or spell, it must first make a DC 18 Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell.

Every night at midnight while cursed, you must succeed on a DC 18 Wisdom saving throw or become dominated by the death knight from whose blood this potion was crafted, as if under the effect of the *dominate person* spell, but with an indefinite duration, no concentration required, and unlimited range. The death knight is aware of this taking place unless it is on a different plane of existence.

This curse can only be removed if the death knight from whom the blood was taken is permanently destroyed, after which point the curse immediately ends.

POTION OF DETECT THOUGHTS

Potion, uncommon

Crafted by: Flumph Brain x1 (Alchemist)

When you drink this potion, you gain the effect of the *detect thoughts* spell. This potion is completely clear except for a small pink blob floating in the centre of it.

POTION OF DRAGONSTRENGTH

Potion, uncommon (wyrmling), rare (young), very rare (adult), legendary (ancient)

Crafted by: Dragonblood x1 vial (Alchemist)

The rarity and strength of this potion differs depending on the age category of the dragon it was harvested from. When you drink this potion, you recover hit points corresponding to the rarity of the potion. In addition, you gain resistance to the damage type of the dragon it was crafted from for 1 hour.

Rarity	HP Regained
Uncommon	3d4+3
Rare	6d4+6
Very Rare	10d4+10
Legendary	12d4+24

POTION OF ELEMENTAL TEMPERING

Potion, uncommon

Crafted by: Remorhaz Blood x1 vial or Adult Remorhaz Blood x1 (Alchemist)

When you drink this potion, you become comfortable even if you are in extreme weather. For the next 24 hours, you automatically succeed any saving throw against exhaustion triggered by being in an extremely cold or an extremely hot environment. This potion is constantly bubbling as if boiling and also has a small shard of ice in it that never melts despite the ambient temperature.

POTION OF INFERNAL VITALITY

Potion, very rare

Crafted by: Pit Fiend Blood x1 vial (Alchemist)

When you drink this potion, you recover 8d4+8 hit points and you gain a fiendish constitution for the next 1d4 hours. During this time, you gain resistance to cold, fire, and poison damage as well as damage from nonmagical weapons that aren't silvered. You also have advantage on saving throws against spells and other magical effects. This potion is a deep crimson and smells strongly of sulfur.

POTION OF MAGICAL MADNESS

Potion, rare

Crafted by: Kuo-Toa Archpriest Brain x1 (Alchemist)

When you drink this potion, you go slightly mad for the next 1d4 hours. While in this state, you gain the ability to sense the presence of any creature within 30 feet of you that is invisible or on the Ethereal Plane. You can pinpoint such a creature that is moving.

If you are a spellcaster, you also gain the ability to cast any spell on the cleric spell list (excluding cantrips) for which you would have spell slots available. Any time you cast a spell known in this way, you suffer psychic damage equal to the spell level of that spell multiplied by 3. This damage is unmitigable in any way. Any attempt to record the knowledge of these spells fails as they inevitably become incomprehensible ramblings to you once the madness fades.

POTION OF OGRE STRENGTH

Potion, uncommon

Crafted by: Half-Ogre Blood x1 vial (Alchemist)

When you drink this potion, your Strength score changes to 17 for one hour. This potion has no effect on you if your Strength score is equal to or greater than that score. This potion is a pale yellow with a reddish tinge.

POTION OF POISON IMMUNITY

Potion, rare

Crafted by: Yuan-Ti Blood x1 vial (Alchemist)

When you drink this potion, you become immune to poison damage and the poisoned condition for the next 12 hours. This potion is green with small bubbles on the top.

POTION OF POLLUTION BREATHING

Potion, rare

Crafted by: Hezrou Blood x1 vial (Alchemist)

When you drink this potion, you become able to breathe in even the most polluted areas. You automatically succeed any Constitution saving throw provoked by breathing in a polluted, poisoned, or diseased air.

POTION OF RAGE

Potion, uncommon

Crafted by: Barlgura Bile x1 vial (Alchemist)

When you drink this potion, any Strength melee weapon attack you make gains a +2 bonus to its damage roll and is rolled at advantage, however any attack made against you is also rolled with advantage. In addition, anytime you are damaged by a creature you can see, you must succeed on a DC 13 Wisdom saving throw or be forced to spend your next action making a melee weapon attack against the creature that damaged you, using your movement speed to get as close to them as possible, including any potential dash action. This potion is a bright red with angry bubbles constantly rising to its surface.

POTION OF RAPPORT

Potion, uncommon

Crafted by: Rapport Spores x1 small pouch (Alchemist)

This bottle of potion contains enough potion for 4 doses. For the next hour after you drink a dose of this potion, you are able to telepathically communicate with any other creature that has drunk a dose of this potion within the past hour so long as they are within 150 feet of you.

POTION OF REFLEXES

Potion, very rare

Crafted by: Marilith Blood x1 vial (Alchemist)

When you drink this potion, you gain one reaction on every turn in a combat. This effect lasts for 1 minute, after which you must succeed on a DC 15 Constitution saving throw or gain 1 level of exhaustion. This potion is completely clear except for one cloudy grey portion that darts around in the liquid towards anything holding the bottle.

POTION OF RUINED FLESH

Potion, common

Crafted by: Fomorian Growth x1 (Alchemist)

When you drink this potion, you must succeed on a DC 14 Constitution saving throw or break out in severe boils all over your body and have all your bodily hair fall off. This condition remains for 24 hours, after which you return to your normal state, including the regrowth of all the hair you may have lost.

POTION OF SENSING

Potion, uncommon

Crafted by: Kuo-Toa Brain x1 (Alchemist)

When you drink this potion, you gain the ability to sense the presence of any creature within 30 feet of you that is invisible or on the Ethereal Plane. You can pinpoint such a creature that is moving. This incredibly fishy smelling potion is a sickly purple colour with cloudy segments that take a more distinct shape when you hold it and imagine things.



POTION OF SICKNESS

Potion, uncommon

Crafted by: Manes Vapour x1 vial (Alchemist)

When you drink this potion, you become sick with *mane* disease for 1d12 hours. While sick in this way, your nose becomes runny and your eyes watery, causing you to have disadvantage on Wisdom (Perception) checks that rely on sight. However, your relatively mild sickness also boosts your immune system, giving you advantage on Constitution saving throws against being poisoned and other diseases. This potion is a pale grey colour with a string of liquid in it that resembles watery mucus.

POTION OF SLOTH

Potion, rare

Crafted by: Horned Devil Blood x1 vial (Alchemist)

When you drink this potion, you become overwhelmed with feelings of sluggishness and laziness for the next 10 minutes. While under the effects of this potion, you are unable to take Dash action, and whenever any other action on your turn, you must succeed on a DC 14 Wisdom saving throw or waste that action. The bottom of this brown potion contains a sediment that never moves no matter how much the bottle is shaken.

POTION OF STAMINA

Potion, uncommon

Crafted by: Pegasus Blood x1 vial (Alchemist)

When you drink this potion, you gain a sense of inner strength and vitality. For the next 24 hours, whenever you roll a saving throw to resist an effect that causes exhaustion, you may make that roll at advantage. This potion is a bright blue with what looks like electricity running through it occasionally.

POTION OF SPEAK WITH PLANTS

Potion, uncommon

Crafted by: Blight Pollen x1 small pouch (Alchemist)

When you drink this potion, you gain the effect of the *speak with plants* spell. The potion is a cloudy green with what looks like pollen floating in it.

POTION OF THE SAHUAGIN

Potion, uncommon

Crafted by: Sahuagin Blood x1 vial (Alchemist)

This potion uses a sahuagin's blood as a base along with various seaweeds, seashells, and fish scales to produce a mutagenic effect in those who drink it. For the next 10 minutes after drinking this potion, you gain the following benefits:

- A swim speed equal to your move speed.
- The ability to breathe in both air and water.
- Advantage on any melee attack rolls against any creature that doesn't have all its hit points.

When you drink this potion, you must also succeed on a DC 10 Constitution saving throw or undergo a permanent mutation into a sahuagin. As a sahuagin, you lose all of your previous racial traits and instead gain a swim speed of 40 ft., the *blood frenzy*, *limited amphibiousness*, and *shark telepathy* traits from the sahuagin's statblock, and your alignment changes to lawful evil. This mutation can only be cured by a *greater restoration* spell or similar magic.

POTION OF THE SEA

Potion, very rare

Crafted by: Kraken Blood x1 (Alchemist)

When you drink this potion, you gain several properties of the kraken for the next hour. During this time, you have a swim speed of 60 feet, can breathe freely in water and gain immunity to lightning damage.

POTION OF THE SIEGE

Potion, rare

Crafted by: Goristro Blood x1 vial (Alchemist)

When you drink this potion, you gain the “enlarge” effect of the *enlarge/reduce*. In addition, you gain a Strength score of 25 if it was lower than that before, and all of your attacks deal double damage to objects and structures. This potion seems to throb with a dull energy every few seconds, and glass containers holding it seem to crack slightly.

POTION OF WINTERBITE

Potion, rare

Crafted by: Ice Devil Blood x1 vial (Alchemist)

When you drink this potion, your physiology changes entirely and your blood becomes icy cold for 1d4 hours. During this time, you are immune to cold damage, and any time a creature within 5 feet of you hits you with an attack that deals piercing or slashing damage, they suffer 2d6 cold damage. This potion is bright blue with frost constantly encasing the glass.

POTION OF WINTER'S REST

Potion, rare

Crafted by: Yeti Eye x1 (Alchemist)

This potion is constantly cool to the touch and appears to have snowflakes floating in the middle of it. If you willingly drink this potion, you enter a comatose state and fall unconscious and then immediately become encased in a block of ice that extends half a foot away from your body in either direction. While inside this ice block, you are considered behind total cover in all directions. You also do not age, require food, drink, or sleep, and any physical ailments including diseases and poisons halt their effect. If you were on 0 hit points you are also instantly stabilised. You instantly wake up if the ice block is destroyed, and all of these effects end. The ice block has AC 12, 30 hit points, is immune to psychic and poison damage and is vulnerable to fire damage. The ice block does not melt under non-magical sources of heat.

If you unwillingly drink this potion, you may make a DC 13 Constitution saving throw to avoid being encased in the ice block, taking only 3d6 cold damage instead.

PURPLE PIERCER

Weapon, (spear, lance, or pike), very rare (requires attunement)

Crafted by: Purple Worm Stinger x1 (Blacksmith)

This weapon possesses a wickedly curved head, taken from the stinger of a purple worm. You gain +3 to attack and damage rolls made with this weapon. Once per day, you may use a bonus action to cause the spearhead to secrete purple worm venom. The next time you successfully hit a creature with this weapon, the target must succeed on a DC 19 Constitution saving throw, taking 12d6 poison damage on a failed save, or half as much damage on a successful one.

REMORHAZ PLATE

Armour (plate), very rare (requires attunement)

Crafted by: Young Remorhaz Carapace x1 or Adult

Remorhaz Carapace x1 (Blacksmith)

This full set of plate armour was crafted from the insectoid carapace of a remorhaz. While wearing this armour, you have resistance to both fire and cold damage.

If this was crafted from an Adult Remorhaz Carapace, you also gain a +1 bonus to AC while wearing this armour.

REPELLING CANDLE

Wondrous item, common

Crafted by: Ogre Fat x1 vial (Alchemist)

This pale-yellow candle is made from ogre tallow and emits a powerful odour when burned. Any beast that possesses the *keen smell* trait or similar that starts their turn within 100 feet of this lit candle, must succeed on a DC 12 Constitution saving throw or be forced to spend their turn moving as far away from this candle as safely possible. A creature that succeeds on this saving throw is immune to this effect for 24 hours. This item otherwise acts as a normal candle and will last for a total of 1 hour while lit.

RING OF STORM GIANT GROWTH

Wondrous item, very rare (requires attunement)

Crafted by: Roc Heart Piece x1 (Artificer)

While wearing this ring, you may speak the command word to grow to the size of a storm giant for 10 minutes. If there isn't enough space, this ability fails. Your weapons and carried equipment grow with you while you are under this effect. While under this effect, you are considered a Huge creature and gain the following benefits:

- Your Strength score is considered 29
- You gain temporary hit points equal to your Constitution modifier multiplied by your character level
- You gain immunity to lightning damage.
- As an action, you may hurl a lightning bolt at a point you can see within 500 feet. Each creature within 10 feet of that point must make a DC 17 Dexterity saving throw, taking 12d8 lightning damage on a failed save, or half as much damage on a successful one. Once this ability is used, it may not be used again until the next time the ring is used.

Once used, this ring cannot be used again for the next 7 days.

SALAMANDER FIRE

Oil, uncommon

Crafted by: Salamander Blood x1 vial (Alchemist)

This vial contains 3 doses. Chimera fire is a highly viscous oil that is incredibly flammable and yet strangely easy to control. You may spend an action to cover a melee weapon in a dose of this oil and set it alight. While on fire in this way, a weapon deals an extra 1d6 fire damage on a successful hit and also sheds bright light out to a distance of 10 feet and dim light for a further 10 feet. The weapon will continue to burn for 1 minute before extinguishing itself. Traditional methods of extinguishing the flame do not work unless they manage to take the oil itself off the melee weapon.

SECURITY ANTENNAE

Wondrous item, uncommon

Crafted by: Remorhaz Antenna x2 (Tinker)

These long blue rods are the result of applying additional enchantments to the severed antennae of a remorhaz. As an action, you may speak a command word while holding the antennae and then plant them into soft ground. For the next 8 hours, or until the antennae are removed from the ground, the antennae will mentally alert you if it detects a creature moving on or in the ground within 90 feet. When alerted in this way, you become aware of the distance and direction of the creature, its approximate size, and the speed it is moving.

When you plant the antennae in the ground, you may choose for the antennae to not alert you to creatures above or below a certain size of your choosing or creatures moving above or below a certain speed threshold. Once planted, the security antennae cannot be used again for another 16 hours.

SENSORY COLLAR

Wondrous item, uncommon

Crafted by: Otyugh Telepathy Ganglia x1 (Tinker)

This collar, made from the same bundle of nerves that grant the brutish otyugh limited telepathy, grants beasts a similar ability. When worn by a beast with an Intelligence score of 6 or less, that beast may transmit simple messages and images to any creature within 120 feet of it. This form of telepathy doesn't allow the receiving creature to telepathically respond, nor does it necessarily allow the receiving creature to understand a message that has been sent if it does not understand the language used by the beast (if any). As a whole, a beast will tend to send messages of emotions and non-verbal feelings rather than actual worded messages.

SERPENT SHIELD

Armour (shield), rare (requires attunement)

Crafted by: Yuan-Ti Abomination Scales x1 large pouch (Blacksmith)

This shield is plated with scales taken from a yuan-ti abomination and pulses with the residual divine magic of the serpent gods. While wearing this shield, you may spend a bonus action to transform the shield and the arm holding it into a single serpent attached to your shoulder for the next 10 minutes.

This shield does not provide any bonus to AC while it is in serpent form. You may make melee weapon attacks with your serpent appendage by having it bite your targets. When used for melee weapon attacks, your serpent appendage is considered to have the finesse, reach, and light properties and deals 1d4 piercing damage plus 1d6 poison damage on a successful hit. You may at any point, spend a bonus action to transform your serpent appendage back into your arm and shield.

Once this ability has been used, you may not use it again until the end of your next long rest.

SHADOW AMULET

Wondrous item, rare

Crafted by: Demonic Imprint x1 (Thaumaturge)

When you are holding this item, you may spend an action to summon a *shadow demon* in an unoccupied space within 5 feet of you (refer to the *Monster Manual* for the relevant statblock). This shadow demon is friendly towards you and allies that you designate and obeys your commands. The shadow demon has access to all of its normal abilities and features and acts directly after your turn. The shadow demon disappears after 1 minute, if it drops to 0 hit points, you become unconscious, or if it ends its turn more than 30 feet away from the amulet.

Whenever the shadow demon is summoned, there is a 10 per cent chance that this item will instead shatter, releasing the shadow demon from the amulet and freeing it from your control. In this case, it rolls for initiative and acts on its own turn, and is unfriendly to any creature around it. It does not disappear unless it is reduced to 0 hit points.

SHADOW WING CAPE

Wondrous item, rare (requires attunement)

Crafted by: Shadowdragon Wing x2 (Leatherworker)

While wearing this cape in dim light, you have a flying speed of 20 feet. This flying speed is increased to 40 feet in darkness.

SHADOWFLAME OIL

Oil, rare

Crafted by: Shadowflame Ember x1 vial (Alchemist)

The oil in this vial can be used to coat up to 5 pieces of slashing or piercing ammunition or one slashing or piercing weapon. Applying the oil takes 1 minute. For the next 10 minutes, any creature successfully hit by this weapon or ammunition takes an extra 2d6 necrotic damage. If this weapon or ammunition kills a creature, a *shadow* under your control rises from that corpse (refer to the *Monster Manual* for the relevant statblock). This shadow acts directly after you in the initiative count and disappears after 1 hour or if it or you fall unconscious.

SHELL OF HEARING

Wondrous item, uncommon

Crafted by: Hooked Horror Cochlea x1 (Tinker)

While you have this shell next to your ear, you gain advantage on any Wisdom (Perception) checks that rely on hearing.

SHIELD OF REFLECTION

Armour (shield), rare (requires attunement)

Crafted by: Spectator Main Eye x1 (Blacksmith)

This shield has what appears to be a spectator's eye engraved in the middle of it. While wearing this shield, if you make a successful saving throw against a spell, or a spell attack misses you, you may spend your reaction to choose another creature (including the spellcaster) that you can see within 30 feet of you. The spell targets the chosen creature instead of you. 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.

SICKLE OF CHAOS

Weapon (sickle), rare (requires attunement)

Crafted by: Blue Slaad Claw x1 (Blacksmith)

This wicked scythe continues to carry the chaotic, but fair, energies of Limbo inherit in all slaadi. You gain +1 to attack and damage rolls made with this weapon. When you make an attack against a creature with this weapon, you may choose to do so at disadvantage. If your attack is successful, the creature you attacked also has disadvantage on the next attack roll it makes before the end of its next turn. This ability cannot be used if you were to already attack at disadvantage.

SIEGE DUST

Wondrous item, very rare

Crafted by: Goristro Horn x2 (Blacksmith)

This bag of fine brown dust contains great magical energy that can be imparted on weapons that are left to soak in its power. If a melee weapon that deals bludgeoning damage is left in a bath of this dust for 24 hours, it gains the following properties permanently:

- Any attack and damage roll made with this weapon is made with a +3 bonus.
- Any attack made with this weapon to an object or structure deals double damage.
- Any attack made with this weapon ignores an object's damage threshold if it has one.
- If the wielder of this weapon moves at least 15 feet straight towards a target and then hits them with a melee weapon attack with this weapon, that target suffers an extra 4d8 bludgeoning damage and must succeed on a DC 21 Strength saving throw or be pushed up to 20 feet away and knocked prone.



SKULL OF REVELATION

Wondrous item, uncommon

Crafted by: Flameskull x1 (Artificer)

This skull has a small black candle embedded in its crown. While this candle is lit, the skull activates and sheds a bright light in a 15-foot radius, and dim light for an additional 15 feet. If you make an Intelligence based check to evaluate anything contained within the bright light, you make that check with advantage.

The candle has a duration of 1 hour. Once this duration has expired, the candle must be replaced with another candle that costs 50 gp.

SOFTENING OIL

Oil, Uncommon

Crafted by: Basilisk Bile x1 vial (Alchemist)

You may spend 10 minutes applying this oil to a creature that has been turned to stone. At the end of the 10 minutes, that creature returns to a flesh and blood state and is no longer considered petrified.

SLAAD DOUBLET

Armour (hide), very rare (requires attunement)

Crafted by: Slaad Hide x1 (Leatherworker)

You gain a bonus +1 AC while wearing this armour. While wearing and attuned to this armour, you gain the following benefits:

- All of your weapon attacks are considered magical
- You may cast the spell *disguise self* at will without using any spell slots or requiring any components -You gain darkvision and blindsight out to a range of 60 ft. each - You gain a resistance to either acid, cold, fire, lightning, or thunder damage (choose one upon attuning to this item). You may change which damage type you have resistance to at the end of a short rest.

SPECTRAL GAUNTLETS

Wondrous item, rare

Crafted by: Spirit Echo x1 (Thaumaturge)

While wearing these gloves, you are able to see into the Ethereal Plane up to a range of 30 feet. In addition, these gloves are capable of touching objects and creatures in the Border Ethereal as if they were on the same plane of existence as you.

If you use these gloves while grappling a creature in the Ethereal Plane, you may spend your action to make a contested Strength (Athletics) check against them. If you succeed, you may pull that creature into your plane of existence and into an unoccupied space within 5 feet of you. A creature that is forced out of the Ethereal Plane in this way may not return there for 1 minute.

STAFF OF MULTIPLIED RECOVERY

Staff, very rare (requires attunement)

Crafted by: Hydra Spinal Cord x1 (Artificer)

If you hold this staff while casting a spell that would allow a creature to roll dice to recover hit points, any time that creature rolls the maximum value on one of those die rolls, they may roll an additional dice and add that to the amount of healing received. The amount of final dice rolled while under this effect may not exceed double the initial amount.

STINGER WHIP

Weapon (whip), rare

Crafted by: Bone Devil Tail x1 (Tinker)

You gain a +1 bonus to attack and damage rolls made with this weapon. This retrofitted tail has a compartment fitted into where the bone devil's poisonous gland would have been, that allows for easier and more efficient uses of poisons. Any poison applied to this weapon lasts twice as long as it normally does and takes half as long to apply. Furthermore, if a creature must roll a Constitution saving throw due to a poison applied to this weapon, that saving throw is made at disadvantage.

STONE ANVIL

Wondrous item, rare

Crafted by: Stone Giant Molar x1 (Artificer)

This large anvil has been crafted partly out of the molar of a stone giant. This anvil is magically enchanted so that sufficiently heated stones that have been placed on it act like heated metal. The stone is able to be shaped in much the same way as heated metal can, and then resumes its original stone properties once removed from the anvil.

STONE CLEAVER WEAPON

Weapon (any melee weapon that deals slashing or piercing damage), rare

Crafted by: Xorn Tooth x1 (simple melee weapons) x2 (martial melee weapons) or Bullette Claw x1 (simple melee weapons) x2 (martial melee weapons) (Blacksmith)

This weapon deals double damage against nonmagical objects made of stone or metal. Additionally, you ignore the damage threshold when attacking any nonmagical object made of stone or metal with this weapon.

STONE SWIM ARMOUR

Armour (plate), very rare (requires attunement)

Crafted by: Xorn Shell x1 or Bullette Hide x1 (Blacksmith)

While wearing and attuned to this armour, you gain the following abilities:

- You have a tremorsense out to 60 ft.
- You have a burrow speed equal to your movement speed.
- You may burrow through nonmagical, unworked earth and stone. You do not disturb the material you move through.
- You have advantage on Dexterity (Stealth) checks made to hide in rocky terrain

STORM CALLER

Weapon (any melee weapon), very rare (requires attunement)

*Crafted by: Lightning Sack x1 (Blacksmith)

When you hit with an attack using this magic sword, the target takes an extra 1d6 lightning damage.

In addition, if you are outside and holding this weapon, you may spend an action to call a lightning bolt from the sky to strike your weapon, forcing every creature other than yourself within 10 feet of you to make a DC 16 Dexterity saving throw. On a failure, they suffer 6d6 lightning damage, or half that on a success. Once this ability has been used once, it cannot be used again until the next dawn.

STORM POLE

Wondrous item, very rare

Crafted by: Storm Giant Spine (Tinker)

This 10-foot-long, 40-pound pole constantly crackles with energy and has an innate connection to the storms and clouds. As long as this pole is planted in the ground and under an open sky, a lightning bolt will strike it from the skies every 1d4 hours. Any creature within 5 feet of the pole when this happens suffers 12d8 lightning damage, or half that on a successful DC 17 Dexterity saving throw.

A switch on the base of the pole may also be flipped, which causes lightning to strike this pole once every 6 seconds (on initiative count 20 if done during combat) for the next minute, after which the switch flips to the off position. A creature may also spend their action to flip the switch back prematurely. Once the switch has been flipped off, it cannot be flipped back on for another 24 hours.

TITAN SHIP

Wondrous item, artifact

Crafted by: Tarrasque Shell x1 (Artificer)

This ship's hull is formed from the shell of a tarrasque and shares much of its properties. The ship is 30 feet wide, 70 feet long, and 20 feet high. It possesses 3 sails and can travel at 2 1/2 mph in a good wind. The ship has 25 AC, 500 HP, can house 60 passengers, carry 200 tons of cargo and has a damage threshold of 20.

In addition, this ship is immune to fire damage as well as bludgeoning, piercing, and slashing damage from nonmagical weapons. If the titan ship is 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 ship is unaffected. On a 6, the ship is unaffected, and the effect is reflected back at the caster as though it originated from the ship, turning the caster into the target.

TRAVELLER'S CLOGS

Wondrous item, common

Crafted by: Pegasus Hoof x2 (Artificer)

While wearing this pair of clogs, walking does not tire you as much. You are capable of walking 16 hours per day before being forced to make a Constitution saving throw against exhaustion. After 16 hours, you must succeed on Constitution saving throws again like normal at the end of each hour, with the DC set as $10 + 1$, for each hour past 16 hours.

TREASURE COMPASS

Wondrous item, rare

Crafted by: Xorn Eye x3 (Tinker)

This compass possesses three unblinking xorn eyes embedded in a wooden disk. The eyes look in the direction of the closest source of metal or precious gems within a 20-foot radius. This range is doubled for any magical metal, magical stones, adamantine, and mithral. By holding the compass, you may mentally command it to ignore certain metal and gem sources, such as your own armour.

TRI-HORN SHIELD

Armour (shield), uncommon

Crafted by: Triceratops Skull x1 (Blacksmith)

If you move at least 20 feet towards a creature while wearing this shield and then make a successful melee attack against it in the same turn, you may spend a bonus action to make a shove attack against that creature.

TROLL AMULET

Wondrous item, rare (requires attunement)

Crafted by: Troll Heart x1 (Artificer)

This amulet contains the crystallised form of a troll heart preserved in tar. While wearing and attuned to this amulet, you may spend an action to activate it. For the next minute, you regain 10 hit points at the start of your turn so long as you haven't taken acid or fire damage since the end of your last turn and so long as you start your turn with at least 1 hit point.

Once you have used this ability once, you cannot use it again until the next dawn.

TURNED SOUL GEM

Wondrous item, very rare (requires attunement)

Crafted by: Soul Gem x1 (Thaumaturge)

While you are holding this item, you may target one creature you can see within 30 feet of you. That target must make a Charisma saving throw with a DC equal to $8 + \text{your Intelligence modifier} + \text{your proficiency bonus}$. On a failed save, the target's soul is magically trapped inside this 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 $7d6$ necrotic damage, and if this damage reduces the target to 0 hit points, its soul is trapped as if it failed the saving throw. A soul trapped in a gem for 24 hours is devoured and ceases to exist, and this gem gains 1 charge.

If you die while holding this gem, and if this gem has at least 1 charge, you return to life within 1d10 days so long as the gem is in contact with you for the entire duration. If it ever leaves contact with you, the magic of the gem fades and becomes a mundane object. At the end of the 1d10 days, the gem loses 1 charge and you return to life as if the *reincarnate* spell had been cast on you, with your new body identical to one of the creatures whose soul had been devoured by this item (chosen randomly). Once a body has been chosen, it cannot be chosen again.

Crushing this gem releases any soul trapped within, at which point the target's body re-forms in an unoccupied space nearest to the gem and in the same state as when it was trapped.

UNICORN GLUE

Wondrous item, uncommon

Crafted by: Unicorn Hoof x1 (Alchemist)

This slightly translucent pot of glue is the colour of a full moon on a clear day. When a creature attempts to roll hit die during a short rest to recover hit points, 1 dose of this glue may be applied to that creature to allow them to skip the dice roll and instead regain the maximum number of hit points possible.

Alternatively, you may reattach a severed appendage by applying 1 dose of this glue to the respective wound and holding the severed appendage to it for 10 minutes. After this time, the limb completely reattaches itself leaving no mark except a faint scar. One pot of unicorn glue contains enough glue for 5 doses.

UNICORN'S CHARGE

Weapon (any melee weapon that deals piercing damage), rare

Crafted by: Unicorn Horn x1 (Blacksmith)

You gain a +1 to attack and damage rolls made with this weapon. If you are a good-aligned character, when you hit a creature with this weapon, you may deal an additional $2d6$ radiant damage in addition to the weapon's damage.

Once you use this ability you may not use it again for one hour, or until you have landed the killing blow on an evil-aligned creature, whichever comes first.

WAND OF CONFUSION

Wondrous item, very rare (requires attunement)

Crafted by: Umber Hulk Eye x2 (Artificer)

This wand has 4 charges. While holding it, you can use an action to expend 1 or more of its charges to cast the *confusion* spell (save DC 15) from it. For 1 charge, you cast the 4th-level version of the spell. You can increase the spell slot level by one for each additional charge you spend.

The wand regains 1d4 charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

WAND OF THE UNDERGROWTH

Wand, very rare (requires attunement by a spellcaster)

Crafted by: Root-stem x1 (Artificer)

This wand has 6 charges. While holding it, you can use an action to expend 1 or more charges to cast the *blight* spell (save DC 15) from it. For 1 charge, you cast the 4th-level version of the spell. You can increase the spell slot level by one for each additional charge you expend.

The wand regains 1d6 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into compost and is destroyed.

Additionally, you may use an action to plant the wand into soft soil. If you do so, the wand drains the energy of all living beings around it. All creatures and plants within a 30-foot radius of the wand are subjected to a DC 15 *blight* spell (cast at 4th-level). If the total damage dealt to all targets exceeds 65, the wand transforms into a shambling mound with the same amount of HP that was just dealt, up to a maximum of 136. This shambling mound has no allegiance to any creature around it and will act in its own interest. If the wand did not deal more than 65 damage, the wand simply crumbles into compost and is destroyed.

WARMING WATERSKIN

Wondrous item, common

Crafted by: Salamander Scales x1 small pouch

(Leatherworker)

This waterskin can hold up to 4 pints of liquid. Any liquid kept in this waterskin is automatically brought to and kept at 212 degrees Fahrenheit.

WARNING SCARF

Wondrous item, uncommon

Crafted by: Owlbear Neck x1 (Leatherworker)

While you wear this feather covered scarf, you receive a slight tingling sensation in your neck whenever a hostile creature within 30 feet is looking directly at you. A creature that is aware of this scarf's property may make a DC 10 Wisdom saving throw to not trigger this scarf's ability when they look at you. If they succeed, they do not trigger the scarf's ability, and they are immune to this scarf's effect for the next 24 hours.

While wearing this scarf, you also gain the ability to twist your head around 180 degrees around without injuring yourself.

WINGS OF THE GUARDIAN

Wondrous item, very rare (requires attunement)

Crafted by: Sphinx Wing x2 (Leatherworker)

These wings are joined to a leather harness that allows a humanoid to comfortably wear them on their back. While wearing these wings, you have a flight speed equal to your movement speed.

In addition, you may spend your action to teleport yourself and any equipment you are wearing or carrying, up to 120 feet to an unoccupied space you can see. Once you have used this ability once, you may not use it again until you finish your next short rest.

WOUND BITER WEAPON

Weapon (pike, spear, or whip), rare (requires attunement)

Crafted by: Horned Devil Tail x1 (Blacksmith)

When you make a successful hit with this weapon on a creature that is not either an undead or a construct, that creature must succeed on a DC 15 Constitution saving throw or lose 2d6 hit points at the start of each of its turns due to an infernal wound. Each time this weapon hits the wounded target, the damage dealt by the wound increases by 2d6.

Any creature adjacent to the wounded target can take an action to staunch the wound with a successful DC 12 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

VINE TUNIC

Wondrous item, rare (requires attunement)

Crafted by: Shambling Mound Vines x4 (Artificer)

While wearing this tunic, you become immune to lightning damage. Furthermore, if you are subjected to lightning damage, you take no damage and regain a number of hit points equal to the lightning damage dealt instead.

VIPER STRIKE

Weapon (pike, spear, lance, or javelin), rarity varies (+1)

Crafted by: Skeletal Naga Fang x2 (rare), Spirit Naga Fang

x2 (very rare), Guardian Naga Fang x2 (very rare)

(Blacksmith)

When you roll a 20 on your attack roll with this weapon, you deal an additional 10 poison damage, or 14 poison damage if you are using the 'very rare' version of this weapon. If you are using the 'very rare' version of this weapon, you also gain a +1 to attack and damage rolls made with this weapon.

YEENOGHU'S BOON

Wondrous item, uncommon (requires attunement)

Crafted by: Demon Gnoll Heart x1 (Thaumaturge)

If you reduce a creature to 0 hit points with a melee attack on your turn while wearing this charm, you may take a bonus action to move up to half your speed and then make another basic melee weapon attack. Once this ability has been used once, it cannot be used again until you have taken a short rest.



CHAPTER 5: TOOLS & OTHER ADDITIONS

Harvesting is a holistic art. It is not simply the physical act of cutting and slicing through a carcass, it is the tools you use, the rules you live by and the skills you have; in short it is an entire lifestyle! Once you have assumed the life of a harvester, you will see the world in a different way, and find the new possibilities and options open to you. However, in the case that you haven't, I've listed them down here for you anyway." - Hamund

This guide introduces a few new concepts into the base game of Dungeons and Dragons 5th Edition, and as part of that, a few slight alterations and/or additions need to be made to existing concepts and features in the game to accommodate them. While some of these changes are not strictly necessary for this guide to be used, they are advised in order to get the maximum value out of this book.

SPECIAL TOOLS

A few new pieces of adventuring gear have been added in this book to accommodate the act of harvesting. Their functions are described below:

ENCHANTED VIAL

Some creature parts have powerful, yet fleeting, magical energies within them. The motes from elementals for example hold traces of their former essences in them but disperse rapidly upon the destruction of their original form.

An enchanted vial is inlaid with several runes designed to keep any magical resource within from dissipating while the lid is closed and is often the only way of transporting certain parts back to a workshop for crafting.

Items that require an enchanted vial to be harvested are fragile by nature and must be stored inside an enchanted vial quickly to prevent degradation. **Any attempt to harvest a material that has an enchanted vial as a requirement must be initiated within 1 minute of the death of its creature.**

HAMUND'S HARVESTING HANDBOOK

"Yes, you can own a copy of this very book in any plane you visit! Due to my travels, I have visited almost every world in the multiverse, dropping manuscripts in publishers' hands as I go. No matter where you are, or where you come from, this handy book is sure to help you get the most out of whatever your local fauna has to offer." - Hamund

This book is filled with all sorts of useful information on the creatures that inhabit the multiverse, specifically, which parts of them are useful for harvesting. Using this book grants you advantage on any Appraise ability check.

HARVESTING KIT

This kit contains everything the average harvester needs to prepare and harvest a carcass for usable parts including a skinning knife, a bonesaw, 2 glass vials, pouches of salt, and tweezers. Proficiency with this kit lets you add your proficiency to any check made to harvest a creature.

SPIRIT PAPER

Spirit paper is a versatile tool that resembles a square of bleached papyrus. The secrets of its production were only recently discovered, and reverse engineered from secrets brought back from distant necromantic cults. By performing a small ritual with the spirit paper shortly after slaying certain creatures, a copy of that creature's soul is bound to the spirit paper for later use. These copies are not a true soul and are more akin to an echo. These echoes do retain all of the memories from its original body, and a few crafting techniques utilise these echoes to grant an item a low level of sentience or to mimic the abilities of their incorporeal reflections.

Using spirit paper is often the only way to harvest anything useful from creatures with incorporeal forms. Any harvesting attempt made for a creature part that has spirit paper as a requirement is done using a **Wisdom (Religion)** check rather than the usual check and is rolled separately for each item. Once a sheet of spirit paper has been used successfully to harvest an item, it cannot be reused, even if the item it contained is released.

Unlike most harvestable materials, materials that require spirit paper to be harvested dissipate very quickly after the death of its creature. Any attempt to harvest a material that has spirit paper as a requirement must be initiated within **1 minute of the death of the creature and takes 10 minutes to successfully complete.**

SPECIAL TOOLS

Item	Cost	Weight
Enchanted Vial	3 gp	-
Hamund's Harvesting Handbook	50 gp	5 lb.
Harvesting Kit	30 gp	7 lb.
Spirit Paper	1 gp	-

ADDITIONS AND CHANGES

The following are a few balance changes to accomodate the harvesting and crafting rules in this guide, as well as a background and feat to incorporate harvesting into your game.

NEW PROFICIENCY: HARVESTING KIT

This guide adds in the new tool: the harvesting kit. Players may have proficiency in this like any other tool, and it is highly advised for them to have it as it provides a valuable bonus when making the checks outlined in this book. In order to accommodate this additional tool, the following classes and backgrounds have been slightly altered to give them the option to gain proficiency in the Harvesting Kit.

- Rangers may have proficiency with the harvesting kit upon character creation (this skill is not gained in multiclassing)
- Druids may have the option to choose between proficiency in the herbalism kit or the harvesting kit upon character creation (this skill is not gained in multiclassing)

- The Hermit background may choose between the herbalism kit and the harvesting kit as its starting tool proficiency and gains the appropriate kit as part of its starting equipment.
- The Outlander background may choose between a musical instrument or the harvesting kit as its initial tool proficiency. They may also choose between a hunting trap, and the harvesting kit in its initial starting equipment.

NEW BACKGROUND: HARVESTER

Like a miner in their cave or a farmer in their field, you too make your living through reaping the riches of the natural world. Your resources, however, are the monsters and creatures that populate the multiverse. Although there are some who would scoff and call you a mere butcher, you understand the subtle complexities in the fantastical anatomies you find in your adventures, and only you are qualified enough to harvest them.

Skill Proficiencies: Nature, Survival

Tool Proficiencies: Harvesting Kit

Languages: One of your choice

Equipment: A set of traveller's clothes, a hunting trap, harvesting kit, a cloak made from a creature you harvested, and a belt pouch containing 5 gp.

FEATURE: CONNECTED

You have been harvesting creatures for a long time and as part of that, you have become deeply acquainted with the large industry of crafters and merchants that rely on the wares you bring. Whenever you enter a place of civilisation, you have no trouble finding merchants willing to buy your materials or crafters that can work with your wares. You are also savvy in the bargaining techniques used when haggling over prices and are not easily tricked during negotiations. You often find yourself able to secure a good price, or even a discount on services relating to harvested materials.

SUGGESTED CHARACTERISTICS

Harvesters are an odd bunch; half outdoorsman, half entrepreneur. As someone who spends most of their time in the hunting and being elbow deep in dead bodies, you probably have a different worldview compared to most.

d8 Personality Trait

- I am often covered in blood and viscera, which other people find off-putting.
- I see no moral issue about harvesting any once-living creature, even if they were clearly sentient. "Waste not, want not", after all.
- I often unnerve people with my discussions of the more disgusting aspects of creature anatomy.
- I am obsessed with self-sufficiency; anything I wear must have come from something I harvested.
- I say a small prayer before harvesting a fresh kill, thanking it for its sacrifice.
- The hunt is what excites me more than anything. Harvesting is just how I keep mementos of my prey.
- I insist on using every little bit of what I kill, it would be an insult to that creature's life otherwise.
- I have a myriad of harvested trophies from rare game which I show off whenever possible.

d6 Ideal

- Life.** Harvested meat will feed the hungry, harvested furs will warm the cold. Through death, comes life. (Good)
- Honor.** I refuse to use something harvested from a creature that I did not kill with my own hands. (Lawful)
- Necessity.** Creatures kill and harvest other creatures to survive. You may not like it, but it's just the way things are. (Neutral)
- Opportunity.** If something is already dead, what's the point of letting its corpse go to waste? (Chaotic)
- Dominance.** Nothing shows off your strength like having your own Owlbear-head trophy. (Evil)
- Money.** People always want hides, pelts, and skins; I may as well be the one to profit off it. (Any)

d6 Bond

- My clan won't respect me unless I bring back the head of a rare and dangerous creature.
- Ever since I was a child, I dreamed of wearing a unicorn fur cloak. If you have a better way of getting one, I'd like to hear it.
- Hunting and harvesting creatures is the only way I know how to make money and feed my family.
- Visions of a monstrously large creature haunt my dreams. They won't stop until I find it and claim its pelt for my cloak.
- I am interested in studying the anatomy of rare and magical creatures and I need samples to continue my research.
- Harvesting creatures has been my family's profession for generations; I'm just continuing this long line of tradition.

d6 Flaw

- Once I decide that a creature will become my next trophy, nothing will stop me from getting it.
- Some would say I get a little too much pleasure in slicing corpses open and tearing out their fresh organs.
- I'm always looking for the next big hunt, something that will probably get me killed.
- I tend to exaggerate the quality of my harvested wares to inflate their price.
- Once I kill something, I will drop everything to take a trophy from it before moving on.
- I see other living creatures as just organs in a skin bag, waiting to be sold.

NEW FEAT: RESOURCEFUL

You've always hated leaving anything to waste and have always made sure you get the most out of any situation.

- You gain proficiency in the harvesting kit and the herbalism kit.
- You ignore any penalties for harvesting a creature that died a particularly violent death.
- Both appraising and harvesting a creature take half the time than it normally would.

HAMUND'S HELPERS

"Throughout my travels I have met many spectacular individuals. Among them are master crafters, each peculiar in their own ways, but all of them capable of weaving miracles from materials. I know not where these remarkable people are today, perhaps they have finally settled down somewhere and opened a steady shop. Or they are like me and continue to indulge their wanderlust; roaming freely in this great world of ours while offering their skills to anyone who has the coin and materials. I list their names here in my book, to recommend their services to any of my dear readers. And if you are lucky enough to meet them, simply mention my name and I am sure you will receive first-rate service." -Hamund

The following are a list of NPC crafters that a DM can easily slot into any campaign or setting. Feel free to use these NPC's as convenient ways for the party to craft their harvested materials into useful items, vendors to buy spare materials, or even quest givers for certain monster parts.

ALCHEMIST

Name: Lidda Littlelid

Race: Halfling

Hamund's Notes: I've known Lidda since she was born, in fact I was even the one who named her (a fact for which she has never forgiven me). Rambunctious as a youth, Lidda regularly came home with frogspawn, gristleweed, milkgrass, and all matters of ingredients to perform her little experiments. Since then, Lidda has grown into a prestigious alchemist, able to mix even the most esoteric ingredients into some sort of useful brew.

Despite being incredibly intelligent, Lidda does have a tendency towards air-headedness. Thus, although she tends to stay in her family home (as most halflings are content to do), Lidda has a tendency to go on walks, become incredibly enthralled by her thoughts and musings, and then find herself hopelessly lost. On these occasions, she can sometimes take upwards of several years before she manages to stumble upon her home again, laden down with new materials to experiment with from her travels.



ARTIFICER

Name: Shareefah Khalid

Race: Human

Hamund's Notes: If you look up the word "prodigy," you will find a picture of Shareefah (either that or a young picture of me). Born to a wealthy family of artificers, the young Shareefah received an education from the finest tutors in the land, and routinely dismissed each one when she promptly accelerated beyond what they could teach.

Discontent with simply learning the same tired old lessons, Shareefah left her family and her inheritance behind in order to learn everything that the wide multiverse could offer her. She makes her living offering her services to anyone who has an interesting material for her to work with. Those that have met her can attest to her immense prowess in the artificing craft, exemplified perfectly in the portable workshop she designed: an entire hut she can store inside a large ring on her finger.



BLACKSMITH

Name: Orsik Holderhek

Race: Dwarf

Hamund's Notes: I will admit that the inclusion of Orsik in this book is the result of biases on my part; he is my cousin after all. Despite that however, Orsik has proven himself to be one of our clan's foremost blacksmiths (partly due to the steady stream of exotic materials I provide him to experiment with). He is equally as comfortable reforging a broken farm scythe as he is at shaping demon scales into an invincible suit of armour.

Holderheks are restless by nature, so it is common for Orsik to leave his forge in search of interesting new locales, stories, and materials. However, wherever he goes, he always brings with him his favourite smithing hammer, a good supply of high-intensity dragon coal, and his prized shrinking anvil (something of his own creation). With these, he is always ready to smith even the rarest of new materials.



LEATHERWORKER

Name: Malakar Uuthrakt

Race: Half-Elf

Hamund's Notes: Malakar's story is a familiar one to many half-elves. The stigma of his mixed heritage caught him between two worlds, unable to find a place in either elvish nor human societies. Crushed between two poor options, Malakar picked a third: the wild.

Living as an outdoorsman, Malakar has proven himself to be a hunter and harvester almost on par with myself. One particular field in which he excels however is tanning and leatherworking. Having killed and skinned almost every creature imaginable, Malakar has taught himself how to take the hides of fantastical beasts and mould them into powerful pieces of armour and equipment.

His vagrant lifestyle naturally causes him to be found just about anywhere, and it is not uncommon to find him having set up a temporary storefront in a town while he considers his next adventure.



THAUMATURGE

Name: "Blind" Mardred

Race: Human (?)

Hamund's Notes: I have known Mardred for a long time, which is saying something considering the longevity of my race, and the relative brevity of hers. Sometimes I do question if she is actually human as she claims, or whether I am simply the mark of a long-running private joke of hers. Even more mysterious than her true age is which divine patron she actually serves. Whenever I have asked her for the identity of her god, she would simply smirk and say, "the only one that matters."

Despite everything, I still have found her to be a valuable source of advice, leads, and information. This goes doubly so for her skills as a thaumaturge, able to easily summon forth divine blessings from reams of spirit paper, or able to demand servitude from the harvested remains of demons. Mardred tends to wander from town to town, offering her services to any with the coin to pay, her arrival always heralded by the rhythmic tapping of her walking stick.



TINKER

Name: Jarrod Gerkirk

Race: Gnome

Hamund's Notes: If you are going to Jarrod for a spot of conversation, you have gone to the wrong place. On the other hand, if you are going to him for tinkering work, then you could not be in better hands. A smarter gnome I have never met, and his inventions are so fantastical that he blurs the line between mechanical and magical.

Although Jarrod tends to keep to himself and wiles away the years performing experiments in his laboratory, there are times when he becomes overwhelmed by unexplainable feelings of wanderlust. When these episodes arise, Jarrod inevitably hits the open road on his customised wagon/workshop, ready to make new inventions with whatever fresh materials he finds.



FAQ

Q: Why didn't you include the meat you can harvest from creatures?

A: I wanted to avoid relatively generic harvesting materials. Largely I assumed that DM's would be able to judge meat harvesting by themselves without any need for a guide.

Q: Can I give suggestions or feedback?

A: Of course! This is a living document and I fully endorse anyone to send in item suggestions or balance feedback. See the Contact Us section for contact details.

Q: Can I change an item to suit my campaign?

A: Feel free to do so. Items were designed to be setting agnostic and able to fit into anything, but edge cases could always occur. I encourage DMs to use this guide as a launching point for their own ideas.

Q: Will you be making a follow-up for Volo's Guide to Monsters and Mordenkainen's Tome of Foes?

A: Yes I will. Stay tuned for updates on those.

Q: How do your rules fit in with the newly released Artificer class on Unearthed Arcana?

A: To be honest, they do not. The updated Artificer class was released very late into the development of this guide and as such, this guide does not incorporate them at all. A future update may attempt to reconcile them.

Q: Why don't you include the beast section?

A: I felt that beasts were too mundane to include in the harvest table, and largely could be replaced by a DM googling an actual butcher table.

Q: How come you didn't include any loot like weapons and armour?

A: Those items are largely context sensitive. After all, not every Hobgoblin walks around with a spear at all times, so I felt best to leave those out and up to the DM to decide based on context.