

# MONSTER LOOT

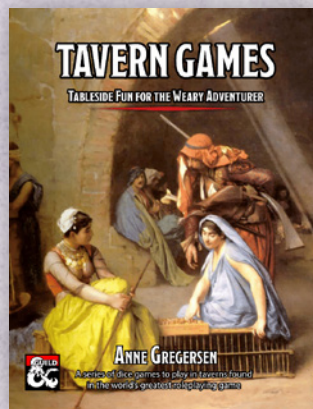
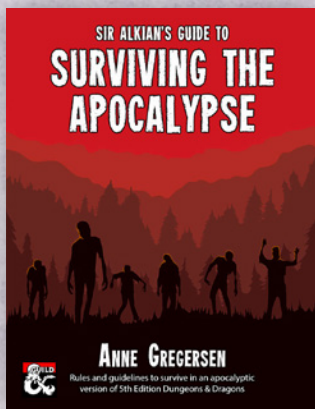
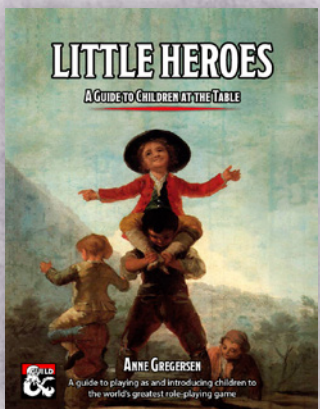
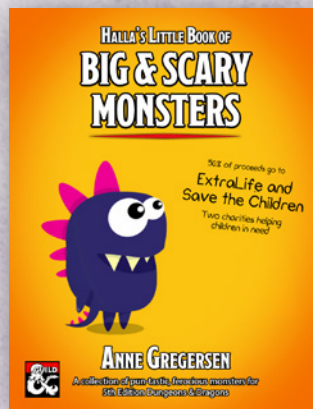
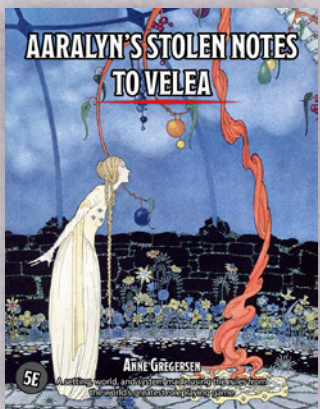
## CURSE OF STRAHD



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## How To Use This Book?

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

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

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

## KILLING HUMANOID ENEMIES

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

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

## HARVESTING CHECKS

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

### ABILITY CHECK

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

### TYPE OF ABILITY CHECK

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

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

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

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

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



## TOOL CHECK

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

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

# HARVEST TIME

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

## TIME SPEND HARVESTING

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

## TIME OF DEATH

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

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

## TYPES OF LOOT

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

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

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

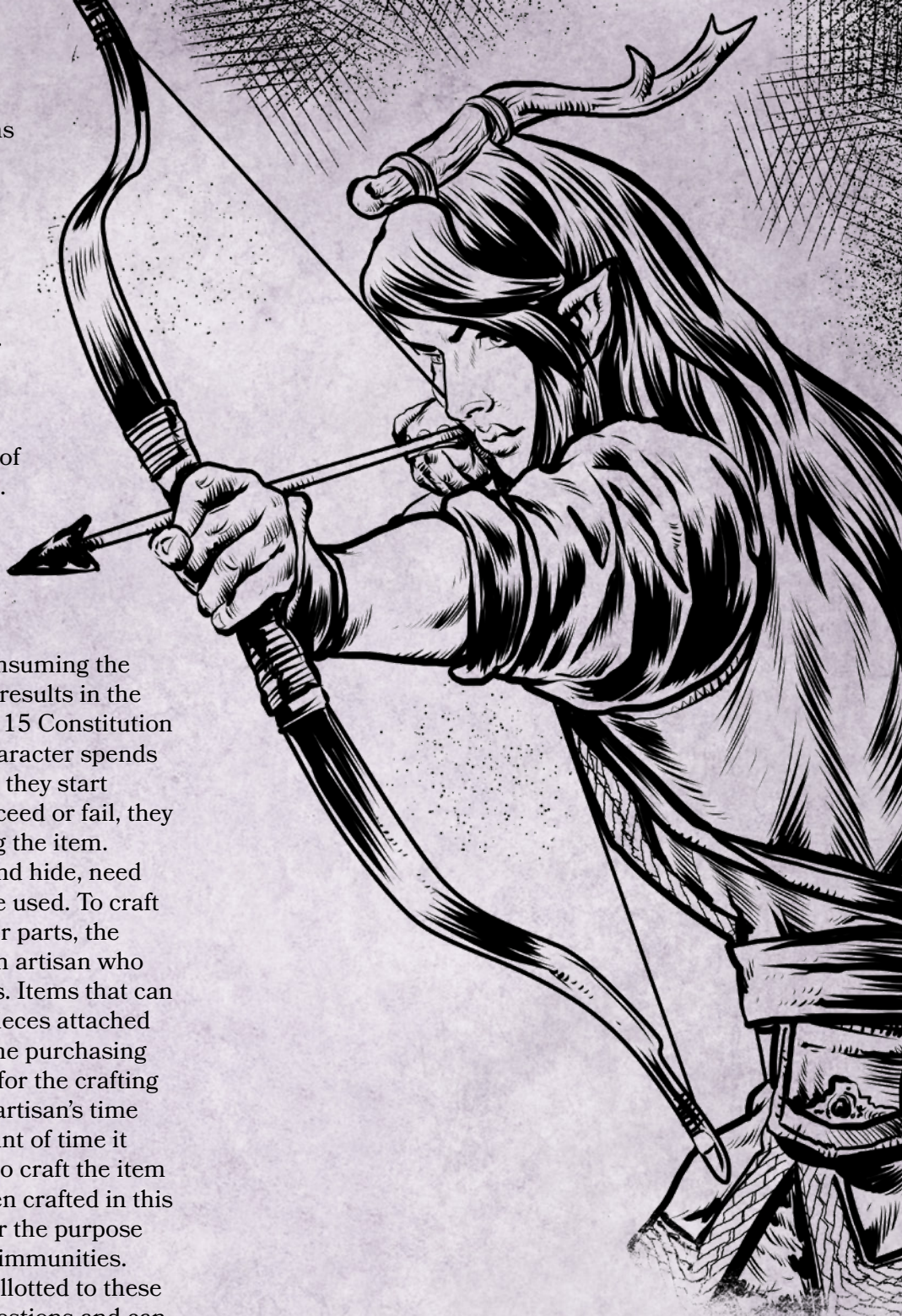
Certain creatures have items that can be used as an **additional material component** for spellcasters. The use of these components must be declared before any saving throws or attack rolls are made because of the spell in question. When the item is used in this way, it is consumed in the process of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



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

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

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





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## PHANTOM WARRIOR

- 1d2 Ounces of Phantom Dust. As an action, you can blow this dust into the face of a creature standing within 5 feet of you. The creature must succeed on a DC 13 Wisdom saving throw or be frightened of you for one minute for one minute on a failed save. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.
- 1d6 Vials of Ectoplasm. When consumed, you can see into the Ethereal Plane for one hour.

## PIDLWICK II

- 1 Broken Club.
- 1 Broken Dagger.
- 1d2 Puppet Eyes. One eye can be crafted into a lense of ambushing (200 gp, 10 days). During the first round of combat, you have advantage on attack rolls against any creature that hasn't had a turn yet. You lose this feature if you take off the lense.

## RAHADIN

- 1 Broken Scimitar.
- 1 Broken Studded Leather Armor (size Medium).
- 1d10 Poisoned Darts. This functions as a normal dart that deals an additional 2d4 poison damage on a hit.

## RICTAVIO

- 1 Broken Leather Armor (size Medium).
- 1 Hat of Disguise.
- 1 Ring of Mind Shielding.
- 1 Spell Scroll of Raise Dead.
- 1 Sword Cane. This functions as a martial melee weapon. It deals 1d6 bludgeoning damage while in its wooden cane form and 1d6 piercing damage while in its silvered sword form.

## STRAHD'S ANIMATED ARMOR

- 1 Broken Greatsword.
- 1 Broken Plate Armor (size Medium).
- 1d10 Ounces of Arcane Dust. Can be used as an additional material component when casting spells that deal damage. When used in this way, you can choose to reroll one of the rolled damage dice and must keep the second result.
- 1d4 Shock Coils. As an action, the shock coil can be wrapped around a melee weapon. As part of the same action, you can hit it against a hard surface and activate the crackling lightning energy lying dormant in the coil. A creature hit by the coiled weapon takes 1d6 lightning damage in addition to the weapon's damage. Once activated, the coil maintains its power for one minute before fizzling out.

## STRAHD VON ZAROVICH

- 1 Heart of Strahd. Can be crafted into an amulet of vampiric regeneration. Requires attunement. While wearing the amulet, you regain 10 hit points at the start of your turn if you have at least 1 hit point remaining and aren't in running water or sunlight. If you take radiant damage or damage from holy water, this feature doesn't function at the start of your next turn.

While wearing the amulet, you have the following weaknesses:

- ◇ *Forbiddance.* You can't enter a residence without an invitation from one of the occupants.
- ◇ *Harmed by Running Water.* You take 20 acid damage if you end your turn in running water.
- ◇ *Sunlight Hypersensitivity.* While in sunlight, you take 20 radiant damage at the start of your turn, and you have disadvantage on attack rolls and ability checks.





- casting spells that deal acid damage. When used in this way, you deal 1d4 additional acid damage with the spell.

- ## WERERAVEN

- ## STRAHD ZOMBIE

- # TREE BLIGHT

- 10



[illegible]



## ASSASSIN

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

## BABOON

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

## BANDIT

- 1 Broken Leather Armor.
- 1 Broken Scimitar.

## BANDIT CAPTAIN

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

## BANSHEE

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

- 1 Spirit Cloth. Can be crafted into a *bag of holding* (DMG p. 153) (200 gp, 14 days).
- 1d2 Vials of Ectoplasm. When consumed, you can see into the Ethereal Plane for one hour.

## BAT

- 1 Ration.

## BERSERKER

- 1 Broken Greataxe.
- 1 Broken Hide Armor.

## BLACK PUDDING

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

## CAT

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

## CLAY GOLEM

- 1d6 Chunks of Earth Essence. As an action, this essence can be rubbed on a weapon where it solidifies. For one minute, the weapon is magical, attacks with the weapon deal an additional 1d6 bludgeoning damage, and the weapon deals double damage to objects and structures.
- 2d6 Ounces of Arcane Dust. Can be used as an additional material component when casting spells that deal damage.



When used in this way, you can choose to reroll one of the rolled damage dice and must keep the second result.

- 1d6 Vials of Golem Grease. When consumed, you become immune to any spell or effect that would alter your form for one hour.
- 1d4 Vials of Liquid Clay. When consumed, you gain resistance to acid damage for one hour.

## COMMONER

- 1 Broken Club.

## CRAWLING CLAW

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

## CULT FANATIC

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

## CULTIST

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

## DEATH SLAAD

- 1 Death Slaad Hide. Can be crafted into a set of light armor (15000 gp, 100 days). Requires attunement. While wearing this armor, you have resistance to one type of damage. The type of damage you have resistance to can be chosen and switched over the course of a short or long rest. You can choose to have resistance to acid, cold, fire, lightning, or thunder damage.
- 1 Greatsword. This weapon is magical.
- 1d4 Slaad Claws. Can be crafted into a dagger (2 gp, 1 day).

- 1d6 Vials of Shapeshifter Blood. Can be used as an additional material component when casting spells that physically alter a creature's body. When used in this way, the duration of the spell is extended by 10 minutes.
- 2d4 Vials of Slaad Mesh. When consumed, you have advantage on saving throws against spells and other magical effects for the next 10 minutes.

## DEVA

- 1 Divine Tongue. When consumed, you gain the benefits of the *tongues* spell for eight hours.
- 2d4 Celestial Feathers. Two feathers can be used as fletching on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these feathers deal an additional 1d8 radiant damage on a hit. After the ammunition has been fired, it loses this property.
- 1 Holy Mace. Requires attunement by a creature with a good alignment. This is a magical mace, which deals an additional 1d8 radiant damage on a hit. The mace deals an additional 1d8 radiant damage if the targeted creature is a fiend or undead.
- 1 Set of Divine Bracers. Requires attunement by a creature with a good alignment. While wearing these magical bracers, you have +1 to AC and resistance to radiant damage.
- 1d2 Vials of Angel Blood. When consumed, this functions as a *potion of greater healing*.

## DIRE WOLF

- 1 Dire Wolf Hide. Can be crafted into leather armor (10 gp, 2 days) or studded leather armor (45 gp, 3 days).
- 2d8 Dire Wolf Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use



- 2d6 Rations.

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

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

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

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

- 1d4 Flesh Golem Strips. When consumed, you gain resistance to lightning damage for one hour.
- 2d4 Ounces of Arcane Dust. Can be used as an additional material component when casting spells that deal damage.

- 1d6 Vials of Golem Grease. When consumed, you become immune to any spell or effect that would alter your form for one hour.

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

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

- 1d2 Ghost Claw. Can be crafted into a dagger (100 gp, 7 days) or into a shortsword (100 gp, 7 days). Once per day, when you hit a creature with this weapon the creature must succeed on a DC 10 Constitution saving throw or become paralyzed until the beginning of its next turn. If the creature is an elf or undead it automatically succeeds on the saving throw.
- 1 Ghost Stench Gland. As an action, you can throw this gland up to 20 feet away where it will explode in a cloud of stinky gas. Each creature within 5 feet of where the gland landed must succeed on a



- 1d4 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.

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

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

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

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

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

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

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

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

- **1d2 Vials of Ooze Goop.** As an action, you can throw this vial at a creature within 20 feet of you, treating the vial as an improvised weapon. On a hit, the vial shatters and covers the creature with gray goop. For the next minute,



the creature takes 4 (1d8) acid damage at the start of each of its turns. The creature can use an action to scrape the goop off, ending the effect early.

## GUARD

- 1 Broken Chain Shirt.
- 1 Broken Shield.
- 1d4 Broken Spears.

## HELL HOUND

- 1 Hell Hound Fire Gland. When consumed, the gland functions as a potion of fire breathing.
- 1 Hell Hound Hide. Can be crafted into a resistant cloak (1000 gp, 30 days). Requires attunement. When worn, you have resistance to fire damage.
- 2d4 Hell Hound Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 1d6 fire damage on a hit. After the ammunition has been fired, it loses this property.

## IMP

- 1 Devil Eye. When consumed, you gain darkvision out to a range of 60 feet for one hour. Magical darkness does not impede this darkvision.
- 1d2 Imp Wings. Can be used as an additional material component when casting spells that turn something invisible. When used in this way, the duration of the invisibility increases by one minute.
- 1 Vial of Devil Blood. This functions as a vial of acid. Can be used as an additional material component when casting spells that deal acid damage. When used in this way, you deal an additional 1d6 acid damage when you cast the spell.

## INVISIBLE STALKER

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

## IRON GOLEM

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

## KNIGHT

- 1 Broken Greatsword.
- 1 Broken Heavy Crossbow.
- 1 Broken Plate Armor.
- 2d6 Crossbow Bolts.

## LICH

- 3d12 Lich Bones. Can be used as an additional material component when casting spells that deal necrotic damage. When used in this way, you deal an additional 1d6 necrotic damage when you cast the spell.



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

## MAGE

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

## MASTIFF

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

## NEEDLE BLIGHT

- 1d4 Needles. Functions as a dart.

## NIGHT HAG

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

## NIGHTMARE

- 1d2 Vial of Fire Essence. This liquid glows in the dark, shedding bright light in a 10-foot radius and dim light for an additional 10 feet if not covered. As an action, the essence can be applied to a weapon made of metal and imbue it with magical fire. For one minute, when the weapon hits a target it deals an additional 1d6 fire damage. The essence then evaporates.
- 1d2 Vials of Nightmare Fuel. When consumed, you begin to feel strangely and when you fall asleep you have terrible nightmares. You gain no benefit from your rest and your hit point maximum is reduced by 1d10. If this effect reduces your hit point maximum to 0, you die. The effect can only be removed by using the protection from good and evil or lesser restoration spells.



## NOBLE

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- 1 Broken Breastplate.
- 1 Broken Rapier.
- 1d4 Random Gems (Value 10 GP).

## NOTHIC

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

## PRIEST

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

## QUASIT

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- 1 Quasit Head. As an action, you can throw this head at a creature within 30 feet of you. If the creature can see the head, it must succeed on a DC

10 Wisdom saving throw or become frightened of the head for one minute. The head then breaks and stops functioning.

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

## RAVEN

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

## RED DRAGON WYRMLING

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



## REVENANT

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- 1 Broken Leather Armor (size Medium).
- 1d4 Revenant Bones. By crushing one of these bones, you gain the effects of the augury spell. By crushing three of these bones, you gain the effects of the *commune* spell.
- 1d6 Revenant Cloak Strips. Can be used as an additional material component when casting spells that deal necrotic damage. When used in this way, you may reroll any 1s and 2s rolled on the damage dice and must keep the second result.
- 1d2 Revenant Eyes. This eye can be crafted into an eye of glaring (500 gp, 21 days). Requires attunement. Once per day, while wearing this over your eye, you can use an action to target one creature you can see within 30 feet of you. The target must make a DC 15 Wisdom saving throw. On a failure, the target is paralyzed until you deal damage to it, or until the end of your next turn. When the paralysis ends, the target is frightened of you for one minute. The frightened creature can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success.
- 1 Revenant Heart. All undead creatures within 30 feet of the heart are immune to features that turn undead.
- 1 Vial of Ectoplasm. When consumed, you can see into the Ethereal Plane for one hour.

## RIDING HORSE

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

## ROC

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

## RUG OF SMOTHERING

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- 1 Carpet. Can be worn as a cloak. While wearing this ragged fabric, you have advantage on Charisma checks made to pass off as a member of the lower class.
- 1d2 Ounces of Arcane Dust. Can be used as an additional material component when casting spells that deal damage. When used in this way, you can choose to reroll one of the rolled damage dice and must keep the second result.

## SABER-TOOTHED TIGER

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

## SCARECROW

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- 1d2 Scarecrow Hands. Can be used as an arcane focus.
- 1d10 Scarecrow Kindling. Can be used as an additional material component



when casting spells that deal fire damage. When used in this way, you deal an additional 1d6 fire damage when you cast the spell.

# SCOUT

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

# SHADOW

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

# SHADOW DEMON

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

# SHIELD GUARDIAN

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

## SKELETON

- 2d6 Arrows.
- 1 Broken Shortbow.
- 1 Broken Shortsword.

# SMOKE MEPHIT

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

# SPECTER

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

# SPY

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

## STONE GOLEM

- **2d6 Chunks of Earth Essence.** As an action, this essence can be rubbed on a weapon where it solidifies. For one minute, the weapon is magical, attacks with the weapon deal an additional 1d6 bludgeoning damage, and the weapon deals double damage to objects and structures.



- 2d4 Ounces of Arcane Dust. Can be used as an additional material component when casting spells that deal damage. When used in this way, you can choose to reroll one of the rolled damage dice and must keep the second result.
- 1d8 Vials of Golem Grease. When consumed, you become immune to any spell or effect that would alter your form for one hour.

### SWARM OF BATS

- 1d6 Rations.

### SWARM OF INSECTS

- 1d6 Rations.

### SWARM OF POISONOUS SNAKES

- 1d6 Rations.

### SWARM OF RATS

- 1d6 Rations.

### SWARM OF RAVENS

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

### THUG

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

### TOAD

- 1 Ration.

### TWIG BLIGHT

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

### VAMPIRE SPAWN

- 1d4 Vampire Claws. Can be crafted into a dagger (2 gp, 1 day).
- 1d2 Vampire Fangs. One fang can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and you regain hit points equal to that amount. After the ammunition has been fired, it loses these properties.
- 1d10 Vampire Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 1d6 necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken. After the ammunition has been fired, it loses these properties.

### VETERAN

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

### VINE BLIGHT

- 1d2 Vine. Can be used as a 20 foot long silk rope.
- 1d4 Blight Buds. Can be used as an additional material component when casting spells that deal acid damage. When used in this way, you deal 1d4 additional acid damage with the spell.



# VROCK

- 1 Set of Vrock Vocal Cords. Once per day, you can blow into these vocal cords as an action and sound out a stunning screech. Each creature within 30 feet of you that can hear the screech and that isn't a demon must succeed on a DC 14 Constitution saving throw or become stunned until the end of your next turn.
- 1 Spore Pocket. As an action, you can throw this spore pocket at a point within 30 feet of you where it will explode in a cloud of spores. These spores spread around corners. Each creature within 10 feet of where the spore pocket landed must succeed on a DC 14 Constitution saving throw or be poisoned. While poisoned in this way, a target takes 5 (1d10) poison damage at the start of each of its turns. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- 1d2 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.
- 2d6 Vrock Feathers. Two feathers can be used as fletching on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these feathers ignore any resistances to magical or nonmagical piercing damage. After the ammunition has been fired, it loses this property.

# WEREWOLF

- 1 Broken Spear.
- 1d4 Vials of Cursed Cruor. When consumed, your speed is halved and you have disadvantage on ability checks, saving throws, and attacks based on Strength or Dexterity for one hour.
- 1d2 Vials of Shapeshifter Blood. Can be used as an additional material component when casting spells that

physically alter a creature's body. When used in this way, the duration of the spell is extended by 10 minutes.

## WIGHT

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

## WILL-O-WISP

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

# WOLF

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

## WRAITH

- 1 Spirit Cloth. Can be crafted into a *bag of holding* (DMG p. 153) (200 gp, 14 days).
- 1d2 Ounces of Phantom Dust. As an action, you can blow this dust into the face of a creature standing within 5 feet



of you. The creature must succeed on a DC 13 Wisdom saving throw or be frightened of you for one minute for one minute on a failed save. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

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

## YOUNG BLUE DRAGON

- 1d2 Blue Dragon Claws. Can be crafted into a dagger (150 gp, 9 days). On a hit, you deal an additional 1d6 lightning damage with this weapon.
- 1d2 Blue Dragon Fang. Can be crafted into a shortsword (150 gp, 9 days). On a hit, you deal an additional 1d6 lightning damage with this weapon.
- 1 Blue Dragon Hide. Can be crafted into a set of light armor (2000 gp, 60 days). While wearing this armor, you have resistance to lightning damage.

- 2d4 Blue Dragon Scales. If you have 20 scales, you can craft them into scale mail armor (2000 gp, 60 days). While wearing this armor, you have resistance to lightning damage.
- 2d4 Blue Dragon Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 1d6 lightning damage on a hit. After the ammunition has been fired, it loses this property.
- 1d2 Young Blue Dragon Wings. One wing can be crafted into a resistant cloak (200 gp, 14 days). Requires attunement. When worn, you can use your reaction to give yourself resistance to lightning damage.
- 2d6 Rations.

# ZOMBIE

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