

VOLUME 1
MONSTER LOOT
MONSTER MANUAL



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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 will happen 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 if one occurs.

Remember that two characters can help one another with harvesting a creature. This means that one of them gets advantage on their roll, thereby increasing their chances of successfully getting the loot from the monster.

TOOL CHECK

Without the necessary tools, the characters might be unable to fully harvest the monster in question. What set of tools is needed to harvest the creature is up to the DM and can vary from monster to monster. Whether or not the loot needs tools to be harvested is also decided by the DM. 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 set of tools that are required when harvesting certain resources from a creature such as their 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 this 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 when it died. If the characters just killed it, all the loot will be 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 amount of loot left on a monster should be considered by the DM if the party stumbles upon a dead creature. In most cases, it will be impossible to harvest food from creatures that are 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 purify the flesh enough that rations can be harvested from it.

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, this means that the item was damaged either prior to fighting or during the fight where 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

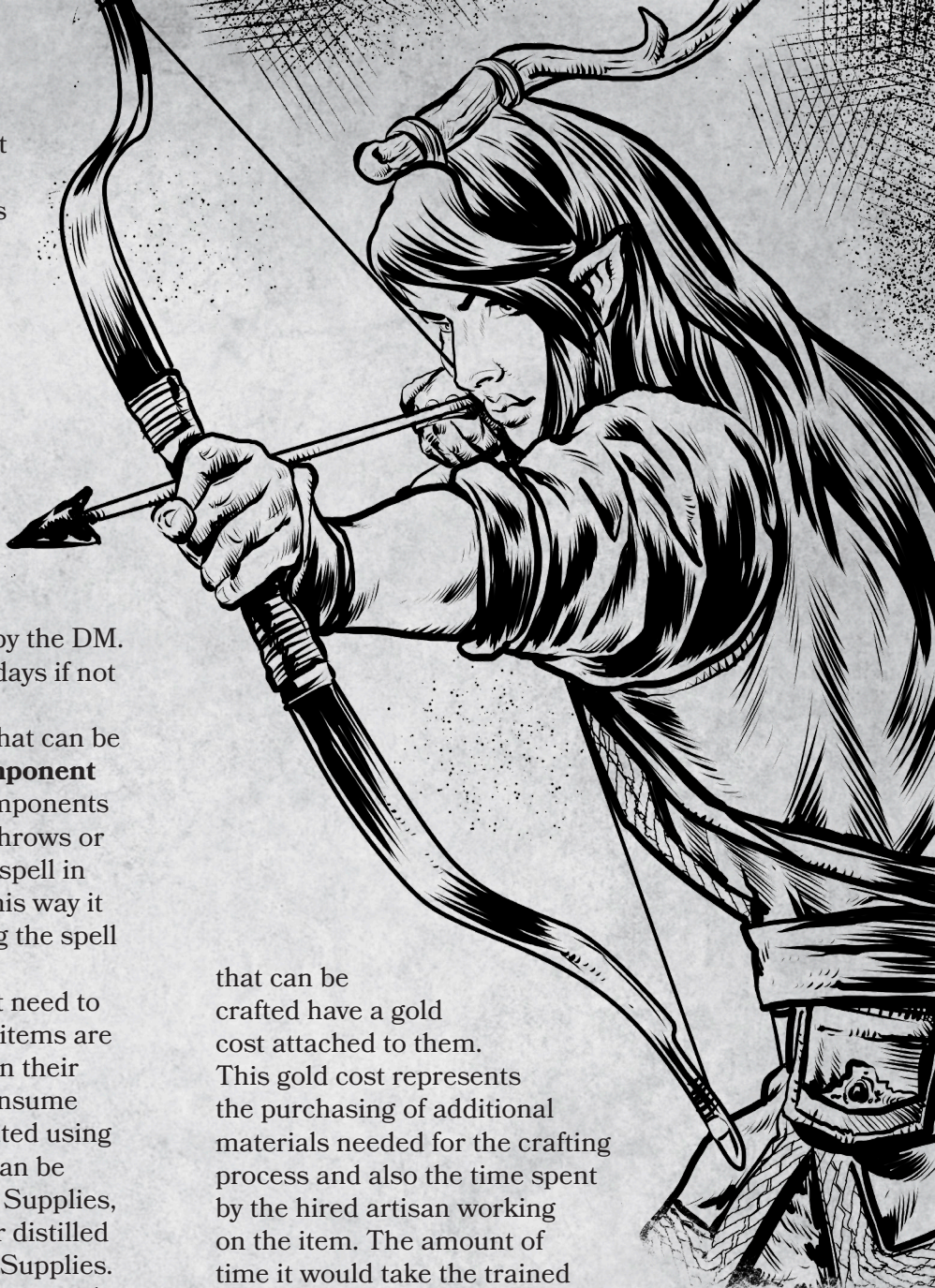
gather the item they cannot harvest it from the creature. A single vial holds four ounces of liquid. If items such as dust or ash can be harvested, these also need to be stored in some sort of container if the characters wish to bring it with them.

Some creatures, like beasts and monstrosities, will also allow the characters to harvest **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 will 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. These items are eaten or drunk using an action 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 Supplies, be cooked using Cooking Utensils, or distilled into a type of alcohol using Brewer's Supplies. Treating one consumable takes one 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 will result in the character having to make a DC 15 Constitution saving throw. If they fail, the character spends their next turn throwing up. Regardless of if they succeed or fail, they gain no benefits 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 gold cost attached to them. This gold cost represents the purchasing of additional materials needed for the crafting process and also the time spent by the hired artisan working on the item. The amount of time it would take the trained artisan to craft the item is also marked down. If an item has been crafted in this way, it is considered magical for the purpose of overcoming resistances and immunities. The gold 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.

be sold for 10 gold pieces per hoof.

- 1d2 Chimera Wings. Two wings can be crafted into a *cloak of protection* (DMG p. 159) (200 gp, 14 days).
- 2d6 Rations.

CHUUL

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

CLOAKER

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

COCKATRICE

- 1 Vial of Cockatrice Venom. When consumed, you must succeed on a

DC 11 Constitution saving throw or become petrified and turn to stone. You will remain petrified for 24 hours, after which the petrified effect ends.

COUATL

- 1d6 Celestial Feathers. Two feathers can be used as fletching on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these feathers deal an additional 1d8 radiant damage on a hit. After the ammunition has been fired, it loses this property.
- 1d2 Couatl Fangs. Can be crafted into a dagger (200 gp, 14 days). Requires attunement. Once per day, you can use the weapon to force a creature you hit with the weapon to make a DC 13 Constitution saving throw. On a failed save, the creature falls unconscious for 24 hours or until it is woken up by taking damage or by another creature using an action to shake it awake.
- 1 Couatl Hide. Can be crafted into a cloak of nondetection (200 gp, 14 days). While wearing this cloak, you become immune to scrying and to any effect that would sense your emotions, read your thoughts, or detect your location as long as you are wearing the cloak.

CRAWLING CLAW

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

CYCLOPS

- 1 Broken Greatclub.
- 1 Cyclops Eye. Can be crafted into a *driftglobe* (DMG p. 166) (200 gp, 14 days).
- 1d10 Giant's Toes. Can be sold for 4 gold pieces per toe.
- 1 Tribal Amulet. There is a 10% chance that the amulet is an *amulet of proof against detection and location* (DMG, p. 150) and a 90% chance that it is a non-magical tribal amulet.

SECTION D

DARKMANTLE

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

DEATH KNIGHT

- 1 Broken Longsword.
- 1 Broken Plate Armor (size Medium).
- 1 Broken Shield.
- 1 Death Knight Hand. Requires attunement by a spellcaster. Can be used as an arcane focus. You may cast each of the spells *banishment*, *dispel magic*, *command*, and *hold person* once per day. You use your own spellcasting ability and spell save DC when casting these spells, and any spent uses recharge every day at dawn.
- 1 Death Knight Helmet. Requires attunement by a character with at least 16 Strength. This helmet grants you +1 to armor class while you are wearing armor. Once per day, you can cast the spell *compelled duel* through the helmet with a DC of 18.
- 1 Hellfire Orb Launcher. You can use this launcher to hurl a magical ball of fire towards a point you can see within 120 feet of you. Each creature within a 20-foot-radius sphere centered on that point must make a DC 18 Dexterity saving throw. The sphere spreads around corners. A creature takes 35 (10d6) fire damage and 35 (10d6) necrotic damage on a failed save, or half as much damage on a successful one. Once you have used

the launcher in this way, it turns to dust and stops functioning.

- 1d8 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.
- 1d2 Death Knight Eyes. When consumed, you gain darkvision out to a range of 120 feet for one hour.
- 1d10 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.

DEMILICH

- 1d2 Demilich Eyes. Can be used as an additional material component when casting spells that deal necrotic damage. When used in this way, you deal an additional 14 (4d6) necrotic damage when you cast the spell.
- 1 Demilich Skull. Once per day, you can open the mouth of this skull and let a horrible howl escape its maw. All creatures within 30 feet of the skull, including yourself, that can hear the howl must succeed on a DC 15 Constitution saving throw or become frightened of the skull until the end of their next turn.
- 4d6 Demilich Teeth. Can be sold for 20 gold pieces per tooth.
- 2d4 Ounces of Arcane Dust. Can be used as an additional material component when casting spells that deal damage. When used in this way, you can choose to reroll one of the rolled damage dice and must keep the second result.

- 2d4 Vials of Ectoplasm. When consumed, you can see into the Ethereal Plane for one hour.

DEMONS

BALOR

- 1d6 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.
- 1d4 Vials of Fire Essence. This liquid glows in the dark, shedding bright light in a 10-foot radius and dim light for an additional 10 feet if not covered. As an action, the essence can be applied to a weapon made of metal and imbue it with magical fire. For one minute, when the weapon hits a target it deals an additional 3 (1d6) fire damage. The essence then evaporates.

BARLGURA

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

CHASME

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

DRETCH

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

GLABREZU

- 1d2 Glabrezu Fangs. Requires attunement by a spellcaster. Can be used as an arcane focus. You may cast each of the spells *darkness*, *detect magic* and *dispel magic* once per day. You use your own spellcasting ability and spell save DC when casting these spells, and any spent uses recharge every day at dawn.
- 1d2 Glabrezu Pinchers. Can be crafted into a greatsword (175, 11 days). When attacking with this weapon, you can try to grapple a creature you're fighting. On a hit, you can choose to forgo doing damage and instead grapple the creature (escape DC 15) if it is Medium or smaller. The grappled creature can use its action on its turn to attempt to free itself from the grapple. Until this grapple ends, you can't use this weapon on another target.
- 1d4 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.

GORISTRO

- 1d2 Abyssal Armrings. Requires attunement. When wearing two of these armrings, you have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.
- 1d4 Goristro Claws. Can be crafted into a shortsword (40 gp, 5 days). This weapon deals double damage to objects and structures.
- 1d2 Goristro Eyes. When consumed, you gain darkvision out to a range of 120 feet for one hour.
- 1 Goristro Hide. Can be crafted into a set of light armor (4000 gp, 90 days). Requires attunement. This armor grants resistance to cold, fire, and lightning damage.

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

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.

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.

YOCHLOL

- 1d4 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.
- 1d4 Vials of Yochlol Gas. As an action, you can throw this vial at a point within 30 feet of you where it will shatter in a cloud of gas. Each creature within 5 feet of where the vial landed must succeed on a DC 14 Constitution saving throw or be poisoned until the start of its next turn. While poisoned in this way, the target is incapacitated.
- 1d2 Vials of Yochlol Goop. When consumed, you polymorph into a form resembling a female drow or giant spider. Your statistics are the same in each form. This transformation lasts for one hour.
- 1d2 Yochlol Limbs. Requires attunement. Can be used as an arcane focus. Once per day each, you may cast the spells detect thoughts and gaseous form through the limb. You use your own spellcasting ability and spell save DC when casting these spells, and any spent uses recharge every day at dawn.

DEVILS

BARBED DEVIL

- 1 Barbed Devil Hide. Can be crafted into spiky studded leather armor (100 gp, 7 days). When you are grappled, the creature grappling you takes 5 (1d10) piercing damage at the start of each of your turns as long as you remain grappled.
- 1 Barbed Devil Tail. Can be crafted into a greatsword (75 gp, 6 days). As a bonus action, you can switch the type of damage dealt by this weapon from slashing to piercing, or from piercing to slashing.
- 1d2 Devil Eyes. When consumed, you gain darkvision out to a range of 60 feet for one hour. Magical darkness does not impede this darkvision.

ERINYES

- 1 Broken Erinyes Plate Armor (size Medium). Can be crafted into plate armor (2000 gp, 60 days). Requires attunement. While wearing this plate armor, you have resistance to cold and fire damage.
- 1d2 Devil Eyes. When consumed, you gain darkvision out to a range of 60 feet for one hour. Magical darkness does not impede this darkvision.
- 1d10 Erinyes 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 fire damage on a hit. After the ammunition has been fired, it loses this property.
- 1d6 Magical Arrows. These arrows function as a piece of *+1 ammunition* (DMG p. 150).
- 1 Poisonous Longbow. This weapon is magical. On a successful hit with this longbow, you deal an additional 4 (1d8) poison damage.
- 1 Poisonous Longsword. This weapon is magical. On a successful hit with this longsword, you deal an additional 4 (1d8) poison damage.
- 1 Rope. There is a 40% chance that the rope is a *rope of entanglement* and a 60% chance that it is a non-magical rope.
- 1d4 Vials of Devil Blood. This functions as a vial of acid. Can be used as an additional material component when casting spells that deal acid damage. When used in this way, you deal an additional 3 (1d6) acid damage when you cast the spell.

HORNED DEVIL

- 1d2 Devil Eyes. When consumed, you gain darkvision out to a range of 60 feet for one hour. Magical darkness does not impede this darkvision.
- 1 Fork. Can be used as a martial weapon that deals 2d6 piercing damage on a hit.

- 1 Horned Devil Tail. Can be crafted into a lance (300 gp, 20 days) or into a glaive (300 gp, 20 days). The first time a creature is hit with this weapon, it must succeed on a DC 17 Constitution saving throw or lose 7 (2d6) hit points at the start of each of its turns due to an infernal wound. Any creature can take an action to stanch the wound with a successful DC 12 Wisdom (Medicine) check. The wound also closes if the target receives magical healing. Constructs and undead automatically succeed on the saving throw.
- 1d2 Horned Devil Wings. Two wings can be crafted into a *cloak of protection* (DMG p. 159) (200 gp, 14 days).
- 1d6 Vials of Devil Blood. This functions as a vial of acid. Can be used as an additional material component when casting spells that deal acid damage. When used in this way, you deal an additional 3 (1d6) acid damage when you cast the spell.

ICE DEVIL

- 1d2 Devil Eyes. When consumed, you gain darkvision out to a range of 60 feet for one hour. Magical darkness does not impede this darkvision.
- 1d2 Ice Devil Antennae. Requires attunement by a spellcaster. Can be used as an arcane focus. You may cast the spell *wall of ice* once per day. You use your own spellcasting ability and spell save DC when casting this spell.
- 1 Ice Devil Hide. Can be crafted into a set of light armor (2000 gp, 60 days). Requires attunement. While wearing the armor, you are resistant to either fire or cold damage. You decide which one when crafting the item.
- 1d2 Ice Devil Mandibles. Can be crafted into a dagger (150 gp, 9 days) or into a sickle (150 gp, 9 days). On a hit, this weapon deals an additional 3 (1d6) cold damage.

casting spells that deal acid damage. When used in this way, you deal an additional 3 (1d6) acid damage when you cast the spell.

DINOSAURS

ALLOSAURUS

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

ANKYLOSAURUS

- 1 Ankylosaurus Hide. Can be crafted into leather armor (10 gp, 2 days) or studded leather armor (45 gp, 3 days). Two sets of armor can be crafted from this hide.
- 4d6 Rations.

PLESIOSAURUS

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

PTERANODON

- 1 Pteranodon Hide. Can be crafted into leather armor (10 gp, 2 days).
- 1d6 Rations.

TRICERATOPS

- 1 Triceratops Hide. Can be crafted into leather armor (10 gp, 2 days) or studded leather armor (45 gp, 3 days). Two sets of armor can be crafted from this hide.
- 4d6 Rations.

TYRANNOSAURUS REX

- 1 Tyrannosaurus Rex Hide. Can be crafted into leather armor (10 gp, 2 days) or studded leather armor (45 gp, 3 days). Two sets of armor can be crafted from this hide.
- 2d6 Tyrannosaurus Rex Teeth. Can be sold for 1 gold piece per tooth.
- 4d6 Rations.

DISPLACER BEAST

- 1 Displacer Beast Hide. Can be crafted into a *cloak of displacement* (DMG p. 158) (2000 gp, 60 days).
- 1d2 Displacer Beast Tentacle. Can be crafted into a mace (100 gp, 7 days). On a hit, you deal an additional 1d4 piercing damage with this weapon.
- 2d6 Rations.

DOPPELGANGER

- 1 Doppelganger Skull. Requires attunement. Once per day, you can use this skull to read the thoughts of nearby creatures. As an action, you can read the surface thoughts of one creature within 60 feet of you. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. This effect lasts for ten minutes. While you are reading a creature's mind, you have advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against it.
- 1d2 Vials of Shapeshifter Blood. Can be used as an additional material component when casting spells that physically alter a creature's body. When used in this way, the duration of the spell is extended by 10 minutes.

DRACOLICH

Note: The dracolich is a template that is placed on top of an already existing creature. This means that the loot gotten from the dracolich is in addition to any loot gotten from the creature the template was placed on. In the case for the dracolich, the hide and rations from the dragon it is based on cannot be harvested.

- 3d12 Dracolich 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 3 (1d6) necrotic damage when you cast the spell.

- 2d8 Black 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 acid damage.
- 2d8 Black 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 acid damage on a hit. After the ammunition has been fired, it loses this property.
- 1d2 Black Dragon Wings. One wing can be crafted into a resistant cloak (1000 gp, 30 days). Requires attunement. When worn, you have resistance to acid damage.
- 4d6 Rations.

YOUNG BLACK DRAGON

- 1d2 Black Dragon Claws. Can be crafted into a dagger (150 gp, 9 days). On a hit, you deal an additional 1d6 acid damage with this weapon.
- 1d2 Black Dragon Fangs. Can be crafted into a shortsword (150 gp, 9 days). On a hit, you deal an additional 1d6 acid damage with this weapon.
- 1 Black Dragon Hide. Can be crafted into a set of light armor (2000 gp, 60 days). While wearing this armor, you have resistance to acid damage.
- 2d4 Black 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 acid damage.
- 2d4 Black 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 acid damage on a hit. After the ammunition has been fired, it loses this property.
- 1d2 Young Black 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 acid damage.

- 2d6 Rations.

BLACK DRAGON WYRMLING

- 1d2 Black Dragon Claws. Can be crafted into a dagger (150 gp, 9 days). On a hit, you deal an additional 1d6 acid damage with this weapon.
- 1 Black Dragon Fang. Can be crafted into a shortsword (150 gp, 9 days). On a hit, you deal an additional 1d6 acid damage with this weapon.
- 1 Black Dragon Hide. Can be crafted into a set of light armor (2000 gp, 60 days). While wearing this armor, you have resistance to acid damage.
- 1d4 Black 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 acid damage.
- 1d4 Black 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 acid damage on a hit. After the ammunition has been fired, it loses this property.
- 1d6 Rations.

ANCIENT BLUE DRAGON

- 1 Ancient Blue Dragon Lightning Sparker. As an action, you slam this sparker into the ground. Each creature in a 20 foot line that is 5 feet wide must make a DC 23 Dexterity saving throw, taking 88 (16d10) lightning damage on a failed save, or half as much damage on a successful one. The sparker is unstable and will burst 3d6 hours after being harvested, regardless of if it was slammed or not.
- 2d6 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 Fangs. 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. Two sets of armor can be crafted from this hide.
- 2d12 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.
- 2d12 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 Blue Dragon Wings. One wing can be crafted into a resistant cloak (1000 gp, 30 days). Requires attunement. When worn, you have resistance to lightning damage.
- 10d6 Rations.
- 1d2+2 Sapphires.

ADULT BLUE DRAGON

- 1 Adult Blue Dragon Lightning Sparker. As an action, you slam this sparker into the ground. Each creature in a 20 foot line that is 5 feet wide must make a DC 19 Dexterity saving throw, taking 66 (12d10) lightning damage on a failed save, or half as much damage on a successful one. The sparker is unstable and will burst 3d6 hours after being harvested, regardless of if it was slammed or not.
- 1d6 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 Fangs. 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. Two sets of armor can be crafted from this hide.
- 2d8 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.
- 2d8 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 Blue Dragon Wings. One wing can be crafted into a resistant cloak (1000 gp, 30 days). Requires attunement. When worn, you have resistance to lightning damage.
- 4d6 Rations.
- 1d2 Sapphires.

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.

BLUE DRAGON WYRMLING

- 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.
- 1 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.
- 1d4 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.
- 1d4 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.
- 1d6 Rations.

ANCIENT GREEN DRAGON

- 1 Ancient Green Dragon Poison Gland. As an action, you can throw this gland up to 30 feet away where it will explode in a cloud of poison. Each creature within 10 feet of where the gland landed must succeed on a DC 22 Constitution saving

throw, taking 77 (22d6) poison damage on a failed save, or half as much damage on a successful one. The gland is fragile and will burst 3d6 hours after being harvested, regardless of if it was thrown or not.

- 2d6 Green Dragon Claws. Can be crafted into a dagger (150 gp, 9 days). On a hit, you deal an additional 1d6 poison damage with this weapon.
- 1d2 Green Dragon Fangs. Can be crafted into a shortsword (150 gp, 9 days). On a hit, you deal an additional 1d6 poison damage with this weapon.
- 1 Green Dragon Hide. Can be crafted into a set of light armor (2000 gp, 60 days). While wearing this armor, you have resistance to poison damage. Two sets of armor can be crafted from this hide.
- 1d2 Green Dragon Lung Tissue. When consumed, you become amphibious for 8 hours.
- 2d12 Green 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 poison damage.
- 2d12 Green 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 poison damage on a hit. After the ammunition has been fired, it loses this property.
- 1d2 Green Dragon Wings. One wing can be crafted into a resistant cloak (1000 gp, 30 days). Requires attunement. When worn, you have resistance to poison damage.
- 10d6 Rations.

ADULT GREEN DRAGON

- 1 Adult Green Dragon Poison Gland. As an action, you can throw this gland up to 30 feet away where it will explode in a cloud of poison. Each creature within

10 feet of where the gland landed must succeed on a DC 18 Constitution saving throw, taking 56 (16d6) poison damage on a failed save, or half as much damage on a successful one. The gland is fragile and will burst 3d6 hours after being harvested, regardless of if it was thrown or not.

- 1d6 Green Dragon Claws. Can be crafted into a dagger (150 gp, 9 days). On a hit, you deal an additional 1d6 poison damage with this weapon.
- 1d2 Green Dragon Fangs. Can be crafted into a shortsword (150 gp, 9 days). On a hit, you deal an additional 1d6 poison damage with this weapon.
- 1 Green Dragon Hide. Can be crafted into a set of light armor (2000 gp, 60 days). While wearing this armor, you have resistance to poison damage. Two sets of armor can be crafted from this hide.
- 1d2 Green Dragon Lung Tissue. When consumed, you become amphibious for 8 hours.
- 2d8 Green 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 poison damage.
- 2d8 Green 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 poison damage on a hit. After the ammunition has been fired, it loses this property.
- 1d2 Green Dragon Wings. One wing can be crafted into a resistant cloak (1000 gp, 30 days). Requires attunement. When worn, you have resistance to poison damage.
- 4d6 Rations.

YOUNG GREEN DRAGON

- 1d2 Green Dragon Claws. Can be crafted into a dagger (150 gp, 9 days). On a hit, you deal an additional 1d6 poison damage with this weapon.
- 1d2 Green Dragon Fang. Can be crafted into a shortsword (150 gp, 9 days). On a hit, you deal an additional 1d6 poison damage with this weapon.
- 1 Green Dragon Hide. Can be crafted into a set of light armor (2000 gp, 60 days). While wearing this armor, you have resistance to poison damage.
- 2d4 Green 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 poison damage.
- 2d4 Green 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 poison damage on a hit. After the ammunition has been fired, it loses this property.
- 1d2 Young Green 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 poison damage.
- 2d6 Rations.

GREEN DRAGON WYRMLING

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

- 1d4 Green 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 poison damage.
- 1d4 Green 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 poison damage on a hit. After the ammunition has been fired, it loses this property.
- 1d6 Rations.

ANCIENT RED DRAGON

- 1 Ancient Red Dragon Fire Gland. As an action, you can throw this gland up to 30 feet away where it will burst in a fiery explosion. Each creature within 10 feet of where the gland landed must succeed on a DC 24 Dexterity saving throw, taking 91 (26d6) fire damage on a failed save, or half as much damage on a successful one. The gland is fragile and will burst 3d6 hours after being harvested, regardless of if it was thrown or not.
- 2d6 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.
- 1d2 Red Dragon Fangs. 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. Two sets of armor can be crafted from this hide.
- 2d12 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.
- 2d12 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.

- 1d2 Red Dragon Wings. One wing can be crafted into a resistant cloak (1000 gp, 30 days). Requires attunement. When worn, you have resistance to fire damage.
- 10d6 Rations.
- 1d2+2 Rubies.

ADULT RED DRAGON

- 1 Adult Red Dragon Fire Gland. As an action, you can throw this gland up to 30 feet away where it will burst in a fiery explosion. Each creature within 10 feet of where the gland landed must succeed on a DC 21 Dexterity saving throw, taking 63 (18d6) fire damage on a failed save, or half as much damage on a successful one. The gland is fragile and will burst 3d6 hours after being harvested, regardless of if it was thrown or not.
- 1d6 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.
- 1d2 Red Dragon Fangs. 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. Two sets of armor can be crafted from this hide.
- 2d8 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.
- 2d8 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.

armor (2000 gp, 60 days). While wearing this armor, you have resistance to cold damage.

- 2d4 White Dragon Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 1d6 cold damage on a hit. After the ammunition has been fired, it loses this property.
- 1d2 Young White 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 cold damage.
- 2d6 Rations.

WHITE DRAGON WYRMLING

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

DRAGONS, METALLIC

ANCIENT BRASS DRAGON

- 1 Ancient Brass Dragon Fire Gland. As an action, you can throw this gland up to 30 feet away where it will burst in a fiery explosion. Each creature within 10 feet of where the gland landed must succeed on a DC 24 Dexterity saving throw, taking 91 (26d6) fire damage on a failed save, or half as much damage on a successful one. The gland is fragile and will burst 3d6 hours after being harvested, regardless of if it was thrown or not.
- 2d6 Brass 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.
- 1d2 Brass Dragon Fangs. Can be crafted into a shortsword (150 gp, 9 days). On a hit, you deal an additional 1d6 fire damage with this weapon.
- 1 Brass 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. Two sets of armor can be crafted from this hide.
- 2d12 Brass 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.
- 2d12 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.
- 1d2 Brass Dragon Wings. One wing can be crafted into a resistant cloak (1000 gp, 30 days). Requires attunement. When worn, you have resistance to fire damage.
- 10d6 Rations.

- 1d4 Vials of Sleep Gas. As an action, you can throw this vial up to 30 feet away where it will shatter. Each creature within 20 feet of where the vial landed must succeed on a DC 21 Constitution saving throw or fall unconscious for 10 minutes. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.

ADULT BRASS DRAGON

- 1 Adult Brass Dragon Fire Gland. As an action, you can throw this gland up to 30 feet away where it will burst in a fiery explosion. Each creature within 10 feet of where the gland landed must succeed on a DC 21 Dexterity saving throw, taking 63 (18d6) fire damage on a failed save, or half as much damage on a successful one. The gland is fragile and will burst 3d6 hours after being harvested, regardless of if it was thrown or not.
- 1d6 Brass 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.
- 1d2 Brass Dragon Fangs. Can be crafted into a shortsword (150 gp, 9 days). On a hit, you deal an additional 1d6 fire damage with this weapon.
- 1 Brass 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. Two sets of armor can be crafted from this hide.
- 2d8 Brass 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.
- 2d8 Brass 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.

- 1d2 Brass Dragon Wings. One wing can be crafted into a resistant cloak (1000 gp, 30 days). Requires attunement. When worn, you have resistance to fire damage.
- 4d6 Rations.
- 1d2 Vials of Sleep Gas. As an action, you can throw this vial up to 30 feet away where it will shatter. Each creature within 20 feet of where the vial landed must succeed on a DC 18 Constitution saving throw or fall unconscious for 10 minutes. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.

YOUNG BRASS DRAGON

- 1d2 Brass 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.
- 1d2 Brass 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 Brass 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.
- 2d4 Brass 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.
- 2d4 Brass 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.
- 1d2 Young Brass 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 fire damage.
- 2d6 Rations.

BRASS DRAGON WYRMLING

- 1d2 Brass 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 Brass 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 Brass 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 Brass 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.
- 1d6 Rations.
- 1d4 Young Brass 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.

ANCIENT BRONZE DRAGON

- 1 Ancient Bronze Dragon Lightning Sparker. As an action, you slam this sparker into the ground. Each creature in a 20 foot line that is 5 feet wide must make a DC 23 Dexterity saving throw, taking 88 (16d10) lightning damage on a failed save, or half as much damage on a successful one. The sparker is unstable and will burst 3d6 hours after being harvested, regardless of if it was slammed or not.
- 1 Ancient Bronze Dragon Repulsion Organ. Once per day, you can use an action to activate this organ to send out repulsion in a 15 foot cone. Each creature in that area must succeed on a DC 19 Strength saving throw or be pushed 30 feet away from you.
- 2d6 Bronze 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 Bronze Dragon Fangs. Can be crafted into a shortsword (150 gp, 9 days). On a hit, you deal an additional 1d6 lightning damage with this weapon.
- 1 Bronze 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. Two sets of armor can be crafted from this hide.
- 2d12 Bronze 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.
- 2d12 Bronze 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 Bronze Dragon Wings. One wing can be crafted into a resistant cloak (1000 gp, 30 days). Requires attunement. When worn, you have resistance to lightning damage.
- 10d6 Rations.

ADULT BRONZE DRAGON

- 1 Adult Bronze Dragon Lightning Sparker. As an action, you slam this sparker into the ground. Each creature in a 20 foot line that is 5 feet wide must make a DC 19 Dexterity saving throw, taking 66 (12d10) lightning damage on a failed save, or half as much damage on a successful one. The sparker is unstable and will burst 3d6 hours after being harvested, regardless of if it was slammed or not.
- 1 Adult Bronze Dragon Repulsion Organ. Once per day, you can use an action to activate this organ to send out repulsion in a 10 foot cone. Each creature in that area must succeed on a DC 19 Strength



saving throw or be pushed 30 feet away from you.

- 1d6 Bronze 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 Bronze Dragon Fangs. Can be crafted into a shortsword (150 gp, 9 days). On a hit, you deal an additional 1d6 lightning damage with this weapon.
- 1 Bronze 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. Two sets of armor can be crafted from this hide.
- 2d8 Bronze 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.
- 2d8 Bronze 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 Bronze Dragon Wings. One wing can be crafted into a resistant cloak (1000 gp, 30 days). Requires attunement. When worn, you have resistance to lightning damage.
- 4d6 Rations.

YOUNG BRONZE DRAGON

- 1d2 Bronze 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 Bronze 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 Bronze 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 Bronze 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 Bronze 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.
- 2d6 Rations.
- 1d2 Young Bronze 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.

BRONZE DRAGON WYRMLING

- 1d2 Bronze 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.
- 1 Bronze 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 Bronze 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.
- 1d4 Bronze 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.
- 1d4 Bronze 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.
- 1d6 Rations.



ANCIENT COPPER DRAGON

- 1 Ancient Copper Dragon Acid Gland. As an action, you can throw this gland up to 30 feet away where it will explode in a burst of acid. Each creature within 10 feet of where the gland landed must succeed on a DC 22 Dexterity saving throw, taking 67 (15d8) acid damage on a failed save, or half as much damage on a successful one. The gland is fragile and will burst 3d6 hours after being harvested, regardless of if it was thrown or not.
- 2d6 Copper Dragon Claws. Can be crafted into a dagger (150 gp, 9 days). On a hit, you deal an additional 1d6 acid damage with this weapon.
- 1d2 Copper Dragon Fangs. Can be crafted into a shortsword (150 gp, 9 days). On a hit, you deal an additional 1d6 acid damage with this weapon.
- 1 Copper Dragon Hide. Can be crafted into a set of light armor (2000 gp, 60 days). While wearing this armor, you have resistance to acid damage. Three sets of armor can be crafted from this hide.
- 2d12 Copper 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 acid damage.
- 2d12 Copper 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 acid damage on a hit. After the ammunition has been fired, it loses this property.
- 1d2 Copper Dragon Wings. One wing can be crafted into a resistant cloak (1000 gp, 30 days). Requires attunement. When worn, you have resistance to acid damage.
- 10d6 Rations.
- 1d2+1 Vials of Slowing Gas. As an action, you can throw this vial up to 30 feet away where it will shatter. Each

creature within 20 feet of where the vial landed must succeed on a DC 18 Constitution saving throw. On a failed save, the creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last for one minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save.

ADULT COPPER DRAGON

- 1 Adult Copper Dragon Acid Gland. As an action, you can throw this gland up to 30 feet away where it will explode in a burst of acid. Each creature within 10 feet of where the gland landed must succeed on a DC 18 Dexterity saving throw, taking 54 (12d8) acid damage on a failed save, or half as much damage on a successful one. The gland is fragile and will burst 3d6 hours after being harvested, regardless of if it was thrown or not.
- 1d6 Copper Dragon Claws. Can be crafted into a dagger (150 gp, 9 days). On a hit, you deal an additional 1d6 acid damage with this weapon.
- 1d2 Copper Dragon Fangs. Can be crafted into a shortsword (150 gp, 9 days). On a hit, you deal an additional 1d6 acid damage with this weapon.
- 1 Copper Dragon Hide. Can be crafted into a set of light armor (2000 gp, 60 days). While wearing this armor, you have resistance to acid damage. Two sets of armor can be crafted from this hide.
- 2d8 Copper 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 acid damage.
- 2d8 Copper 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 acid damage on a hit. After the ammunition has been fired, it loses this property.

- 1d2 Copper Dragon Wings. One wing can be crafted into a resistant cloak (1000 gp, 30 days). Requires attunement. When worn, you have resistance to acid damage.
- 4d6 Rations.
- 1 Vial of Slowing Gas. As an action, you can throw this vial up to 30 feet away where it will shatter. Each creature within 20 feet of where the vial landed must succeed on a DC 18 Constitution saving throw. On a failed save, the creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last for one minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save.

YOUNG COPPER DRAGON

- 1d2 Copper Dragon Claws. Can be crafted into a dagger (150 gp, 9 days). On a hit, you deal an additional 1d6 acid damage with this weapon.
- 1d2 Copper Dragon Fangs. Can be crafted into a shortsword (150 gp, 9 days). On a hit, you deal an additional 1d6 acid damage with this weapon.
- 1 Copper Dragon Hide. Can be crafted into a set of light armor (2000 gp, 60 days). While wearing this armor, you have resistance to acid damage.
- 2d4 Copper 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 acid damage.
- 2d4 Copper 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 acid damage on a hit.

After the ammunition has been fired, it loses this property.

- 2d6 Rations.
- 1d2 Young Copper 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 acid damage.

COPPER DRAGON WYRMING

- 1d2 Copper Dragon Claws. Can be crafted into a dagger (150 gp, 9 days). On a hit, you deal an additional 1d6 acid damage with this weapon.
- 1 Copper Dragon Fang. Can be crafted into a shortsword (150 gp, 9 days). On a hit, you deal an additional 1d6 acid damage with this weapon.
- 1 Copper Dragon Hide. Can be crafted into a set of light armor (2000 gp, 60 days). While wearing this armor, you have resistance to acid damage.
- 1d4 Copper 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 acid damage.
- 1d4 Copper 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 acid damage on a hit. After the ammunition has been fired, it loses this property.
- 1d6 Rations.

ANCIENT GOLD DRAGON

- 1 Ancient Gold Dragon Fire Gland. As an action, you can throw this gland up to 30 feet away where it will burst in a fiery explosion. Each creature within 10 feet of where the gland landed must succeed on a DC 24 Dexterity saving throw, taking 91 (26d6) fire damage on a failed save, or half as much damage on a successful one. The gland is fragile and will burst 3d6 hours after being harvested, regardless of if it was thrown

or not.

- 2d6 Gold 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.
- 1d2 Gold Dragon Fangs. Can be crafted into a shortsword (150 gp, 9 days). On a hit, you deal an additional 1d6 fire damage with this weapon.
- 1 Gold 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. Two sets of armor can be crafted from this hide.
- 1d2 Gold Dragon Lung Tissue. When consumed, you become amphibious for 8 hours.
- 2d12 Gold 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.
- 2d12 Gold 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.
- 1d2 Gold Dragon Wings. One wing can be crafted into a resistant cloak (1000 gp, 30 days). Requires attunement. When worn, you have resistance to fire damage.
- 10d6 Rations.
- 1d4 Vials of Weakening Gas. As an action, you can throw this vial up to 30 feet away where it will shatter. Each creature within 20 feet of where the vial landed must succeed on a DC 18 Constitution saving throw or have disadvantage on Strength-based attack rolls, Strength checks, and Strength saving throws for one minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

ADULT GOLD DRAGON

- 1 Adult Gold Dragon Fire Gland. As an action, you can throw this gland up to 30 feet away where it will burst in a fiery explosion. Each creature within 10 feet of where the gland landed must succeed on a DC 21 Dexterity saving throw, taking 63 (18d6) fire damage on a failed save, or half as much damage on a successful one. The gland is fragile and will burst 3d6 hours after being harvested, regardless of if it was thrown or not.
- 1d6 Gold 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.
- 1d2 Gold Dragon Fangs. Can be crafted into a shortsword (150 gp, 9 days). On a hit, you deal an additional 1d6 fire damage with this weapon.
- 1 Gold 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. Two sets of armor can be crafted from this hide.
- 1d2 Gold Dragon Lung Tissue. When consumed, you become amphibious for 8 hours.
- 2d8 Gold 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.
- 2d8 Gold 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.
- 1d2 Gold Dragon Wings. One wing can be crafted into a resistant cloak (1000 gp, 30 days). Requires attunement. When worn, you have resistance to fire damage.
- 4d6 Rations.

ETTERCAP

- 1d4 Ettercap Claws. Can be crafted into a dagger (2 gp, 1 day).
- 1d6 Rations.
- 1d3 Web Sac. As an action, you can target a creature within 30 feet of you and make a ranged attack at them. You treat the sac as an improvised weapon. If you hit the creature, they are restrained as the sac ruptures and covers them with webbing. On its turn, the restrained creature can use an action to attempt to make a DC 11 Strength check, freeing itself on a success. The effect ends if the

webbing is destroyed. The webbing has an AC of 10, 5 hit points, resistance to bludgeoning damage, and immunity to poison and psychic damage.

ETTIN

- 1 Broken Battleaxe.
- 1 Broken Morningstar.
- 1 Ettin Heart. When consumed, this functions as a *potion of hill giant strength*.
- 1d10 Giant's Toes. Can be sold for 4 gold pieces per toe.

SECTION F

FAERIE DRAGON

- 1 Ration.
- 1 Vial of Euphoriants. As an action, you can throw this vial at a creature up to 30 feet away where it shatters in a cloud of sparkly gas. The targeted creature must make a DC 11 Wisdom saving throw. On a failed save, the target becomes unable to take reactions for one minute.

FLAMESKULL

- 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 10 (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.

FLUMPH

- 1 Flumph Tendril. Can be crafted into a whip (100 gp, 7 days). This weapon deals an additional 1d4 poison damage on a hit.

FOMORIAN

- 1 Broken Greatclub.
- 1d2 Fomorian Eyes. Requires attunement. Once per day, you can use an action to point at a creature within 30 feet of you that you can see and force it to make a DC 14 Charisma saving throw. The creature takes 18 (4d8) psychic damage on a failed save, or half as much damage on a successful one.
- 1 Tribal Amulet. There is a 10% chance that the amulet is an *amulet of proof against detection and location* (DMG, p. 150) and a 90% chance that it is a non-magical tribal amulet.
- 1 Tribal Belt. There is a 10% chance that the belt is an *belt of hill giant strength*

- 1 Earthbreaker Maul. Requires attunement. When you hit a creature with this weapon, you can use your bonus action to force the creature to make a DC 15 Strength saving throw. On a failed save, the creature is knocked prone.
- 1 Vial of Dao Crystalline Powder. Requires attunement by a spellcaster. Can be used as an arcane focus or a druidic focus. You may cast each of the spells *stone shape* and *move earth* once per day. You use your own spellcasting ability and spell save DC when casting these spells, and any spent uses recharge every day at dawn.

DJINNI

- 1 Djinni Sash. Can be crafted into a cloak or cape (2000 gp, 60 days). Requires attunement. When worn, you are resistant to lightning damage.
- 1 Vial of Djinni Wind. Requires attunement by a spellcaster. Can be used as an arcane focus or a druidic focus. You may cast each of the spells *thunderwave* and *wind wall* once per day. You use your own spellcasting ability and spell save DC when casting these spells, and any spent uses recharge every day at dawn.
- 1d2 Vials of Air Essence. When consumed, for one minute your jumping and leaping distance is doubled and your speed is increased by 10 feet.
- 1 Whirlwind Scimitar. Requires attunement. When you hit a creature with this weapon, you deal an additional 3 (1d6) damage to it. You decide if the type of damage is lightning or thunder damage.

EFREETI

- 1 Blazefire Scimitar. Requires attunement. When you hit a creature with this weapon, you deal an additional 5 (1d10) fire damage to it.

- 1 Efreeti Sash. Can be crafted into a cloak or cape (2000 gp, 60 days). Requires attunement. When worn, you are resistant to fire damage.
- 1 Vial of Efreeti Smoke. Requires attunement by a spellcaster. Can be used as an arcane focus or a druidic focus. You may cast each of the spells *fire shield* and *wall of fire* once per day. You use your own spellcasting ability and spell save DC when casting these spells, and any spent uses recharge every day at dawn.
- 1d2 Vials of Fire Essence. This liquid glows in the dark, shedding bright light in a 10-foot radius and dim light for an additional 10 feet if not covered. As an action, the essence can be applied to a weapon made of metal and imbue it with magical fire. For one minute, when the weapon hits a target it deals an additional 3 (1d6) fire damage. The essence then evaporates.

MARID

- 1 Marid Sash. Can be crafted into a cloak or cape (2000 gp, 60 days). Requires attunement. When worn, you are resistant to cold damage.
- 1d2 Random Gems (Value 500 gp).
- 1 Vial of Marid Foam. Requires attunement by a spellcaster. Can be used as an arcane focus or a druidic focus. You may cast each of the spells *wall of water* and *water breathing* once per day. You use your own spellcasting ability and spell save DC when casting these spells, and any spent uses recharge every day at dawn.
- 1d2 Vials of Water Essence. When consumed, the pure water cleanses the body. If you are suffering from either the blinded, deafened, paralyzed, or the poisoned condition, you can choose one of these conditions and end its effects on you. Alternatively, the essence can also remove one disease that is afflicting you.

FROST GIANT

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

HILL GIANT

- 1d2 Giant's Eyes. When consumed, you become proficient in the Wisdom (Perception) skill for one minute.
- 1d10 Giant's Toes. Can be sold for 4 gold pieces per toe.
- 1 Hill Giant Heart. Can be crafted into a *potion of hill giant strength* (DMG p. 187) (100 gp, 2 days)
- 1 Tribal Amulet. There is a 10% chance that the amulet is an *amulet of proof against detection and location* (DMG, p. 150) and a 90% chance that it is a non-magical tribal amulet.

STONE GIANT

- 1d2 Giant's Eyes. When consumed, you become proficient in the Wisdom (Perception) skill for one minute.
- 1d10 Giant's Toes. Can be sold for 4 gold pieces per toe.
- 1 Stone Giant Heart. Can be crafted into a *potion of stone giant strength* (DMG p. 187) (1000 gp, 30 days)
- 1 Tribal Amulet. There is a 10% chance that the amulet is an *amulet of health* (DMG, p. 150), 30% chance that the amulet is an *amulet of proof against detection and location* (DMG, p. 150), and a 60% chance that it is a non-magical tribal amulet.

STORM GIANT

- 1d2 Giant's Eyes. When consumed, you become proficient in the Wisdom (Perception) skill for one minute.
- 1 Storm Giant Heart. Can be crafted into a *potion of storm giant strength* (DMG p. 187) (100000 gp, 250 days)
- 1 Storm's Core. Requires attunement by a spellcaster. Can be used as an arcane focus. You may cast each of the spells *feather fall*, *levitate*, and *water breathing* once per day. You use your own spellcasting ability and spell save DC when casting these spells, and any spent uses recharge every day at dawn.
- 1d10 Giant's Toes. Can be sold for 4 gold pieces per toe.
- 1d6 Vials of Storm Giant Blood. When consumed, you gain resistance to lightning damage for one hour.

GIBBERING MOUTHER

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

GITH

GITHYANKI WARRIOR

- 1 Broken Greatsword.
- 1 Broken Half Plate Armor (size Medium).
- 1 Githyanki Power Bead. Requires attunement. When attached to a weapon,

- 1d4 Grick Tentacles. Can be crafted into a dagger (2 gp, 1 day).
- 2d6 Rations.

GRIFFON

- 1d6 Griffon Claws. Can be crafted into a dagger (50 gp, 3 days). This weapon deals an additional 1d4 damage against beasts.
- 1d10 Griffon Feathers. Two feathers can be used as fletching on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these

feathers deal an additional 1d6 damage on a hit if the target is a beast. After the ammunition has been fired, it loses this property.

- 2d6 Rations.

GRIMLOCK

- 1d10 Grimlock Teeth. Can be sold for 1 gold piece per tooth.
- 1 Spiked Bone Club. Functions as a club that deals an additional 2 (1d4) piercing damage on a hit.

SECTION H

HAGS

GREEN HAG

- 1d2 Green Hag Hands. Requires attunement. Can be used as an arcane focus. You know the *dancing lights* and *minor illusion* cantrips, but only when you are holding onto the hand. Charisma is your spellcasting ability for these cantrips.
- 1 Green Hag Tongue. When consumed, you can mimic animal sounds and humanoid voices for one hour. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.
- 1d4 Vials of Green Hag Blood. 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.

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 5 (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.

SEA HAG

- 1d4 Strands of Sea Hag Hair. When consumed, you become amphibious for one hour.
- 1d4 Vials of Sea Hag Blood. When

poured over a humanoid that is of size medium or smaller, a magical illusion washes over them, making them look like an ugly creature of vaguely humanoid proportions. This illusion lasts for one hour. A creature can use an action to visually inspect the illusion and succeed on a DC 16 Intelligence (Investigation) check to discern that the humanoid is disguised.

HALF-DRAGON

- 3d6 Crossbow Bolts.
- 1 Broken Heavy Crossbow.
- 1 Broken Longsword.
- 1 Broken Plate Armor (size Medium).
- 1 Broken Shortsword.

HARPY

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

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.

HELMED HORROR

- 1 Broken Longsword.
- 1 Broken Plate Armor (size Medium).
- 1 Broken Shield.
- 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.

HIPPOGRIFF

- 1d4 Hippogriff Claws. Can be crafted into a dagger (10 gp, 2 days).
- 2d6 Hippogriff 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.
- 2d6 Rations.

HOBGOBLINS

HOBGOBLIN

- 3d6 Arrows.
- 1 Broken Chain Mail Armor (size Medium).
- 1 Broken Longbow.
- 1 Broken Longsword.
- 1 Broken Shield.

HOBGOBLIN CAPTAIN

- 1 Broken Greatsword.
- 1 Broken Half Plate Armor (size Medium).
- 1d6 Javelins.

HOBGOBLIN WARLORD

- 2d4 Javelins.
- 1 Broken Longsword.
- 1 Broken Plate Armor (size Medium).
- 1 Broken Shield.

HOMUNCULUS

- 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.
- 1d4 Magical Pebbles. One pebble can be used as ammunition for a sling. These pebbles acts as +1 ammunition.

HOOK HORROR

- 1d2 Hook Horror Eardrums. When consumed, you gain blindsight out to a range of 30 feet for one hour. For the duration, you also have advantage on Wisdom (Perception) checks that rely on

hearing. These effects do not work if you are deafened.

- 1d2 Hook Horror Hooks. Can be crafted into a greatsword (50 gp, 3 days).
- 2d6 Rations.

HYDRA

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

SECTION I

INTELLECT DEVOURER

- 1d4 Intellect Devourer Brain Chunks. When consumed, you can sense the presence and location of any creature within 300 feet of you that has an intelligence of 3 or higher, regardless of interposing barriers, unless the creature is protected by a mind blank spell. This effect lasts for 10 minutes.
- 1d2 Vials of Intellect Devourer Blood. When consumed, your Intelligence score increases by 1d4 to a maximum of 20 for one hour.

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.

- 2d10 Kraken 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 acid damage on a hit. After the ammunition has been fired, it loses this property.
- 1d10 Kraken Tentacles. Can be crafted into a maul (20 gp, 3 days). This weapon deals double damage to objects and structures.
- 20d6 Rations.
- 2d6 Vials of Kraken Ink. As an action, you can throw this vial up to 30 feet away where it will shatter in a cloud of darkness. The area within a 15 foot radius of where the vial landed becomes pitch black, as if affected by the darkness spell.

KUO-TOAS

KUO-TOA

- 1 Broken Net.
- 1 Broken Shield.
- 1 Broken Spear.
- 1 Vial of Kuo-toa Slime. When consumed, you become amphibious for one minute.
- 1 Vial of Sticky Glue. This glue can be rubbed on a shield as an action. For the next minute, when a creature misses you with a melee weapon attack you can use your sticky shield to catch the weapon as a reaction. The attacker must succeed on a DC 11 Strength saving throw, or the weapon becomes stuck to your shield. If

the weapon's wielder can't or won't let go of the weapon, the wielder is grappled while the weapon is stuck. While stuck, the weapon can't be used. A creature can pull the weapon free by taking an action to make DC 11 Strength check and succeeding.

KUO-TOA ARCHPRIEST

- 1 Scepter. Requires attunement. Functions as a martial weapon that deals 1d6 bludgeoning damage plus 1d6 lightning damage on a hit.
- 2d4 Vials of Kuo-toa Slime. When consumed, you become amphibious for one minute.
- 1d4 Vials of Slippery Goo. As an action, you can pour this goo over a creature. For the next minute, the creature has advantage on ability checks and saving throws made to escape a grapple.

KUO-TOA WHIP

- 1 Pincer Staff. Functions as a martial weapon that deals 1d6 bludgeoning damage. On a hit, if the target is a Medium or smaller creature, it is grappled (escape DC 14). Until this grapple ends, you can't use this weapon on another target.
- 1d4 Vials of Kuo-toa Slime. When consumed, you become amphibious for one minute.
- 1d2 Vials of Slippery Goo. As an action, you can pour this goo over a creature. For the next minute, the creature has advantage on ability checks and saving throws made to escape a grapple.

frightened condition. There is a 30% chance it is a non-magical tribal amulet.

LYCANTHROPES

WEREBEAR

- 1 Broken Greataxe.
- 1d6 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.
- 1d4 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.

WEREBOAR

- 1 Broken Maul.
- 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.
- 1d4 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.

WERERAT

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

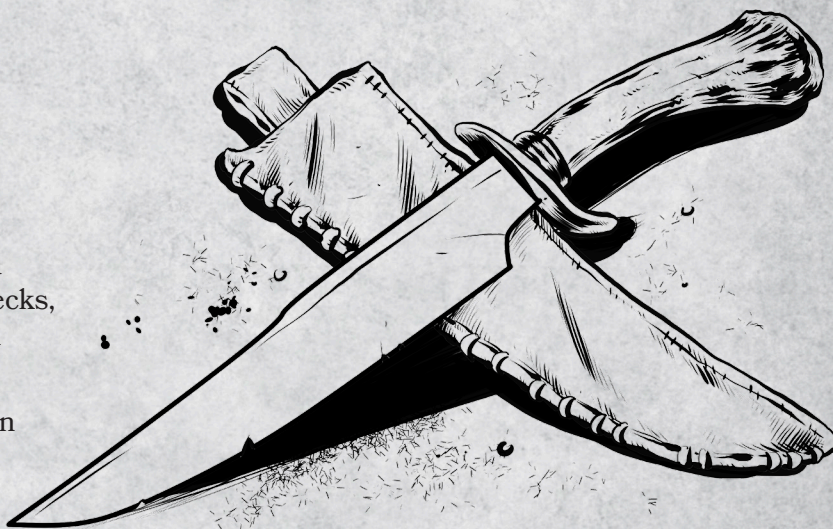
minutes.

WERETIGER

- 2d6 Arrows.
- 1 Broken Longbow.
- 1 Broken Scimitar.
- 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.
- 1d4 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.

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.



MUD

- 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.

SMOKE

- 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.

STEAM

- 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.

MERFOLK

- 1d4 Broken Spears.

MERROW

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

MIMIC

- 1d6 Rations.
- 1d4 Vials of Mimic Adhesive. When poured on a Medium or smaller creature, the creature becomes adhesive for 10

minutes. While adhesive, the creature adheres to anything that it touches or that touches it. A Medium or smaller creature adhered to the adhesive creature is also grappled by it (escape DC 13). The adhesive creature also automatically succeeds on climbing checks as long as it is adhesive.

MIND FLAYER

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

MINOTAUR

- 1 Broken Greataxe.
- 1 Minotaur Heart. When consumed, you can perfectly recall any path you have traveled within the past seven days. This effect lasts for 24 hours.
- 2d6 Rations.
- 1d4 Vials of Minotaur Blood. When consumed, you gain advantage on all melee weapon attack rolls you make, but attack rolls against you have advantage.

a cloud of gas. Each creature within 10 feet of where the vial landed must succeed on a DC 11 Constitution saving throw or be paralyzed for one minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

MUMMY

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

MUMMY LORD

- 1d2 Mummy Eyes. Can be crafted into a wand of fear (DMG p. 210) (2000 gp, 30 days).
- 1d2 Mummy Hands. Requires attunement. Can be used as an arcane focus. You know the *sacred flame* cantrip, but only when you are holding onto the hand. Charisma is your spellcasting ability for the cantrip.
- 1 Mummy Skull. Can be crafted into a helmet of dreadful glaring (200 gp, 14 days). Requires attunement. As a bonus action, you can target one creature you can see within 60 feet of you. If the target can see you, it must succeed on a DC 11 Wisdom saving throw against this magic or become frightened until the

end of your next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. Once you have used the item in this way, you can't do so again until you finish a short or long rest.

- 2d10 Mummy Wrapping Strips. Can be used as an additional material component when casting spells that deal necrotic damage. When used in this way, you may reroll any 1s and 2s rolled on the damage dice and must keep the second result.

MYCONIDS

MYCONID SPROUT

- 1d2 Poisonous Spores. Can be used as an additional material component when casting spells that deal poison damage. When used in this way, you deal 2 (1d4) additional poison damage with the spell.

MYCONID ADULT

- 1d4 Poisonous Spores. Can be used as an additional material component when casting spells that deal poison damage. When used in this way, you deal 2 (1d4) additional poison damage with the spell.
- 1 Ounce of Pacifying Spores. As an action, you can blow these spores into the face of a creature standing within 5 feet of you. The creature must succeed on a DC 11 Constitution saving throw or be stunned for one minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

MYCONID SOVEREIGN

- 1d8 Poisonous Spores. Can be used as an additional material component when casting spells that deal poison damage. When used in this way, you deal 2 (1d4) additional poison damage with the spell.
- 1d2 Ounces of Hallucination Spores. As an action, you can blow these spores into the face of a creature standing within 5 feet of you. The creature must succeed on a DC 12 Constitution saving throw

or be poisoned for one minute. The poisoned target is incapacitated while it hallucinates. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

- 1d4 Ounces of Pacifying Spores. As an action, you can blow these spores into the face of a creature standing within 5 feet of you. The creature must succeed on a DC 11 Constitution saving throw or be stunned for one minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

SPORE SERVANT

Note: The spore servant is a template that is placed on top of an already existing creature. This means that the loot gotten from the spore servant is in addition to any loot gotten from the creature the template was placed on.

- 1d6 Poisonous Spores. Can be used as an additional material component when casting spells that deal poison damage. When used in this way, you deal 2 (1d4) additional poison damage with the spell.

SECTION N

NAGAS

BONE NAGA

- 1d6 Naga Bones. When consumed, you gain resistance to poison damage for one hour.
- 2d4 Naga 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 3 (1d6) poison damage on a hit. After the ammunition has been fired, it loses this property.

GUARDIAN NAGA

- 1d6 Naga Bones. When consumed, you gain resistance to poison damage for one hour.
- 1 Naga Hide. Can be crafted into a set of light armor (2000 gp, 60 days). While wearing this armor, you have resistance to poison damage.
- 2d4 Naga 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 3 (1d6) poison damage on a hit. After the ammunition has been fired, it loses this property.

- 2d6 Rations.
- 1d6 Vials of Naga Poison. As an action, the poison can be used to coat one slashing or piercing weapon, or up to three pieces of ammunition. A creature hit by the poisoned weapon of ammunition must make a DC 14 Constitution saving throw or take 22 (5d8) poison damage on a failed save and half as much damage on a successful one. Once applied, the poison retains its potency for one minute before drying.

SPIRIT NAGA

- 1d6 Naga Bones. When consumed, you gain resistance to poison damage for one hour.
- 1 Naga Hide. Can be crafted into a set of light armor (2000 gp, 60 days). While wearing this armor, you have resistance to poison damage.

SECTION 0

OGRE

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

HALF-OGRE

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

ONI

- 1 Broken Chain Mail (size Large).
- 1d10 Giant's Toes. Can be sold for 4 gold pieces per toe.
- 1 Glaive. This weapon is magical.
- 1d2 Oni Eyes. Can be crafted into a *potion of invisibility* (DMG, p. 188) (2000 gp, 60 days).
- 2d4 Oni 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 cast the spell darkness on the area they hit. After the ammunition has been fired, it loses this property.

Oozes

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 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.

GELATINOUS CUBE

- 1d6 Vials of Ooze Goop. As an action, you can throw this vial at a creature within 20 feet of you, treating the vial as an improvised weapon. On a hit, the vial shatters and covers the creature with black 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.

GRAY OOZE

- 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 black 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.

OCHRE JELLY

- 1d6 Vials of Ooze Goop. As an action, you can throw this vial at a creature within 20 feet of you, treating the vial as an improvised weapon. On a hit, the vial shatters and covers the creature with black 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.

- 1d8 Vials of Purple Worm Poison. As an action, the poison can be used to coat one slashing or piercing weapon, or up to three pieces of ammunition. A creature hit by the poisoned weapon of ammunition must make a DC 16

Constitution saving throw or take 21 (6d6) poison damage on a failed save and half as much damage on a successful one. Once applied, the poison retains its potency for one minute before drying.

SECTION Q

QUAGGOTH

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

SECTION R

RAKSHASA

- 1 Rakshasa Heart. When consumed, you gain the benefits of the true seeing spell for one hour.
- 1d2 Rakshasa Hands. Requires attunement by a spellcaster. Can be used as an arcane focus. You may cast each of the spells *charm person*, *detect thoughts*, *major image*, and *suggestion* once per day. You use your own spellcasting ability and spell save DC when casting these spells, and any spent uses recharge every day at dawn.
- 1d8 Rakshasa Claws. One claw can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these claws put a magical curse on the target they hit. The magical curse takes effect whenever

the target takes a short or long rest, filling the target's thoughts with horrible images and dreams. The cursed target gains no benefit from finishing a short or long rest. The curse lasts until it is lifted by a remove curse spell or similar magic. After the ammunition has been fired, it loses this property.

- 2d4 Random Gems (Value 50 GP).

REMORHAZ

- 4d6 Rations.
- 1d4 Remorhaz Fangs. Can be crafted into a dagger (150 gp, 9 days). On a hit, this weapon deals an additional 3 (1d6) fire damage.
- 1 Remorhaz Hide. Can be crafted into a set of light armor (3000 gp, 75 days).

Requires attunement. While wearing this armor, you have resistance to one type of damage. The type of damage you have resistance to can be chosen and switched over the course of a short or long rest. You can choose to have resistance to acid, cold, fire, lightning, or thunder damage.

- 1d4 Slaad Claws. Can be crafted into a dagger (2 gp, 1 day).
- 1d6 Vials of Slaad Mesh. When consumed, you have advantage on saving throws against spells and other magical effects for the next 10 minutes.

BLUE SLAAD

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

GREEN SLAAD

- 1 Green Slaad Hide. Can be crafted into a set of light armor (15000 gp, 100 days). Requires attunement. While wearing this armor, you have resistance to one type of damage. The type of damage you have resistance to can be chosen and switched over the course of a short or long rest. You can choose to have resistance to acid, cold, fire, lightning, or thunder damage.
- 1d4 Slaad Claws. Can be crafted into a dagger (2 gp, 1 day).
- 1d2 Vials of Shapeshifter Blood. Can be used as an additional material

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

- 2d4 Vials of Slaad Mesh. When consumed, you have advantage on saving throws against spells and other magical effects for the next 10 minutes.

GRAY SLAAD

- 1 Gray 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).
- 1d4 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.
- 2d6 Vials of Slaad Mesh. When consumed, you have advantage on saving throws against spells and other magical effects for the next 10 minutes.

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).

TREANT

- 1d4 Treant Bark Plates. Two plates can be crafted into a set of plate armor (1500 gp, 5 days) or into a set of half-plate armor (750 gp, 4 days).
- 2d12 Treant Branches. Can be used as an additional material component when casting spells that deal fire damage. When used in this way, you deal an additional 3 (1d6) fire damage when you cast the spell.
- 1d2 Treant Trunks. Can be crafted into a maul (100 gp, 7 days) or into a greatclub (90 gp, 7 days). This weapon deals double damage to objects and structures.
- 1d2 Vials of Treant Sap. When consumed, this functions as a *potion of healing*.

TROGLODYTE

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

TROLL

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

SECTION U

UMBER HULK

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

a random creature, or it does nothing if no creature is within reach.

- 1d2 Umber Hulk Mandibles. Can be crafted into a battleaxe (10 gp, 2 days).

UNICORN

- 1 Unicorn Hide. Can be crafted into a set of light armor (2000 gp, 60 days). While wearing this armor, you have resistance to poison damage.
- 1 Unicorn Horn. Requires attunement. Can be used as an arcane focus or a druidic focus. Once per day each, you can cast the spells *detect evil and good* and *pass without a trace* through the horn.
- 2d6 Vials of Unicorn Blood. When consumed, this functions as a *potion of healing*.

SECTION V

VAMPIRE

- 2d6 Ounces of Vampire Dust. When consumed, you turn into a cloud of mist as if subjected to the gaseous form spell. This effect lasts for one hour.
- 1d10 Vampire Bones. Can be used as an additional material component when casting the spells that attempts to charm a creature. When used in this way, the target of the spell has disadvantage on their saving throw against the spell's effects.
- 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 3 (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.

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 3 (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.



SECTION W

WATER WEIRD

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

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 14 (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.

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.

WYVERN

- 2d6 Rations.
- 1 Wyvern Hide. Can be crafted into leather armor (10 gp, 2 days) or studded leather armor (45 gp, 3 days).
- 1 Wyvern Stinger. Can be crafted into a shortsword (200 gp, 14 days), or a longsword (200 gp, 14 days). This

ABOMINABLE YETI

- 2d6 Rations.
- 1d8 Tufts of Yeti Fur. Three tufts can be crafted into a cloak (75 gp, 6 days). When worn, you have advantage on Dexterity (Stealth) checks made to hide in snowy terrain.
- 1d2 Yeti Eyes. Can be used as an additional material component when casting spells that deal cold damage. When used in this way, you deal an additional 10 (3d6) cold damage when you cast the spell.
- 1 Yeti Hide. Can be crafted into a set of light armor (2000 gp, 60 days). While wearing this armor, you have resistance to cold damage.
- 1 Abominable Yeti Frost Gland. As an action, you can throw this gland up to 30 feet away where it will explode in a cloud of frost. Each creature within 10 feet of where the gland landed must make a DC 18 Constitution saving throw. A creature takes 45 (10d8) cold damage on a failed save and half as much damage on a successful one.

YUAN-TI

YUAN-TI ABOMINATION

- 3d6 Arrows.
- 1 Broken Longbow.
- 1 Broken Scimitar.
- 2d6 Rations.
- 1d4 Vials of Shapeshifter Blood. Can be used as an additional material component when casting spells that physically alter a creature's body. When used in this way, the duration of the spell is extended by 10 minutes.
- 1 Yuan-ti Hide. Can be crafted into a set of light armor (2000 gp, 60 days). While wearing this armor, you have resistance to poison damage.
- 1d8 Yuan-ti 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 3 (1d6) poison damage. After the ammunition has been fired, it loses this property.

YUAN-TI MALISON

- 3d6 Arrows (Type 1 and 3).
- 1 Broken Longbow (Type 1 and 3).
- 1 Broken Scimitar (Type 1 and 3).
- 1d6 Rations.
- 1 Vial of Shapeshifter Blood. Can be used as an additional material component when casting spells that physically alter a creature's body. When used in this way, the duration of the spell is extended by 10 minutes.
- 1 Yuan-ti Hide. Can be crafted into a set of light armor (2000 gp, 60 days). While wearing this armor, you have resistance to poison damage.
- 1d4 Yuan-ti 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 3 (1d6) poison damage. After the ammunition has been fired, it loses this property.

YUAN-TI PUREBLOOD

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

YUGOLOTHS

ARCANALOTH

- 1d4 Arcanaloth Claws. Can be crafted into a dagger (250 gp, 14 days). This weapon deals an additional 3 (1d6) poison damage on a hit.
- 1d2 Arcanaloth Eyes. When consumed, you gain truesight out to a range of 30 feet for 10 minutes.
- 1 Arcanaloth Hide. Can be crafted into a set of light armor (4000 gp, 90 days). Requires attunement. This armor grants

