

MONSTER LOOT

MYTHIC ODYSSEYS OF THEROS



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Interior Art: Publisher's Choice Quality Stock Art © Rick Hershey / Fat Goblin Games

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How To Use This Book?

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

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

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

KILLING HUMANOID ENEMIES

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

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

HARVESTING CHECKS

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

ABILITY CHECK

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

TYPE OF ABILITY CHECK

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

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

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

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

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

TOOL CHECK

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

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

HARVEST TIME

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

TIME SPEND HARVESTING

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

TIME OF DEATH

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

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

TYPES OF LOOT

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

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

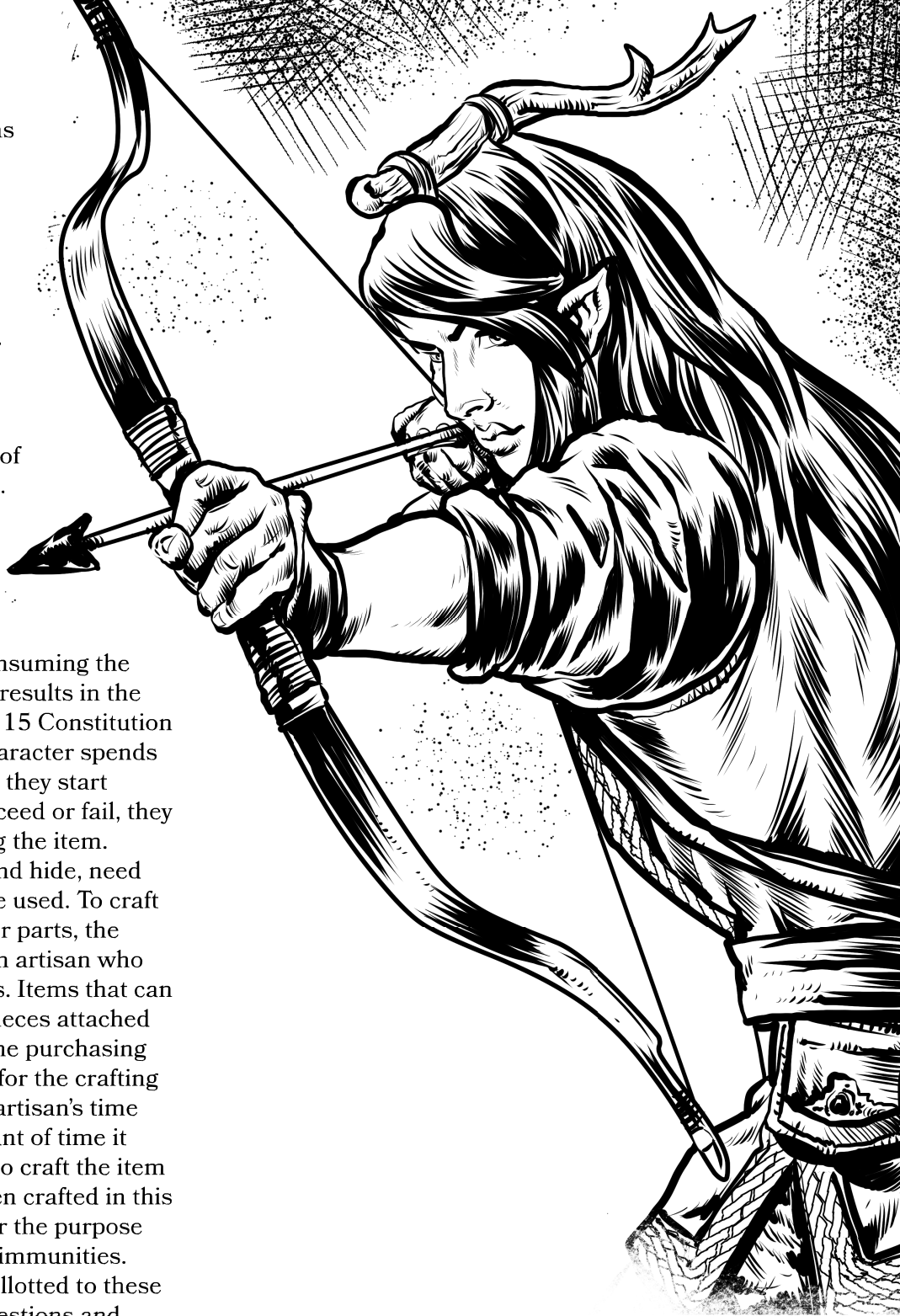
Some creatures, like beasts and monstrosities, might yield **rations**. This refers to harvesting meat from the creature that can be eaten as a day's ration. Whether or not this meat needs to be cooked before it is edible and how long it lasts before it turns rancid is determined by the DM. Most meat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

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

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

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

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



NEW MONSTERS

AMPHISBAENA

- 1 Amphisbaena Hide. Two hides can be crafted into leather armor (150 gp, 2 days) or studded leather armor (175 gp, 3 days). While wearing this armor, you have a 30 ft. swim speed.
- 1d6 Rations.
- 1d4 Vials of Amphisbaena 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 or ammunition must make a DC 11 Constitution saving throw or take 1d6 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.

ANVILWROUGHTS

ANVILWROUGHT RAPTOR

- 1 Anvilwrought Raptor Chassis. Ten chassis can be crafted into a set of plate armor (2300 gp, 60 days) or five chassis can be crafted into a set of half-plate armor (2000 gp, 60 days). While wearing this armor, you have resistance to fire damage.
- 1 Mimicry Core. Can be crafted into a recording device (250 gp, 10 days). The device can relay any sound, including voices, it has heard in the last 24 hours. It can only relay the sound as it heard it and cannot create new sounds. A creature that hears the sounds coming from the device can tell they are imitations with a successful DC 12 Wisdom (Insight) check.

BRONZE SABLE

- 1 Bronze Sable Chassis. Five chassis can be crafted into a set of plate armor (2300 gp, 60 days) or three chassis can be crafted into a set of half-plate armor (2000 gp, 60 days). While wearing this armor, you have resistance to fire damage.
- 1d2 Bronze Sable Eyes. Two eyes can be crafted into a set of *eyes of minute seeing* (DMG p. 168) (200 gp, 14 days).

BURNISHED HART

- 1d2 Burnished Hart Antlers. The tips of these antlers can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these antlers deal an additional 1d4 damage. After the ammunition has been fired, it loses this property. A single antler has 2d4 tips on it.
- 1 Burnished Hart Chassis. Five chassis can be crafted into a set of plate armor (2300 gp, 60 days) or three chassis can be crafted into a set of half-plate armor (2000 gp, 60 days). While wearing this armor, you have resistance to fire damage.
- 1d4 Burnished Hart Hooves. Two hooves can be crafted into a set of *boots of striding and springing* (DMG p. 156) (200 gp, 14 days).
- 1d2 Vials of Heating Liquid. When consumed, you become resistant to fire damage for one hour.

GOLD-FORGED SENTINEL

- 1 Gold-Forged Sentinel Chassis. Three chassis can be crafted into a set of plate armor (2300 gp, 60 days) or two chassis can be crafted into a set of half-plate armor (2000 gp, 60 days). While wearing this armor, you have resistance to fire damage.
- 1 Gold-Forged Sentinel Head. Can be crafted into a helmet (3500 gp, 65 days). Requires attunement. While wearing this helmet you have advantage on saving throws against any spell that targets only you (not the area). If your saving throw succeeds and the spell is of 4th level or lower, the spell has no effect on you and you can use your reaction to target the spell on the caster.
- 1d6 Vials of Flame Ignition Fluid. When consumed, the fluid functions as a *potion of fire breathing*.

ARCHONS

ARCHON OF FALLING STARS

- 1d2 Archon Eyes. When consumed, you gain truesight out to a range of 30 feet for one hour.
- 1 Archon of the Fallen Stars Plate Armor. Requires attunement. This set of armor has 3 charges. You can expend charges to cast the following spells: *command* (1 charge), *guiding bolt* (1 charge), *spirit guardians* (3 charges). Wisdom is your spellcasting ability for these spells and the armor regains any spent charges each day at dawn.
- 1 Divine Tongue. When consumed, you gain the benefits of the *tongues* spell for eight hours.
- 1 Radiant Spear. Requires attunement. This spear deals an additional 2d6 radiant damage on a hit.
- 1d6 Vials of Archon of the Fallen Stars Blood. When consumed, you have advantage on saving throws against spells and other magical effects for one hour.

ASHEN RIDER

- 1d2 Archon Eyes. When consumed, you gain truesight out to a range of 30 feet for one hour.
- 1 Archon of the Fallen Stars Plate Armor. Requires attunement. This set of armor has 4 charges. You can expend charges to cast the following spells: *command* (1 charge), *compelled duel* (1 charge), *banishment* (4 charges). Wisdom is your spellcasting ability for these spells and the armor regains any spent charges each day at dawn.
- 1 Ashen Blade. Requires attunement. This greatsword deals an additional 2d6 necrotic damage on a hit.
- 1 Divine Tongue. When consumed, you gain the benefits of the *tongues* spell for eight hours.
- 1d6 Vials of Archon's Ash. As an action, you can throw this vial up to 30 feet away where it shatters in a cloud of dusty ash. Any creature standing within a 15-foot radius of where the vial landed must make a DC 18 Wisdom saving throw. On a failed save, the creature can't speak and is deafened until the start of its next turn. On a successful save, the creature is immune to the effects of the ash for 24 hours.

ARCHON MOUNTS

WINGED BULL

- 3d8 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.
- 1d6 Vials of Winged Bull Blood. When consumed, you are filled with the power of the bull for the next ten minutes. While this effect is active, if you move at least 20 feet straight toward a creature and then hit it with a melee weapon attack on the same turn, the target takes an extra 3d6 weapon damage.

WINGED LION

- 3d8 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.
- 1d6 Vials of Winged Lion Blood. When consumed, you are filled with the power of the lion for the next ten minutes. While this effect is active, if you move at least 20 feet straight toward a creature and then hit it with a melee weapon attack on the same turn, the target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, you can make one weapon melee attack against it as a bonus action.

CERBERI

TWO-HEADED CERBERUS

- 1d6 Rations.
- 1d2 Two-Headed Cerberus Breath Gland. As an action, you can throw this vial up to 30 feet away where it bursts and rapidly expands into a mound of molten rock. A creature within 5 feet of where the gland landed must succeed on a DC 12 Dexterity saving throw or take 3d6 fire damage and be restrained by the hardening rock. A creature can make a DC 12 Strength (Athletics) check as an action, freeing itself or a creature within reach from the rock on a success. The rock has an AC of 17 and 10 hit points, and it is immune to fire, poison, and psychic damage. On a successful save, a creature takes half damage and isn't restrained.
- 1 Two-Headed Cerberus Hide. Two hides can be crafted into a set of light armor (2000 gp, 60 days). While wearing this armor, you have resistance to fire damage.

UNDERWORLD CERBERUS

- 2d6 Rations.
- 1d3 Underworld Cerberus Breath Gland. As an action, you can throw this vial up to 30 feet away where it bursts and rapidly expands into a mound of molten rock. A creature within 5 feet of where the gland landed must succeed on a DC 15 Dexterity saving throw or take 3d6 fire damage and be restrained by the hardening rock. A creature can make a DC 15 Strength (Athletics) check as an action, freeing itself or a creature within reach from the rock on a success. The rock has an AC of 17 and 20 hit points, and it is immune to fire, poison, and psychic damage. On a successful save, a creature takes half damage and isn't restrained.
- 2d4 Underworld Cerberus Canines. These teeth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these antlers deal an additional 1d6 fire damage. After the ammunition has been fired, it loses this property.
- 1d6 Underworld Cerberus Eyes. When consumed, you gain truesight out to a range of 10 feet for 10 minutes.
- 1 Underworld Cerberus Hide. Can be crafted into a set of light armor (2000 gp, 60 days). While wearing this armor, you have resistance to fire damage.

CHIMERA

THERAN CHIMERA

Note: Chimeras can have many different characteristics which results in different types of loot. Be sure to only choose the loot that is relevant for the type of chimera you are using.

- 2d6 Rations.
- Theran Chimera Breath Weapon Loot:
 1. *Fire Breath* - 1 Theran Chimera Fire Gland. When consumed, the gland functions as a *potion of fire breathing*.
 2. *Lightning Breath* - 1 Theran Chimera Lightning Gland. When consumed, the gland functions as a *potion of fire breathing*, except it deals lightning damage instead of fire damage.
 3. *Necrotic Spray* - 1d4 Vials of Necrotic Essence. As an action, the essence can be used to coat one slashing or piercing weapon, or up to three pieces of ammunition. A creature hit by the weapon or ammunition must make a DC 15 Constitution saving throw or take 4d8 necrotic damage on a failed save and half as much damage on a successful one. Once applied, the essence retains its potency for one minute before drying.
 4. *Tidal Wave Breath* - 1d6 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.
 5. *Venom Spray* - 1 Theran Chimera Venom Gland. When consumed, the gland functions as a *potion of fire breathing*, except it deals poison damage instead of fire damage.
- Theran Chimera Head Loot:
 1. *Bull Horns* - 1d2 Theran Chimera Bull Horns. Can be sold for 50 gp.
 2. *Cockatrice Beak* - 1 Vial of Theran Chimera Venom. When consumed, you must succeed on a DC 15 Constitution saving throw or become petrified and turn to stone. You remain petrified for 24 hours, after which the petrified effect ends.
 3. *Shark Bite* - 1d12 Theran Chimera Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 1d4 damage on a hit. After the ammunition has been fired, it loses this property.
 4. *Unicorn Horn* - 1 Theran Chimera 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.
- 1 Theran Chimera Hide. Can be crafted into a set of light armor (4500 gp, 75 days). Requires attunement. While wearing this armor you have advantage on saving throws against any spell that targets only you (not the area). If your saving throw succeeds and the spell is of 4th level or lower, the spell has no effect on you and you can use your reaction to target the spell on the caster.
- Theran Chimera Tail Loot:
 1. *Venomous Tail* - 1d4 Vials of Theran Chimera 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 weapon or ammunition must make a DC 15 Constitution saving throw or become poisoned. The creature can repeat the save at the end of each of its turns, ending the effect on a success.

Once applied, the poison retains its potency for one minute before drying.

2. *Perplexing Tail* - See the Theran Chimera Head Loot.
 3. *Shark Tail* - 1d6 Rations.
 4. *Constricting Tail* - 1 Theran Constricting Tail. Can be crafted into a *rope of entanglement* (DMG p. 197) (2000 gp, 60 days).
- 1d2 Theran Chimera Wings. Two wings can be crafted into a *cloak of protection* (DMG p. 159) (200 gp, 14 days).

COLOSSUS OF AKROS

- 4d20 Magical Pebbles. One pebble can be used as ammunition for a sling. These pebbles act as *+1 ammunition*.
- 4d20 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.
- 3d6 Sheets of Colossus Armor Plating. Four sheets can be crafted into a set of plate armor (2700 gp, 70 days) or two sheets can be crafted into a set of half-plate armor (2400 gp, 70 days). Requires attunement. While wearing this armor, you have resistance to fire damage. In addition, this set of armor has 2 charges. When you are subjected to fire damage, you can use your reaction to expend a charge and take no damage from the fire and instead regain a number of hit points equal to the fire damage dealt. The armor regains any spent charges each day at dawn.
- 4d6 Vials of Fire Essence. This liquid glows in the dark, shedding bright light in a 10-foot radius and dim light for an additional 10 feet if not covered. As an action, the essence can be applied to a weapon made of metal and imbue it

with magical fire. For one minute, when the weapon hits a target it deals an additional 1d6 fire damage. The essence then evaporates.

DEMONS OF THEROS

ABHORRENT OVERLORD

- 1d4 Abhorrent Overlord Claws. Can be crafted into a dagger (200 gp, 7 days). This weapon deals an additional 1d6 necrotic damage on a hit.
- 1d2 Abhorrent Overlord Wings. Two wings can be crafted into a *cloak of flying* (2000 gp, 60 days).
- 1 Gilded Demon Headpiece. Requires attunement. While wearing this headpiece, you can sense the presence of gold within 500 feet of your. You can determine which location has the greatest amount of gold and can sense the direction to that site. If the gold is being moved, you know the direction of the movement. You can't locate gold if any thickness of clay or lead, even a thin sheet, blocks a direct path between you and the gold.
- 2d6 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.

EATER OF HOPE

- 1d4 Eater of Hope Claws. Can be crafted into a dagger (200 gp, 7 days). This weapon deals an additional 1d6 necrotic damage on a hit.
- 1d2 Eater of Hope Wings. Two wings can be crafted into a *cloak of protection* (DMG p. 159) (200 gp, 14 days).
- 1 Gilded Demon Headpiece. Requires attunement. While wearing this headpiece, you can sense the presence of gold within 500 feet of your. You can determine which location has the

greatest amount of gold and can sense the direction to that site. If the gold is being moved, you know the direction of the movement. You can't locate gold if any thickness of clay or lead, even a thin sheet, blocks a direct path between you and the gold.

- 1d6 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.
- 1d2 Vials of Underworld Wind Essence. As an action, you can throw this vial up to 30 feet away where it shatters to release a breeze of howling wind. Any creature standing within a 15-foot radius of where the vial landed must make a DC 14 Charisma saving throw. On a failed save, the creature takes 3d12 necrotic damage and is cursed until the beginning of its next turn. While cursed in this way, the target takes an extra 1d6 necrotic damage whenever it is hit with a melee weapon attack. On a successful save, the target takes half as much damage and isn't cursed.

NIGHTMARE SHEPHERD

- 1d4 Nightmare Shepherd Claws. Can be crafted into a shortsword (225 gp, 7 days). This weapon deals an additional 1d6 necrotic damage on a hit.
- 1d2 Nightmare Shepherd Wings. One wing can be crafted into a *cloak of flying* (2000 gp, 60 days).
- 1 Nightmare Shepherd Skull. Can be crafted into a helmet (300 gp, 15 days). Requires attunement. While wearing the helmet, undead creatures within 30 feet of you gain a +3 bonus to attack and damage rolls.
- 1 Nightmare Shepherd Staff. Can be resized for use by a medium creature for 300 gp. Requires attunement. Functions as a quarterstaff that deals an additional 1d12 psychic damage on a hit.
- 3d6 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.

EIDOLONS

FLITTERSTEP EIDOLON

- 1 Flickering Dagger. Requires attunement. Functions as a dagger that deals an additional 1d6 psychic damage on a hit.
- 1d6 Ounces of Phantom Dust. As an action, you can blow this dust into the face of a creature standing within 5 feet of you. The creature must succeed on a DC 13 Wisdom saving throw or be frightened of you for one minute on a failed save. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.
- 1 Spirit Cloth. Can be crafted into a *bag of holding* (DMG p. 153) (200 gp, 14 days).
- 1d6 Vials of Ectoplasm. When consumed, you can see into the Ethereal Plane for one hour.

GHOSTBLADE EIDOLON

- 1 Ghostblade. Requires attunement. Functions as a greatsword that deals an additional 1d6 force damage on a hit.
- 1d8 Ounces of Phantom Dust. As an action, you can blow this dust into the face of a creature standing within 5 feet of you. The creature must succeed on a DC 13 Wisdom saving throw or be frightened of you for one minute on a failed save. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.
- 1 Spirit Cloth. Can be crafted into a *bag of holding* (DMG p. 153) (200 gp, 14 days).
- 1d8 Vials of Ectoplasm. When consumed, you can see into the Ethereal Plane for one hour.

FLEECEMANE LION

- 1d2 Fleecemane Lion Canines. Can be sold for 25 gp.
- 1 Fleecemane Lion Hide. Can be crafted into a set of light armor (4500 gp, 75 days). Requires attunement. While wearing this armor you have advantage on saving throws against any spell that targets only you (not the area). If your saving throw succeeds and the spell is of 4th level or lower, the spell has no effect on you and you can use your reaction to target the spell on the caster.
- 2d6 Rations.
- 2d4 Tufts of Shiny Fleece. Ten tufts of shiny fleece can be crafted into a shirt (1000 gp, 35 days). Requires attunement. You have advantage on Intelligence, Wisdom, and Charisma saving throws against spells and you are immune to any effects that disrupt your sleep such as a rakshasa's curse. In addition, once per day you can use an action to start glowing, shedding dim light in a 15-foot radius centered on you. This effect lasts for one hour or until you end it with a bonus action.

GIANTS

DOOMWAKE GIANT

- 1 Doomwake Giant Heart. Can be crafted into a *potion of doomwake giant strength* (100000 gp, 250 days). Functions as a *potion of storm giant strength* (DMG p. 187)
- 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.
- 2d6 Vials of Doomwake Giant Blood. When consumed, you gain resistance to necrotic damage for one hour.
- 2d6 Vials of Doomwake Giant Gas. As an action, you can throw this vial up to 30 feet away where it shatters into a cloud

of gas. Any creature standing within a 15-foot radius of where the vial landed must succeed on a DC 18 Charisma saving throw, taking 6d8 necrotic damage on a failed save and half as much damage on a successful one.

HUNDRED-HANDED ONE

- 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 Hundred-Handed One Heart. Can be crafted into a *potion of hundred-handed one strength* (100000 gp, 250 days). Functions as a *potion of storm giant strength* (DMG p. 187)
- 3d6 Vials of Hundred-Handed One Blood. When consumed, you become immune to the frightened condition for one hour.

HARPIES

APHEMIA

- 3d8 Feathers of Aphemia. 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 necrotic damage on a hit. After the ammunition has been fired, it loses this property.
- 1d6 Rations.
- 1 Set of Vocal Cords of Aphemia. Once per day, you can blow into these vocal cords as an action and sound out a magical cacophony of sounds. Each creature within 120 feet of you that can hear the melody must succeed on a DC 14 Wisdom saving throw or be frightened by you until the cacophony ends. A frightened creature takes 1d6 psychic damage at the start of each of its turns as long as the melody is active. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful

or the effect ends for it, the creature is immune to the cacophony from the vocal cords for the next 24 hours. You must take a bonus action on your subsequent turns to continue playing the cacophony and can end it at any time.

- 1 Tongue of Aphemia. Can be crafted into a token if discord (3000 gp, 75 gp). Requires attunement. This token can be fused to an instrument and once it is attached it cannot be removed. If you have proficiency with the specific instrument, you can use it to play a grave calling melody. Once per day, you can use an action to start playing the grave calling melody and as you do, every undead within 300 feet of you must succeed on a DC 14 Wisdom saving throw or fall under your control until the song ends. You must take a bonus action on each of your subsequent turns to continue playing, and you can mentally command the undead under your control as part of the same bonus action. You can stop playing at any time. The melody stops if you are incapacitated.

BLOOD-TOLL HARPY

- 1d6 Rations.
- 1 Vial of Blood-Toll Harpy Blood. When consumed, you have advantage on saving throws against being charmed or frightened for the next 10 minutes.

HIPPOCAMP

- 1 Hippocamp Hide. Can be crafted into leather armor (150 gp, 2 days) or studded leather armor (175 gp, 3 days). While wearing this armor, you have a 30 ft. swim speed.
- 1d2 Hippocamp Forelegs. Can be crafted into a greatclub (2 gp, 2 days).
- 2d6 Rations.

HOPLITES

AKROAN HOPLITE

- 1 Broken Breastplate Armor.
- 1 Broken Shield.
- 1d4 Spears.

MELETIAN HOPLITE

- 1 Broken Breastplate Armor.
- 1 Broken Shield.
- 1d4 Spears.

SETESSAN HOPLITE

- 3d6 Arrows.
- 1 Broken Leather Armor.
- 1 Broken Longbow.
- 1 Broken Scimitar.
- 1 Broken Shield.

HYDRAS

IRONSCALE HYDRA

- 2d4 Ironscale Hydra Eyes. When consumed, you gain darkvision out to a range of 60 feet for one hour.
- 1 Ironscale Hydra 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 made from this hide.
- 4d12 Ironscale Hydra 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 Ironscale 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 1d6 additional damage on a hit. After the ammunition has been fired, it loses this property.
- 10d6 Rations.
- 2d10 Vials of Ironscale Hydra Blood. Functions as a vial of acid.

PALUKRANOS

- 2d6 Eyes of Palukranos. When consumed, you gain darkvision out to a range of 60 feet for one hour.
- 1 Hide of Palukranos. 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 made from this hide.
- 10d6 Rations.
- 1d8 Ribs of Palukranos. Can be crafted into a longbow (250 gp, 14 days), a maul (250 gp, 14 days), or a lance (250 gp, 14 days). This weapon deals double damage to objects and structures.
- 6d12 Scales of Palukranos. 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.
- 3d12 Teeth of Palukranos. 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 1d6 additional damage on a hit. After the ammunition has been fired, it loses this property.
- 3d10 Vials of Blood of Palukranos. Functions as a vial of acid.

LEONIN

LEONIN ICONOCLAST

- 1d8 Darts.

NYX-FLEECE RAM

- 1d6 Rations.
- 10 Tufts of Nyx-Fleece (Only harvested if shearing the nyx-fleece ram without hurting it). Ten tufts of nyx-fleece can be crafted into a shirt (1000 gp, 25 days). Requires attunement. The shirt possesses one of the following powers, determined randomly.
 1. *Protection*. You gain a +1 bonus to AC and saving throws.
 2. *Power of Nyx*. The wearer has advantage on all Charisma (Persuasion) checks.
 3. *Calming Presence*. The wearer can cast *calm emotions* once per day (save DC 13).
 4. *Trail of Flowers*. Wherever the wearer of the fleece walks, flowers spring up magically behind them. the flowers wilt away after one hour.
 5. *Animal Affinity*. Any non-evil wearer of the fleece can cast *animal friendship* once per day (save DC 13).
 6. *Abundance of Food*. The wearer can cast *create food and water* once per day.
- 1d2 Tufts of Shiny Fleece (Only harvested by damaging the nyx-fleece ram while shearing it or by slaying it). Ten tufts of shiny fleece can be crafted into a shirt (1000 gp, 35 days). Requires attunement. You have advantage on Intelligence, Wisdom, and Charisma saving throws against spells and you are immune to any effects that disrupt your sleep such as a rakshasa's curse. In addition, once per day you can use an action to start glowing, shedding dim light in a 15-foot radius centered on you. This effect lasts for one hour or until you end it with a bonus action.

NYXBORN

Note: Nyxborn are creatures born of Nyx and resemble ordinary mortal creatures, their characteristics being placed on top of the statistics of an already existing creature. This means that the loot gotten from a nyxborn creature is in addition to any loot gotten from the creature the template was placed on.

- 1d4 Vials of Essence of Nyx. This essence glows in the dark, shedding dim light in a 15-foot radius if not covered. When consumed, you are granted one of the following traits at random, the effect of which lasts for an hour.
 1. *Magic Resistance.* You have advantage on saving throws against spells and other magical effects.
 2. *Light Sensitivity.* You have disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight, while you are in bright light.
 3. *Immutable Form.* You are immune to any spell or effect that would alter your form.
 4. *Nyx Step.* You can move through other creatures and objects as if they were difficult terrain. You take 1d10 force damage if you end your turn inside an object.

NYMPHS

ALSEID

- 1d12 Alseid Leaves. When placed on the tongue, the leaf dissolves and you regain 1d4 hit points.
- 1d2 Ounces of Fey 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 10 Wisdom saving throw or become confused as with the *confusion* spell until the end of their next turn.

LAMPAD

- 1d4 Ounces of Fey 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 10 Wisdom saving throw or become confused as with the *confusion* spell until the end of their next turn.
- 1d4 Strips of Lampad Bark. When consumed, you can use 10 feet of your movement to step magically into one creature's corpse within its reach and emerge from a second creature's corpse within 60 feet of the first corpse, appearing in an unoccupied space within 5 feet of the second corpse. Both corpses must be medium or bigger.
- 1 Vial of Necrotic Essence. As an action, the essence can be used to coat one slashing or piercing weapon, or up to three pieces of ammunition. A creature hit by the weapon or ammunition must make a DC 12 Constitution saving throw or take 1d8 necrotic damage on a failed save and half as much damage on a successful one. Once applied, the essence retains its potency for one minute before drying.

NAIAD

- 1d3 Ounces of Fey 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 10 Wisdom saving throw or become confused as with the *confusion* spell until the end of their next turn.
- 1d2 Vials of Naiad Spirit Essence. When consumed, you become amphibious for one hour.
- 1d4 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.

OREAD

- 1d4 Ounces of Fey 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 10 Wisdom saving throw or become confused as with the *confusion* spell until the end of their next turn.
- 1d4 Vials of Fire Essence. This liquid glows in the dark, shedding bright light in a 10-foot radius and dim light for an additional 10 feet if not covered. As an action, the essence can be applied to a weapon made of metal and imbue it with magical fire. For one minute, when the weapon hits a target it deals an additional 1d6 fire damage. The essence then evaporates.
- 1d4 Vulcanized Oread Chips. When you are damaged by a creature within 60 feet of you and you can see, you can use your reaction to cast the spell *hellish rebuke* at 2nd level (DC 14).

ORACLE

- 1 Holy Symbol.

PHYLASKIA

- 1 Broken Plate Armor.
- 1 Broken Longsword.
- 1d2 Phylaskia Eyes. When consumed, you gain truesight out to a range of 30 feet for ten minutes.
- 3d4 Phylaskia 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 2d10 necrotic damage when you cast the spell.

RETURNED

RETURNED DRIFTER

- 1 Broken Leather Armor.
- 1 Broken Scimitar.
- 1 Returned Hollow Heart. As an action, you can crush this heart and feel a wave of dread flow out from it. Undead creatures that were within 30 feet of you when you crushed the heart have advantage on saving throws against any effect that turn undead for one hour.
- 1 Returned Mask. Can be sold for 100 gp.
- 1 Sling.

RETURNED PALAMNITE

- 1 Broken Shortsword.
- 1 Returned Hollow Heart. As an action, you can crush this heart and feel a wave of dread flow out from it. An undead creature that was within 30 feet of you when you crushed the heart has advantage on saving throws against any effect that turn undead for one hour.
- 1 Returned Mask. Can be sold for 100 gp.
- 1d2 Vials of Fury's Essence. When consumed, you are overcome with a near uncontrollable anger for the next ten minutes, the effects of which are activated in combat. If another creature deals damage to you, you make your attack rolls with advantage until the end of your turn.

RETURNED SENTRY

- 1 Broken Leather Armor.
- 1 Broken Shield.
- 1 Returned Hollow Heart. As an action, you can crush this heart and feel a wave of dread flow out from it. An undead

creature that was within 30 feet of you when you crushed the heart has advantage on saving throws against any effect that turn undead for one hour.

- 1 Returned Mask. Can be sold for 100 gp.
- 1 Sling.
- 1d2 Spears.

SATYR

SATYR REVELER

- 3d6 Arrows.
- 1 Broken Shortbow.
- 1 Musical Instrument. There's a 50% chance the instrument is a pan flute and a 50% chance it's another random instrument.
- 1d2 Ounces of Fey 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 10 Wisdom saving throw or become confused as with the *confusion* spell until the end of their next turn.

SATYR THORNBEARER

- 3d6 Arrows.
- 1 Broken Shortbow.
- 1d2 Hailing Arrows. When fired, this arrow magically transforms into a flurry of missiles in a 30-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 4d6 piercing damage on a failed save, or half as much damage on a successful one.
- 1d4 Ounces of Fey 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 10 Wisdom saving throw or become confused as with the *confusion* spell until the end of their next turn.

TRITON

TRITON SHORESTALKER

- 1 Broken Urchin-Spine Shortsword. This weapon, when repaired, functions as a shortsword that deals an additional 1d6 poison damage on a hit. If the damage reduces a creature to 0 hit points, that creature is stable but poisoned for one hour, even after regaining hit points, and is paralyzed while poisoned in this way. It costs 100 gold pieces to repair the weapon.

TRITON MASTER OF THE WAVES

- 2d6 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.

TYPHON

- 4d6 Rations.
- 4d12 Small Typhon 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 damage on a hit. After the ammunition has been fired, it loses this property.
- 1d6 Typhon Fangs. Can be crafted into a shortsword (200 gp, 11 days). This weapon deals an additional 1d4 piercing damage on a hit.
- 1 Typhon Hide. Can be crafted into a set of light armor (3000 gp, 80 days). Requires attunement. While wearing this armor, you have resistance to acid and necrotic damage. Two sets of armor can be crafted from this hide.
- 4d8 Vials of Typhon Blood. When consumed, you regain 1d4 hit points at the end of each of your turns for the next minute.

WOE STRIDER

- 1d4 Woe Strider Claws. Can be crafted into a dagger (250 gp, 14 days). This weapon deals an additional 1d4 psychic damage on a hit.
- 1 Woe Strider Head. As an action, you can wrench open the mouth of the head and create an area of antimagic centered on the head as if casting the *antimagic field* spell, except the duration is only one minute. Once you have used the head in this way, the energy within the head flutters out and becomes unusable.
- 2d4 Woe Strider 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 piercing damage on a hit. After the ammunition has been fired, it loses this property.

MYTHIC MONSTERS

ARASTA OF THE ENDLESS WEB

- 2d6 Clumps of Arastra's Hair. As an action, you can throw this clump of hair up to 30 feet away where it expands into a 10-foot cube of thick webbing. Any creature standing within the area must make a DC 21 Dexterity saving throw. On a failed save, the creature is restrained in the web. A creature can use its action to make a DC 21 Strength check. On a success, it can free itself or a creature within 5 feet of it that is restrained by the web. The webbing is immune to all damage except magical fire. A 5-foot cube of the web is destroyed if it takes at least 20 fire damage from a spell or other magical source on a single turn.
- 1d2 Eyes of Arastra. When consumed, you gain blindsight out to a range of 60 feet for one hour.
- 1d2 Hands of Arastra. Can be crafted into a wand (1500 gp, 45 days). Requires attunement. Can be used as an arcane focus. As an action, you can touch a creature with the wand and force them to make a DC 21 Intelligence saving throw. On a failed save, you gain knowledge of the creature's name, race, where they consider home, and what brought them to you. In addition, you can speak to birds and spiders as with the *speak with animals* spell and you can cast the spell *giant insect* (spiders only) once per short rest.
- 1 Hide of Arastra. Can be crafted into a set of light armor (2300 gp, 65days). Requires attunement. While wearing this armor, you have resistance to acid damage. In addition, you are always under the effects of the *spiderclimb* spell and you ignore movement restrictions caused by webbing. Two sets of armor can be crafted from this hide.
- 4d6 Rations.
- 3d6 Vials of Arastra's 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 weapon or ammunition must make a DC 21 Constitution saving throw or take 1d12 poison damage and become poisoned. The creature can repeat the save at the end of each of its turns, ending the effect on a success. On a successful save, the creature takes half damage and isn't poisoned. Once applied, the poison retains its potency for one minute before drying.
- 2d6 Vials of Essence of Nyx. This essence glows in the dark, shedding dim light in a 15-foot radius if not covered.

When consumed, you are granted one of the following traits at random, the effect of which lasts for an hour.

1. *Magic Resistance*. You have advantage on saving throws against spells and other magical effects.
2. *Light Sensitivity*. You have disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight, while you are in bright light.
3. *Immutable Form*. You are immune to any spell or effect that would alter your form.
4. *Nyx Step*. You can move through other creatures and objects as if they were difficult terrain. You take 1d10 force damage if you end your turn inside an object.

HYTHONIA THE CRUEL

- 1 Head of Hythonia. When a creature that can see the eyes of Hythonia's head starts its turn within 30 feet of the head, the creature must make a DC 18 Constitution saving throw. On a failed save, the creature magically begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the *greater restoration* spell or similar magic.

A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the head until the start of its next turn, when it can avert its eyes again. If it looks at the head in the meantime, it must immediately make the save. The head has this effect for 5d4 days after being harvested, after which it turns into a non-magical decaying head.
- 1d10 Snake Tendrils. Three snake tendrils can be crafted into a wand (750 gp, 25 days). Requires attunement. Can be used as an arcane focus. With this

wand, you can cast the spell *animate objects* once per day at its lowest level without expending a spellslot. In addition, you can use a bonus action to target a creature within 10 feet of you and force it to make a DC 19 Wisdom saving throw. On a failed save, the creature is pulled 5 feet closer to you.

- 4d6 Vials of Hythonia's Blood. If poured on a Medium or smaller creature that has been petrified by being turned to stone, they are cured of the petrified condition.

TROMOKRATIS

- 3d6 Bones of Tromokratis. Two bones can be crafted into plate armor (4000 gp, 80 days) or half-plate armor (3500 gp, 80 days). Requires attunement. While wearing this armor, you have resistance to lightning damage. In addition, you ignore difficult terrain, and magical effects can't reduce your speed or cause you to be restrained.
- 1d2 Eyes of Tromokratis. When consumed, you gain trusight out to a range of 30 feet for one hour.
- 2d4 Fins of Tromokratis. Can be crafted into a *cloak of the manta ray* (DMG p. 159) (200 gp, 14 days).
- 1 Hide of Tromokratis. Can be crafted into a set of light armor (3000 gp, 75 days). Requires attunement. While wearing this armor, you have resistance to lightning damage. In addition, you ignore difficult terrain, and magical effects can't reduce your speed or cause you to be restrained. Four sets of armor can be crafted from this hide.
- 3d6 Lung Tissue Strips of Tromokratis. When consumed, you become amphibious for 8 hours.
- 1d2 Pincer Cores of Tromokratis. Can be crafted into a maul (750 gp, 20 days). Requires attunement. Once per short rest, you can use an action to swing the maul and hammer it into the ground in front of you. Each creature

within 10 feet of you must make a DC 25 Dexterity saving throw, taking 3d8 slashing damage on a failed save, and half as much damage on a successful one as sharp corals rapidly grow from the ground. After using the maul in this way, you have a +1 bonus to AC until the start of your next turn.

- 4d10 Teeth of Tromokratis. 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 Tentacles of Tromokratis. Can be crafted into a maul (20 gp, 3 days). This weapon deals double damage to objects and structures.
- 20d6 Rations.
- 4d6 Vials of Kraken Ink. As an action, you can throw this vial up to 30 feet away where it shatters 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.