

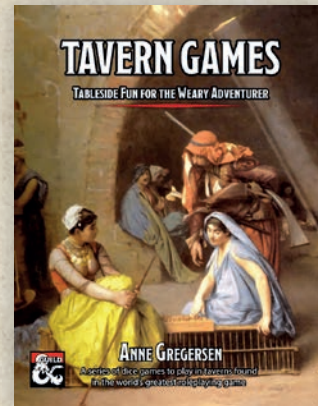
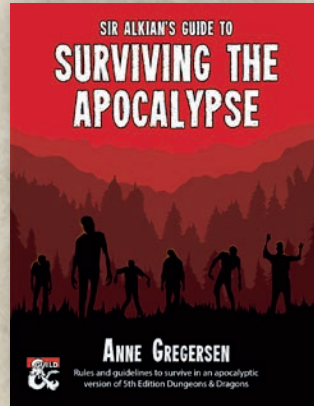
# MONSTER LOOT

## THE WILD BEYOND THE WITCHLIGHT



ANNE GREGERSEN

# ALSO BY ANNE GREGERSEN



## Credits

**Design, Writing, and Layout:** Anne Gregersen

**Editing (Introduction):** Adam Hancock

**Cover Graphic & Design:** Anne Gregersen

**Playtesters:** Anne Gregersen, Dries 'Zephyr' Hermans, Jesper Frandsen, Louis Flindt Rask, Oskar Sandkvist, & Sindre Urvold

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

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, Ravenloft, Eberron, the dragon ampersand, Ravnica and all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. This work contains material that is copyright Wizards of the Coast and/or other authors. Such material is used with permission under the Community Content Agreement for Dungeon Masters Guild. All other original material in this work is copyright 2021 by Anne Gregersen and published under the Community Content Agreement for Dungeon Masters Guild.

# TABLE OF CONTENTS

## How To Use This Book?

Killing Humanoid Enemies.....	5
Harvesting Checks.....	5
Harvest Time.....	6
Time of Death.....	6
Types of Loot.....	6

## NEW MONSTERS

Agdon Longscarf.....	8
Amidor the Dandelion.....	8
Bavlorna Blightshaw.....	8
Boggle.....	8
Brigganock.....	9
Bullywug Knight.....	9
Bullywug Royal.....	9
Campestris.....	9
Campestri.....	9
Swarm of Campestris.....	9
Clapperclaw the Scarecrow.....	9
Darklings.....	10
Darkling.....	10
Darkling Elder.....	10
Displacer Beast Kitten.....	10
Elkhorn.....	10
Flying Rocking Horse.....	10
Giant Dragonfly.....	10
Giant Snail.....	11
Glasswork Golem.....	11
Harengons.....	11
Harengon Brigand.....	11
Harengon Sniper.....	11
Iggwilv the Witch Queen.....	11
Jabberwock.....	11
Kelek.....	12
Kettlesteam the Kenku.....	12
Korred.....	12
Living Doll.....	12
Mercion.....	12
Mister Light.....	12
Mister Witch.....	12
Molliver.....	12

Pollenella the Honeybee.....	12
Quickling.....	13
Redcap.....	13
Ringlerun.....	13
Selenelion Twin.....	13
Skabatha Nightshade.....	13
Skylla.....	13
Squirt the Oilcan.....	13
Strongheart.....	14
Tin Soldier.....	14
Treant Sapling.....	14
Tree Blight.....	14
Warduke.....	14
Witchlight Hand.....	14
Zarak.....	14
Zargash.....	14

## CREATURES FROM THE MONSTER MANUAL

Air Elemental.....	15
Animated Armor.....	15
Awakened Shrub.....	15
Awakened Tree.....	15
Badger.....	15
Banshee.....	15
Bat.....	15
Blink Dog.....	16
Boar.....	16
Brown Bear.....	16
Bugbear.....	16
Bullywug.....	16
Cat.....	16
Centaur.....	16
Cockatrice.....	16
Commoner.....	16
Crocodile.....	16
Cyclops.....	16
Darkmantle.....	17
Displacer Beast.....	17
Dretch.....	17
Drow Mage.....	17











---

# NEW MONSTERS

---

## AGDON LONGSCARF

---

- 1 Broken Studded Leather (size Medium).
- 1 Broken Shield.
- 1 *Branding Iron*. Requires attunement. This weapon functions as a martial melee weapon and deals 2d6 fire damage on a hit. If you hit a creature with this weapon, it is magically branded. You are invisible to the branded creature for the next 24 hours. The brand can be removed using any spell or effect that ends a curse. Only one creature can be branded this way at a time, and it is always the latest creature you struck with the *branding iron* that is branded.
- 1d4 Daggers.

## AMIDOR THE DANDELION

---

- 1d2 Amidor the Dandelion Stems. When consumed, you can communicate with beasts and plants as if you shared a language with them for one hour.
- 1 Broken Rapier.

## BAVLORNA BLIGHTSHAW

---

- 1d2 Hands of Bavlorna Blightshaw. Requires attunement. Can be used as an arcane focus. You can cast *detect magic* at will, but only when you are holding onto the hand. Intelligence is your spellcasting ability for this spell.
- 1 Heart of the Hourglass Coven. When consumed, you become immune to

any effect that would age you and your lifespan doubles.

- 1 Tongue of Bavlorna Blightshaw. When consumed, you become amphibious for one hour.
- 2d8 Vials of Bavlorna Blightshaw Blood. Can be used as an additional material component when casting spells that deal necrotic damage. When used in this way, the spell deals one additional damage die of necrotic damage.

## BOGGLE

---

- 1 Vial of Slippery Boggle Oil. As an action, you can pour this oil over a Medium or smaller creature. For the next minute, the creature is slippery and it has advantage on Dexterity (Acrobatics) checks made to escape bonds, squeeze through narrow spaces, and end grapples.
- 1 Vial of Sticky Boggle Oil. As an action, you can pour this oil over a Medium or smaller creature. For the next minute, the creature is sticky and it has advantage on Strength (Athletics) checks made to grapple and any ability check made to maintain a hold on another creature, a surface, or an object. The creature also has advantage on climbing checks.









## GIANT SNAIL

---

- 1 Giant Snail Shell. Four shells can be crafted into a set of plate armor (1500 gp, 5 days) or into a set of half-plate armor (750 gp, 4 days).
- 2d6 Rations.

## GLASSWORK GOLEM

---

- 1 Glass Sword. This functions as a regular longsword, except it is made of hardened glass.
- 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.
- 1d3 Vials of Golem Grease. When consumed, you become immune to any spell or effect that would alter your form for one hour.

## HARENGONS

---

### HARENGON BRIGAND

- 1 Broken Club.
- 1 Broken Leather Armor (size Medium).
- 1 Sling.

### HARENGON SNIPER

- 1 Broken Club.
- 1 Broken Leather Armor (size Medium).
- 1 Broken Light Crossbow.
- 2d20 Crossbow Bolts.

## IGGWILY THE WITCH QUEEN

---

- 1 *Amulet of the Planes*.
- 1 Spellbook. It has in it the following spells: *detect magic*, *dispel magic*, *invisibility*, *maze*, *polymorph*, *Tasha's hideous laughter*, *teleport*.
- 1 *Robe of the Archmagi*.

## JABBERWOCK

---

- 1d6 Jabberwock Claws. Can be crafted into a dagger (150 gp, 9 days). On a hit, this dagger deals 2d4 damage instead of the standard 1d4.
- 1d2 Jabberwock Fangs. Can be crafted into a shortsword (150 gp, 9 days). On a hit, this shortsword deals 2d6 damage instead of the standard 1d6.
- 1d2 Jabberwock Eyes. One eye can be crafted into a fireline wand of destruction (3000 gp, 75 days). Requires attunement. Once per day, as an action, you can emit a 120-foot-long, 5-foot-wide line of fire from the wand. Each creature in that line must make a DC 18 Dexterity saving throw, taking 6d8 fire damage on a failed save, or half as much damage on a successful one. After using the wand in this way, there is a 25% chance it will explode. If it explodes, any creature within 30 feet of the wand must make a DC 18 Dexterity saving throw, taking 10d8 fire damage on a failed save, or half as much damage on a successful one.
- 1 Jabberwock 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.
- 2d8 Jabberwock 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 Jabberwock 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 Jabberwock 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.
- 4d6 Vials of Jabberwock Blood. When consumed, you regain 1d10 hit points at the end of each of your turns for the next minute.

## KELEK

- 1 Set of *Bracers of Defense*.
- 1 *Staff of Striking*.

## KETTLESTEAM THE KENKU

- 1d4 Daggers.

## KORRED

- 1 Broken Greatclub.
- 1 Korred Hair Rope. Requires attunement. As a bonus action, this 50-foot-long rope can be commanded to move up to 20 feet and entangle a Large or smaller creature that you can see. The target must succeed on a DC 13 Dexterity saving throw or become grappled by the rope (escape DC 13). Until this grapple ends, the target is restrained. You can use a bonus action to release the target, which is also freed if you become incapacitated. You can only command the rope while it is within 30 feet of you. The rope has 20 AC and 20 hit points. It regains 1 hit point at the start of each of your turns while it has at least 1 hit point and you are not incapacitated. If the rope drops to 0 hit points, it is destroyed.
- 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.
- 1d8 Vials of Korred Blood. When consumed, you gain the benefits of the *meld into stone* spell for eight hours.

## LIVING DOLL

- 1 Living Doll Voice Box. Can be crafted into a music box (150 gp, 10 days). Once per day as an action, you can wind up the music box and a haunting giggling emits from the box for one round. Any creature within 10 feet of the box who can hear it must make a DC 10 Wisdom saving throw. On a failed saving throw, the creature takes 1d4 psychic damage and is incapacitated for 1 minute as it is overcome by a fit of laughter. At the end of each of its turns, the creature can repeat the saving throw, ending the effect on itself on a success. A creature that succeeds on this saving throw is immune to the music box's effects for 24 hours. A creature with an Intelligence of 6 or lower automatically succeeds on the saving throw. The music box can be used 2d4 times, after which it breaks.

## MERCION

- 1 Broken Plate Armor (size Medium).
- 1 *+1 Quarterstaff*.

## MISTER LIGHT

- 1 *Witchlight Vane*.

## MISTER WITCH

- 1 *Witchlight Watch*.

## MOLLIVER

- 1 Broken Shortsword.
- 1d4 Daggers.
- 1 *+1 Leather Armor*.
- 1 Set of *Boots of Levitation*.

## POLLENELLA THE HONEYBEE

- 1 Ration.

## QUICKLING

---

- 1d3 Broken Daggers.
- 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.

## REDCAP

---

- 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.
- 1 Set of Iron Boots. Requires attunement. While wearing these boots and you are a Small creature, your size is considered Medium for the purposes of grappling other targets. Also, wielding a heavy weapon doesn't impose disadvantage on your attack rolls. You also have disadvantage on Dexterity (Stealth) checks made while moving.
- 1 Wicked Sickle. Functions as a martial weapon that deals 2d4 slashing damage.

## RINGLERUN

---

- 1 Spellbook. It has in it the following spells: *banishment*, *charm person*, *knock*, *sleep*
- 1 *Staff of Power*.

## SELENELION TWIN

---

- 1d4 Daggers.
- 1 Set of Fine Clothes.

## SKABATHA NIGHTSHADE

---

- 1d2 Hands of Skabatha Nightshade. Requires attunement. Can be used as an arcane focus. You can cast *detect magic* and *speak with animals* at will, but only when you are holding onto the hand. Charisma is your spellcasting ability for these spells.
- 1 Heart of the Hourglass Coven. When consumed, you become immune to any effect that would age you and your lifespan doubles.
- 1 Tongue of Skabatha Nightshade. When consumed, you are under the effects of the reduce portion of the *enlarge/reduce* spell for 1 hour.
- 1d4 Vials of Skabatha Nightshade Blood. When consumed, you gain truesight out to a range of 10 feet for 10 minutes.

## SKYLLA

---

- 1 *Eldritch Staff*.

## SQUIRT THE OILCAN

---

- 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.
- 1 Vial of Slippery Boggle Oil. As an action, you can pour this oil over a Medium or smaller creature. For the next minute, the creature is slippery and it has advantage on Dexterity (Acrobatics) checks made to escape bonds, squeeze through narrow spaces, and end grapples.
- 1 Vial of Sticky Boggle Oil. As an action, you can pour this oil over a Medium or smaller creature. For the next minute, the creature is sticky and it has advantage on Strength (Athletics) checks made to grapple and any ability check made to maintain a hold on another creature, a surface, or an object. The creature also has advantage on climbing checks.



---

# CREATURES FROM THE MONSTER MANUAL

---

The following creatures from the *Monster Manual* appear in *The Wild Beyond the Witchlight*, alongside new monsters and enemies fit for looting. The entries below can all be found in the *Monster Loot: Monster Manual* supplement and have been added to this document for easy reference. They are largely unchanged from how they are written in the *Monster Loot: Monster Manual* supplement.

## AIR ELEMENTAL

---

- 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.
- 1d4+1 Vials of Air Essence. When consumed, for one minute your jumping and leaping distance is doubled and your speed is increased by 10 feet.

## ANIMATED ARMOR

---

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

## AWAKENED SHRUB

---

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

## AWAKENED TREE

---

- 2d6 Enchanted Logs. When set on fire, one enchanted log burns for eight hours and gives off as much heat as an average campfire. The fire is not magical and can be extinguished in the same ways as normal fire can.

## BADGER

---

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

## BANSHEE

---

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

## BAT

---

- 1 Ration.

## BLINK DOG

- 1 Blink Dog Heart. When consumed, you and any equipment you are wearing or carrying magically teleport to an unoccupied space of your choice that you can see within 40 feet of you.
- 1 Ounce 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.

## BOAR

- 1 Boar Hide. Two hides can be crafted into leather armor (10 gp, 2 days) or studded leather armor (45 gp, 3 days).
- 1d2 Boar Tusks. Can be crafted into a dagger (2 gp, 1 day).
- 1d6 Rations.

## BROWN BEAR

- 1d4 Brown Bear Claws. Can be crafted into a dagger (2 gp, 1 day).
- 1 Brown Bear Hide. Can be crafted into leather armor (10 gp, 2 days) or studded leather armor (45 gp, 3 days).
- 2d6 Rations.

## BUGBEAR

- 1 Broken Hide Armor (size Medium).
- 1 Broken Morningstar.
- 1 Broken Shield.
- 1d2 Javelins.

## BULLYWUG

- 1 Broken Hide Armor (size Small).
- 1 Broken Shield.
- 1 Broken Spear.
- 1 Vial of Bullywug Slime. When consumed, you become amphibious for one round.

## CAT

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

## CENTAUR

- 3d6 Arrows.
- 1 Broken Longbow.
- 1 Broken Pike.
- 1 Tuft of Centaur Hair. Two tufts be crafted into a *rope of climbing* (DMG p. 197) (200 gp, 14 days).

## 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.

## COMMONER

- 1 Broken Club.

## CROCODILE

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

## 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.



## 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.

## 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.

## DRETCH

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

## DROW MAGE

- 1 Broken Quarterstaff.
- 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.
- 1 Spellbook. It has in it the following spells: *lightning bolt*, *greater invisibility*, *mage armor*, *web*
- 1 Spell Scroll. There is a 80% chance that the scroll is a spell scroll of *summon lesser demon* and a 20% chance that it is a spell scroll of *summon greater demon*.

## DRUID

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

## DRYAD

- 1d4 Dryad Leaves. When consumed, you regain 1d4 hit points.
- 1 Dryad Heart. Can be used as an additional material component when casting spells that attempt to charm a creature. When used in this way, the targeted creature has disadvantage on the saving throw against being charmed. This component can only be used on spells of 2nd level or lower.
- 1 Ounce 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.

## 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.

## 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.

## FIRE ELEMENTAL

---

- 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.
- 1d4+1 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.

## 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 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.

## 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 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* and a 90% chance that it is a non-magical tribal belt.
- 2d4 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.

## FROG

---

- 1 Ration.

## GALEB DUHR

---

- 1d6+1 Chunks of Earth Essence. As an action, this essence can be rubbed on a weapon where it solidifies. For one minute, the weapon is magical, attacks with the weapon deal an additional 1d6 bludgeoning damage, and the weapon deals double damage to objects and structures.
- 2d10 Magical Pebbles. One pebble can be used as ammunition for a sling. These pebbles acts as +1 ammunition.

## GHOU

---

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

## GIANT CONSTRICTOR SNAKE

---

- 1 Giant Constrictor Snake 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.
- 1d2 Giant Constrictor Snake Fangs. Can be crafted into a dagger (2 gp, 1 day).
- 4d6 Rations.

## GIANT EAGLE

---

- 2d6 Giant Eagle 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 1d4 damage. After the ammunition has been fired, it loses this property.
- 2d6 Rations.

## GIANT FROG

---

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

## GIANT GOAT

---

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

## GIANT POISONOUS SNAKE

---

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

## GIANT RAT

---

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

## GIANT WOLF SPIDER

---

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

## GOAT

---

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

## GOBLIN

---

- 2d6 Arrows.
- 1 Broken Leather Armor (size Small).
- 1 Broken Scimitar.
- 1 Broken Shield.
- 1 Broken Shortbow.
- 1d8 Goblin Teeth. Can be sold for 1 gold piece per tooth.

## GOBLIN BOSS

---

- 1 Broken Chain Shirt (size Small).
- 1 Broken Scimitar.
- 1 Broken Shield.
- 1d8 Goblin Teeth. Can be sold for 1 gold piece per tooth.
- 1d2 Javelins.

## GORGON

---

- 1 Gorgon Hide. Can be crafted into plate armor (1600 gp, 7 days) or into half-plate armor (800 gp, 7 days). While wearing this armor, you are immune to the petrified condition.
- 1d2 Gorgon Horns. Can be crafted into a shortsword (10 gp, 2 days).
- 2d6 Rations.
- 1d2 Vials of Gorgon 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.
- 1d2 Vials of Gorgon Gas. As an action, you can throw this vial up to 30 feet away where it shatters in a cloud of gas. Each creature within 10 feet of where the vial landed must succeed on a DC 14 Constitution saving throw. On a failed save, a creature begins to turn to stone and is restrained. The restrained target must repeat the saving throw at the end of its next turn. On a success, the effect ends on the creature. On a failure, the creature is petrified until freed by the greater restoration spell or similar magic.

## 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.

## 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.



## MAGMIN

---

- 1 Vial of Fire Essence. This liquid glows in the dark, shedding bright light in a 10-foot radius and dim light for an additional 10 feet if not covered. As an action, the essence can be applied to a weapon made of metal and imbue it with magical fire. For one minute, when the weapon hits a target it deals an additional 1d6 fire damage. The essence then evaporates.

## MANES

---

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

## MERFOLK

---

- 1d4 Broken Spears.

## MERROW

---

- 1 Broken Harpoon. This weapon, when repaired, functions as a martial weapon that deals 2d6 piercing 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.

## MUD MEPHIT

---

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

## NOBLE

---

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

## OCTOPUS

---

- 1d4 Rations.

## ORC WAR CHIEF

---

- 1 Broken Chain Mail Armor (size Medium).
- 1 Broken Greataxe.
- 1d4 Broken Spears.

## OWLBEAR

---

- 1d6 Owlbear Claws. Can be crafted into a dagger (2 gp, 1 day).
- 2d6 Owlbear 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 1d4 damage on a hit. After the ammunition has been fired, it loses this property.
- 2d6 Rations.



## SATYR

---

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

## SCOUT

---

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

## SHADOW

---

- 1d6 Vials of Shadow Flux. As an action, you can throw this vial up to 30 feet away where it shatters 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.

## SHAMBLING MOUND

---

- 1d4 Shambling Branches. Can be used as a druidic focus. Once per day, in response to taking lightning damage you can use your reaction to give yourself resistance to that instance of the damage.
- 2d6 Shambling Vines. Three vines can be crafted into a *rope of climbing* (DMG p. 197) (200 gp, 14 days). Six vines can be crafted into a *rope of entanglement* (2000 gp, 30 days).

## SKELETON

---

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

## SPRITE

---

- 1 Ounce 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.
- 1 Sprite Heart. When consumed, you magically know a creature's emotional state for one hour, provided that you are touching the creature. If the creature you are touching fails a DC 10 Charisma saving throw, you also know the creature's alignment. Celestials, fiends, and undead automatically fail the saving throw.

## SPY

---

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



## SUCCUBUS/INCUBUS

---

- 1d2 Succubus/Incubus Wings. One wing can be crafted into a cloak (1000 gp, 30 days). Requires attunement. You choose one damage type from cold, fire, lightning, and poison when the cloak is crafted. When worn, you have resistance to the chosen damage type.
- 1 Succubus/Incubus Tail. Can be crafted into a staff of charms (2000 gp, 30 days). Requires attunement. Once per day, you can target one humanoid you can see within 30 feet of you and force it to make a DC 15 Wisdom saving throw. On a failed save, the humanoid is magically charmed for one day. The charmed target obeys your spoken commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. You can only have one target charmed at a time. If you charm another using this staff, the effect on the previous target ends.
- 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.

## SWARM OF INSECTS

---

- 1d6 Rations.

## SWARM OF QUIPPERS

---

- 1d6 Rations.

## 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 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*.

## TWIG BLIGHT

---

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

## 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*.

## VULTURE

---

- 1d6 Rations.
- 1d6 Vulture 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 1d4 damage. After the ammunition has been fired, it loses this property.

