MONSTER LOOT THE WILD BEYOND THE WITCHLIGHT

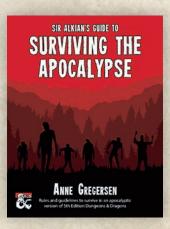




Anne Gregersen

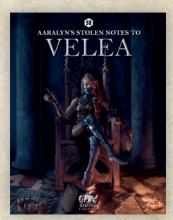
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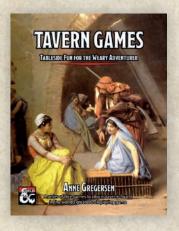












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How To Use This Book?

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

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.

throwing up. Whether they succeed or fail, they gain no benefit from consuming the item.

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

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.

BRIGGANOCK

- 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 Vial of Soul Light Essence. When consumed, you accelerate the passage of time around yourself, enabling you to accomplish up to 1 hour of work in 1 minute. This work can't affect any creature other than you, or any object being worn or carried by another creature, and the activity must take place within a 10-foot cube. For example, you could use this minute to cook and eat dinner, construct a shelter, or study pieces of written text. Regardless of what you choose to do, at the end of the minute you gain 2 levels of exhaustion.

BULLYWUG KNIGHT

- 1 Broken Glaive.
- 1 Broken Plate Armor (size Medium).
- 1d4 Vials of Bullywug Slime. When consumed, you become amphibious for one round.

BULLYWUG ROYAL

- 1 Broken Hide Armor (size Medium).
- 1 Broken Shield.
- 1 Broken Spear
- 1d4 Vials of Bullywug Slime. When consumed, you become amphibious for one round.

CAMPESTRIS

CAMPESTRI

- 1 Pinch of Campestri Spores. 10 pinches of spores equal 1 ounce of spores. As an action, you can throw an ounce into the face of a creature standing within 5 feet of you. Any less than an ounce, and the spores have no effect. The creature must make a DC 10 Wisdom saving throw. On a failed save, the creature is incapacitated and its speed is halved, both for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Constructs, elementals, plants, and undead automatically succeed on the saving throw.
- · 1 Ration.

SWARM OF CAMPESTRIS

- 2d4 Pinches of Campestri Spores. 10 pinches of spores equal 1 ounce of spores. As an action, you can throw an ounce into the face of a creature standing within 5 feet of you. Any less than an ounce, and the spores have no effect. The creature must make a DC 10 Wisdom saving throw. On a failed save, the creature is incapacitated and its speed is halved, both for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Constructs, elementals, plants, and undead automatically succeed on the saving throw.
- 1d6 Rations.

CLAPPERCLAW THE SCARECROW

- 1d2 Scarecrow Claws. Can be used as an arcane focus.
- 1d6 Scarecrow Kindling. Can be used as an additional material component when casting spells that deal fire damage.
 When used in this way, you deal an additional 1d6 fire damage when you cast the spell.

DARKLINGS

DARKLING

- 1 Broken Dagger.
- 1 Broken Leather Armor (size Small).
- 1d2 Ounces of Darkling Death 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 blinded until the end of its next turn.
- 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.

DARKLING ELDER

- 1 Broken Leather Armor (size Medium).
- 1 Broken Shortsword.
- 1d4 Ounces of Darkling Death 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 blinded until the end of its next turn.
- 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.

DISPLACER BEAST KITTEN

- 1 Displacer Beast Kitten Hide. Eight hides can be crafted into a *cloak of displacement* (DMG p. 158) (2000 gp, 60 days).
- · 1d4 Rations.

ELKHORN

- 1 Broken Chain Mail (size Medium).
- 1 Broken Shield.
- 1d4 Daggers.
- 1 +1 Longsword.

ENDELYN MOONGRAVE

- 1d2 Hands of Endelyn Moongrave. Requires attunement. Can be used as an arcane focus. You can cast *detect magic* and *mage hand* 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 Endelyn Moongrave. When consumed, you cannot be surprised for the next 48 hours.
- 1d4 Vials of Endelyn Moongrave Blood. When consumed, you gain truesight out to a range of 10 feet for 10 minutes.

FLYING ROCKING HORSE

 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.

GIANT DRAGONFLY

- 1 Giant Dragonfly Hide. Can be crafted into a set of light armor (1000 gp, 30 days). While wearing this armor, you can use a reaction to halve the damage you take from an attack made against you, provided you can see the attacker. You can do this a number of times per day equal to half your proficiency bonus.
- · 2d6 Rations.

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.

IGGWILV 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.

STRONGHEART

- 1 Broken Plate Armor (size Medium).
- · 1 Broken Shield.
- 1 Steel.

TIN SOLDIER

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

TREANT SAPLING

- 1 Treant Bark Plate. 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).
- 2d4 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.
- 1 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.
- 1 Vial of Treant Sap. When consumed, this functions as a *potion of healing*.

TREE BLIGHT

- 1d2 Blight Branches. Can be crafted into a maul (10 gp, 2 days).
- 1d12 Blight Buds. Can be used as an additional material component when casting spells that deal acid damage.
 When used in this way, you deal 1d4 additional acid damage with the spell.
- 1d6 Blight Roots. Four roots can be crafted into a grasping net (200 gp, 10 days). As an action, you can throw this net at a Large or smaller target within 15 feet of you. The target is grappled

- (escape DC 15). Until the grapple ends, the target takes 1d6 bludgeoning damage at the start of each of its turns.
- 2d4 Corrupted Logs. When set on fire, one corrupted 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 way a normal fire can. Any creature that takes a long rest while within 10 feet of the burning corrupted log, must succeed on a DC 12 Wisdom save or be plagued by nightmares or haunting visions, gaining no benefit from the rest.

WARDUKE

- 1 Broken Half Plate Armor (size Medium).
- 1 Broken Shield.
- 1d4 Daggers.
- · 1 Dreadhelm.
- 1 Flame Tongue Longsword.

WITCHLIGHT HAND

- 1d4 Daggers.
- 1 Packet of Pixie Dust.

ZARAK

- 1 Broken Leather Armor (size Medium).
- 1d4 Daggers.
- 1 Potion of Invisibility. This item can only be looted if Zarak has not consumed it.

ZARGASH

- 1 Broken Chainshirt (size Medium).
- · 1 Broken Warhammer.
- 1 Ring of Feather Falling.

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 unoocupied 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 nonmagical 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.
- 2 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.

GHOUL

- 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.



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.

HAWK

- 1d4 Hawk 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.
- 1d4 Rations.

HOBGOBLIN

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

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.

KNIGHT

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

LAMIA

- 1 Broken Dagger.
- 1d2 Lamia Claws. Can be crafted into a dagger (250 gp, 7 days). The first time you hit a creature with this weapon, itf must succeed on a DC 13 Wisdom saving throw. On a failed save, the creature is magically cursed for one hour. Until the curse ends, the creature has disadvantage on Wisdom saving throws and all ability checks.
- 2d6 Rations.
- 1d4 Vials of Lamia Blood. When consumed, an illusion of a humanoid falls over you as if you were affected by the disguise self spell. You decide the look of this illusion. This effect lasts for one hour.

MAGE

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



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.

Міміс

- 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.



PEGASUS

- 1d10 Celestial Feathers. Two feathers
 can be used as fletching on an arrow or
 a crossbow bolt. Ranged attacks that use
 ammunition made from these feathers
 deal an additional 1d8 radiant damage
 on a hit. After the ammunition has been
 fired, it loses this property.
- 1 Pegasus Hide. Can be crafted into leather armor (10 gp, 2 days) or studded leather armor (45 gp, 3 days).

PIXIE

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.

PONY

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

Pteranodon

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

• 1d6 Rations.

QUASIT

- 1 Quasit Head. As an action, you can throw this head at a creature within 30 feet of you. If the creature can see the head, it must succeed on a DC 10 Wisdom saving throw or become frightened of the head for one minute. The head then breaks and stops functioning.
- 1 Vial of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.

RAVEN

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

Roc

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

Rug of Smothering

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



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.

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.

ZOMBIE

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