MONSTER LOOT VAN RICHTEN'S GUIDE TO RAVENLOFT

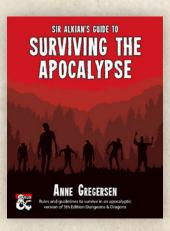




ANNE GREGERSEN

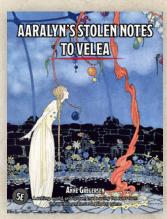
ALSO BY ANNE GREGERSEN

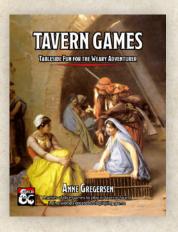












Credits

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		
Harvesting Checks		
Harvest Time		
Time of Death		
Types of Loot		
New Monsters		
Bodytaker Plant	8	
Boneless		
Brain in a Jar		
Carrion Stalker		
Carrionette	8	
Death's Head	9	
Dullahan	9	
Gallows Speaker	9	
Greater Star Spawn Emissary	9	
Gremishka		
Inquisitor of the Mind Fire	10	
Inquisitor of the Sword		
Inquisitor of the Tome		
Jiangshi		
Lesser Star Spawn Emissary		
Loup Garou		
Necrichor.		
Nosferatu		
Podling		
Priest of Osybus		
Relentless Juggernaut		
Relentless Slasher		
Strigoi		
Swarm of Gremishkas		
Swarm of Maggots		
Swarm of Scarabs		
Swarm of Zombie Limbs		
Unspeakable Horror		
Vampiric Mind Flayer		
Wereraven		
Zombie Clot		
Zombie Plague Spreader	13	

CREATURES FROM THE MONSTER MANUAL

Aboleth	14
Abominable Yeti	
Animated Armor	
Arcanaloth	
Archmage	
Assassin	15
Bandit	
Banshee	
Basilisk	
Cambion	
Cat	
Chimera	
Chuul	
Cloud Giant.	
Commoner	17
Death Knight	17
Displacer Beast	
Doppelganger	17
Druid	17
Dryad	18
Elephant	
Flesh Golem	18
Ghost	
Ghoul	
Giant Eagle	
Giant Poisonous Snake	
Giant Wasp	
Gladiator	
Goblin	
Goristro	
Green Hag.	
Guard	
Harpy	
Hawk	
Homunculus	
Hydra	
Imp	
Intellect Devourer	20

Iron Golem	20
Knight	20
Lizardfolk	
Mage	21
Mimic	
Mind Flayer	21
Minotaur	21
Mummy	21
Mummy Lord	
Night Hag	
Noble	22
Oni	22
Panter	22
Peryton	22
Priest	22
Pteranodons	23
Purple Worm	23
Quasit	23
Rakshasa	
Rat	23
Raven	23
Revenant	24
Saber-Toothed Tiger	24
Scarecrow	24

Shadow	24
Shadow Demon	24
Shambling Mound	24
Skeleton	25
Specter	25
Spy	25
Stone Giant	25
Succubus/Incubus	25
Swarm of Rats	25
Treant	25
Tribal Warrior	26
Twig Blight	26
Tyrannosaurus Rex	26
Unicorn	26
Vampire	26
Veteran	26
Vine Blight	26
Wererat	26
Weretiger	27
Werewolf	27
Wight	27
Wraith	27
Wyvern	27
Zombie	27

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

BODYTAKER PLANT

- 1d6 Bodytaker Plant 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* (DMG p. 197) (2000 gp, 30 days).
- 1d6 Strips of Bodytaker Pod Flesh. When consumed, your appearance changes as with the *alter self* spell, but you cannot control what this appearance looks like. The appearance you take on is taken from the previous victims of the bodytaker the pod flesh was harvested from. This transformation to your appearance lasts for 1 hour.
- 2d4 Vials of Bodytaker Plant Sap. When consumed, there's a 50 % chance it functions as a potion of healing and a 50 % chance it functions as a potion of poison.

Boneless

 2d6 Boneless Skin Strips. Eight skin strips can be crafted into leather armor (10 gp, 2 days) or studded leather armor (45 gp, 3 days).

Brain in a Jar

• 1d4 Brain in a Jar Chunks. When consumed, you can sense the presence and location of any creature within 300 feet of you that has an Intelligence of 3 or higher, regardless of interposing barriers, unless the creature is protected by a *mind blank* spell. This effect lasts for 1 hour.

CARRION STALKER

- 1d3 Carrion Stalker Shell Plates. 12 shell plates can be crafted into a set of scale mail armor (100 gp, 6 days). This set of armor doesn't impose disadvantage on Stealth checks.
- · 1 Ration.

CARRIONETTE

- 1 Silver Needle. Functions as a simple weapon that deals 1 piercing damage on a hit and has the finesse and light properties. Once per day, you can force a creature you hit with this weapon to make a DC 12 Charisma saving throw. On a failed save, the creature becomes cursed for 1 minute. While cursed in this way, the target's speed is reduced by 10 feet, and it must roll a d4 and subtract the number rolled from each ability check or attack roll it makes.
- 2d4 Ounces of Arcane Dust (Cursed). Can be used as an additional material component when casting spells that deal damage. Upon inspection, this dust appears like normal arcane dust that allows a caster to reroll one of the rolled damage dice on a spell they cast and keep the second result, but this dust is infected with cursed energy and no dice can be rerolled. When used as an additional material component when casting a spell, the target or location of where the spell is directed centers on the caster. If the spell includes a spell attack it automatically hits, and if the spell requires affected creatures to make a saving throw, the caster makes the saving throw with disadvantage.

DEATH'S HEAD

1d4 Ounces of Arcane Dust (Cursed). Can be used as an additional material component when casting spells that deal damage. Upon inspection, this dust appears like normal arcane dust that allows a caster to reroll one of the rolled damage dice on a spell they cast and keep the second result, but this dust is infected with cursed energy and no dice can be rerolled. When used as an additional material component when casting a spell, the target or location of where the spell is directed centers on the caster. If the spell includes a spell attack it automatically hits, and if the spell requires affected creatures to make a saving throw, the caster makes the saving throw with disadvantage.

DULLAHAN

- 1 Broken Breastplate (size Medium).
- 1 Dullahan Battleaxe. Requires attunement. This battleaxe deals an additional 1d6 necrotic damage on a hit. If this weapon brings another creature to 0 hit points and it has a head, it is decapitated. After decapitating a creature in this way, you have advantage on the first attack roll you make on each of your turns for the next minute.
- 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.

GALLOWS SPEAKER

- 1d4 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).
- 1 Vial of Foresight's Ichor. When consumed, you gain a number of benefits for the next hour. You can see 60 feet into the Ethereal Plane when on the Material Plane, you are under the effects of the bless spell, any creature that tries to hit you with a melee weapon attack subtract 1d4 from their attack roll, and your spell and weapon attacks deal 1d6 additional psychic damage.
- 1d6 Vials of Ectoplasm. When consumed, you can see into the Ethereal Plane for one hour.

GREATER STAR SPAWN EMISSARY

- 2d4 Star Spawn Cores. As an action, you can crush this core in your hand and cause the ground in a 20-foot square that you can see within 90 feet of you to turn into teeth and maws until the start of your next turn. The area becomes difficult terrain for the duration. Any creature takes 3d6 piercing damage for each 5 feet it moves on this terrain.
- 20d4 Star Spawn 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 1d10 acid damage. After the ammunition has been fired, it loses this property.
- 4d6 Vials of Star Spawn Bile. As an action, you can throw this vial up to 30 feet away to an unoccupied space where it shatters into a writhing mass of horrifying flesh. A gibbering mouther rises from where the vial landed, taking its place in the initiative immediately after you. You have no control of the gibbering mouther and it remains until it dies.
- 3d6 Vials of Star Spawn Gas. When inhaled (no crafting or processing required), you become resistant to acid, force, necrotic, and psychic damage for 10 minutes.

GREMISHKA

- 1d2 Ounces of Arcane Dust (Cursed). Can be used as an additional material component when casting spells that deal damage. Upon inspection, this dust appears like normal arcane dust that allows a caster to reroll one of the rolled damage dice on a spell they cast and keep the second result, but this dust is infected with cursed energy and no dice can be rerolled. When used as an additional material component when casting a spell, the target or location of where the spell is directed centers on the caster. If the spell includes a spell attack it automatically hits, and if the spell requires affected creatures to make a saving throw, the caster makes the saving throw with disadvantage.
- 1 Ration.

INQUISITOR OF THE MIND FIRE

- 1 Broken Breastplate (size Medium).
- 1 Silver Longsword. Requires attunement. This silver longsword deals an additional 1d4 force damage.

INQUISITOR OF THE SWORD

- 1 Broken Breastplate (size Medium).
- 1 Silver Longsword. Requires attunement. This silver longsword deals an additional 1d4 force damage.

INQUISITOR OF THE TOME

• 1 Silver Longsword. Requires attunement. This silver longsword deals an additional 1d4 force damage.

JIANGSHI

- 1d2 Jiangshi Hands. Can be used as an additional material component when casting the *polymorph* spell. When used in this way, you can cast the spell as a 2nd-level spell instead of as a standard 4th-level spell.
- 1 Spirit Cloth. Can be crafted into a bag of holding (DMG p. 153) (200 gp, 14 days).

LESSER STAR SPAWN EMISSARY

 1d6 Vials of Star Spawn Gas. When inhaled (no crafting or processing required), you become resistant to acid, force, necrotic, and psychic damage for 10 minutes.

LOUP GAROU

- 1 Broken Longsword.
- 1 Loup Garou Heart. When consumed, you have advantage on attack rolls against a creature that doesn't have all its hit points for 1 hour. At the end of the hour, you must succeed on a DC 17 Constitution saving throw or be cursed with loup garou lycanthropy.
- 1d6 Rations.
- 1d4 Vials of Cursed Cruor. When consumed, your speed is halved and you have disadvantage on ability checks, saving throws, and attacks based on Strength or Dexterity for one hour.
- 1d2 Vials of Shapeshifter Blood. Can be used as an additional material component when casting spells that physically alter a creature's body. When used in this way, the duration of the spell is extended by 10 minutes.

NECRICHOR

 2d6 Vials of Necrichor Blood. When consumed, you are resistant to acid damage, and you are immune to being charmed or frightened. These effects last for 10 minutes.

Nosferatu

- 1d10 Nosferatu Bones. Can be used as an additional material component when casting the spells that attempt to charm a creature. When used in this way, the target of the spell has disadvantage on their saving throw against the spell's effects.
- 1d2 Nosferatu Fangs. One fang can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 2d10 necrotic damage. The target's hit point maximum is reduced by

- an amount equal to the necrotic damage taken, and you regain hit points equal to that amount. After the ammunition has been fired, it loses these properties.
- 1d10 Nosferatu 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 1d8 necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken. After the ammunition has been fired, it loses these properties.
- 1d6 Vials of Disgorged Blood. As an action, you can throw this vial up to 30 feet away where it shatters in a small pool of blood. Creatures standing within 5 feet of where the vial landed must succeed on a DC 16 Constitution saving throw. On a failed save, a creature takes 4d8 necrotic damage, and it can't regain hit points for 1 minute. On a successful save, the creature takes half as much damage with no additional effects.

Podling

• 1 Vial of Podling Plant Sap. When consumed, there's a 25 % chance it functions as a *potion of healing* and a 75 % chance it functions as a *potion of poison*.

PRIEST OF OSYBUS

• 1d4 Vials of Soulstream Discharge. As an action, you can throw this vial up to 30 feet away to an unoccupied space where it shatters into a writhing mass of black. A shadow rises from where the vial landed, taking its place in the initiative immediately after you. For the next minute, the shadow obeys your spoken commands (no action required). When the minute has passed, you lose control of the shadow.

RELENTLESS JUGGERNAUT

- 1 Executioner's Pick. Requires attunement. This pick functions as a martial weapon that deals 2d10 piercing damage on a hit and has the heavy and two-handed properties. If you hit a creature with this weapon, you can use a bonus action to reduce its speed by 10 feet until the start of your next turn.
- 2d8 Vials of Relentless Blood. When consumed, you are immune to any effect that would sense your emotions or read your thoughts. This effect lasts for 24 hours.

RELENTLESS SLASHER

- 1 Slasher's Knife. Requires attunement. This knife functions as a simple weapon that deals 1d4 piercing damage plus 2d6 necrotic damage on a hit and has the finesse, light, and thrown (range 30/60) properties. Once per turn, when you hit a creature you can cause it to suffer a lingering wound that deals 2d6 necrotic damage at the start of each of the creature's turns. The wound ends if the creature regains hit points or if a creature uses an action to stanch the wound, which requires a successful DC 15 Wisdom (Medicine) check.
- 1d8 Vials of Relentless Blood. When consumed, you are immune to any effect that would sense your emotions or read your thoughts. This effect lasts for 24 hours.

STRIGOI

- 1d6 Rations.
- 1d10 Strigoi Claws. One claw can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these claws deal an additional 1d12 acid damage. After the ammunition has been fired, it loses this property.
- 1 Strigoi Proboscis. Can be crafted into a rapier (150 gp, 9 days). On a hit, the

- target takes an additional 1d6 necrotic damage and the target's maximum hit points is lowered by the amount of necrotic damage dealt.
- 1d2 Strigoi Wings. One wing can be crafted into a cloak (20 gp, 1 day).
 When worn, stirges won't attack you unless provoked.

SWARM OF GREMISHKAS

- 1d6 Rations.
- 2d4 Ounces of Arcane Dust (Cursed). Can be used as an additional material component when casting spells that deal damage. Upon inspection, this dust appears like normal arcane dust that allows a caster to reroll one of the rolled damage dice on a spell they cast and keep the second result, but this dust is infected with cursed energy and no dice can be rerolled. When used as an additional material component when casting a spell, the target or location of where the spell is directed centers on the caster. If the spell includes a spell attack it automatically hits, and if the spell requires affected creatures to make a saving throw, the caster makes the saving throw with disadvantage.

SWARM OF MAGGOTS

1d6 Rations.

SWARM OF SCARABS

1d6 Rations.

SWARM OF ZOMBIE LIMBS

• 1d100 Copper Coins.

UNSPEAKABLE HORROR

- 4d6 Rations.
- Unspeakable Horror Body Composition Loot. Depending on the body composition of the unspeakable horror,

it has different loot options. See the list below for loot appropriate to your specific horror.

- 1. Aberrant Armor. 1d4 Horror Skin Plates. One skin plate 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.
- Loathsome Limbs. 4d6 Additional Rations.
- 3. Malleable Mass. 2d6 Vials of Stretchy Blood. When consumed, you become temporarily amorphous. For 1 hour, you can move through any opening at least 1 inch wide without squeezing.
- 4. Oozing Organs. 2d4 Vials of Horror Bile. When consumed, your hit point maximum is lowered with 2 hit dice to a minimum of 1 hit die. Your unarmed strikes deal 1d10 additional acid damage, and any creature that hits you with a weapon attack from within 5 feet of you takes 1d10 acid damage. These effects last for 1 hour.

VAMPIRIC MIND FLAYER

- 3d10 Vampiric Mind Flayer Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 1d6 necrotic damage. After the ammunition has been fired, it loses this property.
- 3d4 Vials of Vampiric Mind Flayer Processed Cerebral Fluid. As an action, the fluid can be used to coat one slashing or piercing weapon, or up to three pieces of ammunition. A creature hit by the coated weapon or ammunition must succeed on a DC 15 Wisdom saving throw or take 2d6 psychic damage and gain 1 level of exhaustion to a maximum of 3 levels. Once applied, the fluid retains its potency for one minute before drying.

WERERAVEN

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

ZOMBIE CLOT

20d10 Vials of Undead Walker's
 Essence. 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 die of necrotic damage.

ZOMBIE PLAGUE SPREADER

• 1d4 Vials of Zombie Plague. As an action, you can throw this vial up to 30 feet away to an unoccupied space where it shatters into a cloud of yellowish gas. Each creature within 15 feet of where the vial landed must make a DC 12 Constitution saving throw, taking 4d6 poison damage on a failed save, or half as much damage on a successful one. A Humanoid reduced to 0 hit points by this damage dies and rises as a zombie 1 minute later. The zombie rolls its own initiative.

CREATURES FROM THE MONSTER MANUAL

The following creatures from the Monster Manual appear in Van Richten's Guide to Ravenloft, 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.

ABOLETH

- 1d3 Aboleth Eye. Can be used as an additional material component when casting the spells *charm person* and *suggestion*. When used in this way, the target of the spell has disadvantage on their saving throw against the spell's effects.
- 1 Aboleth Hide. Can be crafted into a cloak of the manta ray (DMG p. 159) (200 gp, 14 days).
- 4d6 Aboleth Teeth. Can be sold for 10 gold pieces per tooth.
- 1d4 Aboleth Tentacles. Can be crafted into a magical whip (200 gp, 14 days). This functions as a +1 weapon.
- 1d4 Vials of Aboleth Mucus. When consumed, you must succeed on a DC 14 Constitution saving throw or become diseased for 1d4 hours. While diseased, you can only breathe underwater.

ABOMINABLE YETI

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

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.

ARCANALOTH

- 1d4 Arcanaloth Claws. Can be crafted into a dagger (250 gp, 14 days). This weapon deals an additional 1d6 poison damage on a hit.
- 1d2 Arcanaloth Eyes. When consumed, you gain truesight out to a range of 30 feet for 10 minutes.
- 1 Arcanaloth Hide. Can be crafted into a set of light armor (4000 gp, 90 days). Requires attunement. This armor grants resistance to cold, fire, and lightning damage.
- 1 Arcanaloth Tongue. When consumed, you gain advantage on Charisma checks for one hour.
- 1 Spellbook. It has in it the following spells: detect thoughts, contact other plane, identify, chain lightning.
- 1 Yugoloth Heart. When consumed, you magically teleport up to 60 feet to an unoccupied space you can see. Any equipment you are wearing or carrying is teleported with you.
- 1d10 Vials of Yugoloth Muk. As an action, you can throw this vial up to 30 feet away where it will shatter in a vapor of darkness.
 The area within a 15 foot radius of where the vial landed becomes pitch black, as if affected by the *darkness* spell. When consumed, you have advantage on Dexterity (Stealth) checks made while in dim light or darkness.
- 1d8 Vials of Yugoloth Serum. When consumed, you gain resistance to acid and poison damage for one hour.

ARCHMAGE

- 1 Arcane Focus.
- 1 Broken Dagger.
- 1 Book.
- 1 Spellbook. It has in it the following spells: cone of cold, detect magic, fire shield, identify, teleport.
- · 1d6 Vials.

ASSASSIN

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

BANDIT

- 1 Broken Leather Armor.
- 1 Broken Scimitar.

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.

BASILISK

- 1d2 Basilisk Eyes. When consumed, you must succeed on a DC 12 Constitution saving throw or become petrified as you are turned to stone. You remain petrified until freed by the greater restoration spell or similar magic. It can also be used as an additional material component when casting the spell *flesh to stone*. When used in this way, the target of the spell has disadvantage on their saving throw against the spell's effects.
- 1 Vial of Basilisk 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.

CAMBION

- 1 Broken Scale Mail (size Medium).
- · 1 Broken Spear.
- 1d2 Cambion Hands. Requires attunement. Can be used as an arcane focus. You know the *produce flame* cantrip, but only when you are holding onto the hand. Charisma is your spellcasting ability for the cantrip.
- 1 Cambion Tongue. When consumed, you gain advantage on Charisma checks for one hour. It can also be used as an additional material component when casting the spells charm person, command, suggestion, and mass suggestion. When used in this way, one target of the spell has disadvantage on their saving throw against the spell's effects.
- 1d2 Cambion Wings. Two wings can be crafted into a *cloak of the bat* (DMG p. 159) (2000 gp, 60 days).

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.

CHIMERA

- 1d8 Chimera Claws. Can be sold for 3 gold pieces per claw.
- 1 Chimera Fire Gland. When consumed, the gland functions as a *potion of fire breathing*.
- 1d2 Chimera Hooves. These hooves can be sold for 10 gold pieces per hoof.
- 1d2 Chimera Wings. Two wings can be crafted into a *cloak of protection* (DMG p. 159) (200 gp, 14 days).
- 2d6 Rations.

CHUUL

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

CLOUD GIANT

- 1 Cloud Giant Heart. Can be crafted into a potion of cloud giant strength (DMG p. 187) (10000 gp, 150 days)
- 1 Cloud's Core. Requires attunement by a spellcaster. Can be used as an arcane focus. You may cast each of the spells *fog cloud, misty step* and *gaseous form* once per day. You use your own spellcasting ability and spell save DC when casting these spells, and any spent uses recharge every day at dawn.
- 1d2 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 Tribal Amulet. There is a 10% chance that the amulet is an *amulet of health* (DMG, p. 150), 30% chance that the amulet is an

amulet of proof against detection and location (DMG, p. 150), and a 60% chance that it is a non-magical tribal amulet.

COMMONER

1 Broken Club.

DEATH KNIGHT

- 1 Broken Longsword.
- 1 Broken Plate Armor (size Medium).
- 1 Broken Shield.
- 1 Death Knight Hand. Requires attunement by a spellcaster. Can be used as an arcane focus. You may cast each of the spells banishment, dispel magic, command, and hold person once per day. You use your own spellcasting ability and spell save DC when casting these spells, and any spent uses recharge every day at dawn.
- 1 Death Knight Helmet. Requires attunement by a character with at least 16 Strength. This helmet grants you +1 to armor class while you are wearing armor. Once per day, you can cast the spell *compelled duel* through the helmet with a DC of 18.
- 1 Hellfire Orb Launcher. You can use this launcher to hurl a magical ball of fire towards a point you can see within 120 feet of you. Each creature within a 20-foot-radius sphere centered on that point must make a DC 18 Dexterity saving throw. The sphere spreads around corners. A creature takes 10d6 fire damage and 10d6 necrotic damage on a failed save, or half as much damage on a successful one. Once you have used the launcher in this way, it turns to dust and stops functioning.
- 1d8 Revenant Bones. By crushing one
 of these bones, you gain the effects of
 the augury spell. By crushing three of
 these bones, you gain the effects of the
 commune spell.
- 1d2 Death Knight Eyes. When consumed, you gain darkvision out to a range of 120 feet for one hour.
- 1d10 Revenant Cloak Strips. Can be used as an additional material component when casting spells that deal necrotic damage.

When used in this way, you may reroll any 1s and 2s rolled on the damage dice and must keep the second result.

DISPLACER BEAST

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

DOPPELGANGER

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

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.

ELEPHANT

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

FLESH GOLEM

- 1d4 Flesh Golem Strips. When consumed, you gain resistance to lightning damage for one hour.
- 2d4 Ounces of Arcane Dust. Can be used as an additional material component when casting spells that deal damage. When used in this way, you can choose to reroll one of the rolled damage dice and must keep the second result.
- 1d6 Vials of Golem Grease. When consumed, you become immune to any spell or effect that would alter your form for one hour.

GHOST

- 1 Spirit Cloth. Can be crafted into a *bag of holding* (DMG p. 153) (200 gp, 14 days).
- 1d2 Ounces of Phantom Dust. As an action, you can blow this dust into the face of a creature standing within 5 feet of you. The creature must succeed on a DC 13 Wisdom saving throw or be frightened of you for one

- minute for one minute on a failed save. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.
- 1d4 Vials of Ectoplasm. When consumed, you can see into the Ethereal Plane for one hour.

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 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 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 WASP

- 1 Giant Wasp Stinger. One stinger can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these feathers deal an additional 1d6 poison damage. After the ammunition has been fired, it loses this property.
- 2d6 Rations.

GLADIATOR

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

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.

GORISTRO

- 1d2 Abyssal Armrings. Requires attunement. When wearing two of these armrings, you have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.
- 1d4 Goristro Claws. Can be crafted into a shortsword (40 gp, 5 days). This weapon deals double damage to objects and structures.
- 1d2 Goristro Eyes. When consumed, you gain darkvision out to a range of 120 feet for one hour.
- 1 Goristro Hide. Can be crafted into a set of light armor (4000 gp, 90 days). Requires attunement. This armor grants resistance to cold, fire, and lightning damage.
- 1d2 Goristro Horns. Can be crafted into a warhammer (45 gp, 5 days). This warhammer deals double damage to objects and structures.
- 2d8 Goristro Teeth. Can be sold for 10 gold pieces per tooth.
- 1d3 Tufts of Goristro Hair. Can be crafted into a *rope of entanglement* (DMG p. 197) (2000 gp, 60 days).
- 2d4 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.

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.
- 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.

GUARD

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

HARPY

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

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.

Homunculus

- 1 Ounce of Arcane Dust. Can be used as an additional material component when casting spells that deal damage. When used in this way, you can choose to reroll one of the rolled damage dice and must keep the second result.
- 1d4 Magical Pebbles. One pebble can be used as ammunition for a sling. These pebbles act as +1 ammunition.

Hydra

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

IMP

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

INTELLECT DEVOURER

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

IRON GOLEM

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

KNIGHT

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

LIZARDFOLK

- 1 Broken Heavy Club. This weapon, when repaired, functions as a martial weapon that deals 1d6 bludgeoning damage on a hit. It costs 2 gold pieces to repair the weapon.
- 1 Broken Spiked Shield. This weapon, when repaired, functions as a light martial weapon that deals 1d6 piercing damage on a hit and also functions as a shield. You need proficiency with both to wield it. It costs 20 gold pieces to repair the weapon.
- 1d3 Javelins.



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.

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.

MIND FLAYER

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

MINOTAUR

- 1 Broken Greataxe.
- 1 Minotaur Heart. When consumed, you can perfectly recall any path you have traveled within the past seven days. This effect lasts for 24 hours.
- 2d6 Rations.
- 1d4 Vials of Minotaur Blood. When consumed, you gain advantage on all melee weapon attack rolls you make, but attack rolls against you have advantage. This effect lasts until the beginning of your next turn. This item can be consumed as a bonus action instead of the usual action.

Mummy

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

MUMMY LORD

- 1d2 Mummy Eyes. Can be crafted into a *wand of fear* (DMG p. 210) (2000 gp, 30 days).
- 1d2 Mummy Hands. Requires attunement.
 Can be used as an arcane focus. You know
 the sacred flame cantrip, but only when you
 are holding onto the hand. Charisma is your
 spellcasting ability for the cantrip.
- 1 Mummy Skull. Can be crafted into a helmet of dreadful glaring (200 gp, 14 days).
 Requires attunement. As a bonus action, you can target one creature you can see within 60

feet of you. If the target can see you, it must succeed on a DC 11 Wisdom saving throw against this magic or become frightened until the end of your next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. Once you have used the item in this way, you can't do so again until you finish a short or long rest.

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

NIGHT HAG

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

Noble

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

ONI

- 1 Broken Chain Mail (size Large).
- 1d10 Giant's Toes. Can be sold for 4 gold pieces per toe.
- 1 Glaive. This weapon is magical.
- 1d2 Oni Eyes. Can be crafted into a *potion of invisibility* (DMG, p. 188) (2000 gp, 60 days).
- 2d4 Oni Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth cast the spell darkness on the area they hit. After the ammunition has been fired, it loses this property.

Panter

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

PERYTON

- 1d10 Peryton 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.
- 1d4 Peryton Talons. Can be crafted into a dagger (2 gp, 1 day).
- 1d10 Peryton Teeth. Can be sold for 5 gold pieces per tooth.
- 1d6 Rations.

PRIEST

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



PTERANODONS

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

PURPLE WORM

- 1 Purple Worm Hide. Can be crafted into leather armor (10 gp, 2 days) or studded leather armor (45 gp, 3 days). Three sets of armor can be crafted from this hide.
- 1d6 Purple Worm Protective 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).
- 1 Purple Worm Tail Stinger. Can be crafted into a longsword (700 gp, 24 days), a lance (700 gp, 24 days), or a rapier (700 gp, 24 days). On a hit, the weapon deals an additional 2d6 poison damage.
- 10d6 Rations.
- 1d8 Vials of Purple Worm Poison. As an action, the poison can be used to coat one slashing or piercing weapon, or up to three pieces of ammunition. A creature hit by the poisoned weapon or ammunition must make a DC 16 Constitution saving throw or take 6d6 poison damage on a failed save and half as much damage on a successful one. Once applied, the poison retains its potency for one minute before drying.

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.

RAKSHASA

- 1 Rakshasa Heart. When consumed, you gain the benefits of the true seeing spell for one hour.
- 1d2 Rakshasa Hands. Requires attunement by a spellcaster. Can be used as an arcane focus. You may cast each of the spells *charm person, detect thoughts, major image,* and *suggestion* once per day. You use your own spellcasting ability and spell save DC when casting these spells, and any spent uses recharge every day at dawn.
- as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these claws put a magical curse on the target they hit. The magical curse takes effect whenever the target takes a short or long rest, filling the target's thoughts with horrible images and dreams. The cursed target gains no benefit from finishing a short or long rest. The curse lasts until it is lifted by a remove curse spell or similar magic. After the ammunition has been fired, it loses this property.
- 2d4 Random Gems (Value 50 GP).

RAT

· 1 Ration.

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.

REVENANT

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

SABER-TOOTHED TIGER

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

SCARECROW

- 1d2 Scarecrow Hands. Can be used as an arcane focus.
- 1d10 Scarecrow Kindling. Can be used as an additional material component when casting spells that deal fire damage. When used in this way, you deal an additional 1d6 fire damage when you cast the spell.

SCOUT

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

SHADOW

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

SHADOW DEMON

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

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.

SPECTER

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

SPY

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

STONE GIANT

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

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 RATS

· 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*.

TRIBAL WARRIOR

- 1 Broken Hide Armor.
- · 1d4 Broken Spears.

Twig Blight

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

TYRANNOSAURUS REX

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

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.

VAMPIRE

- 2d6 Ounces of Vampire Dust. When consumed, you turn into a cloud of mist as if subjected to the *gaseous form* spell. This effect lasts for one hour.
- 1d10 Vampire Bones. Can be used as an additional material component when casting the spells that attempts to charm a creature. When used in this way, the target of the spell has disadvantage on their saving throw against the spell's effects.
- 1d2 Vampire Fangs. One fang can be used as the tip on an arrow or a crossbow bolt.
 Ranged attacks that use ammunition made from these teeth deal an additional 3d6 necrotic damage. The target's hit point

- maximum is reduced by an amount equal to the necrotic damage taken, and you regain hit points equal to that amount. After the ammunition has been fired, it loses these properties.
- 1d10 Vampire Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 1d6 necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken. After the ammunition has been fired, it loses these properties.

VETERAN

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

VINE BLIGHT

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

WERERAT

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



WERETIGER

- 2d6 Arrows.
- 1 Broken Longbow.
- 1 Broken Scimitar.
- 1d4 Vials of Cursed Cruor. When consumed, your speed is halved and you have disadvantage on ability checks, saving throws, and attacks based on Strength or Dexterity for one hour.
- 1d4 Vials of Shapeshifter Blood. Can be used as an additional material component when casting spells that physically alter a creature's body. When used in this way, the duration of the spell is extended by 10 minutes.

WEREWOLF

- 1 Broken Spear.
- 1d4 Vials of Cursed Cruor. When consumed, your speed is halved and you have disadvantage on ability checks, saving throws, and attacks based on Strength or Dexterity for one hour.
- 1d2 Vials of Shapeshifter Blood. Can be used as an additional material component when casting spells that physically alter a creature's body. When used in this way, the duration of the spell is extended by 10 minutes.

WIGHT

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

WRAITH

- 1 Spirit Cloth. Can be crafted into a *bag of holding* (DMG p. 153) (200 gp, 14 days).
- 1d2 Ounces of Phantom Dust. As an action, you can blow this dust into the face of a creature standing within 5 feet of you. The creature must succeed on a DC 13 Wisdom saving throw or be frightened of you for one minute for one minute on a failed save. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.
- 1d6 Vials of Ectoplasm. When consumed, you can see into the Ethereal Plane for one hour.
- 1d6 Vials of Shadow Flux. As an action, you can throw this vial up to 30 feet away where it will shatter in a vapor of darkness. The area within a 15 foot radius of where the vial landed becomes pitch black, as if affected by the *darkness* spell. When consumed, you have advantage on Dexterity (Stealth) checks made while in dim light or darkness.

WYVERN

- · 2d6 Rations.
- 1 Wyvern Hide. Can be crafted into leather armor (10 gp, 2 days) or studded leather armor (45 gp, 3 days).
- 1 Wyvern Stinger. Can be crafted into a shortsword (200 gp, 14 days), or a longsword (200 gp, 14 days). This weapon deals an additional 1d6 poison damage on a hit.
- 1d12 Wyvern 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. After the ammunition has been fired, it loses this property.

ZOMBIE

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