

JAGGI CR 1/2 - 1 CARVE

Carve Chance	Carve Name	Slots
1-7	Bird Wyvern Fang	(W)
8-12	Jaggi Hide	(A)
13-16	Jaggi Scale	(A)
17-18	Sm Monsterbone	(O)
19-20	Bird Wyvern Bone	(O)

ARMOR MATERIAL EFFECTS

Jaggi Hide

Armor magically mends itself to counteract daily wear and tear

Jaggi Scale

+1 to survival checks

WEAPON MATERIAL EFFECTS

Bird Wyvern Fang

+1 piercing damage

OTHER MATERIAL EFFECTS

Sm Monsterbone

Uncommon weapon Crafting Material

Bird Wyvern Bone

Uncommon armor Crafting Material

JAGGIA CR 1 - 1 CARVE

Carve Chance	Carve Name	Slots
1-7	Bird Wyvern Fang	(W)
8-12	Jaggi Hide	(A)
13-16	Jaggi Scale	(A)
17-18	Sm Monsterbone	(O)
19-20	Bird Wyvern Bone	(O)

ARMOR MATERIAL EFFECTS

Jaggi Hide

Armor magically mends itself to counteract daily wear and tear

Jaggi Scale

+1 to survival checks

WEAPON MATERIAL EFFECTS

Bird Wyvern Fang

+1 piercing damage

OTHER MATERIAL EFFECTS

Sm Monsterbone

Uncommon weapon Crafting Material

Bird Wyvern Bone

Uncommon armor Crafting Material

GREAT JAGGI CR 2 - 2 CARVES/CAPTURE

Carve Chance	Capture Chance	Carve Name	Slots
1-2	----	Jaggi Scale	(A)
3-5	1-5	2x Screamer Sac	(O)
6-12	6-7	Great Jaggi Hide	(A)
13-17	8-10	Great Jaggi Claw	(W)
----	11-18	King's Frill	(W)
18-19	19	Great Jaggi Head	(A)
20	20	Bird Wyvern Gem	(A)

ARMOR MATERIAL EFFECTS

Jaggi Scale

+1 to survival checks

Great Jaggi Hide

Reduces necrotic damage by 2.

Great Jaggi Head

Increase duration of consumables by 6 seconds

Bird Wyvern Gem

Gourmand: You double amount of days you can go without food or water before suffering a level of exhaustion.

WEAPON MATERIAL EFFECTS

Great Jaggi Claw

+1 slashing damage

King's Frill

A weapon that has a stun effect has its DC increased by +2

OTHER MATERIAL EFFECTS

2x Screamer Sac

Material used in crafting Sonic Bombs

BAGGIA CR 1 - 1 CARVE

Carve Chance	Carve Name	Slots
1-7	Bird Wyvern Fang	(W)
8-12	Baggi Hide	(W)
13-16	Baggi Scale	(A)
17-18	Sm Monsterbone	(O)
19-20	Bird Wyvern Bone	(O)

ARMOR MATERIAL EFFECTS**Baggi Scale**

+1 to athletic checks

WEAPON MATERIAL EFFECTS**Bird Wyvern Fang**

+1 piercing damage

Baggi Hide

Whenever the bearer of this weapon takes a help action in combat, the aided ally may treat their weapon as a +1 magic weapon until the end of their next turn.

OTHER MATERIAL EFFECTS**Sm Monsterbone**

Uncommon weapon Crafting Material

Bird Wyvern Bone

Uncommon armor Crafting Material

GREAT BAGGI CR 2 - 2 CARVES/CAPTURE

Carve Chance	Capture Chance	Carve Name	Slots
1-2	----	Baggi Scale	(A)
3-5	1-5	2x Sleep Sac	(O)
6-12	6-7	Great Baggi Hide	(A,W)
13-17	8-10	Great Baggi Claw	(W)
----	11-18	King's Crest	(A,W)
18-19	19	Great Baggi Piel	(A,W)
20	20	Bird Wyvern Gem	(A)

ARMOR MATERIAL EFFECTS**Baggi Scale**

+1 to athletic checks

Great Baggi Hide

Reduces cold damage by 2.

King's Crest

Increases saving throws vs sleep by +2

Great Baggi Piel

+1 damage with weapons that use ammunition

Bird Wyvern Gem

Capture Expert: You have advantage when attempting to capture a creature of Large or smaller size.

WEAPON MATERIAL EFFECTS**Great Baggi Hide**

Once per long rest when you hit a creature with this weapon, it must succeed on a DC 13 Constitution saving throw or become Incapacitated for 1d4 turns or until they take damage.

Great Baggi Claw

+1 slashing damage

King's Crest

A weapon that has a charge effect begins battle with 1 charge.

Great Baggi Piel

The bearer can read books they are touching while sleeping.

OTHER MATERIAL EFFECTS**2x Sleep Sac**

Material used to craft sleep potions or bombs

WROGGI CR 1

Carve Chance	Carve Name	Slots
1-7	Bird Wyvern Fang	(W)
8-12	Wroggi Hide	(A)
13-16	Wroggi Scale	(A)
17-18	Sm Monsterbone	(O)
19-20	Bird Wyvern Bone	(O)

ARMOR MATERIAL EFFECTS**Wroggi Hide**

As a bonus action gain resistance to acid damage until the end of your next turn. You cannot use this ability again until you complete a short or long rest.

Wroggi Scale

+1 to nature checks

WEAPON MATERIAL EFFECTS**Bird Wyvern Fang**

+1 piercing damage

OTHER MATERIAL EFFECTS**Sm Monsterbone**

Uncommon weapon Crafting Material

Bird Wyvern Bone

Uncommon armor Crafting Material

GREAT WROGGI CR 2 - 2 CARVES/CAPTURE

Carve Chance	Capture Chance	Carve Name	Slots
1-2	----	Wroggi Scale	(A)
3-5	1-5	Wroggi Poison Sac	(W,O)
6-12	6-7	Great Wroggi Hide	(A)
13-17	8-10	Great Wroggi Claw	(W)
----	11-18	King's Crest	(A,W)
18-19	19	Great Wroggi Piel	(A)
20	20	Bird Wyvern Gem	(A)

ARMOR MATERIAL EFFECTS**Wroggi Scale**

+1 to nature checks

Great Wroggi Hide

Reduces poison damage by 2.

King's Crest

Increases saving throws vs poisoned by +2

Great Wroggi Piel

+1 to charisma saving throws.

Bird Wyvern Gem

Team player: You may use the help action as a bonus action twice per long rest.

WEAPON MATERIAL EFFECTS**Wroggi Poison Sac**

Once per long rest when you hit a creature, it must succeed on a DC 13 Constitution saving throw or become Poisoned for 1d4 turns or until they take damage.

Great Wroggi Claw

+1 slashing damage

King's Crest

Light & Heavy bowguns normal ammo deal +1 damage

OTHER MATERIAL EFFECTS**Wroggi Poison Sac**

Material used for creating poisons

VELOCIPREY CR 1/4 - 1 CARVE

Carve Chance	Carve Name	Slots
1-8	Velociprey Fang	(W)
9-13	Velociprey Hide	(A)
14-18	Velociprey Scale	(A)
19-20	Sm Monsterbone	(O)

ARMOR MATERIAL EFFECTS

Velociprey Hide

reduces fire, cold, lightning, necrotic damage by 1

Velociprey Scale

+1 to medicine checks

WEAPON MATERIAL EFFECTS

Velociprey Fang

bludgeoning, piercing, or slashing spells deal +2 damage

OTHER MATERIAL EFFECTS

Sm Monsterbone

Uncommon weapon Crafting Material

VELOCIDROME CR 1 - 2 CARVES/CAPTURE

Carve Chance	Capture Chance	Carve Name	Slots
1-3	----	Velociprey Scale	(A)
4-13	----	Velocidrome Claw	(W,O)
----	1-7	2x Screamer Sac	(O)
14-18	8-18	Velocidrome Hide	(A,W)
----	19	Velocidrome Head	(A,W)
20	20	Bird Wyvern Gem	(A,W)

ARMOR MATERIAL EFFECTS

Velociprey Scale

+1 to medicine checks

Velocidrome Hide

Your armor plays appropriate music for whatever situation you're in. Blaring horn sections and drums during combat, that sort of thing.

Velocidrome Head

Increases saving throws vs sleep by +1

Bird Wyvern Gem

You can cast Longstrider once per long rest

WEAPON MATERIAL EFFECTS

Velocidrome Claw

As a bonus action, when you speak the command word, your weapon transforms into a walking cane or back to its original form.

Velocidrome Hide

Increases thunder spells damage +2

Velocidrome Head

Gain advantage on your first carve attempt on a creature

Bird Wyvern Gem

As an action you can make the weapon shed bright light in a 15-foot radius and dim light in another 15 feet. You can use another action to make the weapon stop shedding light.

OTHER MATERIAL EFFECTS

Velocidrome Claw

You gain 6 six-sided die made from the claw. When you roll it, you can control which number it rolls.

2x Screamer Sac

Material used for creating sonic bombs

GENPREY CR 1/2 - 1 CARVE

Carve Chance	Carve Name	Slots
1-8	Genprey Fang	(W)
9-13	Genprey Hide	(A)
14-18	Genprey Scale	(A)
19-20	Sm Monsterbone	(O)

ARMOR MATERIAL EFFECTS**Genprey Hide**

As a bonus action gain resistance to lightning damage until the end of your next turn. You cannot use this ability again until you complete a short or long rest

Genprey Scale

+1 to arcana checks

WEAPON MATERIAL EFFECTS**Genprey Fang**

Increases lightning spells damage +2

OTHER MATERIAL EFFECTS**Sm Monsterbone**

Uncommon weapon Crafting Material

GENDROME CR 1 - 2 CARVES/CAPTURE

Carve Chance	Capture Chance	Carve Name	Slots
1-3	----	Genprey Scale	(A)
4-13	----	Gendrome Tail	(W)
----	1-7	Paralysis Sac	(W)
14-18	8-18	Gendrome Hide	(A)
----	19	Gendrome Skull	(A,W)
20	20	Bird Wyvern Gem	(A,W)

ARMOR MATERIAL EFFECTS**Genprey Scale**

+1 to arcana checks

Gendrome Hide

Reduces lightning damage by 2

Gendrome Skull

Increases saving throws vs paralyzed by +1

Bird Wyvern Gem

You can cast *thunderwave* once per long rest

WEAPON MATERIAL EFFECTS**Gendrome Tail**

As an action you can use the weapon to cast minor illusion (spell save DC 13). You can only use the spell to create a sound and not an image. The sound must emanate from the weapon

Paralysis Sac

Increases spell attack rolls that deal lightning damage by +1

Gendrome Skull

Gain advantage on your first carve attempt on a creature

Bird Wyvern Gem

Once per long rest as an action, your weapon creates a bright flash of light and you can choose 1 creature within 30 feet of you to make a DC 12 Dexterity saving throw or become blinded for 1 minute.

IOPREY CR 1/2 - 1 CARVE

Carve Chance	Carve Name	Slots
1-8	Ioprey Fang	(W)
9-13	Ioprey Hide	(A)
14-18	Ioprey Scale	(A)
19-20	Sm Monsterbone	(O)

ARMOR MATERIAL EFFECTS

Ioprey Hide

Reduces fire damage by 2

Ioprey Scale

+1 to religion checks

WEAPON MATERIAL EFFECTS

Ioprey Fang

Increases poison spells damage +2

OTHER MATERIAL EFFECTS

Sm Monsterbone

Uncommon weapon Crafting Material

IODROME CR 1 - 2 CARVES/CAPTURE

Carve Chance	Capture Chance	Carve Name	Slots
1-3	----	Ioprey Scale	(A)
4-10	1-7	Iodrome Poison Sac	(A,W,O)
11-17	8-18	Iodrome Hide	(A)
18-19	19	Iodrome Skull	(A,W)
20	20	Bird Wyvern Gem	(A,W)

ARMOR MATERIAL EFFECTS

Ioprey Scale

+1 to religion checks

Iodrome Poison Sac

Once per long rest a random creature within 60 feet of you becomes poisoned for 1d4 hours.

Iodrome Hide

You always knows the direction to the nearest tavern in a 60 mile radius.

Iodrome Skull

Increases saving throws vs poisoned by +1

Bird Wyvern Gem

You gain 5 temporary hit points for 24 hours after you finish a long rest

WEAPON MATERIAL EFFECTS

Iodrome Poison Sac

Increases spell attack rolls that deal poison damage by +1

Iodrome Skull

Gain advantage on your first carve attempt on a creature

Bird Wyvern Gem

You can use an action to have your weapon produce 1/2 an ounce of basic poison (PHB 153) that drips from the end of the weapon. Once the weapon starts producing a liquid, it can't produce more once it has reached its maximum, until the next dawn.

OTHER MATERIAL EFFECTS

Iodrome Poison Sac

Material used for creating poisons

GIAPREY CR 1/2 - 1 CARVE

Carve Chance	Carve Name	Slots
1-10	Giaprey Hide	(W)
11-16	Giaprey Scale	(A)
17-20	Sm Monsterbone	(O)

ARMOR MATERIAL EFFECTS

Giaprey Scale

+1 to insight checks

WEAPON MATERIAL EFFECTS

Giaprey Hide

The weapon gains a reservoir of ice magic that can freeze the ground for up to 30 seconds. The bearer may use an action to plant this weapon in the ground and release the ice magic within. While planted and undepleted, the ground in a 10 foot radius of this weapon becomes difficult terrain. A long rest restores 1d6 seconds of energy to the weapon's reservoir.

OTHER MATERIAL EFFECTS

Sm Monsterbone

Uncommon weapon Crafting Material

GIADROME CR 1 - 2 CARVES/CAPTURE

Carve Chance	Capture Chance	Carve Name	Slots
1-3	-----	Giaprey Scale	(A)
4-13	-----	Giadrome Claw	(W)
-----	1-7	2x Screamer Sac	(O)
14-18	8-18	Giadrome Hide	(A,W)
19	19	Giadrome Skull	(A,W)
20	20	Bird Wyvern Gem	(A,W)

ARMOR MATERIAL EFFECTS

Giaprey Scale

+1 to insight checks

Giadrome Hide

Reduces cold damage by 2.

Giadrome Skull

The air around the bearer of this weapon is always unnaturally cold. One's breath becomes visible, and frost continually forms on the surface of the bearer's hair, weapons, and armor. The bearer suffers no ill effect from being in extremely cold environments.

Bird Wyvern Gem

Detect. increases passive Perception by +2.

WEAPON MATERIAL EFFECTS

Giadrome Claw

Increases cold spells damage +2

Giadrome Hide

Icy wind and snowflakes bluster around this weapon, even in warm environments. The bearer can walk on the surface of the lightest snow, leaving no footprints.

Giadrome Skull

Gain advantage on your first carve attempt on a creature

Bird Wyvern Gem

While attuned to this weapon a DRUID, SORCERER, WARLOCK, or WIZARD can use the Frostbite Cantrip at will

OTHER MATERIAL EFFECTS

Screamer Sac

Material used for creating sonic bombs

MAGCAO CR 1/4 - 1 CARVE

Carve Chance	Carve Name	Slots
1-9	Bird Wyvern Fang	(W)
10-13	Macciao Hide	(A)
14-17	Macciao Scale	(A)
18-20	Sm Monsterbone	(O)

ARMOR MATERIAL EFFECTS

Macciao Hide

The bearer and all of their possessions are completely odorless.

Macciao Scale

+1 to performance checks

WEAPON MATERIAL EFFECTS

Bird Wyvern Fang

your weapon deals +1 piercing damage

OTHER MATERIAL EFFECTS

Sm Monsterbone

Uncommon weapon Crafting Material

GREAT MAGCAO CR 2 -

2 CARVES/CAPTURE

Carve Chance	Capture Chance	Carve Name	Slots
1-3	----	Macciao Scale	(A)
4-5	1-4	Macciao Tailspike	(W)
6-12	5-8	Great Macciao Scale	(A,O)
13-17	9-16	Great Macciao Hide	(A,W)
18-19	17-19	Champion's Crest	(A,W)
20	20	Bird Wyvern Gem	(A,W)

ARMOR MATERIAL EFFECTS

Macciao Scale

+1 to performance checks

Great Macciao Scale

Reduces the damage you take from fire by 2

Great Macciao Hide

You can use your reaction to reduce fall damage by 1d6 until the end of turn. You cannot use this feature again until completing a long rest.

Champion's Crest

Whenever you are casting a spell as a ritual, you have advantage to maintain concentration during the ritual.

Bird Wyvern Gem

Airborne: While wearing this armor, you can cast the jump spell from it as a bonus action at will, but can target only yourself when you do so.

WEAPON MATERIAL EFFECTS

Macciao Tailspike

A weapon that has a stun effect has its DC increased by +2

Great Macciao Hide

Whenever you break a grapple, you may choose to push the grappler up to 10 feet away from you as a bonus action.

Champion's Crest

Once per short rest, when tyou crits with this weapon, all creatures other than you within 5 feet of the target (including the target) must roll a DC 12 constitution saving throw or be knocked prone by a wave of concussive force.

Bird Wyvern Gem

While attuned to this weapon a DRUID, RANGER, SORCERER, or WIZARD can cast the Jump spell once per long rest

OTHER MATERIAL EFFECTS

Great Macciao Scale

Uncommon armor Crafting Material

KULU-YA-KU CR 4 - 3 CARVES/CAPTURE

Carve Chance	Capture Chance	Carve Name	Slots
1-6	1-5	Kulu-Ya-Ku Scale	(A,W)
7-11	6-12	Kulu-Ya-Ku Hide	(A,W)
12-14	13-16	Kulu-Ya-Ku Plume	(A,W)
15-19	17-19	Kulu-Ya-Ku Beak	(A,W)
20	20	Bird Wyvern Gem	(A,W)

ARMOR MATERIAL EFFECTS

Kulu-Ya-Ku Scale

As an action your armor emits soothing music and cast calm emotions (spell save DC 13). You must complete a long rest before you can use this ability again.

Kulu-Ya-Ku Hide

The bearer may use a bonus action to gain advantage to Wisdom (Medicine) checks for the rest of the turn.

Kulu-Ya-Ku Plume

Item Prolonger. Increases consumables duration by 6 seconds

Kulu-Ya-Ku Beak

Stamina Surge: Once per long rest you can cast *haste (self only)* but gain 3 levels of exhaustion when the spell ends.

Bird Wyvern Gem

Once per long rest as an action, you magically form a boulder out of the ground and launch it at a creature within 60 feet of you. The target must make a Dexterity saving throw equal to 8 + your proficiency modifier + your Dexterity modifier. On a fail, the target takes 2d10 bludgeoning damage.

WEAPON MATERIAL EFFECTS

Kulu-Ya-Ku Scale

Everyone minute, a beautifully colored feather falls from your weapon and floats to the ground.

Kulu-Ya-Ku Hide

When the bearer is outdoors, harmless creatures such as squirrels and birds flock to them when they sing songs for a minute or longer.

Kulu-Ya-Ku Plume

+2 to persuasion rolls

Kulu-Ya-Ku Beak

Once per long rest as a bonus action, you shroud you weapon in magical feathers for 1 minute. The next time you hit a creature with a melee weapon attack, it must make a Constitution saving throw equal to 8 + your proficiency modifier + your Constitution modifier. On a fail, the target falls Unconscious until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake.

Bird Wyvern Gem

Critical Eye. Your weapon attacks critical hit range is increased by 1.

TZITZI-YA-KU CR 6 - 3 CARVES/CAPTURE

Carve Chance	Capture Chance	Carve Name	Slots
1-6	1-4	Tzitz-Ya-Ku Scale	(A,W)
7-11	5-8	Tzitz-Ya-Ku Hide	(A,W)
12-14	9-11	Tzitz-Ya-Ku Claw	(A,W)
15-19	12-13	Tzitz-Ya-Ku Photophore	(A,W)
-----	14-16	Lg Monsterbone	(O)
-----	17-19	Dash Extract	(O)
20	20	Bird Wyvern Gem	(A,W)

ARMOR MATERIAL EFFECTS

Tzitz-Ya-Ku Scale

This armor is 10% lighter than normal armor of this type. If it has a Strength requirement to use, it is reduced by 1.

Tzitz-Ya-Ku Hide

You have a +2 bonus to sleight of hand checks

Tzitz-Ya-Ku Claw

The bearer cannot become intoxicated while this armor is donned.

Tzitz-Ya-Ku Photophore

Increases saving throws vs sleep & stunned by +2

Bird Wyvern Gem

While wearing this armor, you have advantage on Wisdom (Perception) checks that rely on sight. In conditions of clear visibility, you can make out details of even extremely distant creatures and objects as small as 2 feet across.

WEAPON MATERIAL EFFECTS

Tzitz-Ya-Ku Scale

Your eyes glow red while your weapon is in hand.

Tzitz-Ya-Ku Hide

Once per day, the bearer may spend an action to ignite the magic in this weapon, causing it to flare brilliantly. Any creature within a 10 foot radius must use their reaction to shield their eyes or be blinded until the end of their next turn.

Tzitz-Ya-Ku Claw

Increases lightning spell damage by +2

Tzitz-Ya-Ku Photophore

This weapon has 3 runes. When you hit a creature, you can expend 1 of its runes to have the target make a Constitution saving throw equal to 8 + your proficiency modifier + your Constitution modifier or become blinded for 30 seconds. The weapon regains 1 expended rune daily at dawn.

Bird Wyvern Gem

While attuned to this weapon a DRUID, SORCERER, or WIZARD can cast the *Ice Knife* spell once per long rest

OTHER MATERIAL EFFECTS

Lg Monsterbone

Rare armor crafting material

Dash Extract

Crafting material for potions of haste

YIAN KUT-KU CR 3 - 3 CARVES/CAPTURE

Carve Chance	Capture Chance	Carve Name	Slots
1-6	1-3	Kut-Ku Scale	(A,W)
7-9	4-9	Kut-Ku Carapace	(A,W)
10-11	-----	Kut-Ku Webbing	(A)
12-13	10	Splendid Beak	(A,W)
-----	11-14	Monster Keenbone	(O)
-----	15-16	Screamer Sac	(O)
14-19	-----	Kut-Ku Ear	(A,W)
20	17-20	Kut-Ku Auricle	(A,W)

ARMOR MATERIAL EFFECTS

Kut-Ku Scale

Reduces fire damage taken by 2

Kut-Ku Carapace

You gain 5 temporary hit points for 24 hours after you finish a long rest

Kut-Ku Webbing

+1 to History checks

Splendid Beak

Recovery Speed: When you use a hit dice during a rest, you heal for double the value rolled

Kut-Ku Ear

As a bonus action, you can summon a horn in the shape of the Kut-Ku's ear. While held up to your ear, this horn suppresses the effects of the deafened condition on you, allowing you to hear normally.

Kut-Ku Auricle

Once per day, the bearer may gain +1 to any ability check.

WEAPON MATERIAL EFFECTS

Kut-Ku Scale

The bearer may use this weapon to make pink colored marks on any surface. The marks will fade away in 24 hours.

Kut-Ku Carapace

This weapon cannot be detected by the "Detect Magic" spell unless the caster touches the weapon.

Splendid Beak

This weapon is so finely constructed it never needs maintenance, cannot rust or tarnish, and gains a +1 to damage rolls.

Kut-Ku Ear

Once per long rest, the bearer can gain proficiency in any language for 24 hours that they are able to correctly speak the activation phrase: "The limits of my language are the limits of my world."

Kut-Ku Auricle

Once per Long rest, you can use a bonus action to exhale fire at a target within 15 feet of you. The target must make a DC 11 Dexterity saving throw, taking 2d6 fire damage on a failed save, or half as much damage on a successful one.

OTHER MATERIAL EFFECTS

Monster Keenbone

Uncommon weapon Crafting Material

Screamer Sac

Material used in crafting Sonic Bombs

HYPNOCATRICE CR 4 - 3 CARVES/CAPTURE

Carve Chance	Capture Chance	Carve Name	Slots
1-5	1-5	Orange Hypno Pelt	(A,W)
6-8	6-7	Hypno Claw	(W)
9-10	8-9	Hypno Bezoar	(A,W)
11-13	10-12	Sleep Sac	(A,O)
14-18	13-16	Hypno Fang	(W)
-----	17-20	Rainbow Tail Feather	(A,W)
19-20	-----	Hypno Beak	(W)

ARMOR MATERIAL EFFECTS

Orange Hypno Pelt

+1 to animal handling checks

Hypno Bezoar

The bearer can read books they are touching while sleeping.

Sleep Sac

Increases saving throws vs sleep by +2

Rainbow Tail Feather

You gain the benefits of a long rest after 4 hours instead of 8.

WEAPON MATERIAL EFFECTS

Orange Hypno Pelt

You summon a gold-rimmed glass monocle. While wearing this lens in a library, you have advantage on Intelligence (Investigation) checks to find relevant books and information.

Hypno Claw

Taunt: When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to redirect the attack to you.

Hypno Bezoar

Once per long rest, when you hit a creature with this weapon, it must make a Wisdom saving throw equal to 8 + your proficiency modifier + your Constitution modifier or Charmed by you for 1 minute or until you or an ally harms the target.

Hypno Fang

This weapon has 3 runes. When you hit a creature, you can expend 1 of its runes to have the target make a Constitution saving throw equal to 8 + your proficiency modifier + your Constitution modifier or falls Unconscious for 1 minute, until the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. The weapon regains 1 expended rune daily at dawn.

Rainbow Tail Feather

As an action, An illusory document is produced. The document is real only so long as you hold it, after which it dissipates in a puff of smoke. A creature may also determine the document is fake with a Wisdom (insight) check vs your spell save DC.

Hypno Beak

While attuned to this weapon a BARD, SORCERER, or WIZARD can cast the Sleep spell at 1st level once per long rest

OTHER MATERIAL EFFECTS

Sleep Sac

Material used to create sleep potions

PUKEI-PUKEI CR 4 - 3 CARVES/CAPTURE

Carve Chance	Capture Chance	Carve Name	Slots
1-4	1-4	Pukei-Pukei Shell	(A,W)
5-9	5-7	Pukei-Pukei Scale	(A,W)
10-12	8-9	Pukei-Pukei Quill	(A,W)
-----	10-11	Pukei-Poison Sac	(A,W,O)
13-15	12-13	Pukei-Pukei Sac	(A,W)
16-17	14-15	Med Monsterbone	(O)
18-20	18-20	Pukei-Pukei Wing	(A,W)

ARMOR MATERIAL EFFECTS

Pukei-Pukei Wing

You conjure 1 of 4 types of nut into the palm of your hand that you consume. Choose one creature that you can see within 60 feet of you. Both you and the target must make a Constitution saving throw equal to 8 + your proficiency modifier + your Constitution modifier, or suffer the effects of the nut for 1 minute. Roll a d4 to determine the effect of the nut; On a 1, stunned; On a 2, deafened; On a 3, paralyzed; On a 4, blinded. Both creatures can repeat this saving throw at the end of their turn, ending the effecting on a success. You can use this skill a number of times equal to your Constitution Modifier.

Pukei-Pukei Shell

+1 to deception checks

Pukei-Pukei Scale

Botanist: Gather one extra herb when gathering with an herbalist kit

Pukei-Pukei Quill

Reduces poison damage by 2.

Pukei-Poison Sac

Increases saving throws vs poisoned by +2

Pukei-Pukei Sac

Item Prolonger - increases consumables duration by 6 seconds

WEAPON MATERIAL EFFECTS

Pukei-Pukei Shell

You gain proficiency with the herbalism kit. if you are already proficient you double your proficiency bonus.

Pukei-Pukei Scale

While holding this weapon, you can use an action to determine which way is north. This property functions only on the Material Plane.

Pukei-Pukei Quill

You can use this weapon as a spellcasting focus for your warlock spells.

Pukei-Poison Sac

Increases poison spells damage by +2

Pukei-Pukei Sac

This weapon has 3 runes. When you hit a creature, you can expend 1 of its runes to have the target make a Constitution saving throw equal to 8 + your proficiency modifier + your Constitution modifier or becomes poisoned for 1 minute. A creature can repeat its saving throw at the end of its turn, ending the effecting on a success. The weapon regains 1 expended rune daily at dawn.

Pukei-Pukei Wing

Increases spell attack rolls that deal poison damage by +1

OTHER MATERIAL EFFECTS

Pukei-Poison Sac

Material used to create poisons

Med Monsterbone

Uncommon Crafting Material

QURUPEGO CR 6 - 3 CARVES/CAPTURE

Carve Chance	Capture Chance	Carve Name	Slots
1-7	1-3	Qurupeco Scale	(A,W)
8-12	4-8	Qurupeco Feather	(A,W)
13-16	9-12	Screamer x2	(O)
17-18	13-14	Vivid Feather	(A,W)
-----	15-16	Med Monsterbone	(O)
19	17	Alluring Beak	(A,W)
20	18-20	Flintstone	(A,W)

ARMOR MATERIAL EFFECTS**Qurupeco Scale**

Reduces fire damage by 2.

Qurupeco Feather

Once per long rest, you may attempt to play the instrument, you are proficient with, by making a performance check DC 15. If you succeed, you gain inspiration.

Vivid Feather

+1 to performance checks

Alluring Beak

Recovery Speed. When you use a hit dice during a rest, you heal for double the value rolled

Flintstone

Your armor is decorated with bird carvings. It has 10 runes. While wearing it, you can use an action to expend 1 rune from the staff and cause it to create one of the following sounds out to a range of 60 feet: a finch's chirp, a raven's caw, a duck's quack, a chicken's cluck, a goose's honk, a loon's call, a turkey's gobble, a seagull's cry, an owl's hoot, or an eagle's shriek. The staff regains 1d6 + 4 expended runes daily at dawn. If you expend the last rune, roll a d20. On a 1, the runes cannot recharge for a week.

WEAPON MATERIAL EFFECTS**Qurupeco Scale**

You gain proficiency with the horn musical instruments. if you are already proficient you double your proficiency bonus.

Qurupeco Feather

Once a week, you can use an action to summon 1 jaggi to your aid for 1 hour. it will act on your turn in the initiative and will flee if you or your allies attempt to harm it.

Vivid Feather

You can use this weapon as a spellcasting focus for your sorcerer spells.

Alluring Beak

When you hit a creature with this weapon it must make a Wisdom saving throw equal to 8 + your proficiency modifier + your Charisma modifier. On a fail, the target becomes charmed by you until the end of its next turn. On a successful save, the target becomes immune to this effect for 24 hours.

Flintstone

Increases spell attack rolls that deal fire damage by +1

OTHER MATERIAL EFFECTS**Screamer Sac**

Material used to create sonic bombs

Med Monsterbone

Uncommon armor Crafting Material

YIAN GARUGA CR 7 - 3 CARVES/CAPTURE

Carve Chance	Capture Chance	Carve Name	Slots
1-4	1-2	Garuga Scale	(A,W)
5-6	3-10	Garuga Shell	(A,W)
7	11-13	Garuga Mane	(A,W)
8	14-18	Garuga Wing	(A,W)
9-12	-----	Garuga Tail	(A,W,O)
13-16	19	Rejuvenated Beak	(A,W)
17-20	20	Garuga Ear	(A,W)

ARMOR MATERIAL EFFECTS**Garuga Scale****Odogaron Sinew**

You have a +2 bonus to intimidation checks

Garuga Shell

When using close range coating you can coat an additional 5 arrows.

Garuga Mane

You can use an action to speak this weapon's command word and regain one expended spell slot of up to 3rd level. Once you have used this effect, it can't be used again until the next dawn.

Garuga Wing

Increases saving throws vs poisoned by +3

Garuga Tail

While wearing this armor, you have darkvision out to a range of 60 feet. If you already have darkvision, wearing the goggles increases its range by 60 feet.

Rejuvenated Beak

The armor magically awakens you and your companions within a 30 foot range if any of you are sleeping naturally when combat begins.

Garuga Ear

As a bonus action, you conjure two earplugs in the shape of your choice. While using these earplugs, you are considered deafened. You can dispel the ear plugs as a bonus action ending the deafened effect.

WEAPON MATERIAL EFFECTS**Garuga Scale**

While holding this weapon, you can use an action to cast the gust of wind spell (save DC 11) from it.

Garuga Shell

Increases bows close range coating distance by 5 ft and damage by +1

Garuga Mane

While you wear this armor, your walking speed becomes 30 feet, unless your walking speed is higher, and your speed isn't reduced if you are encumbered or wearing heavy armor

Garuga Wing

Abnormal Status Atk up. Increases duration of conditions by 6 seconds

Garuga Tail

Weapon deals an extra 1d4 poison damage

Rejuvenated Beak

While the weapon is on your person, you have advantage on initiative rolls.

Garuga Ear

This weapon has 4 runes. When you hit a creature, you can expend 1 of its runes to have the target make a Constitution saving throw equal to 8 + your proficiency modifier + your Constitution modifier or becomes deafened for 1 minute. The weapon regains 1d4 expended runes daily at dawn.

OTHER MATERIAL EFFECTS**Garuga Tail**

Uncommon armor Crafting Material

GYPCEROS CR 8 – 3 CARVES/CAPTURE

Carve Chance	Capture Chance	Carve Name	Slots
1-10	1-3	Rubbery Hide	(A,W)
11-13	4-9	Dash Extract	(O)
14-15	10-13	Gypceros Poison Sac	(A,W)
16-17	-----	Lightcrystal	(A,W)
18-19	14-19	Gypceros Webbing	(A,W)
20	20	Gypceros Head	(A,W)

ARMOR MATERIAL EFFECTS

Rubbery Hide

Reduces lighting damage taken by 4

Gypceros Poison Sac

Increases saving throws vs poisoned by +3

Lightcrystal

Twice per day, the bearer may spend a bonus action to ignite the magic in this armor, causing it to flare brilliantly. Any creature within a 10-foot radius must use their reaction to shield their eyes or be blinded until the end of their next turn.

Gypceros Webbing

Increases movement speed by 5

Gypceros Head

Once per long rest you may use your reaction after being hit by an attack to feign death for up to 1 hour. A creature can determine you are alive by making an Intelligence (Investigation) check against your Charisma (Performance) check.

WEAPON MATERIAL EFFECTS

Rubbery Hide

While holding your weapon, you can speak a command word and transform it into a fishing pole with a hook, a line, and a reel. Speaking the command word again changes the fishing pole back into the weapon.

Gypceros Poison Sac

Your weapon deals an extra 1d4 poison damage

Lightcrystal

In darkness, this weapon sheds moonlight, creating bright light in a 15-foot radius and dim light for an additional 15 feet.

Gypceros Webbing

While attuned to this weapon a CLERIC, DRUID, RANGER, SORCERER, or WIZARDs can cast protection from energy (lighting only) spell once per long rest

Gypceros Head

As an action, you summon a hooded lantern that hovers 10 feet off the ground and stays within 5 feet of you. While lit, this hooded lantern burns for 6 hours on 1 pint of oil, shedding bright light in a 30-foot radius and dim light for an additional 30 feet. Invisible creatures and objects are visible as long as they are in the lantern's bright light. You can use an action to lower the hood, reducing the light to dim light in a 5-foot radius.

OTHER MATERIAL EFFECTS

Dash Extract

Crafting material for potions of haste

Gypceros Poison Sac

Material used for creating poisons

MALFESTIO CR 9 - 3 CARVES/CAPTURE

Carve Chance	Capture Chance	Carve Name	Slots
1-5	1-2	Azurefeather	(A,W)
6-8	3-6	Coma Sac	(O)
9-10	7-9	Malfestio Wingtalon	(A,W)
-----	10-11	Malfestio Ear	(A,W)
11-12	12-16	Malfestio Wing	(A,W)
13-18	17-18	Malfestio Tailfeather	(A,W)
19	-----	Malfestio Webbing	(A,W)
20	19-20	Malfestio Goldfeather	(A,W)

ARMOR MATERIAL EFFECTS**Azurefeather**

+2 to insight checks

Malfestio Wingtalon

Increases saving throws vs Unconscious by +3

Malfestio Ear

+1 to passive Perception.

Malfestio Wingv

You have advantage on Wisdom (Perception) checks that rely on sight. In conditions of clear visibility, you can make out details of even extremely distant creatures and objects as small as 2 feet across.

Malfestio Tailfeather

While wearing this armor, you have darkvision out to a range of 60 feet. If you already have darkvision, wearing the armor increases its range by 60 feet.

Malfestio Webbing

Your armor becomes a light, flexible metal. If it is medium or light armor it can be worn under normal clothes. If the armor normally imposes disadvantage on Dexterity (Stealth) checks or has a Strength requirement, it no longer does.

WEAPON MATERIAL EFFECTS**Azurefeather**

Once per Long rest, you can swing your weapon in a horizontal slash and it releases Sonic Wave in a 30 foot cone. Each creature in that area must make a DC 15 Constitution saving throw or, they fall Unconscious until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake.

Malfestio Wingtalon

Your weapon deals an extra 1d4 slashing damage

Malfestio Ear

Hunter: Gather one extra ration when hunting

Malfestio Wing

Your weapon has 3 runes. While holding it, you can use an action to expend 1 of its runes, and if a secret door or trap is within 30 feet of you, the weapon pulses and points at the one nearest to you. The weapon regains 1d3 expended runes daily at dawn

Malfestio Tailfeather

While attuned to this weapon a RANGER can use the Zephyr Strike (XG 171) spell once per long rest.

Malfestio Webbing

Weakness Exploit. Your weapon deals max damage to a creature that is vulnerable to this weapons damage type.

Malfestio Goldfeather

You can summon a giant owl for up to 8 hours as an action. Once it has been used, it can't be used again until 2 days have passed. The owl can telepathically communicate with you at any range if you and it are on the same plane of existence.

OTHER MATERIAL EFFECTS**Coma Sac**

Crafting material for potions of sleep

BULLFANGO CR 1/4 - 1 CARVE

Carve Chance	Carve Name	Slots
1-8	Raw Meat	(O)
9-13	Bullfango Pelt	(A)
14-18	Jumbo Bone	(O)
19-20	Bullfango Head	(W)

ARMOR MATERIAL EFFECTS**Bullfango Pelt**

+1 to Intimidation checks

WEAPON MATERIAL EFFECTS**Bullfango Head**

+1 slashing damage

OTHER MATERIAL EFFECTS**Raw Meat**

Can be cooked for 2 days of rations

Jumbo Bone

Uncommon armor Crafting Material

BULLDROME CR 2 - 3 CARVES/CAPTURE

Carve Chance	Capture Chance	Carve Name	Slots
1	----	Raw Meat	(O)
2-7	1-13	Bulldrome Hide	(A)
8-12	14-17	Giant Bone	(O)
13-16	----	Stout Bone	(A,W)
17-19	18	Bulldrome Tusk	(W)
20	19-20	Bullfango Head	(A,W)

ARMOR MATERIAL EFFECTS**Bulldrome Hide**

+1 to Survival checks

Stout Bone

Increases saving throws vs prone by +2

Bullfango Head*Botanist:* Gather one extra herb when gathering**WEAPON MATERIAL EFFECTS****Stout Bone**

+1 bludgeoning damage

Bulldrome Tusk

+1 slashing damage

Bullfango Head

Gain +1 to attack rolls when using the Hammer or Lance's Charge.

OTHER MATERIAL EFFECTS**Raw Meat**

Can be cooked for 2 days of rations

Giant Bone

Uncommon armor Crafting Material

LAGOMBI CR 3 - 3 CARVES/CAPTURE

Carve Chance	Capture Chance	Carve Name	Slots
1-7	1-3	Lagombi Pelt	(A)
8-11	4-10	Lagombi Plastron	(A,W)
12-13	11-15	Lagombi Iceclaw	(A,W)
14-15	16-18	Jumbo Bone	(W,O)
16-20	19-20	Lagombi Ear	(A,W)

ARMOR MATERIAL EFFECTS**Lagombi Pelt**

+1 to Acrobatics checks

Lagombi Plastron

You ignore difficult terrain created by ice or snow.

Lagombi Iceclaw

reduce cold damage by 2

Lagombi Ear

Increases saving throws vs blinded by +2

WEAPON MATERIAL EFFECTS**Lagombi Plastron**

The weapon gains a reservoir of ice magic that can freeze the ground for up to 30 seconds. The bearer may use an action to plant this weapon in the ground and release the ice magic within. While planted and undepleted, the ground in a 10 foot radius of this weapon becomes difficult terrain. A long rest restores 1d6 seconds of energy to the weapon's reservoir.

Lagombi Iceclaw

Cold spells deal +2 damage

Jumbo Bone

+1 bludgeoning damage

Lagombi Ear

While attuned to this weapon a sorcerer, or wizard can use the Ray of Frost Cantrip at will

OTHER MATERIAL EFFECTS**Jumbo Bone**

Uncommon armor Crafting Material

ARZUROS CR 4 - 3 CARVES/CAPTURE			
Carve Chance	Capture Chance	Carve Name	Slots
1-6	1-5	2x Honey	(O)
7-14	6-7	Arzueros Pelt	(A,W)
15-17	8-13	Arzueros Shell	(A)
18	14-17	Jumbo Bone	(W,O)
19-20	18-20	Arzueros Brace	(A,W)

ARMOR MATERIAL EFFECTS

Arzueros Pelt

Botanist: Gather one extra herb when gathering

Arzueros Shell

+1 to Athletics checks

Arzueros Brace

Reduces bludgeoning damage by 2.

WEAPON MATERIAL EFFECTS

Arzueros Pelt

You can use this weapon as a spellcasting focus for your druid spells.

Jumbo Bone

+1 bludgeoning damage

Arzueros Brace

You become proficient in Unarmed Strikes, your unarmed damage becomes 1d6 slashing damage.

OTHER MATERIAL EFFECTS

Honey

Can be added to a potion of healing, doubling its effect.

Jumbo Bone

Uncommon armor Crafting Material

VOLVIDON CR 5 - 3 CARVES/CAPTURE

Carve Chance	Capture Chance	Carve Name	Slots
-----	1-2	2x Sharpened Fang	(A,W)
1-6	3-10	Volvi Carapace	(A,W)
7-10	11-12	Volvidon Talon	(A,W)
11-16	13-18	Volvidon Paralysis Sac	(A,W)
17-20	19-20	Volvi Rickrack	(A,W)

ARMOR MATERIAL EFFECTS

Sharpened Fang

Reduces slashing damage by 2.

Volvi Carapace

You have advantage on saving throws vs waterblight

Volvidon Talon

+1 to Acrobatic checks

Volvidon Paralysis Sac

Once per day you can cast the *light* cantrip

Volvi Rickrack

Increases saving throws vs prone by +2

WEAPON MATERIAL EFFECTS

Sharpened Fang

+1 slashing damage

Volvi Carapace

As an action you transform into a 5-foot sphere that resembles the color and shape of a volvidon's shell. While in this form your speed increases to 40 feet, you can speak but it sounds muffled, and you cannot take any actions, reactions, or bonus actions except to transform back.

Volvidon Talon

FastCharge. When you roll for initiative, your greatsword, longsword, or charge blade gains 1 *charge*, *spirit*, or *phial charge*.

Volvidon Paralysis Sac

Increases spell attack rolls that deal lightning damage by +1

Volvi Rickrack

When you hit a creature with this weapon you can attempt to grapple the creature as a bonus action.

KECHA WACHA CR 6 - 3 CARVES/CAPTURE

Carve Chance	Capture Chance	Carve Name	Slot
1-7	-----	Kecha Pelt	(A)
8-12	1-7	Kecha Longbone	(A,W)
13-14	8-10	Kecha Tail	(A,W)
15-16	11-13	Jumbo Bone	(W,O)
17	14-15	Kecha Ear	(A,W)
18-20	16-20	Kecha Talon	(A,W)

ARMOR MATERIAL EFFECTS**Kecha Pelt**

+2 to animal handling checks

Kecha Longbone

You gain 5 temporary hit points for 24 hours after you finish a long rest

Kecha Tail

You grow a monkey like tail. You can use the tail to hold an object, or stow or retrieve an item from your bags. The tail can't attack, activate magic items, or carry more than 10 pounds

Kecha Ear

Recovery Speed When you use a hit dice during a rest, you heal for double the value rolled

Kecha Talon

You can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free. You have a climbing speed equal to your walking speed. However the armor doesn't allow you to move this way on a slippery surface, such as one covered by ice or oil.

WEAPON MATERIAL EFFECTS**Kecha Longbone**

When you cast a cold spell, increase the spell attack roll by 1

Kecha Tail

When you hit a creature with this weapon they must make a DC 12 Constitution saving throw or be poisoned with waterblight until the end of their next turn.

Jumbo Bone

+1 bludgeoning damage

Kecha Ear

As an action, you conjure a pair of Kecha Wacha ears that cover your weapon until you end the effect as a bonus action. While your weapon is covered it acts as a shield and cannot be used to attack, but retains all its abilities.

Kecha Talon

Spirit's Whim. The first time you mine or gather on a expedition, you gain double the amount of ore or herbs you would normally receive.

OTHER MATERIAL EFFECTS**Jumbo Bone**

Uncommon armor crafting material

CONGA CR 1/2 - 1 CARVE

Carve Chance	Carve Name	Slots
1-10	Conga Pelt	(A)
11-16	Sharp Claw	(W)
17-20	Jumbo Bone	(O)

ARMOR MATERIAL EFFECTS**Conga Pelt**

Increases concentration checks by +1

WEAPON MATERIAL EFFECTS**Sharp Claw**

+1 slashing damage

OTHER MATERIAL EFFECTS**Jumbo Bone**

Uncommon armor Crafting Material

CONGALALA CR 6 - 3 CARVES/CAPTURE

Carve Chance	Capture Chance	Carve Name	Slots
1-4	1-4	Congalala Pelt	(A,W)
5-10	-----	Congalala Claw	(A,W)
11-12	5-8	Congalala Fang	(W)
13	9-10	Jumbo Bone	(W,O)
14-18	11-16	Territorial Dung	(O)
19-20	17-20	Vibrant Pelt	(A,W)

ARMOR MATERIAL EFFECTS

Congalala Pelt

You gain proficiency in Alchemy tools or Tinker's tools

Congalala Claw

Increase saving throws vs prone by +2

Vibrant Pelt

Creatures have disadvantage on Constitution saving throw vs being captured.

WEAPON MATERIAL EFFECTS

Congalala Pelt

Once per long rest, the bearer may spend one minute contemplating the patterns etched on this weapon's surface and regain 1 expended ki point.

Congalala Claw

When you hit a creature with this weapon, you force it to make a DC 12 Constitution saving throw. On a failed save the creature has disadvantage on concentration checks for 1 minute. You can use this ability three times per long rest.

Congalala Fang

Load up. Increase bows, light & heavy bowguns normal ammo capacity by 10.

Jumbo Bone

bludgeoning weapons deal 1 extra damage

Vibrant Pelt

While attuned to this weapon a SORCERERS, or WIZARDS can cast the *Chromatic Orb spell* requiring no material components once per long rest.

OTHER MATERIAL EFFECTS

Jumbo Bone

Uncommon armor Crafting Material

Territorial Dung

Used to make Dung Bombs

BLANGO CR 1 - 1 CARVE

Carve Chance	Carve Name	Slots
1-10	Blango Pelt	(A)
11-16	Sharp Claw	(W)
17-20	Jumbo Bone	(O)

ARMOR MATERIAL EFFECTS

Blango Pelt

The bearer suffers no harm in temperature as cold as -20 degrees Fahrenheit

WEAPON MATERIAL EFFECTS

Sharp Claw

+1 slashing damage

OTHER MATERIAL EFFECTS

Jumbo Bone

Uncommon armor Crafting Material

BLANGONGA CR 9 - 3 CARVES/CAPTURE

Carve Chance	Capture Chance	Carve Name	Slot
1-5	1-7	Blangonga Pelt	(A,W)
6-11	8	Territorial Dung	(O)
12-13	9-15	Blangonga Whisker	(A,W)
14-18	16-17	Blangonga Tail	(A,W)
19	18-20	Brute Bone	(W,O)
20	-----	Blangonga Fang	(A,W)

ARMOR MATERIAL EFFECTS

Blangonga Pelt

Reduces cold damage by 4

Blangonga Whisker

Once per Long rest, you can use a bonus action to exhale ice and snow at a target within 30 feet of you. The target must make a DC 13 Dexterity saving throw, taking 4d6 cold damage on a failed save, or half as much damage on a successful one.

Blangonga Tail

You ignore difficult terrain created by ice or snow.

Blangonga Fang

You gain 10 temporary hit points for 24 hours after you finish a long rest

WEAPON MATERIAL EFFECTS

Blangonga Pelt

In freezing temperatures, the weapon sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

Blangonga Whisker

Your weapon deals an extra 1d4 cold damage

Blangonga Tail

When you draw this weapon, you can extinguish all nonmagical flames within 30 feet of you. This property can be used no more than once per hour.

Brute Bone

bludgeoning weapons deal 1d4 extra damage

Blangonga Fang

Your weapon deals an extra 1d6 cold damage

OTHER MATERIAL EFFECTS

Territorial Dung

Used to make Dung Bombs

Brute Bone

Rare armor Crafting Material

RAJANG CR 15 - 3 CARVES/CAPTURE

Carve Chance	Capture Chance	Carve Name	Slots
1-8	1-5	Rajang Fang	(A,W)
9-13	6-13	Rajang Blackfur	(A,W)
-----	14-15	Rajang Tail	(A,W)
14-17	16-18	Rajang Claw	(A,W)
18	----	Rajang Horn	(A,W)
19-20	19-20	Gold Rajang Pelt	(A,W)

ARMOR MATERIAL EFFECTS

Rajang Fang

You have advantage on Insight checks

Rajang Blackfur

The bearer suffers no harm in temperature as cold as -20 degrees Fahrenheit.

Rajang Tail

Imperial Wrath. You have advantage on intimidation checks vs nobles

Rajang Claw

Advantage on saving throws vs being knocked prone

Rajang Horn

Resistance to Thunder damage.

Gold Rajang Pelt

Immunity to Thunder damage

WEAPON MATERIAL EFFECTS

Rajang Fang

Insect Glaive Only. Your weapon acts as a *Javelin of Lightning* (DMG 178)

Rajang Blackfur

Weapon deals an additional 1d6 lightning damage

Rajang Tail

Spellcaster only. Your weapon acts as a *Wand of Lightning* (DMG 211)

Rajang Claw

Critical Eye. Your weapon attacks critical hit range are increased by 1.

Rajang Horn

Your weapon acts as a *Staff of Thunder & Lightning* (DMG 204) **Consumes 3 Sockets**

Gold Rajang Pelt

Weapon deals an additional 1d8 lightning damage

GAMMOTH CR 16 - 3 CARVES/CAPTURE

Carve Chance	Capture Chance	Carve Name	Slots
1-6	1-3	Gammoth Pelt	(A,W)
7-11	4-10	Gammoth Shell	(A,W)
12-14	11-15	Gammoth Redfur	(A,W)
15-17	19-20	Trunkspine	(A,W)
18-19	16-18	Gammoth Fang	(A,W)
20	19-20	Gammoth Scalp	(A,W)

ARMOR MATERIAL EFFECTS

Gammoth Pelt

You can tolerate temperatures as low as -50 degrees Fahrenheit without any additional protection. If you wear heavy clothes, you can tolerate temperatures as low as -100 degrees Fahrenheit.

Gammoth Shell

You ignore difficult terrain created by ice or snow.

Gammoth Redfur

You have resistance to cold damage.

Trunkspine

Botanist: Gather 1d4 extra herbs when gathering

Gammoth Fang

You can make Intelligence (History) checks as a bonus action.

Gammoth Scalp

You have immunity to cold damage.

WEAPON MATERIAL EFFECTS

Gammoth Pelt

Your weapon becomes shrouded in ice. When touched to an object it will slowly cover it in a thin sheet of ice. A creature takes 1 cold damage every minute this weapon is touching their skin.

Gammoth Shell

Weapon deals an additional 1d6 cold damage

Gammoth Redfur

You gain +3 to cold spell attack rolls. In addition, You ignore half cover when making a spell attack.

Trunkspine

Once per Long rest, You exhale shards of ice in a 30-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 18 (5d6) cold damage on a failed save, or half as much damage on a successful one.

Gammoth Fang

Druid, sorcerer, warlock, or wizard only. Your weapon acts as a *Staff of Frost (DMG 202)* **Consumes 3 Sockets**

Gammoth Scalp

Weapon deals an additional 1d8 cold damage

GIGGI CR 1 - 1 CARVE

Carve Chance	Carve Name	Slots
1-13	Giggi Stinger	(W)
14-17	Velvety Hide	(A)
18-20	Monster Fluid	(O)

ARMOR MATERIAL EFFECTS

Velvety Hide

You can set pitfall traps or shock traps as a bonus action

WEAPON MATERIAL EFFECTS

Giggi Stinger

When you hit with this weapon the target must make a DC 10 constitution saving throw or become poisoned until the end of their next turn.

OTHER MATERIAL EFFECTS

Monster Fluid

Crafting Material for something maybe replacement?

GIGGINOX CR 10 - 3 CARVES/CAPTURE

Carve Chance	Capture Chance	Carve Name	Slots
1-7	1-3	Gigginox Hide	(A,W)
8-11	4-10	Uncanny Hide	(A,W)
12-13	11-15	Gigginox Talon	(A,W)
14-15	16-18	Fearsome Maw	(A,W)
16-20	19-20	Foul Venom Gland	(A,W)

ARMOR MATERIAL EFFECTS

Gigginox Hide

While attuned to this armor Clerics, Druids, Paladins, or Rangers can cast the *Protection from poison* once per long rest.

Uncanny Hide

You have advantage on saving throws against poison.

Gigginox Talon

You have a climbing speed equal to your walking speed.

Fearsome Maw

You gain a mask with the same effects as the *Necklace of Adaptation*.

Foul Venom Gland

You cannot be poisoned.

WEAPON MATERIAL EFFECTS

Gigginox Hide

Abnormal Status Atk up. Increases duration of conditions by 6 seconds.

Uncanny Hide

You can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free.

Gigginox Talon

Slashing weapons deal an extra 1d4 slashing damage.

Fearsome Maw

You can use an action to speak the command word and regain one expended spell slot of up to 3rd level. Once you have used this effect, it can't be used again until the next dawn.

Foul Venom Gland

Your weapon deals an extra 1d6 poison damage.

BASARIOS CR 6 - 3 CARVES/CAPTURE

Carve Chance	Capture Chance	Carve Name	Slots
1-9	1-5	Basarios Shell	(A,W)
10-13	6-11	Poison Sac	(A,W)
14-18	12-18	Machalite Ore	(O)
19	19	Basarios Wing	(A,W)
20	20	Basarios Carapace	(A,W)

ARMOR MATERIAL EFFECTS

Basarios Shell

You have advantage on stealth checks made to hide in rocky terrain.

Poison Sac

Reduces poison damage by 4.

Basarios Wing

Increases saving throws vs sleep by +2.

Basarios Carapace

Guts. When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again for 2 days.

WEAPON MATERIAL EFFECTS

Basarios Shell

bludgeoning weapons deal +1 damage.

Poison Sac

Increases poison spells damage by +2.

Basarios Wing

This weapon starts with 3 runes which are regained every day at dawn. Once per turn when you hit a creature with this weapon, you may expend a rune to gain +2 AC until the end of your next turn.

Basarios Carapace

Bludgeoning weapons deal 1d4 extra damage.

OTHER MATERIAL EFFECTS

Machalite Ore

Crafting material.

GRAVIOS CR 14 - 3 CARVES/CAPTURE

Carve Chance	Capture Chance	Carve Name	Slots
1-6	1-4	Gravios Carapace	(A,W)
7-8	5-8	Gravios Shell	(A,W)
9	9-12	Inferno Sac	(A,W)
10	13-14	Sleep Sac	(A,W)
11	15-18	Gravios Scalp	(A,W)
12-17	19	Gravios Wing	(A,W)
18	-----	Gravios Medulla	(A)
19	-----	Wyvern Gem	(A,W)
20	20	Firecell Stone	(A,W)

ARMOR MATERIAL EFFECTS**Gravios Carapace**

Fortitude. You have advantage on survival skills to track, forage, or travel

Gravios Shell

As an action, you can summon a campfire with blue flames springs that burns for 24 hours, until it is extinguished, or you summon another fire.

Inferno Sac

While attuned to this weapon a CLERIC, DRUID, RANGER, SORCERER, or WIZARDS they can cast *protection from energy (fire only)* spell three times per long rest.

Sleep Sac

Once per day, you releases a sleeping gas from your armor. All creatures, except you, within 10 feet must make a DC 14 Constitution saving throw or, they fall Unconscious until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake.

Gravios Scalp

Whenever you regain hit points from a spell, increases the regained amount by half your cleric or paladin level.

Gravios Wing

While you're wearing this armor, any critical hit against you becomes a normal hit.

Gravios Medulla

You have resistance to fire damage.

Wyvern Gem

While you are wearing this armor you have +1 AC

Firecell Stone

Shield. When you use a reaction that increases your AC, it increases by an additional 1 AC

WEAPON MATERIAL EFFECTS**Gravios Carapace**

Partbreaker. You deal an extra 1d6 damage when you critically hit with this weapon.

Gravios Shell

Barbarian Only. After you make a weapon attack while attacking recklessly with this weapon, you may make another attack with the same weapon against a different creature that is within 5 feet of original target within range of this weapon. You can this feature once per turn.

Inferno Sac

Your weapon deals an extra 1d6 fire damage.

Sleep Sac

When you cast the *sleep* spell, double the your dice roll for how many hit points of creatures this spell can affect.

Gravios Scalp

Whenever you restore a creature's hit points with your Lay on Hands feature, it gains temporary hit points equal to the amount healed until the start of your next turn.

Gravios Wing

Each time you deal damage, with this weapon, to a Huge or smaller creature, it must succeed on a DC 15 Strength check or be pushed back 5 feet.

Wyvern Gem

Load up. Increase all light & heavy bowguns ammo capacity by 2.

Firecell Stone

Once a week as an action, you gain the benefits of a potion of fire giants strength for 10 minutes.

SEREGIOS CR 7 – 3 CARVES/CAPTURE

Carve Chance	Capture Chance	Carve Name	Slots
1-6	1-2	Seregios Slavescale	(A,W)
7-10	3-8	Seregios Airblade	(A,W)
11-12	9-12	Seregios Carver	(A,W)
13-17	13-14	Seregios Impaler	(A,W)
18-19	15-19	Seregios Scraper	(A,W)
20	20	Seregios Dissenter	(W)

ARMOR MATERIAL EFFECTS

Seregios Slavescale

Any creature striking you with a melee weapon, an unarmed strike, or a natural weapon takes 2 piercing damage.

Seregios Airblade

You can cast the *Blade Ward* spell once per long rest.

Seregios Carver

The front of your shield is shaped in the likeness of a face. While bearing the shield, you can use a bonus action to alter the face's expression.

Seregios Impaler

You can conjure a magical comb as an action. Running this comb through your hair allows you to change the length, color, curliness, and style of your hair. After running the comb through your hair, your hair is also cleaned and has a pleasant fragrance.

Seregios Scraper

Constitution. Durations from slowing effects, such as the slow spell or a bronze dragon's breath attacks, durations are reduced by half.

WEAPON MATERIAL EFFECTS

Seregios Slavescale

You can try to cast a cantrip that you don't know. The cantrip must be on the warlock spell list, and you must make a DC 10 Intelligence (Arcana) check. If the check succeeds, you cast the spell. If the check fails, so does the spell, and the action used to cast the spell is wasted. In either case, you can't use this property again until you finish a long rest.

Seregios Airblade

Slashing weapons deal +2 damage

Seregios Carver

You can summon a coin from thin air, this bronze coin always lands on tails.

Seregios Impaler

When you hit a creature with this weapon, it must succeed on a DC 14 Constitution saving throw or lose 1d4 hit points at the start of each of its turns due to an open wound. Any creature can take an action to stanch the wound with a successful DC 12 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

Seregios Scraper

You can conjure a finely made halfling dagger, this dagger can whittle one small object once per day without the use of its master.

Seregios Dissenter

During the first round of combat, you critically strike if you roll a 15 or higher on your attack roll

PAOLUMU CR 7 – 3 CARVES/CAPTURE

Carve Chance	Capture Chance	Carve Name	Slots
1-5	1-5	Paolumu Scale	(A,W)
6-8	6-8	Paolumu Shell	(A,W)
9-11	9-12	Nourishing Extract	(O)
12-15	13-16	Paolumu Pelt	(A,W)
16-19	17-19	Paolumu Webbing	(A,W)
20	20	Wyvern Gem	(A,W)

ARMOR MATERIAL EFFECTS**Paolumu Scale**

Reduces cold damage by 4

Paolumu Shell

+1 to Acrobatic checks

Paolumu Pelt

Stamina Surge: Once per long rest you can cast *haste* but gain 3 levels of exhaustion when the spell ends

Paolumu Webbing

Windproof. Spells such as fog cloud, can no longer be dispersed by wind, magical or otherwise

Wyvern Gem

You can cast the *enlarge* spell once per long rest

WEAPON MATERIAL EFFECTS**Paolumu Scale**

You gain a +1 bonus to Dexterity saving throws

Paolumu Shell

You exhale a blast of strong wind in a 45 foot line that is 5 feet wide. Each creature in that line must succeed on a DC 13 Dexterity saving throw, taking 3d6 thunder damage and is knocked prone on a failed save or half as much on a successful one and is not knocked prone.

Paolumu Pelt

While flying, you can take the dodge action as a bonus action

Paolumu Webbing

Master Mounter. You have advantage on Strength (Athletic) checks when attempting to Climb Onto a Bigger Creature (DMG 271).

Wyvern Gem

Artillery. Your Wyvernfire can now be used twice per long rest and you can add your Dexterity modifier to the damage of your shell attacks

OTHER MATERIAL EFFECTS**Nourishing Extract**

Used for crafting Ancient Potions, Mega Demondrugs/Armorskin

ASTALOS CR 9 – 3 CARVES/CAPTURE

Carve Chance	Capture Chance	Carve Name	Slots
1-5	1-3	Astalos Scale	(A,W)
6-8	4-7	Astalos Shell	(A,W)
9-10	8-12	Astalos Membrane	(A,W)
11-14	13-15	Astalos Scissortail	(A,W)
15-17	16-17	Astalos Wingtalon	(A,W)
18-19	18-19	Electroscale	(A,W)
20	20	Astalos Plate	(A,W)

ARMOR MATERIAL EFFECTS**Astalos Scale**

reduces necrotic damage taken by 4

Astalos Shell

+3 to acrobatic checks

Astalos Membrane

While you wear light armor or no armor, you gain a bonus of +5 feet to your speed.

Astalos Scissortail

Lightning arcs across your armor creating bright light in a 10-foot radius and dim light for an additional 5 feet.

Astalos Wingtalon

You have the power to summon spirit warriors, as if you had blown a *silver horn of Valhalla*. Once you use this power, you can't use it again until 7 days have passed.

Electroscale

Resistance to lightning damage

Astalos Plate

You have advantage on saving throws vs effects that would stun you

WEAPON MATERIAL EFFECTS**Astalos Scale**

As an action you can shoot a harmless spark of lightning into the air. In the open, this flare is visible for up to 1 mile.

Astalos Shell

Once a day you raise your weapon to the sky and call down a bolt of lightning onto your location. You have advantage on intimidation checks for the next minute against anyone who saw it happen.

Astalos Membrane

Increase your spell attack rolls by +1 when using spells that deal lightning or thunder damage.

Astalos Scissortail

Whenever a cleric or paladin attuned to this weapon uses a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to the spell's level.

Astalos Wingtalon

While attuned to this weapon, Druids can cast the *Call Lightning* spell once per long rest

Electroscale

Weapon deals an extra 1d4 lightning damage

Astalos Plate

Chain Crit. Every consecutive hit on a creature increases your crit range by 1 until you score a critical hit miss an attack, or hit a different creature.

RATHIAN CR 8 – 3 CARVES/CAPTURE

Carve Chance	Capture Chance	Carve Name	Slots
1-4	1-4	Rathian Scale	(A,W)
5	5-7	Flame Sac	(A,W)
6-8	8-13	Rathian Carapace	(A)
9	14-15	Rathian Webbing	(A)
10	----	Rathian Spike	(A,W)
11	16-17	Rathian Tail	(A,W,O)
12-18	18	Rath Wingtalon	(A,W)
19	19	Rathian Plate	(A,W)
20	20	Rathian Ruby	(A,W)

ARMOR MATERIAL EFFECTS**Rathian Scale**

Reduces poison damage by 4.

Flame Sac

Once per Long rest, you can use a bonus action to exhale fire at a target within 15 feet of you. The target must make a DC 13 Dexterity saving throw, taking 3d6 fire damage on a failed save, or half as much damage on a successful one.

Rathian Carapace

Gain +2 additional healing from all healing effects

Rathian Webbing

Advantage on saving throws vs poisoned

Rathian Spike

Increase your spell attack rolls by +1 when using spells that deal poison or acid damage.

Rathian Tail

You have advantage on checks when attempting to identify poisons

Rath Wingtalon

You can cast the *haste* spell once per long rest

Rathian Plate

You are immune to the poisoned condition

Rathian Ruby

You have resistance to poison damage.

WEAPON MATERIAL EFFECTS**Rathian Scale**

If you coat this weapon with poison, it magically increases the save DC of that poison by 2.

Flame Sac

Fire spells deal additional 1d4 fire damage

Rathian Spike

You can use an action to cause thick, black poison to coat a weapon. The poison remains for 1 minute or until an attack using this weapon hits a creature. That creature must succeed on a DC 15 Constitution saving throw or take 2d10 poison damage and become poisoned for 1 minute. The dagger can't be used this way again until the next dawn.

Rathian Tail

Weapon deals an additional 1d4 poison damage

Rath Wingtalon

You gain a magical ring. While you wear it, you can use an action to fire a slender wooden dart from the ring. Make a ranged weapon attack; you have proficiency in the ring. If you hit, you deal 1 point of piercing damage, and the target must succeed on a DC 15 Constitution save or be poisoned for 24 hours. It can repeat the save at the end of each hour; if it succeeds three times, the effect ends, but if it fails thrice, it dies.

Rathian Plate

Increase your spell save DC by +1 when using spells that deal poison or acid damage.

Rathian Ruby

You gain +1 to spell attack rolls and you ignore half cover when making a spell attack

OTHER MATERIAL EFFECTS**Rathian Tail**

Very rare armor or weapon crafting material

RATHALOS CR 10 – 3 CARVES

Carve Chance	Capture Chance	Carve Name	Slots
1-4	1-4	Rathalos Scale	(A)
5-6	----	Inferno Sac	(A,W)
7-10	5-10	Rathalos Carapace	(A)
----	11-13	Rathalos Webbing	(A)
11	14-15	Rathalos Marrow	(A,W)
12-16	16-17	Rathalos Tail	(W,O)
17-18	----	Rathalos Wing	(A)
19	18-19	Rathalos Plate	(A,W)
20	20	Rathalos Ruby	(A,W)

ARMOR MATERIAL EFFECTS**Rathalos Scale**

Reduces fire damage by 4.

Inferno Sac

Once per Long rest, you can use a bonus action to exhale fire at a target within 30 feet of you. The target must make a DC 13 Dexterity saving throw, taking 4d6 fire damage on a failed save, or half as much damage on a successful one.

Rathalos Carapace

You increase your armor by +1 AC

Rathalos Webbing

Advantage on saving throws vs being knocked back

Rathalos Marrow

You suffer no harm from temperatures as warm as 120 degrees Fahrenheit

Rathalos Wing

You can cast the *fly* spell once per long rest

Rathalos Plate

Resistance to Fire damage

Rathalos Ruby

Immunity to Fire damage.

WEAPON MATERIAL EFFECTS**Inferno Sac**

Weapon deals an additional 1d4 fire damage

Rathalos Marrow

You can use a bonus action to speak this weapon's command word, causing flames to erupt from the weapon. These flames shed bright light in a 40-foot radius and dim light for an additional 40 feet.

Rathalos Tail

On hit, Your target must make a DC 14 WIS saving throw or become frightened of you for 1 minute. They may repeat the save at the end of each of their turns, ending the effect on a success. On a successful save, the target is immune to this effect for 24 hours.

Rathalos Plate

Critical Eye. Your weapon attacks critical hit range are increased by 1

Rathalos Ruby

Weapon deals an additional 1d6 fire damage

OTHER MATERIAL EFFECTS**Rathalos Tail**

Very rare crafting material

KHEZU CR 10 - 3 CARVES/CAPTURE

Carve Chance	Capture Chance	Carve Name	Slots
1-9	1-6	Flabby Hide	(A,W)
10-16	7-14	Pale Extract	(A,W,O)
17-19	15-18	Electro Sac	(A,W)
20	19-20	Pale Bone	(A,W)

ARMOR MATERIAL EFFECTS**Flabby Hide**

Gain +2 additional healing from all healing effects

Pale Extract

Recovery Speed. Whenever you suffer an effect that deals damage to you at the start of your turn, such as a bleeding wound, acid or poison that continues to damage you over time, being set on fire, etc, your armor flash white and end the effect. They have no effect on environmental effects, damage that you take from being in a given location or spell's area of effect or similar damage sources.

Electro Sac

While wearing this armor, your walking speed becomes 30 feet, unless your walking speed is higher, and your speed isn't reduced if you are encumbered or wearing heavy armor. In addition, you can jump three times the normal distance, though you can't jump farther than your remaining movement would allow.

Pale Bone

Resistance to Thunder damage

WEAPON MATERIAL EFFECTS**Flabby Hide**

As an action you shroud your body in electricity for 1 minute. Any creature that ends its turn within 5 feet of you takes 1d4 lightning damage.

Pale Extract

As an action you can release a jolt of electricity in a 5-foot radius around you. Each creature in that area must make a DC 14 Constitution saving throw or become paralyzed until the end of their next turn.

Electro Sac

Weapon deals an extra 1d4 lightning damage

Pale Bone

Once per long rest, you can use an action to create a 60' cone of thunderous sound. Each creature within the cone must make a DC 13 Constitution save, suffering 1d10 thunder damage and being stunned for 1 round and deafened for 2 rounds on a failure. On a successful save, the creature is deafened for 1 round.

OTHER MATERIAL EFFECTS**Pale Extract**

Used for crafting Mega Demondrugs/Armorskin

NARGACUGA CR 11 - 3 CARVES/CAPTURE

Carve Chance	Capture Chance	Carve Name	Slots
1-7	1-4	Nargacuga Scale	(A,W)
8-11	5-11	Nargacuga Pelt	(A,W)
12-13	12-15	Nargacuga Fang	(W)
14-15	-----	Nargacuga Razor	(A,W)
16	16-17	Narga Medulla	(A,W)
17-19	18-20	Nargacuga Tail	(A,W)
20	----	Nargacuga Tailspike	(A,W)

ARMOR MATERIAL EFFECTS

Nargacuga Scale

While in dim light or Darkness, you can take the Hide action as a Bonus Action.

Nargacuga Pelt

You gain helm that recalls a Nargacuga's haunting eyes, tracking their prey from the darkness. You gain darkvision out to 60 feet. if you already have darkvision it is increased by an additional 60 feet.

Nargacuga Razor

Being in a lightly obscured area doesn't impose disadvantage on your Wisdom (Perception) checks if you can both see and hear.

Narga Medulla

You have advantage on Dexterity (Stealth) checks.

Nargacuga Tail

While wearing this armor, your walking speed becomes 30 feet, unless your walking speed is higher, and your speed isn't reduced if you are encumbered or wearing heavy armor. In addition, you can jump three times the normal distance, though you can't jump farther than your remaining movement would allow.

Nargacuga Tailspike

This armor has 3 runes, and it regains 1d3 expended runes daily at dawn. When you fail a Dexterity saving throw while wearing it, you can use your reaction to expend 1 of its runes to succeed on that saving throw instead

WEAPON MATERIAL EFFECTS

Nargacuga Scale

Weapon deals an extra 1d4 slashing damage

Nargacuga Fang

Pierce & Cluster ammo capacities are doubled.

Nargacuga Razor

Increases duration of conditions by 12 seconds

Narga Medulla

Quick Load. You can *reload* as a free action.

Nargacuga Tail

Status Pursuit. You have advantage on opportunity attacks if the creature is afflicted with a Condition.

Nargacuga Tailspike

Critical Eye. Your weapon attacks critical hit range are increased by 1.

MONOBLOS CR 12 - 3 CARVES/CAPTURE

Carve Chance	Capture Chance	Carve Name	Slots
1-8	1-7	Monoblos Carapace	(A,W)
9-11	8-11	Monoblos Thoracic	(A,W)
12-16	12-17	Scarlet Finehorn	(A,W)
17-8	18-19	Blos Medulla	(A,W)
19	-----	Wyvern Gem	(A,W)
20	20	Monoblos Heart	(A,W)

ARMOR MATERIAL EFFECTS

Monoblos Carapace

Botanist: Gather 2 extra herbs when gathering

Monoblos Thoracic

Reduces cold & necrotic damage by 4.

Scarlet Finehorn

While you're wearing this armor, any critical hit against you becomes a normal hit.

Blos Medulla

Detect. You can't be surprised while you are conscious.

Wyvern Gem

While you are wearing this armor you have +1 AC

Monoblos Heart

Adrenaline. The first time you drop below half of your hit points maximum in combat. You gain a rush of Adrenaline. On your next turn your movement speed doubles and you can take one extra action.

WEAPON MATERIAL EFFECTS

Monoblos Carapace

You can perform the somatic components of spells even when you have weapons or a shield in one or both hands.

Monoblos Thoracic

Whenever you have advantage on a melee attack roll you make with the weapon and hit, you can knock the target prone if the lower of the two d20 rolls would also hit the target.

Scarlet Finehorn

Your weapon deals an extra 1d6 piercing damage.

Blos Medulla

Charger. When you use your action to Dash, you can use a bonus action to shove a creature.

Wyvern Gem

Load up. Increase all light & heavy bowguns ammo capacity by 2.

Monoblos Heart

Critical Eye. Your weapon attacks critical hit range are increased by 1.

DIABLOS CR 18 - 3 CARVES/CAPTURE

Carve Chance	Capture Chance	Carve Name	Slots
1-6	1-3	Diablos Carapace	(A,W)
7-9	4-5	Diablos Fang (x3 if capture)	(A,W)
10	6-11	Diablos Shell	(A,W)
11	12-13	Diablos Ridge	(A,W)
12-16	14-16	Diablos Tailcase	(A,W)
16	17-18	Diablos Marrow	(A,W)
-----	19	Blos Medulla	(A,W)
17-18	-----	Twisted Horn	(A,W)
19	-----	Majestic Horn	(A,W)
20	20	Wyvern Stone	(O)

ARMOR MATERIAL EFFECTS

Diablos Carapace

Tremor-Proof. You cannot be knocked prone

Diablos Fang

If an effect moves you against your will along the ground, you can use your reaction to reduce the distance you are moved by up to 10 feet.

Diablos Shell

You gain a burrowing speed of 25 feet.

Diablos Ridge

Windproof. You and your equipment suffer no ill effects from Strong Winds. Additionally you have resistance to thunder damage.

Diablos Tailcase

While holding a shield, you have resistance to damage from ranged weapon attacks. Whenever a ranged weapon attack is made against a target within 10 feet of you, you to become the target instead.

Diablos Marrow

You have immunity to fire damage, but you are vulnerable to cold damage.

Blos Medulla

Detect. You can't be surprised while you are conscious.

Twisted Horn

Heroics. While below 25% of your maximum hit points your weapon attacks deal 1d4 extra damage and you have resistance to all damage except psychic damage.

Majestic Horn

You gain resistance to slashing & piercing damage from nonmagical attacks.

WEAPON MATERIAL EFFECTS

Diablos Carapace

KO. A creature hit by this weapon has disadvantage vs being stunned until the end of the turn.

Diablos Fang

Your weapon deals an extra 1d6 piercing damage.

Diablos Shell

Once per long rest, you can let out a violent roar. Each creature in a 15 foot radius around you must make a Constitution saving throw equal to 8 + your Proficiency modifier + your Constitution modifier. On a fail the creature is deafened for 1 minute and takes 5d6 thunder damage. On a successful save, the creature takes half damage and is not deafened.

Diablos Ridge

As a bonus action, you conjure two earplugs in the shape of your choice. While using these earplugs, you are considered deafened. You can dispel the ear plugs as a bonus action ending the deafened effect.

Diablos Tailcase

Quick Load. You can reload as a free action.

Diablos Marrow

Stamina Thief. Once per turn when you hit a creature with this weapon it must make a DC 10 Constitution saving throw or gain one level of exhaustion.

Blos Medulla

Charger. When you use your action to Dash, you can use a bonus action to shove a creature.

Twisted Horn

Critical Draw. During the first round of combat your melee weapon attacks score a critical hit on a roll of 15-20.

Majestic Horn

Your weapon deals an extra 1d8 piercing damage.

OTHER MATERIAL EFFECTS

Wyvern Stone

Legendary Crafting Material

LEGIANA CR 13 - 3 CARVES/CAPTURE

Carve Chance	Capture Chance	Carve Name	Slots
1-4	1-5	Legiana Hide	(A,W)
5-8	6-9	Legiana Scale	(A,W)
9-12	10-12	Legiana Claw	(W)
13-15	13-14	Legiana Wing	(A,W)
16-18	15-17	Frost Sac	(A,W)
19	18-19	Legiana Plate	(A,W)
20	20	Legiana Gem	(A,W)

ARMOR MATERIAL EFFECTS**Legiana Hide**

Airborne. While wearing this armor, you can cast the jump spell from it as a bonus action at will, but can target only yourself when you do so.

Legiana Scale

Druids, sorcerers, warlocks, or wizards Only. You may cast the spell *Wall of ice* twice per day.

Legiana Wing

Wind Resist. You and your equipment suffer no ill effects from Strong Winds.

Frost Sac

You gain resistance to cold damage.

Legiana Plate

Evade Window. This armor has 3 runes, and it regains 1d3 expended runes daily at dawn. When you fail a Dexterity saving throw while wearing it, you can use your reaction to expend 1 of its runes to succeed on that saving throw instead.

Legiana Gem

Good Luck. You have one luck point. Once per long rest you may use this point as if you had the Lucky feat.

WEAPON MATERIAL EFFECTS**Legiana Hide**

The weapon gains a reservoir of ice magic that can freeze the ground for up to 30 seconds. The bearer may use an action to plant this weapon in the ground and release the ice magic within. While planted and undepleted, the ground in a 30 foot radius of this weapon becomes difficult terrain. A long rest restores 1d6 seconds of energy to the weapon's reservoir.

Legiana Scale

You can use an action to cause thick, opaque poison to coat the blade of a melee weapon that deals slashing or piercing damage. The poison remains for 1 minute or until an attack using this weapon hits a creature. That creature must succeed on a DC 15 Constitution saving throw or take 2d10 cold damage and become poisoned with iceblight for 1 minute. This effect can't be used this way again until the next dawn.

Legiana Claw

Your weapon deals an extra 1d4 cold damage.

Legiana Wing

Critical Draw. During the first round of combat your melee weapon attacks score a critical hit on a roll of 17-20.

Frost Sac

You gain a +1 bonus to your spell attack rolls and spell save DC while attuned to this weapon. This bonus increases to +2 when the spell you are casting is a Water or Ice themed spell that deals cold damage such as Ice Knife or Snillloc's Snowball Swarm.

Legiana Plate

Your weapon deals an extra 1d6 cold damage.

Legiana Gem

The weapon can store up to 3 levels worth of spells at a time. Any creature can cast a spell of 1st through 3rd level into the weapon by touching the weapon as the spell is cast. The spell has no effect, other than to be stored in the weapon. If the weapon can't hold the spell, the spell is expended without effect. The level of the slot used to cast the spell determines how much space it uses. While attuned to this weapon, you can cast any spell stored in it. The spell uses the slot level, spell save DC, spell attack bonus, and spellcasting ability of the original caster, but is otherwise treated as if you cast the spell. The spell cast from the weapon is no longer stored in it, freeing up space.

BARIOTH CR 15 – 3 CARVES/CAPTURE

Carve Chance	Capture Chance	Carve Name	Slots
1-4	-----	Barioth Cortex	(A,W)
5-6	1-6	Barioth Fur	(A,W)
7-10	7-9	Barioth Talon	(A,W)
11-13	10-13	Cryo Sac	(A,W)
14	14-17	Barioth Spike	(A,W)
15-19	-----	Barioth Tail	(A,W)
20	18-20	Amber Tusks	(A,W)

ARMOR MATERIAL EFFECTS**Barioth Cortex**

You ignore difficult terrain created by ice or snow and you can tolerate temperatures as low as -50 degrees Fahrenheit without any additional protection. If you wear heavy clothes, you can tolerate temperatures as low as -100 degrees Fahrenheit.

Barioth Fur

Evasion. You have advantage on Dexterity saving throws.

Barioth Talon

If you are wearing no armor and using no shield you gain a +2 bonus to AC.

Cryo Sac

While wearing this armor you have resistance to cold damage.

Barioth Spike

Increase your Dexterity score by 1, to a maximum of 20.

Barioth Tail

While wearing this armor you have immunity to cold damage.

Amber Tusks

You have a mask made from the scales and tusks of a barioth. While wearing the mask you have advantage on Charisma (Intimidation) checks. Additionally, this mask has 3 runes. You can use an action to expend 1 rune to give the mask a horrifying visage. Each creature within 30 feet of you that can see the mask must succeed on a DC 17 Wisdom saving throw or become frightened of you for 1 minute. If you wish, all creatures in the area that aren't hostile toward you automatically succeed on the saving throw. A creature that fails the saving throw can repeat it at the end of each of its turns, ending the effect on itself on a success. A creature that succeeds on its saving throw is immune to the effect of these pipes for 24 hours. The pipes regain 1d3 expended runes daily at dawn.

WEAPON MATERIAL EFFECTS**Barioth Cortex**

In freezing temperatures, the weapon sheds bright light in a 10-foot radius and dim light for an additional 10 feet. When you draw this weapon, you can extinguish all nonmagical flames within 30 feet of you. This property can be used no more than once per hour.

Barioth Fur

When you cast a spell that is a Water or Ice themed, it is cast as if it was one spell level higher. A spell cannot be increased beyond level 6 with this effect.

Barioth Talon

Your Strength score is 19 while attuned to this weapon. It has no effect on you if your Strength is already 19 or higher.

Cryo Sac

Your weapon deals an extra 1d6 cold damage.

Barioth Spike

When you hit a creature with this weapon it must make a DC 15 Constitution saving throw or become poisoned with Iceblight until the end of its next turn.

Barioth Tail

Your weapon acts as a *Ring of the Ram* (DMG 193)

Amber Tusks

Your weapon deals an extra 1d8 cold damage.

TIGREX CR 16 - 3 CARVES/CAPTURE

Carve Chance	Capture Chance	Carve Name	Slots
1-5	1-4	Tigrex Scale	(A,W)
6-10	5	Tigrex Claw	(A,W)
11-13	6-12	Tigrex Carapace	(A,W)
14-15	13-17	Tigrex Tail	(A,W)
16-19	18-19	Tigrex Fang	(A,W)
20	20	Tigrex Scalp	(A,W)

ARMOR MATERIAL EFFECTS**Tigrex Scale**

You have advantage on survival checks when tracking a creature

Tigrex Claw

Speed Eating. You can use a consumable, such as a potion or food, as a bonus action.

Tigrex Carapace

Your walking speed is increased by 10 feet

Tigrex Tail

While wearing this armor you have resistance to cold damage.

Tigrex Fang

Tranquilizing Guru. You are able to detect when a monster is weakened enough to be captured.

Tigrex Scalp

While wearing this armor you have immunity to fire damage.

WEAPON MATERIAL EFFECTS**Tigrex Scale**

Your weapon deals an additional 1d8 slashing damage

Tigrex Claw

While attuned to this weapon, you have advantage on death saving throws

Tigrex Carapace

Ear Plugs. As a bonus action, you conjure two earplugs in the shape of your choice. While using these earplugs, you are considered deafened. You can dispel the ear plugs as a bonus action ending the deafened effect.

Tigrex Tail

Strong Attack. When you hit a creature with this weapon you can use your bonus action to push the creature backwards 10 feet.

Tigrex Fang

Mind's Eye. Your weapons attacks ignores a creatures damage resistance.

Tigrex Scalp

Your weapon deals an additional 1d10 slashing damage

Curse. All Tigrex material is cursed. Becoming attuned to the armor or weapon the material is inserted into extends the curse to you. As long as you remain cursed, you are under the following effect:

- You are unwilling to part with the weapon or armor, keeping it within reach at all times.
- You have disadvantage on attack rolls with weapons other than this one, unless no foe is within 60 feet of you that you can see or hear.
- Whenever a hostile creature damages, you must succeed on a DC 15 Wisdom saving throw or go berserk. The DC increases by 1 for each additional tigrex material inserted into your armor or weapon. While berserk, you must use your action each round to attack the creature nearest to you with your weapon. If you can make extra attacks as part of the Attack action, you use those extra attacks, moving to attack the next nearest creature after you fell your current target. If you have multiple possible targets, you attack one at random. You are berserk until you start your turn with no creatures within 60 feet of you that you can see or hear.

BAZELGEUSE CR 17 - 3 CARVES/CAPTURE

Carve Chance	Capture Chance	Carve Name	Slots
1-5	1-4	Bazelgeuse Scale	(A,W)
6-9	5-9	Bazelgeuse Carapace	(A,W)
10-13	10-12	Bazelgeuse Fuse	(A,W)
14-16	13-16	Bazelgeuse Talon	(A,W)
17-19	17-18	Bazelgeuse Wing	(A,W)
-----	19-20	Bazelgeuse Tail	(A,W)
20	-----	Bazelgeuse Gem	(A,W)

ARMOR MATERIAL EFFECTS

Bazelgeuse Scale

Your armor has 10 *explosive scales* that regrown at dawn. When a creature hits you with a melee attack, you can use a reaction to cause one of these scales to explode dealing 2d4 fire damage to the attacker.

Bazelgeuse Carapace

You have an emblem of a burning brazier on your armor. You can use an action to speak the brazier's command word and summon a fire elemental, as if you had cast the conjure elemental spell.

Bazelgeuse Fuse

Ear Plugs. As a bonus action, you conjure two earplugs in the shape of your choice. While using these earplugs, you are considered deafened. You can dispel the ear plugs as a bonus action ending the deafened effect.

Bazelgeuse Talon

Greatsword Only. Your Guard AC bonus now last until the start of your next turn and you cannot be knocked prone.

Bazelgeuse Wing

You gain a flying speed of 30 feet.

Bazelgeuse Tail

Guts. When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can use this feature once per long rest.

Bazelgeuse Gem

While wearing this armor you have immunity to fire damage

WEAPON MATERIAL EFFECTS

Bazelgeuse Scale

Melee weapon only. A creature hit by this weapon must make a Constitution saving throw equal to 8 + your proficiency bonus + your Constitution saving throw. On a failed save the creature becomes burned for 1 minute. A burned creature takes 1d4 fire damage at the start of their turn. A creature may use its Action to put out the flames early.

Bazelgeuse Carapace

Once per Long rest, you can use a bonus action to exhale fire at a target within 30 feet of you. The target must make a DC 15 Dexterity saving throw, taking 5d6 fire damage on a failed save, or half as much damage on a successful one.

Bazelgeuse Fuse

Bombardier. The weapon has 10 runes. While a sorcerer, or wizard is wielding it, you can use an action to expend 1 or more of its runes to cast one of the following Spells from it, using your spell save DC: *scorching ray* (2 runes), *Melf's Minute Meteors* (3 runes), or *Wall of Fire* (4 runes). The weapon regains 1d6 + 4 expended runes daily at dawn. If you expend the last rune it cannot regain any runes for one week. **Requires 2 slots**

Bazelgeuse Talon

This weapon acts as a *Ring of Spell Storing* (DMG 192)

Bazelgeuse Wing

Critical Draw. During the first round of combat your melee weapon attacks score a critical hit on a roll of 15-20.

Bazelgeuse Tail

You gain a +2 bonus to your spell attack rolls and spell save DC while attuned to this weapon. This bonus increases to +3 when the spell you are casting deals fire damage.

Bazelgeuse Gem

While attuned to this weapon, your Strength score changes to 25. If your Strength is already equal to or greater than 25, the item has no effect on you.

UKANLOS CR 20 – 3 CARVES/CAPTURE

Carve Chance	Carve Name	Slots
1-7	Ukanlos Carapace	(A,W)
8-12	Ukanlos Underscale	(A,W)
13-14	Ukanlos Digger	(A,W)
15-16	Ukanlos Fin	(A,W)
17-18	Ukanlos Tail	(A,W)
19	Ukanlos Shoveljaw	(A,W)
20	Ukanlos Gem	(A,W)

ARMOR MATERIAL EFFECTS**Ukanlos Carapace**

You can summon a *Decanter of Endless Water* (DMG 161) at will.

Ukanlos Underscale

Tremor-Proof. You cannot be knocked prone

Ukanlos Digger

Once per long rest you can cast the spell *Move Earth*.

Ukanlos Fin

You have darkvision out to a range of 120 feet & you have advantage on Wisdom (Perception) checks that rely on sight.

Ukanlos Tail

You can stand on and move across any liquid surface as if it were solid ground.

Ukanlos Shoveljaw

You have an emblem of water pouring out of a bowl on your armor. You can use an action to speak the bowl's command word and summon a water elemental, as if you had cast the conjure elemental spell.

Ukanlos Gem

While wearing this armor you have immunity to cold damage.

WEAPON MATERIAL EFFECTS**Ukanlos Carapace**

Quick Load. You can *reload* as a free action.

Ukanlos Underscale

Your cold spells ignore a creature's resistance to cold damage

Ukanlos Digger

You gain a +2 bonus to your spell attack rolls and spell save DC while attuned to this weapon. This bonus increases to +4 when the spell you are casting is a Water or Ice themed spell that deals cold damage such as Ice Knife or Snillloc's Snowball Swarm.

Ukanlos Fin

As an action, you can let out a cacophonous roar. Each creature in a 15-foot radius, that considers you an enemy, must make a DC 18 Wisdom saving throw. On a failed save, the creature becomes frightened of you 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this effect for 24 hours.

Ukanlos Tail

You can coat an additional 5 arrows with all coatings when using a bow.

Ukanlos Shoveljaw

While attuned to this weapon a sorcerer, or wizard The weapon has 10 runes. While holding it, you can use an action to expend 1 or more of its runes to cast one of the following Spells from it, using your spell save DC: *ice knife* (1 rune), *ice storm* (4 runes), or *wall of ice* (4 runes). The weapon regains 1d6 + 4 expended runes daily at dawn. If you expend the last rune it cannot regain any runes for one week. **Requires 2 slots**

Ukanlos Gem

Your cold spells deal full damage to a creature that has resistance to cold damage and half damage to a creature that has immunity to cold damage.

AKANTOR CR 20 – 3 CARVES/CAPTURE

Carve Chance	Carve Name	Slots
1-7	Akantor Scale	(A,W)
8-12	Akantor Carapace	(A,W)
13-14	Akantor Hardclaw	(A,W)
15-16	Firecell Stone	(A,W)
17	Akantor Tallfang	(A,W)
18	Akantor Tail	(A,W)
19	Akantor Spike	(A,W)
20	Akantor Gem	(A,W)

ARMOR MATERIAL EFFECTS**Akantor Scale**

Your armor gains a cloak that acts as if it was a *Cape of the Mountebank* (DMG 157)

Akantor Carapace

You ignore the effects of the first 2 levels of exhaustion unless your exhaustion is 3 or higher.

Akantor Hardclaw

You gain a +1 bonus to saving throws while you wear this armor. You can use an action to enter the Elemental Plane of fire along with everything you are wearing and carrying. You remain there until you use an action to return to the plane you were on. You reappear in the last space you occupied, or if that space is occupied, the nearest unoccupied space.

Firecell Stone

Shield. When you use a reaction that increases your AC, it increases by an additional 2 AC

Akantor Tallfang

You have advantage on Charisma (Intimidation) checks

Akantor Tail

While wearing this armor you have resistance to cold damage.

Akantor Spike

You have advantage on saving throws against spells while you wear this armor.

Akantor Gem

While wearing this armor you have immunity to fire damage.

WEAPON MATERIAL EFFECTS**Akantor Scale**

You can use a bonus action to speak this weapons command word, causing flames to erupt from it. These flames shed bright light in a 40-foot radius and dim light for an additional 40 feet.

Akantor Carapace

Your weapon deals an extra 1d8 fire damage

Akantor Hardclaw

Melee weapon only. A creature hit by this weapon must make a Constitution saving throw equal to 8 + your proficiency bonus + your Constitution saving throw. On a failed save the creature becomes *burned* for 1 minute. A burned creature takes 2d4 fire damage at the start of their turn. A creature may use its Action to put out the flames early.

Firecell Stone

Once a every 3 days as an action, you gain the benefits of a potion of fire giants strength for 1 hour

Akantor Tallfang

As an action, you can let out a cacophonous roar. Each creature in a 15-foot radius, that considers you an enemy, must make a DC 18 Wisdom saving throw. On a failed save, the creature becomes frightened of you 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this effect for 24 hours.

Akantor Tail

Monk only. Your unarmed strikes deal an extra 1d6 fire damage. Additionally your weapon has 3 runes that recharge at dawn. When you hit a creature with a melee weapon attack you can choose to use a rune to generate an explosion on impact. You can only expend one rune per round. The target and all creatures other than yourself within 5 feet of the target must make a DC 16 Constitution saving throw, taking 4d6 fire damage on a failed save or half as much on a successful one.

Akantor Spike

Your weapon deals an extra 1d10 fire damage

Akantor Gem

Critical Eye. Your weapon attacks critical hit range are increased by 2. | While wearing this armor you have immunity to fire damage.

BARROTH CR 4 - 3 CARVES/CAPTURE

Carve Chance	Capture Chance	Material	Slots
1-3	1-3	Fertile Mud	(A,O)
4-8	4-8	Barroth Ridge	(A)
9-11	9-13	Barroth Shell	(W)
12-15	14-17	Barroth Claw	(W)
16-19	18-19	Barroth Scalp	(A,W)
20	20	Wyvern Gem	(A,W)

ARMOR MATERIAL EFFECTS**Fertile Mud**

You do not suffer from difficult terrain in muddy or swamp terrain

Barroth Ridge

Increases saving throws vs stunned by +2

Barroth Scalp

Marathon Runner. You gain +5 feet of movement while on land

Wyvern Gem

Guard. You cannot be pushed or knocked backwards

WEAPON MATERIAL EFFECTS**Barroth Shell**

Once per long rest when you hit a creature with this weapon, it must succeed on a DC 13 Constitution saving throw or become afflicted by waterblight for 1 minute. The creature may repeat its saving throw at the end of its turn, ending the effect on a success.

Barroth Claw

Stamina Thief. A creature hit by this weapon has its speed is reduced by 10 feet until the start of your next turn.

Barroth Scalp

You may use the hammer's *Mighty Weapon* skill 1 additional time between rests

Wyvern Gem

You gain +2 AC, but your critical hits no longer deal extra damage

OTHER MATERIAL EFFECTS**Fertile Mud**

Increases fertility of crops

URAGAAN CR 6 - 3 CARVES/CAPTURE

Carve Chance	Capture Chance	Material	Slots
1-4	1-5	Uragaan Carapace	(A,W)
5-9	6-9	Uragaan Scale	(W)
-----	10-11	Firecell Stone	(A,W)
10-14	12-15	Uragaan Scute	(A,W)
-----	16-18	Flame Sac	(W)
15-17	19-20	Uragaan Marrow	(A)
18-19	-----	Uragaan Jaw	(W)
20	-----	Uragaan Ruby	(A)

ARMOR MATERIAL EFFECTS**Uragaan Carapace**

Reduces lightning and thunder damage by 2

Firecell Stone

Shield. When you use a reaction that increases your AC, it increases by an additional 1 AC

Uragaan Scute

Guard. You cannot be pushed or knocked backwards

Uragaan Marrow

Negate Bleeding. you are immune to wounding effects, such as the Odogaron's bloody wound or the bearded devil's infernal wound

Uragaan Ruby

Uragaan Protection. When you must make a saving throw while taking the dodge action, you can use your Armor Class in place of making the roll. You can use this feature 3 times, regaining all uses back at the end of a long rest.

name

Effect

WEAPON MATERIAL EFFECTS**Uragaan Carapace**

During a long or short rest you can spend your time sharpening a bladed weapon. When you hit a creature for the first time after sharpening it, the weapon deals its maximum piercing or slashing damage to the target.

Uragaan Scale

Gain advantage on your first carve attempt on a creature

Firecell Stone

Once per long rest you can conjure a flask of Alchemist's fire.

Uragaan Scute

Partbreaker. You deal an extra 1d4 damage when you critically hit with this weapon.

Flame Sac

Fire spells deal additional 1d4 fire damage

Uragaan Jaw

Spread up. Spread ammo deals +1 damage.

ANJANATH CR 7 - 3 CARVES/CAPTURE

Carve Chance	Capture Chance	Material	Slots
1-5	1-5	Anjanath Pelt	(A,W)
6-10	6-10	Anjanath Scale	(A)
11-13	-----	Anjanath Fang	(A,W)
14-16	11-14	Anjanath Nosebone	(A)
17-19	15-16	Anjanath Tail	(A,W)
-----	17-19	Flame Sac	(A,W)
20	20	Anjanath Plate	(A,W)

ARMOR MATERIAL EFFECTS

Anjanath Pelt

Marathon Runner. You gain +5 feet of movement while on land

Anjanath Scale

Reduces fire damage by 4.

Anjanath Fang

When you are attacked by a creature within 30 feet of you that you can see, you can use your reaction to impose disadvantage on the attack roll, causing a blinding white flame to erupt from your mouth before the attack hits or misses. An attacker that can't be blinded is immune to this feature.

Anjanath Nosebone

Once per day, you may pass a Constitution saving throw you otherwise would have failed.

Anjanath Tail

As a bonus action you are resistant to fire damage until the end of your next turn. You cannot use this ability again until you complete a long or short rest.

Flame Sac

Once per Long rest, you can use a bonus action to exhale fire at a target within 15 feet of you. The target must make a DC 12 Dexterity saving throw, taking 3d6 fire damage on a failed save, or half as much damage on a successful one.

Anjanath Plate

You have resistance to fire damage.

WEAPON MATERIAL EFFECTS

Anjanath Pelt

As an action you can make this weapon deal fire damage instead of its normal damage type. This effect lasts one hour and cannot be used again until you have completed a long rest. You can use another action to end the effect before the duration expires.

Anjanath Fang

You may store a spell of level 2 or lower in this weapon along with a metamagic or other such enhancement. The stored spell must have a casting time of 1 action or less. Casting the stored spell is an action that consumes the stored spell. The spell must be used by the next dawn.

Anjanath Tail

Special Ammo boost. Your coating now coats up to 20 arrows and your dragonpiercer deals one extra damage die.

Flame Sac

Fire spells deal additional 1d4 fire damage

Anjanath Plate

Artillery. Your Wyvernfire can now be used twice per long rest and you can add your Dexterity modifier to the damage of your shell attacks

DURAMBOROS CR 9 - 3 CARVES/CAPTURE

Carve Chance	Capture Chance	Material	Slots
1-7	1-3	Duram Carapace	(W)
8-12	4-9	Hard Mossplate	(A,W)
13-14	10-13	Duramboros Hump	(A)
15-17	14-16	Duram Tailcase	(W)
18-19	17-19	Duramboros Horn	(A,W)
20	20	Duram Sacrum	(A,W)

ARMOR MATERIAL EFFECTS

Hard Mossplate

Once per day, you may grant yourself advantage on any Acrobatic skill check.

Duramboros Hump

As a bonus action you are resistant to piercing damage until the end of your next turn. You cannot use this ability again until you complete a long or short rest.

Duramboros Horn

As a bonus action you are resistant to slashing damage until the end of your next turn. You cannot use this ability again until you complete a long or short rest.

Duram Sacrum

You have resistance to cold damage.

WEAPON MATERIAL EFFECTS

Duram Carapace

Partbreaker. You deal an extra 1d4 damage when you critically hit with this weapon.

Hard Mossplate

FastCharge. When you roll for initiative, your greatsword, longsword, or charge blade gains 1 charge, spirit, or phial charge.

Duram Tailcase

Blunt. Increases the hammers *mighty weapon* save Dc by +2

Duramboros Horn

Shotplus. Normal Ammo deals +2 damage

Duram Sacrum

Deadeye. A range weapons minimum attack range is doubled

RADOBAAN CR 10 - 3 CARVES/CAPTURE

Carve Chance	Capture Chance	Material	Slots
1-5	1-5	Radobaan Shell	(A)
6-11	6-10	Radobaan Scale	(A)
12-16	11-13	Radobaan Oilshell	(A)
-----	14-16	Sleep Sac	(W)
17-19	17-19	Radobaan Marrow	(A)
20	19-20	Wyvern Gem	(A)

ARMOR MATERIAL

Radobaan Shell

You cannot be pushed or knocked backwards

Radobaan Scale

Reduces fire damage by 4

Radobaan Oilshell

Tremor-Proof. You cannot be knocked prone

Radobaan Marrow

Negate Bleeding. you are immune to wounding effects, such as the Odogaron's bloody wound or the bearded devil's infernal wound

Wyvern Gem

A creature takes 1d4 slashing damage when they make a melee weapon attack against you.

WEAPON MATERIAL

Sleep Sac

This weapon has 4 runes. When you hit a creature, you can expend 1 of its runes to have the target make a Constitution saving throw equal to 8 + your proficiency modifier + your Constitution modifier or it falls Unconscious for 1 minute, until the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. The weapon regains 1 expended rune daily at dawn.

GLAVENUS CR 13 - 3 CARVES/CAPTURE

Carve Chance	Capture Chance	Carve Name	Slots
1-5	1-4	Glavenus Scale	(A)
6-7	5-6	Glavenus Fang	(W)
8-9	7-8	Glavenus Carapace	(A)
-----	9	Flaming Bursa	(A,W)
10-11	10-13	Glavenus Pyroshell	(A,W)
12-14	14	Glavenus Tail	(A)
15-16	15	Glavenus Tailpiece	(W)
17-18	16-18	Solar Bursa	(A,W)
19	19	Glavenus Plate	(A,W)
20	20	Glavenus Fire Orb	(A,W)

ARMOR MATERIAL EFFECTS**Glavenus Scale**

Handicraft. You gain proficiency of one artisan tool of your choice each dawn.

Glavenus Carapace

You suffer no harm from temperatures as warm as 120 degrees Fahrenheit

Flaming Bursa

You have resistance to fire damage

Glavenus Pyroshell

When a creature hits you with a melee attack, you can use a reaction to deal 1d4 fire damage in return.

Glavenus Tail

This armor glows faintly when a Rathian, Malfestio, Agnaktor, and Zinogre. is near (240 feet or less)

Solar Bursa

You have advantage on saving throws vs effects that deal fire damage

Glavenus Plate

You have advantage on (Charisma & Strength) Intimidation checks

Glavenus Fire Orb

Once per long rest as an action, you gain *truesight* out to 60 feet for 1 hour.

WEAPON MATERIAL EFFECTS**Glavenus Fang**

Once per short or long rest, when you attack with this weapon, you can make it explode in 15 foot cone. Any creature within the cone must make a DC 13 Dexterity saving throw. A creature takes 3d6 fire damage on a failed save, or half as much on a successful one.

Flaming Bursa

Your weapon deals an extra 1d6 fire damage

Glavenus Pyroshell

This weapon gains 6 runes and regains 1d6 runes at dawn. You can use a bonus action to shoot a spark out of the weapon at a creature, up to 60 feet away. The targeted creature must make a DC 13 Constitution saving throw, or become burned for 1 minute. A burned creature takes 1d6 fire damage at the start of their turn.

Glavenus Tailpiece

Deadeye. A range weapons minimum attack range is doubled

Solar Bursa

Crisis. While suffering from an abnormal status effect, such as poisoned, burning, slowed, blinded, etc, all attacks and spells deal an additional 1d12 spell or weapon damage.

Glavenus Plate

Grinder. this weapon ignores resistance to slashing damage.

Glavenus Fire Orb

Once per short or long rest, you can use an action to prime your shield. The next time you take damage from a melee attack, the shield explodes. The creature that attacked you must make a DC 15 Dexterity saving throw or take 3d6 fire damage. On a successful save, the creature takes half of that damage.

BRACHYDIOS CR 17 - 3 CARVES/CAPTURE

Carve Chance	Capture Chance	Carve Name	Slots
1-5	1-3	Brach Carapace	
6-8	4-8	Brach Ebonshell	
9-10	9	Mystery Slime	
11	10-14	Brach Scalp	
12-14	15-16	Brach Tail	
15	-----	Brach Hammer	
16	-----	Brach Marrow	
17-19	17-19	Brach Pounder	
20	20	Brach Gem	

ARMOR MATERIAL EFFECTS**Brach Carapace**

Handicraft. You gain proficiency of one artisan tool of your choice each dawn.

Brach Ebonshell

While wearing this armor you have resistance to fire damage

Mystery Slime

Twice per short or long rest, you can use an action to prime your shield. The next time you take damage from a melee attack, the shield explodes. The creature that attacked you must make a DC 15 Dexterity saving throw or take 3d6 fire damage. On a successful save, the creature takes half of that damage.

Brach Scalp

You may cast the *grease* spell three times per day through this armor.

Brach Tail

Once per day, you may grant yourself advantage on a Constitution saving throw.

Brach Marrow

Biology. Doubles the save DC of dung bombs and you are immune to blight effects such as *waterblight*, *iceblight*, or the *blight* spell.

Brach Gem

While wearing this armor you have immunity to fire damage

WEAPON MATERIAL EFFECTS**Brach Carapace**

You gain a +1 bonus to your spell attack rolls and spell save DC while attuned to this weapon. This bonus increases to +2 when the spell you are casting is a fire spell.

Mystery Slime

Once per turn, when you hit a creature with an Attack using this weapon, you can wound the target. At the start of each of the wounded creature's turns, it takes 1d4 fire damage for each time you've wounded it, and it can then make a DC 15 Constitution saving throw, ending the effect of all such wounds on itself on a success. Alternatively, the wounded creature, or a creature within 5 feet of it, can use an action to make a DC 15 Wisdom (Medicine) check, ending the effect of such wounds on it on a success.

Brach Scalp

Attempts made to maintain a grapple are done with advantage

Brach Tail

You can use an action to cause thick, black oil to coat the weapon. The oil remains for 1 minute or until an Attack using this weapon hits a creature. On hit, the oil ignites and that creature must succeed on a DC 15 Constitution saving throw or take 2d10 fire damage and burn at the start of its turns for an additional 1d4 damage for 1 minute. The weapon can't be used this way again until the next dawn.

Brach Hammer

Bombardier. While attuned to this weapon a sorcerer, or wizard The weapon has 10 runes. While holding it, you can use an action to expend 1 or more of its runes to cast one of the following Spells from it, using your spell save DC: *scorching ray* (2 runes), *Melf's Minute Meteors* (3 runes), or *Wall of Fire* (4 runes). The weapon regains 1d6 + 4 expended runes daily at dawn. If you expend the last rune it cannot regain any runes for one week.

Requires 2 slots**Brach Marrow**

Blast Coat. Heavy bowgun's *cluster ammo* deals an additional 2d6 fire damage and the Bows *blast coating* deals an additional 1d6 fire damage.

Brach Pounder

Rapid Fire. While using a lightbow gun you can make one additional attack as a bonus action, if you used the Attack action this turn.

Brach Gem

Spirit. When fighting a Huge or larger creature, your weapon deals 1d6 additional damage and its crit range is increased by 1

DEVILJHO CR 18 - 3 CARVES/CAPTURE			
Carve Chance	Capture Chance	Carve Name	Slots
1-4	1-4	Deviljho Hide	
5-7	5-8	Deviljho Scale	
8-10	9-11	Deviljho Talon	
11-12	12-14	Deviljho Talfang	
13-14	-----	Deviljho Scalp	
15-17	15-18	Deviljho Saliva	
18-19	19-20	Deviljho Tail	
20	-----	Deviljho Gem	

ARMOR MATERIAL EFFECTS

Deviljho Hide

Carving Celebrity. You can carve a creature of CR 13 or lower 1 additional time.

Deviljho Scale

Speed Eating. You can use any consumable, such as a potion or food, as a bonus action; so long as you are the one consuming it.

Deviljho Scalp

While wearing this armor, it lets you taste in all directions, and you have advantage on Wisdom (Perception) checks that rely on taste.

Deviljho Saliva

While wearing this armor, you have advantage on saving throws vs being frightened

Deviljho Tail

As an action, you can speak the armor's command word and attempt to swallow either a creature, or object, that is Medium or smaller. An unwilling creature must make a DC 13 Dexterity saving throw to escape the armor's grasp. Once swallowed, the creature or object is transported to a room that exists on a plane of existence found only within the armor. The room is a 10 foot by 10 foot cube, and can hold a single, living creature, and up to 1,000 pounds of objects. There are two windows on one of the walls that peer out, giving vision of the outside world. Speaking the armor's command word again spits out the creature or an object of your choice. A creature can attempt to escape, DC 15 strength saving throw, for each day that passes.

Deviljho Gem

You have resistance to fire and necrotic damage

WEAPON MATERIAL EFFECTS

Deviljho Talon

Weakness Exploit. Your weapon deals max damage to a creature that is vulnerable to this weapons damage type.

Deviljho Talfang

Partbreaker. You deal an extra 1d8 damage when you critically hit with this weapon.

Deviljho Scalp

Increase your spell attack rolls and spell save DC by +2 when casting necromancy spells

Deviljho Saliva

The weapon has 10 runes. While a sorcerer, or wizard is wielding it, you can use an action to expend 1 or more of its runes to cast one of the following Spells from it, using your spell save DC: *cause fear* (1 rune), *ray of enfeeblement* (2 runes), *ray of sickness* (3rd-level version, 3 runes), *contagion* (4 runes), or *harm* (6 runes). The weapon regains 1d6 + 4 expended runes daily at dawn. If you expend the last rune it cannot regain any runes for one week. **Requires 2 slots**

Deviljho Tail

Your weapon deals an extra 1d4 fire damage and 1d4 necrotic damage.

Deviljho Gem

Once per long rest, you can exhale a beam of hellfire in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 12 Dexterity saving throw, taking 14 (4d6) fire damage and 14 (4d6) necrotic damage on a failed save, or half as much damage on a successful one.

ZINOGR CR 10 - 3 CARVES/CAPTURE

Carve Chance	Capture Chance	Material	Slots
1-5	1-5	Zinogre Carapace	(A)
6-8	6-9	Zinogre Electrofur	(A,W)
9-10	10-12	Zinogre Claw	(W)
11-12	13-15	Zinogre Shocker	(W)
13	----	Zinogre Shell	(A)
14	16-17	Fulgurbug	(A)
15-19	-----	Zinogre Tail	(A)
20	18	Zinogre Jasper	(A,W)
-----	19-20	Zinogre Plate	(A,W)

ARMOR MATERIAL EFFECTS**Zinogre Carapace**

Reduces lightning damage taken by 4

Zinogre Electrofur

While you are wearing no armour and not wielding a shield, your Armor Class equals 10 + your Dexterity modifier + your Charisma modifier.

Zinogre Shell

Stam Recov. When you take a long rest, you reduce your exhaustion by 2 levels instead of 1.

Fulgurbug

A thunderbug travels with you. As an action, it will take flight. While in flight it sheds bright light in a 5-foot radius and dim light for an additional 15 feet.

Zinogre Tail

Barbarian Only. When you rage, you shroud yourself in an aura of lightning. Any creature that ends its turn within 5 feet of you takes 1d4 lightning damage

Zinogre Jasper

While wearing this armor you have resistance to lightning damage

Zinogre Plate

You have advantage on saving throws vs effects that would paralyze you

WEAPON MATERIAL EFFECTS**Zinogre Electrofur**

Once per day, this weapon can be used to give a weather prediction for the next day, as detailed in the Druidcraft spell.

Zinogre Claw

your weapon deals an extra 1d4 lightning damage

Zinogre Shocker

Critical Element (lightning). When you critically hit with a weapon or spell that deals lightning damage, you deal an additional 1d6 lightning damage.

Zinogre Jasper

When a creature must make a saving throw after you hit it with your weapon, the save DC is increased by 1

Zinogre Plate

Chain Crit. Every consecutive hit on a creature increases your crit range by 1 until you score a critical hit miss an attack, or hit a different creature.

JAGRAS CR 1/2 - 1 CARVE

Carve Chance	Material	Slots
1-8	Jagras Hide	(A)
9-15	Jagras Scale	(A)
16-20	Sharp Claw	(W)

ARMOR MATERIAL EFFECTS

Jagras Hide

+1 to nature checks

Jagras Scale

You grow snake like fangs

WEAPON MATERIAL EFFECTS

Sharp Claw

+1 slashing damage

GIRROS CR 1 - 1 CARVE

Carve Chance	Material	Slots
1-8	Girros Hide	(A)
9-15	Girros Scale	(A)
16-20	Girros Fang	(W)

ARMOR MATERIAL EFFECTS

Girros Hide

+1 to stealth checks

Girros Scale

Your look like snake eyes. You have blindsight out to 10 feet.

WEAPON MATERIAL EFFECTS

Girros Fang

A creature hit by this weapon must succeed a DC 10 Constitution saving throw or become paralyzed until the end of its next turn.

GREAT JAGRAS CR 4 - 2 CARVES/CAPTURE

Carve Chance	Capture Chance	Material	Slots
1-6	1-4	Great Jagras Scale	(A)
7-11	5-10	Great Jagras Hide	(A)
12-15	11-14	Great Jagras Mane	(A)
16-20	15-16	Great Jagras Claw	(W)
-----	17-20	Monsterbone+	(O)

ARMOR MATERIAL EFFECTS

Great Jagras Scale

You have +2 to intimidation checks

Great Jagras Hide

Speed Eating. You can use a consumable, such as a potion or food, as a bonus action.

Great Jagras Mane

Free meal: You no longer need to eat or drink.

WEAPON MATERIAL EFFECTS

Great Jagras Claw

Palico Rally. Hirelings gain +1 AC and +1 to Attack

OTHER MATERIAL EFFECTS

Monsterbone+

Rare weapon crafting material

GREAT GIRROS CR 6 - 3 CARVES/CAPTURE			
Carve Chance	Capture Chance	Material	Slots
1-2	1-3	Monsterbone+	(O)
3-5	4-7	Great Girros Hide	(A)
6-8	8-9	Great Girros Hood	(A,W)
9-13	10-13	Great Girros Scale	(A)
14-16	-----	Great Girros Tail	(W)
17-18	14-16	Great Girros Fang	(W)
19-20	17-20	Paralysis Sac	(W)

ARMOR MATERIAL EFFECTS

Great Girros Hide

Palico Rally. Hirelings gain +1 AC and +1 to Attack

Great Girros Hood

You are immune to damage from *Effluvia* and reduces acid damage by 2

Great Girros Scale

You have +2 bonus on saving throws vs effects that would paralyze you

WEAPON MATERIAL EFFECTS

Great Girros Hood

Your armor gains a hood, while wearing the hood, you have darkvision out to a range of 60 feet.

Great Girros Tail

Horn Maestro. Extends the duration of the hunting horns melody by 30 seconds.

Great Girros Fang

A creature hit by this weapon must succeed a DC 13 Constitution saving throw or become paralyzed until the end of its next turn.

Paralysis Sac

While attuned to this weapon a Bard, Cleric, Druid, Sorcerer, Warlock, or Wizard can cast *Hold Person* at 2nd level once per long rest

OTHER MATERIAL EFFECTS

Monsterbone+

Rare weapon crafting material

DODOGAMA CR 7 - 3 CARVES/CAPTURE			
Carve Chance	Capture Chance	Material	Slots
1-3	1-3	Monsterbone+	(O)
4-6	4-7	Dodogama Hide	(A,W)
7-9	8-9	Dodogama Jaw	(W)
-----	10-12	Nourishing Extract	(O)
10-14	13-17	Dodogama Scale	(A)
15-17	----	Dodogama Tail	(A,W)
18-20	18-20	Dodogama Talon	(A,W)

ARMOR MATERIAL EFFECTS

Dodogama Hide

Your armor reduces fire damage by 3

Dodogama Scale

You gain a +2 bonus to animal handling checks

Dodogama Tail

Capacity Boost. Your Phial Charge maximum is increased by 1 and your gunlance can use its *Shell* attack one additional time per short rest

Dodogama Talon

You have a +2 bonus on saving throws vs effects that deal fire damage

WEAPON MATERIAL EFFECTS

Dodogama Hide

You gain a +1 bonus to your spell attack rolls when casting fire spells

Dodogama Jaw

While attuned to this weapon a Sorcerer or Wizard can cast *Firebolt* at will

Dodogama Tail

Mini-Bombardier. While attuned to this weapon a sorcerer, or wizard The weapon has 5 runes. While holding it, you can use an action to expend 1 or more of its runes to cast one of the following Spells from it, using your spell save DC: burning hands (1 rune) scorching ray (2 runes), aganazzar's scorcher (2 runes), or Flaming Sphere (2 runes). The weapon regains 1d4 + 1 expended runes daily at dawn. If you expend the last rune it cannot regain any runes for one week.

Dodogama Talon

Artillery. Your Wyvernfire can now be used twice per long rest and you can add your Dexterity modifier to the damage of your shell attacks

OTHER MATERIAL EFFECTS

Monsterbone+

Rare weapon crafting material

Nourishing Extract

Used for crafting Ancient Potions, Mega Demondrugs/Armorskin

SHAMOS CR 1 - 1 CARVE

Carve Chance	Material	Slots
1-8	Shamos Hide	(A)
9-15	Shamos Scale	(A)
16-20	Sharp Claw	(W)

ARMOR MATERIAL EFFECTS**Shamos Hide**

Geologist. You can harvest from bone piles one additional time

Shamos Scale

Detect. increases passive Perception by +2

WEAPON MATERIAL EFFECTS**Sharp Claw**

+1 slashing damage

TOBI-KADACHI CR 6 - 3 CARVES/CAPTURE

Carve Chance	Capture Chance	Material	Slots
1-3	1-3	Med Monsterbone	(O)
4-7	4-7	Tobi-Kadachi Pelt	(A,W)
8-12	8-11	Tobi-Kadachi Scale	(A)
13-15	12-14	Tobi-Kadachi Membrane	(A)
16-19	15-16	Tobi-Kadachi Claw	(A,W)
----	17-19	Electro Sac	(A,W)
20	20	Wyvern Gem	(A)

ARMOR MATERIAL EFFECTS**Tobi-Kadachi Pelt**

As an action, you can don or doff your armor.

Tobi-Kadachi Scale

You have a +3 bonus to Acrobatic checks

Tobi-Kadachi Membrane

Your armor has a gliding membrane, which extends from your forearms to your hindlegs. As an action or reaction, you can extend your arms to reduce your fall speed to 10 feet per round while traveling in a forward motion until you reach the ground, you are grappled, or you use your action to end the effect early. If you are falling straight down, you may choose the direction you travel when you begin your glide.

Tobi-Kadachi Claw

Jump Master. While wearing this armor, you can cast the *jump* spell from it as a Bonus Action at will, but can target only yourself when you do so

Electro Sac

While wearing this armor, your walking speed becomes 30 feet, unless your walking speed is higher, and your speed isn't reduced if you are encumbered or wearing heavy armor. In addition, you can jump three times the normal distance, though you can't jump farther than your remaining movement would allow.

Wyvern Gem

Evade Extender (S). You have a +2 bonus to Dexterity saving throws

WEAPON MATERIAL EFFECTS**Tobi-Kadachi Pelt**

As a bonus action you can cause this weapon to return to your hand so long as it is within 200 feet of you.

Tobi-Kadachi Claw

Spells that deal lightning damage, deal an additional 1d4 lightning damage

Electro Sac

Your weapon deals an extra 1d4 lightning damage

OTHER MATERIAL EFFECTS**Med Monsterbone**

Uncommon Armor Crafting Material

ODOGARON CR 8 – 3 CARVES/CAPTURE			
Carve Chance	Capture Chance	Material	Slots
1-4	1-4	Odogaron Sinew	(A,W)
5-9	5-9	Odogaron Scale	(A,O)
10-13	10-12	Odogaron Claw	(A,W)
14-15	13-14	Odogaron Tail	(W)
-----	15-17	Nourishing Extract	(O)
16-18	-----	Odogaron Fang	(W)
19	18	Odogaron Plate	(A)
20	19-20	Odogaron Gem	(W)

ARMOR MATERIAL EFFECTS

Odogaron Sinew

You have a +2 bonus to intimidation checks

Odogaron Scale

Your armor reduces necrotic damage by 4

Odogaron Claw

Your movement speed increases by 10 feet

Odogaron Plate

Negate Bleeding. you are immune to wounding effects, such as the Odogaron's bloody wound or the bearded devil's infernal wound

WEAPON MATERIAL EFFECTS

Odogaron Sinew

Quick Sheath. You can always sheath a weapon as a free action even if you have already drawn a weapon as part of your move action.

Odogaron Claw

Your weapon deals an extra 1d4 necrotic damage

Odogaron Tail

Doubles the effect of the light bowgun's *demon ammo*

Odogaron Fang

Critical Eye. Your weapon attacks critical hit range is increased by 1.

Odogaron Gem

Once per turn, when you hit a creature with an Attack using this Weapon, you can wound the target. At the start of each of the wounded creature's turns, it takes 1d4 necrotic damage for each time you've wounded it, and it can then make a DC 15 Constitution saving throw, ending the effect of all such wounds on itself on a success. Alternatively, the wounded creature, or a creature within 5 feet of it, can use an action to make a DC 15 Wisdom (Medicine) check, ending the effect of such wounds on it on a success.

OTHER MATERIAL EFFECTS

Nourishing Extract

Used for crafting Ancient Potions, Mega Demondrugs/Armorskin

Odogaron Scale

Can be used to craft *Oil of Sharpness*

GORE MAGALA CR 21 - 3 CARVES/CAPTURE

Carve Chance	Capture Chance	Material	Slots
1-3	1-5	Gore Magala Carapace	(A,W)
4-5	6-7	Gore Magala Ripclaw	(A,W)
6	8-10	Gore Magala Wing	(A,W)
7-10	-----	Gore Magala Tail	(A,W)
11-13	11-13	Frenzy Crystal	(W)
14-15	14-15	Gore Magala Feeler	(A,W)
16-17	16-18	Defiled Scale	(A,W)
18-19	19	Gore Magala Plate	(A,W)
20	20	Gore Magala Nyctgem	(A,W)

ARMOR MATERIAL EFFECTS

Gore Magala Carapace

Frenzy Res. You have advantage on saving throws vs the *Frenzy Virus*.

Gore Magala Ripclaw

Evasion. You have advantage on Dexterity saving throws.

Gore Magala Wing

Biology. Doubles the save DC of dung bombs and you are immune to blight effects such as waterblight, iceblight, or the blight spell.

Gore Magala Tail

While you wear this armor, your passive Perception increases by 5, and you have advantage on Dexterity (Stealth) checks made to hide.

Gore Magala Feeler

While wearing this armor you have resistance to cold damage.

Defiled Scale

While you wear this armor, it projects an illusion that makes you appear to be standing in a place near your actual location, causing any creature to have disadvantage on attack rolls against you. If you take damage, the property ceases to function until the start of your next turn. This property is suppressed while you are incapacitated, restrained, or otherwise unable to move.

Gore Magala Plate

While wearing this armor you have immunity to cold damage.

Gore Magala Nyctgem

If you aren't wearing armor; your base Armor Class is 15 + your Dexterity modifier:

WEAPON MATERIAL EFFECTS

Gore Magala Carapace

When held, this weapon draws in light, snuffing all nonmagical flames within 30 feet out. It turns dim light into darkness and bright light into dim light.

Gore Magala Ripclaw

MELEE WEAPON ONLY. When you Attack a creature with this weapon and roll a 20 on the Attack roll, that target takes an extra 4d6 weapon damage. Then roll another d20. If you roll a 20, you remove one of the target's limbs, with the effect of such loss determined by the GM. If the creature has no limb to sever, you lop off a portion of its body instead.

Gore Magala Wing

Spirit. When fighting a Huge or larger creature, your weapon deals 1d6 additional damage and its crit range is increased by 1

Gore Magala Tail

Your weapon deals an additional 1d8 necrotic damage

Gore Magala Feeler

MELEE WEAPON ONLY. This Weapon has 3 Runes. While holding it, you can use an action and expend 1 rune to release a wave of terror. Each creature of your choice in a 30-foot radius extending from you must succeed on a DC 15 Wisdom saving throw or become Frightened of you for 1 minute. While it is Frightened in this way, a creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action it can use only the Dash action or try to escape from an effect that prevents it from moving. If it has nowhere it can move, the creature can use the Dodge action. At the end of each of its turns, a creature can repeat the saving throw, ending the effect on itself on a success.

The weapon regains 1d3 expended Runes daily at dawn.

Defiled Scale

Your weapon deals an additional 1d10 necrotic damage

Gore Magala Plate

You gain a + 3 bonus to your spell attack rolls and spell save DC while attuned to this weapon.

Gore Magala Nyctgem

The weapon has 10 runes. While a sorcerer, warlock, or wizard is wielding it, you can use an action to expend 1 or more of its runes to cast one of the following Spells from it, using your spell save DC: *inflict wounds* (3rd level, 3 runes), *blindness/deafness* (2 runes), *bestow curse* (3 runes), *blight* (4 runes), or *circle of death* (6 runes) *eyebite(sickened)* (6 runes). The weapon regains 1d6 + 4 expended runes daily at dawn. If you expend the last rune it cannot regain any runes for one week.

OTHER MATERIAL EFFECTS

Frenzy Crystal

Used for research and quite valuable

SHAGARU MAGALA

Challenge Rating 25

Carves 4

Carve Chance	Material	Slots
1-3	S.Magala Shard	(A,W)
4-5	S.Magala Cortex	(A,W)
6	S.Magala Purifier	(A,W)
7	S.Magala Lightwing	(A,W)
8-9	S.Magala Lash	(A)
10-11	S.Magala Hardhorn	(W)
12	S.Magala Prismwing	(A,W)
13-14	Pure Scale	(A,W)
15	S.Magala Phosgern	(A,W)
16	S.Magala Mantle	(A,W)
17-18	Pure Frenzy Crystal	(O)
19-20	Vile Frenzy Crystal	(O)

ARMOR MATERIAL EFFECTS

S.Magala Shard

Handicraft. You gain proficiency of two artisan tools of your choice each dawn.

S.Magala Cortex

Gourmand. You double amount of days you can go without food or water before suffering a level of exhaustion.

S.Magala Purifier

Lance Only. Your Guard AC bonus now last until the start of your next turn and you cannot be knocked prone.

S.Magala Lightwing

As an action, you grow wings that look like the Shagaru Magala's. You gain a flying speed of 60 feet for 24 hours or until you end the effect as an action.

S.Magala Lash

While wearing this armor you have resistance to cold damage.

S.Magala Prismwing

You have advantage on saving throws against spells

Pure Scale

While wearing this armor you have immunity to cold damage.

S.Magala Phosgern

This armor gains 5 runes. It regains 1d4 + 1 charges daily at dawn. When you roll a Dexterity saving throw or you roll for initiative, you can expend 1 rune to gain advantage on that roll before you make it. When you are hit by an attack, you can use your reaction to expend 2 runes and halve the damage you take from that attack, unless the damage is necrotic.

S.Magala Mantle

You gain *truesight* out to 60 feet

WEAPON MATERIAL EFFECTS

S.Magala Shard

Peak Performance. When your hit points are full and you roll a 1 or 2 on a damage die for an Attack you make with a melee weapon, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.

S.Magala Cortex

Quick Load. You can reload as a free action.

S.Magala Purifier

Your weapon deals an additional 1d8 radiant damage.

S.Magala Lightwing

This weapon has 3 runes. When you hit a creature, you can expend 1 rune to cast *faerie fire* using your save DC centered on the target. If you are in the area, you automatically succeed on the save.

S.Magala Hardhorn

Your weapon deals an additional 1d10 radiant damage.

S.Magala Prismwing

The weapon can store up to 5 levels worth of spells at a time. Any creature can cast a spell of 1st through 5th level into the weapon by touching the weapon as the spell is cast. The spell has no effect, other than to be stored in the weapon. If the weapon can't hold the spell, the spell is expended without effect. The level of the slot used to cast the spell determines how much space it uses. While attuned to this weapon, you can cast any spell stored in it. The spell uses the slot level, spell save DC, spell attack bonus, and spellcasting ability of the original caster, but is otherwise treated as if you cast the spell. The spell cast from the weapon is no longer stored in it, freeing up space.

Pure Scale

Trump Card. You have advantage on attack rolls vs creatures that are grappled.

S.Magala Phosgern

Elderseal. A creature hit by this weapon cannot use an ability that has a *recharge* until the start of your next turn. The creature can still roll to *recharge* its ability at the end of its turn.

S.Magala Mantle

This weapon has 2 runes that recharge at dawn. You may expend a rune causing three 60-foot tall spore geysers, that are 5 feet wide, to erupt from the ground. These geysers must appear within a 60 foot radius around you. A creature within the geysers area, must make on a DC 17 Constitution saving throw, or take 6d8 necrotic damage on a failed save, or half as much on a successful one.

OTHER MATERIAL EFFECTS

Pure Frenzy Crystal

A crystal so pure it hardly belongs in this world. Sows destructive impulses.

Vile Frenzy Crystal

A sanity-robbing crystal. The Guild demands these be turned in.





THIS DOCUMENT WAS LOVINGLY CREATED
USING [GM BINDER](#).

If you would like to support the GM Binder developers,
consider joining our [Patreon](#) community.