

EBERRON

MONSTER LOOT

RISING FROM THE LAST WAR



ANNE GREGERSEN

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MONSTERS

DAELKYF

BELASHYRRA

- **1d2 Daelkyr Eyes.** When consumed, you gain truesight out to a range of 60 feet for one hour.
- **1d10 Daelkyr Fingers.** As a bonus action, you can break this finger and teleport up to 30 feet to an unoccupied spot you can see.
- **1 Daelkyr Mind.** Can be crafted into a helm (1000 gp, 30 days). Requires attunement. While wearing this helm, any creature that attempts to read your thoughts or deal psychic damage to you must succeed on a DC 20 Intelligence saving throw or be stunned for one minute. The stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- **2d12 Eyes of Belashyrra.** When consumed, you can use your action to see through the eyes of any creature within 120 feet of you. This effect lasts for one hour.
- **1 Tongue of Belashyrra.** Can be crafted into a wand (1500 gp, 45 days). Requires attunement. Once per day, you can point this wand at a creature within 60 feet of you and force it to make a DC 20 Wisdom saving throw. On a failed save, the creature takes 4d10 psychic damage and must immediately use its reaction to move as far as its speed allows away from you.
- **2d8 Vials of Daelkyr Essence.** When consumed, you regain 1d4 hit points at the end of each of your turns for the next minute.

- **1d10 Vials of Reality Strands.** Can be used as an additional material component when casting spells that deal force damage. When used in this way, you deal an additional 2d12 force damage and the target must succeed on a DC 20 Constitution saving throw if affected by your spell. On a failed save, the target gains one level of exhaustion.

DYRRN

- **1d2 Daelkyr Eyes.** When consumed, you gain truesight out to a range of 60 feet for one hour.
- **1d10 Daelkyr Fingers.** As a bonus action, you can break this finger and teleport up to 30 feet to an unoccupied spot you can see.
- **1 Daelkyr Mind.** Can be crafted into a helm (1000 gp, 30 days). Requires attunement. While wearing this helm, any creature that attempts to read your thoughts or deal psychic damage to you must succeed on a DC 20 Intelligence saving throw or be stunned for one minute. The stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- **1d4 Dead Intellect Devourers.** The loot gained from an intellect devourer has been written below for easy reference, even though it's stat block doesn't appear in Eberron: Rising from the Last War.
- **1d2 Tentacles of Dyrnn.** Can be crafted into a whip (1000 gp, 30 days). This whip has a reach of 15 feet. When you hit a Medium or smaller creature with this whip it is grappled (escape DC 19). When a creature is grappled in this way,

you can use your reaction to pull it into an unoccupied space within 5 feet of you. You can't use this whip on another target until the grapple ends.

- 2d12 Vials of Daelkyr Essence. When consumed, you regain 1d4 hit points at the end of each of your turns for the next minute.
- 3d10 Vials of Corruption Gel. Can be used as an additional material component when casting spells that deal necrotic damage. When used in this way, you deal an additional 2d6 necrotic damage when you cast the spell.

INTELLECT DEVOURER

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

DINOSAURS

CLAWFOOT

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

FASTIETH

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

DOLGAUNTI

- 2d12 Dolgaunt Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 1d8 necrotic damage.

If you hit a creature with this piece of ammunition, you regain a number of hit points equal to half the necrotic damage dealt. After the ammunition has been fired, it loses this property.

- 1d2 Dolgaunt Tentacles. Can be crafted into a whip (2 gp, 1 day).

DOLGRIN

- 1 Broken Hand Crossbow.
- 1 Broken Morningstar.
- 1 Broken Shield.
- 2d6 Crossbow Bolts.
- 1d2 Dolgrim Brain Chunks. When consumed, you have advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious for one minute.
- 1d4 Spears.

DUSK HAG

- 1d2 Dusk Hag Hands. Requires attunement. Can be used as an arcane focus. Once per day each, you can cast the spells *detect magic*, *disguise self*, and *hypnotic pattern*. Charisma is your spellcasting ability for these spells.
- 1d10 Vials of Dream Sand. When consumed, you feel calm and at ease. When you finish your next long rest, you wake up with 2d6 additional hit points. These additional hit points last for 8 hours.
- 1d8 Vials of Nightmare Fuel. When consumed, you begin to feel strangely and when you fall asleep you have terrible nightmares. You gain no benefit from your rest and your hit point maximum is reduced by 1d10. If this effect reduces your hit point maximum to 0, you die. The effect can only be removed by using the *protection from good and evil* or *lesser restoration* spells.



HOMUNCULI

EXPEDITIOUS MESSENGER

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

IRON DEFENDER

- **1d8 Ounces of Arcane Dust.** Can be used as an additional material component when casting spells that deal damage. When used in this way, you can choose to reroll one of the rolled damage dice and must keep the second result.
- **1d8 Magical Pebbles.** One pebble can be used as ammunition for a sling. These pebbles acts as +1 ammunition.

INSPIREI

- **1d2 Crysteel Daggers.** Requires attunement. This dagger deals an additional 1d6 force damage on a hit.

KARRNATHI UNDEAD SOLDIER

- **3d6 Arrows.**
- **1 Broken Half-Plate Armor** (size Medium).
- **1 Broken Longbow.**
- **1 Broken Longsword.**

LADY ILMARROV

- **1d2 Hands of Illmarrow.** Requires attunement. Can be used as an arcane focus. You know the *ray of frost* and *fire bolt* cantrips, but only when you are holding onto the hand. Charisma is your spellcasting ability for these cantrips.

- **5d12 Lich Bones.** Can be used as an additional material component when casting spells that deal necrotic damage. When used in this way, you deal an additional 1d6 necrotic damage when you cast the spell.
- **1d2 Lich Eyes.** Can be crafted into a wand of fear (DMG p. 210) (2000 gp, 30 days).
- **1 Spellbook.** It has in it the following spells: *animate dead*, *cloudkill*, *incendiary cloud*, *magic missile*, *polymorph*.

LIVING SPELL

LIVING BURNING HANDS (OR OTHER)

- **1d6 Ounces of Arcane Dust.** Can be used as an additional material component when casting spells that deal damage. When used in this way, you can choose to reroll one of the rolled damage dice and must keep the second result.
- **1d4 Vials of Spell Essence.** As an action, the essence can be used to coat one slashing or piercing weapon, or up to three pieces of ammunition. A creature hit by the weapon or ammunition must make a DC 13 Constitution saving throw or take 1d6 damage on a failed save and half as much damage on a successful one. The type of damage dealt changes depending on the type of living spell. Once applied, the essence retains its potency for one minute before drying.

LIVING LIGHTNING BOLT (OR OTHER)

- **3d6 Ounces of Arcane Dust.** Can be used as an additional material component when casting spells that deal damage. When used in this way, you can choose to reroll one of the rolled damage dice and must keep the second result.
- **1d4 Vials of Spell Essence.** As an action, the essence can be used to coat one slashing or piercing weapon, or up to three pieces of ammunition. A creature hit by the weapon or ammunition must



- 2d8 Vials of Overlord Saliva. When consumed, you can speak and understand all languages for one hour. During this time, you also have telepathy out to a range of 60 feet.

QUORI

HASHALAQ QUORI

- 2d6 Hashalaq Quori Corpus Strands. As an action, one strand can be wrapped around one melee weapon, or one piece of ammunition. A creature hit with the weapon wrapped in the strand takes an additional 1d10 force damage. Once wrapped, the strand remains effective for one minute before breaking.
- 1 Hashalaq Quori Heart. Can be crafted into an amulet (1500 gp, 45 days). Requires attunement. This amulet has three charges. While wearing this amulet and you take damage from a creature you can see within 60 feet of you, you can use your reaction and one charge to force that creature to make a DC 16 Intelligence saving throw. On a failed save, the creature takes 2d10 psychic damage. The amulet regains all charges each day at dawn.
- 1d6 Quori Brain Chunks. When consumed, you gain resistance to psychic damage for one hour.
- 1d10 Vials of Quori Mind Fluid. When consumed, any spells you know can be cast psionically for the next 10 minutes.

KALARAQ QUORI

- 1 Kalaraq Quori Heart. Can be crafted into an amulet (1500 gp, 45 days). Requires attunement. While wearing this amulet, you can use an action to create a swarm of spectral eyes that fills a 15-foot-sphere centered on a point you can see within 60 feet of you. Each creature in that area must make a DC 19 Wisdom saving throw. On a failure, a creature takes 8d8 psychic damage, and it is blinded for 1 minute. On a success, a creature takes half as much damage

and isn't blinded. A blinded creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once you have used the amulet in this way, you can't do so again until the next dawn.

- 2d8 Quori Brain Chunks. When consumed, you gain resistance to psychic damage for one hour.
- 2d12 Vials of Quori Mind Fluid. When consumed, any spells you know can be cast psionically for the next 10 minutes.

TSUCORA QUORI

- 1 Tsucora Quori Stinger. Can be crafted into a longsword (400 gp, 10 days). This weapon deals an additional 1d6 psychic damage on a hit.
- 1d4 Quori Brain Chunks. When consumed, you gain resistance to psychic damage for one hour.
- 1d6 Vials of Quori Mind Fluid. When consumed, any spells you know can be cast psionically for the next 10 minutes.

RADIANT IDOL

- 1 Divine Tongue. When consumed, you gain the benefits of the *tongues* spell for 8 hours.
- 2d4 Celestial Feathers. Two feathers can be used as fletching on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these feathers deal an additional 1d8 radiant damage on a hit. After the ammunition has been fired, it loses this property.
- 1d2 Idol Eyes. When consumed, you gain darkvision out to a range of 120 feet for one hour.
- 1 Idol Heart. As an action, you can crush this heart and cast the spell *raise dead* without expending a spell slot or providing material components.
- 2d10 Vials of False Divine Essence. As an action, you can throw this vial up to 30 feet away where it shatters in a bloom

of golden light. All creatures standing within 15 feet of where the vial landed must succeed on a DC 16 Wisdom saving throw or be charmed by you. A creature charmed in this way can repeat the saving throw at the end of each its turns, ending the effect on itself on a success. Once it succeeds on the saving throw, a creature is immune to the false divine essence for 24 hours.

RAKSHASA

ZAKYA RAKSHASA

- 1 Broken Scale Mail (size Medium).
- 1 Broken Shield.
- 1d4 Magic Javelins.
- 1 Magic Longsword.
- 1d2 Zakyas Hands. Requires attunement by a spellcaster. Can be used as an arcane focus. You may cast each of the spells *detect thoughts* and *shield* once per day. You use your own spellcasting ability and spell save DC when casting these spells, and any spent uses recharge every day at dawn.

UNDYING

UNDYING COUNCILOR

- 2d6 Strips of Undying Councilor Flesh. Can be used as an additional material component when casting spells that restore hit points. When used in this way, your spell restores the maximum amount of hit points possible.
- 1d10 Undying Councilor Fingers. Can be used as an additional material component when casting spells that deal radiant damage. When used in this way, you deal an additional 2d6 radiant damage with the spell.
- 1 Undying Councilor's Heart. When consumed, you are filled with radiance. For the next hour, you shed a bright light in a 15-foot radius and dim light for an

additional 15 feet. You can extinguish or restore this light as a bonus action. If the bright light overlaps with an area of darkness created by a spell or 3rd level or lower, the spell that created that darkness is dispelled.

UNDYING SOLDIER

- 1 Broken Breastplate (size Medium).
- 1 Broken Shield.
- 1d4 Broken Spears.
- 1 Undying Soldier Heart. When consumed, you shed bright light in a 10-foot radius and dim light for an additional 10 feet. You can extinguish or restore this light as a bonus action.

VALENAR ANIMALS

VALENAR HAWK

- 1d2 Ounces of Fey Dust. As an action, you can blow this dust into the face of a creature standing within 5 feet of you. The creature must succeed on a DC 10 Wisdom saving throw or become confused as with the confusion spell until the end of their next turn.

VALENAR HOUND

- 1d4 Ounces of Fey Dust. As an action, you can blow this dust into the face of a creature standing within 5 feet of you. The creature must succeed on a DC 10 Wisdom saving throw or become confused as with the confusion spell until the end of their next turn.

VALENAR STEEL

- 1d4 Ounces of Fey Dust. As an action, you can blow this dust into the face of a creature standing within 5 feet of you. The creature must succeed on a DC 10 Wisdom saving throw or become confused as with the confusion spell until the end of their next turn.

GENERIC NPCs

BONE KNIGHT

- 3d6 Arrows.
- 1 Broken Greatsword.
- 1 Broken Longbow.
- 1 Broken Bonecraft Armor. Can be repaired for 1500 gp, after which it functions as a set of heavy armor with an AC of 20. You must have a Strength score of at least 18 to wear this armor.

CHANGELING

- 1d2 Broken Daggers.
- 1 Broken Leather Armor (size Medium).

KALASHTAR

- 1d2 Broken Daggers.

MAGEWRIGHT

- 1d2 Broken Daggers.

SHIFTEF

- 1 Broken Leather Armor (size Medium).
- 1 Broken Shortsword.

TARKANAN ASSASSIN

- 1d2 Broken Shortswords.
- 1 Broken Studded Leather Armor.

WARFORGED SOLDIER

- 1 Broken Armbreaker. Can be crafted into a shortsword (10 gp, 2 days).
- 1 Broken Shield.
- 1d6 Javelins.