

MONSTER LOOT

PRINCES OF THE APOCALYPSE



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TABLE OF CONTENTS

How To Use This Book?

Killing Humanoid Enemies.....	6
Harvesting Checks.....	6
Harvest Time.....	7
Time of Death.....	7
Types of Loot.....	7

NEW MONSTERS

Aerisi Kalinoth.....	9
Air Elemental Myrmidon.....	9
Bastian Thermandar.....	9
Black Earth Guard.....	9
Black Earth Priest.....	9
Burrowshark.....	9
Crushing Wave Priest.....	9
Crushing Wave Reaver.....	9
Dark Tide Knight.....	9
Drannin Splithelm.....	9
Earth Elemental Myrmidon.....	10
Elizar Dryflagon.....	10
Eternal Flame Guardian.....	10
Eternal Flame Priest.....	10
Fathomer.....	10
Feathergale Knight.....	10
Fire Elemental Myrmidon.....	10

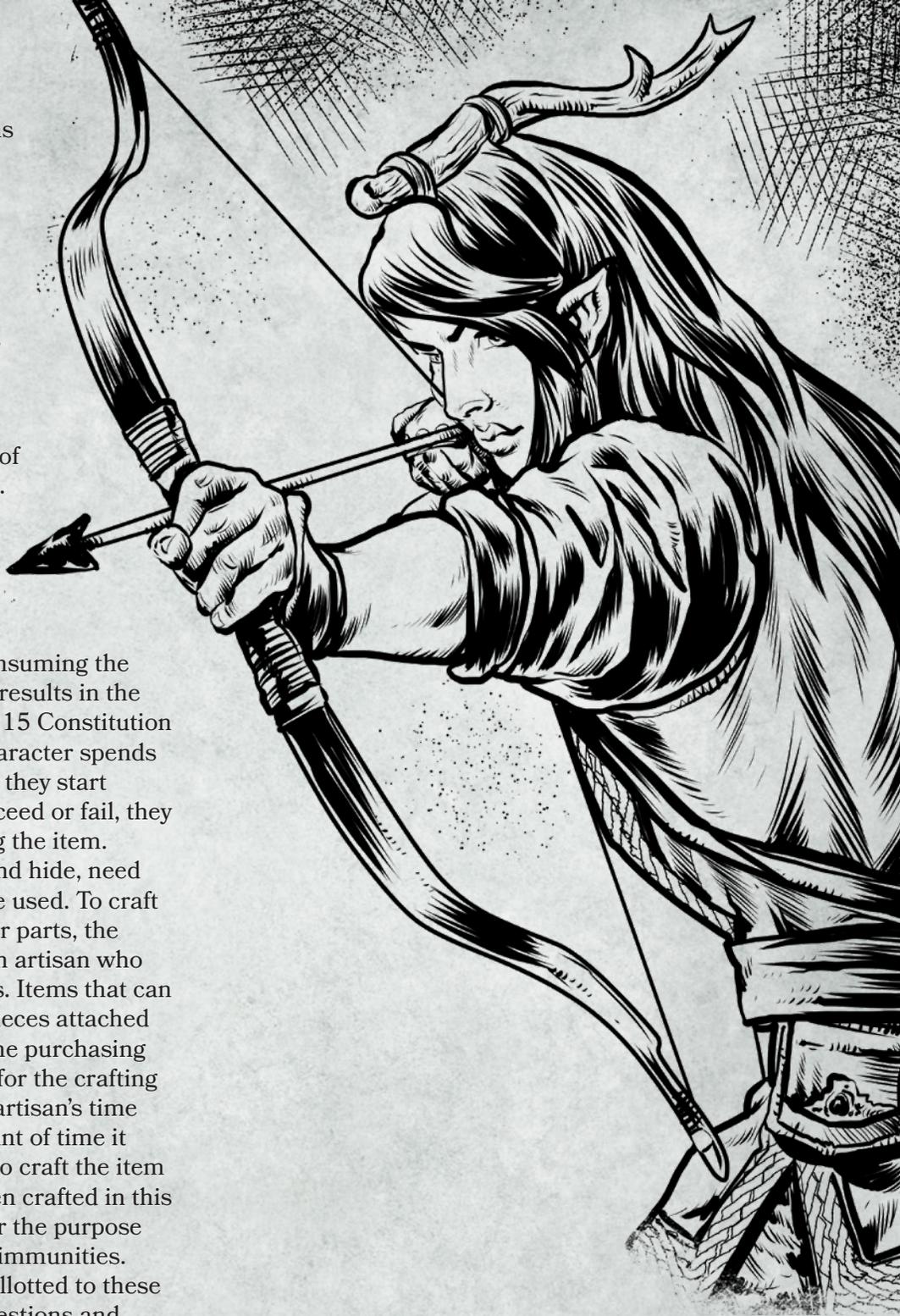
Flamewrath.....	10
Gar Shatterkeel.....	10
Ghald.....	10
Grumink the Renegade.....	11
Hellenrae.....	11
Howling Hatred Initiate.....	11
Howling Hatred Priest.....	11
Hurricane.....	11
Imix.....	11
Marlos Urnrayle.....	11
Miraj Vizann.....	12
Ogrémoch.....	12
Olhydra.....	12
One-Eyed Shiver.....	12
Oreioth.....	12
Razerblast.....	12
Sacred Stone Monk.....	12
Shoalar Quanderil.....	12
Skyweaver.....	12
Stonemelder.....	13
Thurl Merosska.....	13
Vanifer.....	13
Water Elemental Myrmidon.....	13
Wiggan Nettlebee.....	13
Windharrow.....	13
Yan-C-Bin.....	13



The same is the case for items that need to be **consumed** by a character. As an action, these items are eaten or drunk to gain their benefits and cannot be reused. To consume these items, they first need to be treated using a specific tool set. The consumable can be turned into a potion using alchemist's supplies, cooked using cook's utensils, or distilled into a type of alcohol using brewer's supplies. Creating one consumable takes an hour and the DC for creating the finished consumable is equal to $5 +$ monster CR (not lower than 10 and not higher than 30). Consuming the item before it has been treated results in the character having to make a DC 15 Constitution saving throw. If they fail, the character spends their next turn incapacitated as they start throwing up. Whether they succeed or fail, they gain no benefit from consuming the item.

Some things, such as teeth and hide, need to be **crafted** before they can be used. To craft an item from harvested monster parts, the materials need to be taken to an artisan who knows how to craft magic items. Items that can be crafted have a cost in gold pieces attached to them. This cost represents the purchasing of additional materials needed for the crafting process and also the the hired artisan's time working on the item. The amount of time it would take the trained artisan to craft the item is also noted. If an item has been crafted in this way, it is considered magical for the purpose of overcoming resistances and immunities. The cost and designated time allotted to these items should be seen as a suggestions and can be changed to fit the nature of the game being played.

An exception to this is when a character is using monster loot to make **ammunition**, such as arrows and crossbow bolts. When making ammunition, the character only needs to have proficiency in the weapon the ammunition is for to successfully make the item. It takes 10 minutes to make one piece of ammunition.



NEW MONSTERS

AERISI KALINOTH

- 1 Spellbook. It has in it the following spells: *dust devil*, *feather fall*, *gaseous form*, *storm sphere*, *thunderwave*.
- 1 Windvane.

AIR ELEMENTAL MYRMIDON

- 1 Myrmidon Plate Armor. While wearing this set of magical armor, you are immune to the paralyzed and petrified conditions.
- 2d6 Ounces of Arcane Dust. Can be used as an additional material component when casting spells that deal damage. When used in this way, you can choose to reroll one of the rolled damage dice and must keep the second result.
- 2d8 Vials of Air Essence. When consumed, for one minute your jumping and leaping distance is doubled and your speed is increased by 10 feet.

BASTIAN THERMANDAR

- 1d4 Daggers.

BLACK EARTH GUARD

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

BLACK EARTH PRIEST

- 1 Broken Glaive.
- 1 Broken Splint Armor (size Medium).

BURROWSHARK

- 1 Broken Plate Armor (size Medium).
- 1 Black Earth Bond Amulet. Requires attunement by a creature with proficiency in Animal Handling. While attuned to the amulet, bulettes will not

attack you unless attacked first and you have advantage on Wisdom (Animal Handling) checks made against them. If you succeed on five DC 20 Wisdom (Animal Handling) check made over the course of a month, you become magically bonded to the bulette and it becomes your mount. While mounted on the bulette you are magically bonded to, you share the bulette's senses and can ride the bulette while it burrows. The bonded bulette obeys your commands while you are attuned to the amulet.

- 1d4 Spears.

CRUSHING WAVE PRIEST

- 1 Broken Chain Shirt (size Medium).
- 1 Broken Quarterstaff.

CRUSHING WAVE REAVER

- 1 Broken Sharktoothed Longsword. This weapon, when repaired, functions as a longsword that deals one additional die of damage against targets wearing no armor. It costs 30 gp to repair the weapon.
- 1 Broken Shield.
- 1d2 Javelins.

DARK TIDE KNIGHT

- 1 Broken Lance.
- 1 Broken Shortsword.

DRANNIN SPLITHELM

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



GRUMINK THE RENEGADE

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

HELLENRAE

- 1d6 Pieces of Onyx. Can be sold for 50 gp.

HOWLING HATRED INITIATE

- 1 Broken Leather Armor (size Medium).
- 1d4 Daggers.

HOWLING HATRED PRIEST

- 1 Broken Scimitar.
- 1 Broken Studded Leather Armor (size Medium).
- 1d4 Daggers.

HURRICANE

- 1 Set of Feathered Handwraps. Requires attunement by a monk. While wearing these handwraps, you can cast the cantrip *gust* at will. These hand wraps also has 3 charges. You can expend a charge to cast one of the following spells: *feather fall*, *jump*. Wisdom is your spellcasting ability for these spells. All expended charges are restored each day at dawn.

IMIX

- 5d10 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.
- 4d6 Ounces of Blast Powder. As an action, you can set fire to an ounce of this powder and cause a violent explosion. Each creature standing within 10 feet of the powder when it was lit must succeed on a DC 20 Dexterity saving throw or take 3d6 fire damage.
- 1d4 Vials of Essence of Imix. When consumed, you are imbued with incredible heat that radiates from you and affects all creatures within 150 feet of you. Each creature in the area in physical contact with metal objects (for example, carrying metal weapons or wearing metal armor) takes 2d8 fire damage. Each creature in the area that isn't resistant or immune to fire damage must make a DC 21 Constitution saving throw or gain one level of exhaustion. You also take 4d8 fire damage when you consume the essence.
- 6d10 Vials of Fire Essence. This liquid glows in the dark, shedding bright light in a 10-foot radius and dim light for an additional 10 feet if not covered. As an action, the essence can be applied to a weapon made of metal and imbue it with magical fire. For one minute, when the weapon hits a target it deals an additional 1d6 fire damage. The essence then evaporates.

MARLOS URNRAYLE

- 1 Ironfang.
- 1 Medusa Head. When a creature that can see the medusa head's eyes starts its turn within 30 feet of the head, it must make a DC 14 Constitution saving throw. On a failed save, the creature magically begins to turn to stone and is restrained. It must repeat the saving

STONEMELDER

- 1 Broken Splint Armor (size Medium).
- 1d4 Smoky Stones. As a reaction to being hit with a weapon attack, you can crush a stone and have the dust from the brittle rock rise to protect you. You have a +3 bonus to AC against weapon attacks, including against the triggering damage.

THURL MEROSSKA

- 1 Broken Breastplate Armor (size Medium).
- 1 Broken Greatsword.
- 1 Broken Lance.

VANIFER

- 1 Broken Studded Leather Armor (size Medium).
- 1 Tinderstrike.

WATER ELEMENTAL MYRMIDON

- 1 Myrmidon Plate Armor. While wearing this set of magical armor, you are immune to the paralyzed and petrified conditions.
- 2d6 Ounces of Arcane Dust. Can be used as an additional material component when casting spells that deal damage. When used in this way, you can choose to reroll one of the rolled damage dice and must keep the second result.
- 2d8 Vials of Water Essence. When consumed, the pure water cleanses the body. If you are suffering from either the blinded, deafened, paralyzed, or the poisoned condition, you can choose one of these conditions and end its effects on you. Alternatively, the essence can also remove one disease that is afflicting you.

WIGGAN NETTLEBEE

- 1 Broken Wooden Cane. Functions as a club.

WINDHARROW

- 1 Broken Rapier.
- 1 Broken Studded Leather Armor (size Medium).

YAN-C-BIN

- 5d10 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.
- 6d10 Vials of Air Essence. When consumed, for one minute your jumping and leaping distance is doubled and your speed is increased by 10 feet.
- 1d4 Vials of Suffocating Air. As an action, you can throw this vial at a creature you can see within 30 feet where it shatters with a loud pop. The creature must make a DC 21 Constitution saving throw. On a failed save, the creature drops to 0 hit points and is dying. On a successful save, the creature can't breathe or speak until the start of its next turn. If the creature has no need to breathe, it succeeds automatically.

BERSERKER

- 1 Broken Greataxe.
- 1 Broken Hide Armor.

BLACK BEAR

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

BLACK PUDDING

- 2d6 Vials of Ooze Goop. As an action, you can throw this vial at a creature within 20 feet of you, treating the vial as an improvised weapon. On a hit, the vial shatters and covers the creature with black goop. For the next minute, the creature takes 1d8 acid damage at the start of each of its turns. The creature can use an action to scrape the goop off, ending the effect early.

BLOOD HAWK

- 1d8 Blood Hawk Feathers. Two feathers can be used as fletching on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these feathers deal an additional 1d4 damage. After the ammunition has been fired, it loses this property.
- 1d4 Rations.

BRONZE DRAGON WYRMLING

- 1d2 Bronze Dragon Claws. Can be crafted into a dagger (150 gp, 9 days). On a hit, you deal an additional 1d6 lightning damage with this weapon.
- 1 Bronze Dragon Fang. Can be crafted into a shortsword (150 gp, 9 days). On a hit, you deal an additional 1d6 lightning damage with this weapon.
- 1 Bronze Dragon Hide. Can be crafted into a set of light armor (2000 gp, 60 days). While wearing this armor, you have resistance to lightning damage.

- 1d4 Bronze Dragon Scales. If you have 20 scales, you can craft them into scale mail armor (2000 gp, 60 days). While wearing this armor, you have resistance to lightning damage.
- 1d4 Bronze Dragon Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 1d6 lightning damage on a hit. After the ammunition has been fired, it loses this property.
- 1d6 Rations.

BROWN BEAR

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

BUGBEAR

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

BULETTE

- 1d3+1 Bulette Feet. Two bulette feet can be crafted into a set of *boots of striding and springing* (DMG p. 156) (200 gp, 14 days).
- 1 Bulette Plated Hide. Can be crafted into a set of plate armor (1500 gp, 5 days) or into a set of half-plate armor (750 gp, 4 days).
- 2d6 Rations.

CHIMERA

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

CHUUL

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

CLOAKER

- 1 Cloaker Hide. Can be crafted into a *cloak of displacement* (DMG p. 158) (2000 gp, 60 days).
- 1 Cloaker Tail. Can be crafted into a shortsword (10 gp, 2 days).
- 1 Set of Cloaker Vocal Cords. Once per day, you can blow into these vocal cords as an action and sound out a horrifying moan. Each creature within 30 feet of

you that can hear the moan and that isn't an aberration must succeed on a DC 13 Wisdom saving throw or become frightened of you until the end of your next turn.

- 1d4 Vials of Cloaker Blood. When consumed, you gain darkvision out to a range of 60 feet for one hour.

CLOUD GIANT

- 1 Cloud Giant Heart. Can be crafted into a *potion of cloud giant strength* (DMG p. 187) (10000 gp, 150 days)
- 1 Cloud's Core. Requires attunement by a spellcaster. Can be used as an arcane focus. You may cast each of the spells *fog cloud*, *misty step* and *gaseous form* once per day. You use your own spellcasting ability and spell save DC when casting these spells, and any spent uses recharge every day at dawn.
- 1d2 Giant's Eyes. When consumed, you become proficient in the Wisdom (Perception) skill for one minute.
- 1d10 Giant's Toes. Can be sold for 4 gold pieces per toe.
- 1 Tribal Amulet. There is a 10% chance that the amulet is an *amulet of health* (DMG, p. 150), 30% chance that the amulet is an *amulet of proof against detection and location* (DMG, p. 150), and a 60% chance that it is a non-magical tribal amulet.

COMMONER

- 1 Broken Club.

CRAWLING CLAW

- 1 Non-Crawling Claw. Can be used as an arcane focus.

HILL GIANT

- 1d2 Giant's Eyes. When consumed, you become proficient in the Wisdom (Perception) skill for one minute.
- 1d10 Giant's Toes. Can be sold for 4 gold pieces per toe.
- 1 Hill Giant Heart. Can be crafted into a *potion of hill giant strength* (DMG p. 187) (100 gp, 2 days)
- 1 Tribal Amulet. There is a 10% chance that the amulet is an *amulet of proof against detection and location* (DMG, p. 150) and a 90% chance that it is a nonmagical tribal amulet.

HIPPOGRIFF

- 1d4 Hippogriff Claws. Can be crafted into a dagger (10 gp, 2 days).
- 2d6 Hippogriff Feathers. Two feathers can be used as fletching on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these feathers have an increased range of 10 feet. After the ammunition has been fired, it loses this property.
- 2d6 Rations.

HOBGOBLIN

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

HOBGOBLIN CAPTAIN

- 1 Broken Greatsword.
- 1 Broken Half Plate Armor (size Medium).
- 1d6 Javelins.

HOOK HORROR

- 1d2 Hook Horror Eardrums. When consumed, you gain blindsight out to a range of 30 feet for one hour. For the duration, you also have advantage on Wisdom (Perception) checks that rely on hearing. These effects do not work if you are deafened.
- 1d2 Hook Horror Hooks. Can be crafted into a greatsword (50 gp, 3 days).
- 2d6 Rations.

HUNTER SHARK

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

HYDRA

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

KUO-TOA ARCHPRIEST

- 1 Scepter. Requires attunement. Functions as a martial weapon that deals 1d6 bludgeoning damage plus 1d6 lightning damage on a hit.
- 2d4 Vials of Kuo-toa Slime. When consumed, you become amphibious for one minute.
- 1d4 Vials of Slippery Goo. As an action, you can pour this goo over a creature. For the next minute, the creature has advantage on ability checks and saving throws made to escape a grapple.

KUO-TOA WHIP

- 1 Pincer Staff. Functions as a martial weapon that deals 1d6 bludgeoning damage. On a hit, if the target is a Medium or smaller creature, it is grappled (escape DC 14). Until this grapple ends, you can't use this weapon on another target.
- 1d4 Vials of Kuo-toa Slime. When consumed, you become amphibious for one minute.
- 1d2 Vials of Slippery Goo. As an action, you can pour this goo over a creature. For the next minute, the creature has advantage on ability checks and saving throws made to escape a grapple.

LIZARDFOLK

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

LIZARDFOLK SHAMAN

- 1 Shaman's Staff. Requires attunement. Can be used as a druidic focus. You know the druidcraft cantrip, but only when you are holding onto the staff. Charisma is your spellcasting ability for the cantrip. Once per day, you can also cast each of the following spells: *fog cloud*, *heat metal*, *plant growth*.

MAGE

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

MAGMA MEPHIT

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

MAGMIN

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

OROG

- 1 Broken Greataxe.
- 1 Broken Plate Armor.
- 1d6 Javelins.

OWLBEAR

- 1d6 Owlbear Claws. Can be crafted into a dagger (2 gp, 1 day).
- 2d6 Owlbear Feathers. Two feathers can be used as fletching on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these feathers deal an additional 1d4 damage on a hit. After the ammunition has been fired, it loses this property.
- 2d6 Rations.

PERYTON

- 1d10 Peryton Feathers. Two feathers can be used as fletching on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these feathers have an increased range of 10 feet. After the ammunition has been fired, it loses this property.
- 1d4 Peryton Talons. Can be crafted into a dagger (2 gp, 1 day).
- 1d10 Peryton Teeth. Can be sold for 5 gold pieces per tooth.
- 1d6 Rations.

PIERCER

- 1 Piercer Hide. Four piercer hides can be crafted into a pair of *slippers of spider climbing* (DMG p. 200) (500 gp, 20 days).
- 1d6 Rations.

PRIEST

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

PURPLE WORM

- 1 Purple Worm Hide. Hide. Can be crafted into leather armor (10 gp, 2 days) or studded leather armor (45 gp, 3 days). Three sets of armor can be crafted from this hide.
- 1d6 Purple Worm Protective Plates. Two plates can be crafted into a set of plate armor (1500 gp, 5 days) or into a set of half-plate armor (750 gp, 4 days).
- 1 Purple Worm Tail Stinger. Can be crafted into a longsword (700 gp, 24 days), a lance (700 gp, 24 days), or a rapier (700 gp, 24 days). On a hit, the weapon deals an additional 7 (2d6) poison damage.
- 10d6 Rations.
- 1d8 Vials of Purple Worm Poison. As an action, the poison can be used to coat one slashing or piercing weapon, or up to three pieces of ammunition. A creature hit by the poisoned weapon of ammunition must make a DC 16 Constitution saving throw or take 6d6 poison damage on a failed save and half as much damage on a successful one. Once applied, the poison retains its potency for one minute before drying.

WEREWOLF

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

WIGHT

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

WILL-O-WISP

- 1d6 Vials of Ectoplasm. When consumed, you can see into the Ethereal Plane for one hour.
- 1d4 Wisps of Light. Can be used as an additional material component when casting spells that deal necrotic damage. When used in this way, you may reroll any 1s and 2s rolled on the damage dice and must keep the second result.

WOLF

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

WORG

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

WYVERN

- 2d6 Rations.
- 1 Wyvern Hide. Can be crafted into leather armor (10 gp, 2 days) or studded leather armor (45 gp, 3 days).
- 1 Wyvern Stinger. Can be crafted into a shortsword (200 gp, 14 days), or a longsword (200 gp, 14 days). This weapon deals an additional 1d6 poison damage on a hit.
- 1d12 Wyvern Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 1d4 damage. After the ammunition has been fired, it loses this property.

XORN

- 1d3 Chunks of Earth Essence. As an action, this essence can be rubbed on a weapon where it solidifies. For one minute, the weapon is magical, attacks with the weapon deal an additional 1d6 bludgeoning damage, and the weapon deals double damage to objects and structures.
- 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.
- 1d12 Xorn Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 1d6 bludgeoning damage. After the ammunition has been fired, it loses this property.

YOUNG RED DRAGON

- 1d2 Red Dragon Claws. Can be crafted into a dagger (150 gp, 9 days). On a hit, you deal an additional 1d6 fire damage with this weapon.
- 1d2 Red Dragon Fang. Can be crafted into a shortsword (150 gp, 9 days). On a hit, you deal an additional 1d6 fire damage with this weapon.
- 1 Red Dragon Hide. Can be crafted into a set of light armor (2000 gp, 60 days). While wearing this armor, you have resistance to fire damage.
- 2d4 Red Dragon Scales. If you have 20 scales, you can craft them into scale mail armor (2000 gp, 60 days). While wearing this armor, you have resistance to fire damage.
- 2d4 Red Dragon Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 1d6 fire damage on a hit. After the ammunition has been fired, it loses this property.
- 1d2 Young Red Dragon Wings. One wing can be crafted into a resistant cloak (200 gp, 14 days). Requires attunement. When worn, you can use your reaction to give yourself resistance to fire damage.
- 2d6 Rations.

ZOMBIE

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