

MONSTER LOOT

VAN RICHTEN'S GUIDE TO RAVENLOFT



ANNE GREGERSEN

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HOW TO USE THIS BOOK?

The work is half the reward, but what if you want the whole reward? After braving the dangers of an acid-spewing dragon or the petrifying gaze of a snake-headed medusa, it is reasonable that the adventurers who survived the monster's onslaught might claim some sort of prize. This document supplies a list of items and loot that traveling adventurers might find on the monsters they encounter and slay on their fantastical journeys.

What follows in this section are some light mechanics for harvesting dead creatures. There are different types of loot that can be found on a monster, not all of which are necessarily useful for a group of travelling adventures. The supplied loot tied to each monster are simply suggestions that can be changed by the DM to fit the circumstances of the campaign they are running.

The loot found within this document has been designed with the rules below in mind for two reasons. First, this prevents characters immediately picking something up from a monster and using it seconds later. Second, this document assumes that there is a body left to harvest once the creature has been killed. This should be considered when the adventurers are fighting demons and devils, which are likely to leave no corpse as they respawn on their home plane after being killed on the Material Plane.

KILLING HUMANOID ENEMIES

Many humanoid enemies exist within the worlds of DUNGEONS & DRAGONS. Some of the more popular include goblins and orcs. Opposing their wicked ways have set brave adventurers on the path to becoming legends of the realm.

When killing a humanoid enemy, the adventurers are entitled to any loot the humanoid may carry on their person. Weapons, armor, and other sparse items are listed below the humanoid's name, as with every other monster. However, harvesting body parts, such as hide and flesh, from humanoid creatures is not something this document covers because we don't encourage adventurers to tear into the bodies of people.

HARVESTING CHECKS

There are a few ways to harvest the monsters found in the worlds of DUNGEONS & DRAGONS, and doing so can impact the nature of the game being played. What follows are some suggestions as to how the characters might be able to harvest a recently deceased creature.

ABILITY CHECK

When a character attempts to harvest a creature, they must first succeed on a specific ability check to successfully harvest the components from it. The nature of the ability check depends on the monster's type. The following table should be seen as a suggestion for splitting up the checks and can be changed to better fit the nature of the game at hand.

TYPE OF ABILITY CHECK

Creature Type	Ability Check
Beast, dragon, giant, monstrosity, plant	Nature
Humanoid	Survival
Celestial, fiend, undead	Religion
Aberration, construct, elemental, fey, ooze	Arcana

The DC of the check is determined by the CR of the creature being harvested, but the harvesting check DC **cannot be lower than 10** and **cannot be higher than 30**. If a character succeeds on the ability check, they are able to harvest all available loot on the monster. If they fail the check, the character is only able to harvest half of the items.

Harvesting Check DC = 10 + monster CR (not lower than 10 and not higher than 30)

If the character fails the check by 5 or more, a mishap occurs during the harvesting process. This could be anything from piercing a gland of acid to an environmental accident, such as a rock slide covering the creature. Regardless of the nature of the mishap, all loot is lost.

Remember that two characters can help one another harvest a creature. This means that one of them gains advantage on their roll, thereby increasing their chances of successfully looting the monster.

ammunition made from these teeth deal an additional 1d10 acid damage. After the ammunition has been fired, it loses this property.

- 4d6 Vials of Star Spawn Bile. As an action, you can throw this vial up to 30 feet away to an unoccupied space where it shatters into a writhing mass of horrifying flesh. A **gibbering moulder** rises from where the vial landed, taking its place in the initiative immediately after you. You have no control of the gibbering moulder and it remains until it dies.
- 3d6 Vials of Star Spawn Gas. When inhaled (no crafting or processing required), you become resistant to acid, force, necrotic, and psychic damage for 10 minutes.

GREMISHKA

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

INQUISITOR OF THE MIND FIRE

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

INQUISITOR OF THE SWORD

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

INQUISITOR OF THE TOME

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

JIANGSHI

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

LESSER STAR SPAWN EMISSARY

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

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

1. *Aberrant Armor*. 1d4 Horror Skin Plates. One skin plate can be crafted into plate armor (1600 gp, 7 days) or into half-plate armor (800 gp, 7 days). While wearing this armor, you are immune to the petrified condition.
2. *Loathsome Limbs*. 4d6 Additional Rations.
3. *Malleable Mass*. 2d6 Vials of Stretchy Blood. When consumed, you become temporarily amorphous. For 1 hour, you can move through any opening at least 1 inch wide without squeezing.
4. *Oozing Organs*. 2d4 Vials of Horror Bile. When consumed, your hit point maximum is lowered with 2 hit dice to a minimum of 1 hit die. Your unarmed strikes deal 1d10 additional acid damage, and any creature that hits you with a weapon attack from within 5 feet of you takes 1d10 acid damage. These effects last for 1 hour.

VAMPIRIC MIND FLAYER

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

WERERAVEN

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

ZOMBIE CLOT

- 20d10 Vials of Undead Walker's Essence. Can be used as an additional material component when casting spells that deal necrotic damage. When used in this way, the spell deals one additional die of necrotic damage.

ZOMBIE PLAGUE SPREADER

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

CREATURES FROM THE MONSTER MANUAL

The following creatures from the *Monster Manual* appear in *Van Richten's Guide to Ravenloft*, alongside new monsters and enemies fit for looting. The entries below can all be found in the *Monster Loot: Monster Manual* supplement and have been added to this document for easy reference. They are largely unchanged from how they are written in the *Monster Loot: Monster Manual* supplement.

ABOLETH

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

ABOMINABLE YETI

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

ANIMATED ARMOR

- 1 Broken Plate Armor (size Medium).
- 1 Ounce of Arcane Dust. Can be used as an additional material component when casting spells that deal damage. When used in this way, you can choose to reroll one of the rolled damage dice and must keep the second result.

BASILISK

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

CAMBION

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

CAT

- 1 Cat Hide. Eight hides can be crafted into leather armor (10 gp, 2 days) or studded leather armor (45 gp, 3 days).
- 1 Ration.

CHIMERA

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

CHUUL

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

CLOUD GIANT

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

GLADIATOR

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

GOBLIN

- 2d6 Arrows.
- 1 Broken Leather Armor (size Small).
- 1 Broken Scimitar.
- 1 Broken Shield.
- 1 Broken Shortbow.
- 1d8 Goblin Teeth. Can be sold for 1 gold piece per tooth.

GORISTRO

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

GREEN HAG

- 1d2 Green Hag Hands. Requires attunement. Can be used as an arcane focus. You know the *dancing lights* and *minor illusion* cantrips, but only when you are holding onto the hand. Charisma is your spellcasting ability for these cantrips.
- 1 Green Hag Tongue. When consumed, you can mimic animal sounds and humanoid voices for one hour. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.
- 1d4 Vials of Green Hag Blood. Can be used as an additional material component when casting spells that turn something invisible. When used in this way, the duration of the invisibility increases by one minute.

GUARD

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

HARPY

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

HAWK

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

HOMUNCULUS

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

HYDRA

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

IMP

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

INTELLECT DEVOURER

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

IRON GOLEM

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

KNIGHT

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

LIZARDFOLK

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

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

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

NIGHT HAG

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

NOBLE

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

ONI

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

PANTER

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

PERYTON

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

PRIEST

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

SKELETON

- 2d6 Arrows.
- 1 Broken Shortbow.
- 1 Broken Shortsword.

SPECTER

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

SPY

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

STONE GIANT

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

SUCCUBUS/INCUBUS

- 1d2 Succubus/Incubus Wings. One wing can be crafted into a cloak (1000 gp, 30 days). Requires attunement. You choose one damage type from cold, fire, lightning, and poison when the cloak is crafted. When worn, you have resistance to the chosen damage type.
- 1 Succubus/Incubus Tail. Can be crafted into a staff of charms (2000 gp, 30 days). Requires attunement. Once per day, you can target one humanoid you can see within 30 feet of you and force it to make a DC 15 Wisdom saving throw. On a failed save, the humanoid is magically charmed for one day. The charmed target obeys your spoken commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. You can only have one target charmed at a time. If you charm another using this staff, the effect on the previous target ends.
- 1d2 Vials of Shapeshifter Blood. Can be used as an additional material component when casting spells that physically alter a creature's body. When used in this way, the duration of the spell is extended by 10 minutes.

SWARM OF RATS

- 1d6 Rations.

TREANT

- 1d4 Treant Bark Plates. Two plates can be crafted into a set of plate armor (1500 gp, 5 days) or into a set of half-plate armor (750 gp, 4 days).
- 2d12 Treant Branches. Can be used as an additional material component when casting spells that deal fire damage. When used in this way, you deal an additional 1d6 fire damage when you cast the spell.
- 1d2 Treant Trunks. Can be crafted into a maul (100 gp, 7 days) or into a greatclub (90 gp, 7 days). This weapon deals double damage to objects and structures.
- 1d2 Vials of Treant Sap. When consumed, this functions as a *potion of healing*.

TRIBAL WARRIOR

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

TWIG BLIGHT

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

TYRANNOSAURUS REX

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

UNICORN

- 1 Unicorn Hide. Can be crafted into a set of light armor (2000 gp, 60 days). While wearing this armor, you have resistance to poison damage.
- 1 Unicorn Horn. Requires attunement. Can be used as an arcane focus or a druidic focus. Once per day each, you can cast the spells *detect evil and good* and *pass without a trace* through the horn.
- 2d6 Vials of Unicorn Blood. When consumed, this functions as a *potion of healing*.

VAMPIRE

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

maximum is reduced by an amount equal to the necrotic damage taken, and you regain hit points equal to that amount. After the ammunition has been fired, it loses these properties.

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

VETERAN

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

VINE BLIGHT

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

WERERAT

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

WERETIGER

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

WEREWOLF

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

WIGHT

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

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

WYVERN

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

ZOMBIE

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