

VOLUME 3

MONSTER LOOT

MORDENKAINEN'S TOME OF FOES



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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.

TOOL CHECK

Without the necessary tools, the characters might be unable to fully harvest the monster in question. The set of tools needed, if any, to harvest the creature is up to the DM and can vary from monster to monster. Weapons and armor can simply be picked up from the ground, while organs and hide need more finesse to obtain.

Alternatively, the DM can introduce the idea of **harvester's tools**, a type of artisan's tools that are required when harvesting certain resources from a creature, such as hide and organs. The harvester's tools come in a leather satchel that can be rolled out for easy use while in the field. The tool set includes a bonesaw, a thinly bladed knife, a whetstone, a scraper, and a mincing blade. The price for a set of harvester's tools is 30 gp.

HARVEST TIME

The size of the creature being harvested can heavily impact how long it takes to completely loot the monster. If the adventurers are unwilling to harvest for the entire duration, or they are somehow interrupted, they only get a portion of the loot. The amount of loot they get in such a situation varies and is decided by the DM.

TIME SPEND HARVESTING

Monster Size	Time to Fully Harvest
Tiny	Less than ½ hour
Small	½ hour
Medium	1 hour
Large	2 hours
Huge	4 hours
Gargantuan	8+ hours

TIME OF DEATH

The amount of loot available on a creature can vary depending on time since death. If the characters just killed it, all the loot is available to them if they wish to harvest the creature. This is not the case if they stumble upon a carcass that has been rotting away in the wild for several weeks.

The DM should estimate the amount of loot left on a monster if the party stumbles upon a dead creature. In most cases, it is impossible to harvest food from creatures entering a state of decay. There are exceptions to this, such as a character using the spell *purify food and water* on the carcass, which might cleanse the flesh enough that rations can be harvested.

TYPES OF LOOT

Some creatures are able to use armor and weapons, but they don't always take the best care of them. If an item has the **broken** descriptor, the item was damaged prior to fighting or during the fight in which the creature died. A broken item does not function until it has been repaired by an artisan or by a creature with proficiency in the required set of tools. To repair the item, the characters must pay half of the cost of the item. For instance, a broken glaive with an initial cost of 20 gp would cost 10 gp to repair.

Other items, such as blood or other liquids, are harvested in **vials**. This means that, unless a character has some sort of container to gather the item, they cannot harvest it from the creature. A single vial holds four ounces of liquid. If items like dust or ash can be harvested, these also need to be stored in some sort of container if the characters wish to bring it with them.

Some creatures, like beasts and monstrosities, might yield **rations**. This refers to harvesting meat from the creature that can be eaten as a day's ration. Whether or not this meat needs to be cooked before it is edible and how long it lasts before it turns rancid is determined by the DM. Most meat starts to go bad after 1-2 days, if not cooked or cured.

Certain creatures have items that can be used as an **additional material component** for spellcasters. The use of these components must be declared before any saving throws or attack rolls are made because of the spell in question. When the item is used in this way, it is consumed in the process of casting the spell and cannot be reused.

SECTION A

ALLIP

- 1d4 Ounces of Phantom Dust. As an action, you can blow this dust into the face of a creature standing within 5 feet of you. The creature must succeed on a DC 13 Wisdom saving throw or be frightened of you for one minute for one minute on a failed save. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.
- 1 Spirit Cloth. Can be crafted into a *bag of holding* (DMG p. 153) (200 gp, 14 days).
- 1d6 Strips of Allip Essence. As an action, you can wrap this strip of essence around a melee weapon. For one minute, each successful attack made with that weapon deals an additional 1d8 psychic damage. The essence then turns into black mist and vanishes.
- 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 for one minute. When consumed, you have advantage on Dexterity (Stealth) checks made while in dim light or darkness.

ASTRAL DREADNOUGHT

- 4d8 Astral Dreadnought Brain Chunks. When consumed, you have advantage on saving throws against being charmed, frightened, paralyzed, and poisoned for one hour.
- 1 Astral Dreadnought Eye. Can be crafted into an antimagic shield (2500 gp, 75 days). Requires attunement. Once per day, you can use an action to cast the *antimagic field* spell using the shield with the following changes: the duration of the spell is one minute and the effects of the spell only exist in a 60 foot cone originating from the shield. Two shields can be crafted from this eye.
- 1d4 Astral Dreadnought Fangs. Can be crafted into a greatsword (2000 gp, 30 days). On a hit, this weapon deals an additional 2d6 damage.
- 1 Astral Dreadnought Hide. Can be crafted into a set of light armor (3000 gp, 75 days). Requires attunement. While wearing the armor, you are resistant to bludgeoning, piercing, and slashing damage from nonmagical attacks. Six sets of armor can be crafted from this hide.
- 30d6 Rations
- 3d12 Small Astral Dreadnought Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 1d10 damage. After the ammunition has been fired, it loses this property.
- 3d12 Vials of Astral Dreadnought Blood. When consumed, you can't leave nor can you be banished or otherwise



a demon within 20 feet of where the vial landed must succeed on a DC 18 Wisdom saving throw, or it hears a faint buzzing in its head for a moment and has disadvantage on its next attack roll, saving throw, or ability check. If the creature fails the saving throw by 5 or more, the creature is instead subjected to the confusion spell for one minute.

- 2d6 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.
- 1d12 Wisps of Alkolith Skin. 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.

ARMANITE

- 1 Armanite 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.
- 1d12 Aramanite Claws. One claw can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these claws deal an additional 1d10 damage. After the ammunition has been fired, it loses this property.
- 1d4 Lightning Lances. This functions as a *javelin of lightning* (DMG p. 178).
- 1 Serrated Armanite Tail. Can be crafted into a greatsword (1000 gp, 14 days). On a hit, this weapon deals an additional 1d6 damage.
- 1d6 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.

BULEZAU

- 1 Bulezau Tail. Can be crafted into a lance (150 gp, 10 days). Once per day when you hit a creature with this weapon, you can activate the demonic disease resting within the lance. If

the target of this effect is a creature, it must succeed on a DC 13 Constitution saving throw against disease or become poisoned until the disease ends. While poisoned in this way, the target sports festering boils, coughs up flies, and sheds rotting skin, and the target must repeat the saving throw after every 24 hours that elapse. On a successful save, the disease ends. On a failed save, the target's hit point maximum is reduced by 1d8. The target dies if its hit point maximum is reduced to 0.

- 1d6 Vials of Bulezau Rot. As an action, the rot 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 necrotic damage. Once applied, the rot sticks for one minute before flaking off.
- 1d6 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.

DYBBUK

- 1d6 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.
- 2d6 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.
- 1d6 Vials of Ectoplasm. When consumed, you can see into the Ethereal Plane for one hour.

MAUREZHI

- 1d10 Maurezhi Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 1d10 damage. If the

an additional 1d12 damage. After the ammunition has been fired, it loses this property.

DEMONS: DEMON LORDS

BAPHOMET

- 1 Heart of Baphomet. When consumed, you can cast the spell *teleport* once within the next minute.
- 1 Hide of Baphomet. 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. Two sets of armor can be crafted from this hide.
- 1d2 Hooves of Baphomet. Can be crafted into a set of *boots of charging* (250 gp, 30 days). Requires attunement. While wearing these boots, if you move at least 10 feet straight toward a target and then hit it with a melee attack on the same turn, the target takes an extra 2d10 damage from the attack.
- 1d2 Horns of Baphomet. Can be crafted into a maul (150 gp, 9 days). On a hit, you deal an additional 1d6 bludgeoning damage with this weapon.
- 1 Skull of Baphomet. Can be crafted into a helmet (500 gp, 30 days). Requires attunement. When worn, you can use a bonus action to strike fear into those close to you by activating a fear aura that lasts for one minute. Any hostile creature to you that starts its turn within 20 feet of you must make a DC 18 Wisdom saving throw. On a failed save, the creature is frightened until the start of its next turn. On a success, the creature is immune to the fear aura for the next 24 hours.
- 3d10 Teeth of Baphomet. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 1d10 damage. After the ammunition has been fired, it loses this property. 12 of these teeth can be crafted

into a *necklace of the beastlord* which lets you cast the spell *hunter's mark* once per day.

- 2d12 Tufts of Baphomet's Fur. As an action, you can light one of these tufts on fire and cast the spell *dispel magic*. Charisma is your spellcasting ability for this spell.
- 2d6 Vials of Baphomet's Mind Fluid. When consumed, you can perfectly recall any path you have traveled within the past seven days. This effect lasts for one month.
- 4d6 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.
- 2d6 Vials of Minotaur Essence. When consumed, you gain advantage on all melee weapon attack rolls you make, but attack rolls against you have advantage. This effect lasts until the beginning of your next turn. This item can be consumed as a bonus action instead of the usual action.

DEMOGORGON

- 1d4 Eyes of Demogorgon. Two eyes be crafted into a set of *eyes of maddening gaze* (2000 gp, 60 days). Requires attunement. As an action, you can turn your eyes toward one creature you can see within 60 feet of you. The target must make a DC 23 Wisdom saving throw. Unless the target is incapacitated, it can avert its eyes to avoid the gaze and to automatically succeed on the save. If the target does so, it can't see you until the start of your next turn. If the target looks at you in the meanwhile, it must immediately make the save. If the target fails the save, it suffers one of the following random effects:
 1. **Beguiling Gaze.** The target is stunned until the beginning of your next turn or until you are no longer within its line of sight.

GRAZ'ZT

- 1d2 Eyes of Graz'zt. When consumed, you gain truesight out to a range of 120 feet for 10 minutes.
- 1 Heart of Graz'zt. Can be crafted into an *amulet of the hardened heart* (1500 gp, 40 days). Requires attunement. While wearing this amulet, you are immune to the charmed condition and you have advantage on saving throws against being controlled, compelled, or convinced to do something against your will.
- 1 Hide of Graz'zt. 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.
- 2d12 Locks of Graz'zt's Hair. Can be used as an additional material component when casting the spells *charm person*, *crown of madness*, or *dissonant whispers*. When used in this way, you don't expel a spellslot when casting the spell.
- 4d6 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.
- 2d10 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.
- 1 Wave of Sorrow. This functions as a magical greatsword. On a hit, you deal an additional 3d6 acid damage with this weapon.

JUIBLEX

- 4d10 Vials of Corrosive Slime. As an action, you can throw this vial up to 30 feet away where it will shatter in a slimy explosion. Each creature within 10 feet of where the vial landed must succeed on a DC 21 Dexterity saving throw. On a failure, a creature takes 5d10 acid damage. Unless the creature avoids

taking any damage, any metal armor worn by the creature takes a permanent –1 penalty to the AC it offers, and any metal weapon it is carrying or wearing takes a permanent –1 penalty to damage rolls. The penalty worsens each time a creature is subjected to this effect. If the penalty on an object drops to –5, the object is destroyed.

- 5d6 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.
- 4d8 Vials of Ooze Essence. 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.
- 5d6 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 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.

ORCUS

- 1d2 Eyes of Orcus. When consumed, you gain truesight out to a range of 120 feet for 10 minutes.
- 1 Heart of Orcus. As an action, you can crush this heart and cast the spell *time stop*. Charisma is your spellcasting ability for this spell.
- 1 Hide of Orcus. 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. Two sets of armor can be crafted from this hide.
- 1 Tail of Orcus. Can be crafted into a maul (150 gp, 9 days). On a hit, you deal an additional 1d6 poison damage with this weapon.

make a DC 19 Wisdom saving throw against disease. On a successful save, the creature becomes immune to the effects of these spores for 24 hours. On a failed save, the creature is infected with a disease called influence of Zuggtmoy for 24 hours. While infected in this way, the creature is charmed by you.

- 4d6 Ounces of Spore Dust. As an action, you can blow this dust into the face of a creature within 5 feet of you. The creature must succeed on a DC 19 Constitution saving throw or take 5d10 poison damage on a failed save.
- 4d8 Vials of Charm Pheromones. Can be used as an additional material component when casting spells that attempts to charm, convince, or compel another creature. When used in this way, the creature has disadvantage on its saving throw against the spell.
- 1d4 Vials of Infestation Spores. As an action, you can throw this vial up to 30 feet away where it will shatter in a cloud of spores. Each flesh-and-blood creature within 20 feet of where the vial landed must make a DC 19 Constitution saving throw. On a successful save, the creature can't be infected by these spores for 24 hours. On a failed save, the creature is infected with a disease called the spores of Zuggtmoy and also gains a random form of long term madness that lasts until the creature is cured of the disease or dies. While infected in this way, the creature can't be reinfected, and it must repeat the saving throw at the end of every 24 hours, ending the infection on a success. On a failure, the infected creature's body is slowly taken over by fungal growth, and after three such failed saves, the creature dies and is reanimated as a spore servant if it's a type of creature that can be.

DERRO

- 1 Broken Leather Armor (size Small).
- 1 Broken Light Crossbow.
- 2d6 Crossbow Ammunition.
- 1 Hooked Spear. Functions as a martial weapon that deals 1d6 piercing damage. If the target of an attack made with this weapon is Medium or smaller, you can choose to deal no damage and knock it prone.

DERRO SERVANT

- 1 Broken Leather Armor (size Small).
- 1 Broken Quarterstaff.

DEVILS

BLACK ABISHAI

- 1 Black Abishai Hide. Can be crafted into a set of light armor (2000 gp, 60 days). Requires attunement. While wearing the armor, you are resistant to acid damage.
- 1d12 Black Abishai 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 acid damage. After the ammunition has been fired, it loses this property.
- 1d2 Devil Eyes. When consumed, you gain darkvision out to a range of 60 feet for one hour. Magical darkness does not impede this darkvision.
- 1d2 Magic Scimitars.
- 1d8 Vials 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.
- 1d4 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

- 1 Red Abishai Skull. Can be crafted into a helmet (500 gp, 30 days). Requires attunement. When worn, you can use a bonus action to strike fear into those close to you by activating a fear aura that lasts for one minute. Any hostile creature to you that starts its turn within 20 feet of you must make a DC 18 Wisdom saving throw. On a failed save, the creature is frightened until the start of its next turn. On a success, the creature is immune to the fear aura for the next 24 hours.
- 3d10 Red Abishai 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 fire damage. After the ammunition has been fired, it loses this property.
- 2d10 Vials 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.

WHITE ABISHAI

- 1d2 Devil Eyes. When consumed, you gain darkvision out to a range of 60 feet for one hour. Magical darkness does not impede this darkvision.
- 1 Magic Longsword.
- 1d10 Vials 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.
- 1d4 White Abishai Claws. Can be crafted into a dagger (150 gp, 9 days). On a hit, this weapon deals an additional 1d6 cold damage.
- 1 White Abishai Hide. Can be crafted into a set of light armor (2000 gp, 60

days). Requires attunement. While wearing the armor, you are resistant to cold damage.

- 2d8 White Abishai 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 cold damage. After the ammunition has been fired, it loses this property.

AMNIZU

- 1d2 Amnizu Hands. Requires attunement by a spellcaster. Can be used as an arcane focus. When you cast spells that deal necrotic damage, you can reroll any 1s and 2s on your damage dice and must keep the second result.
- 1d2 Amnizu Wings. Two wings can be crafted into a *cloak of flying* (2000 gp, 60 days). Requires attunement. While wearing this cloak, you have a flying speed of 40 feet.
- 1d2 Devil Eyes. When consumed, you gain darkvision out to a range of 60 feet for one hour. Magical darkness does not impede this darkvision.
- 1 Robe of Charms. Requires attunement. While wearing this robe, you can use your reaction to target a creature within 60 feet of you that makes an attack roll against you and another creature is within the attack's range. The creature must make a DC 19 Wisdom saving throw. On a failed save, the attacker must target the creature that is closest to it, not including you or itself. If multiple creatures are closest, the attacker chooses which one to target. If the saving throw is successful, the attacker is immune to the effects of the robe for 24 hours.
- 1 Taskmaster Whip. Functions as a martial weapon that deals 2d4 slashing damage plus 1d10 force damage.

- 1d4 Vials 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.

ORTHON

- 1 Infernal Dagger. Once per day, you can force a creature you hit with this weapon to make a DC 17 Constitution saving throw. The creature takes 4d10 poison damage on a failed save, and half as much damage on a successful one. On a failure, the target is also poisoned for one minute. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- 1d4 Orthon Crossbow Bolts (Acid). This piece of ammunition is fired using a crossbow. If you hit a creature with a ranged attack using this piece of ammunition, the creature must make a DC 17 Constitution saving throw. It takes 5d6 acid damage on a failed save, and half as much damage on a successful one. After the ammunition has been fired, it loses this property.
- 1 Orthon Crossbow Bolt (Blindness). This piece of ammunition is fired using a crossbow. If you hit a creature with a ranged attack using this piece of ammunition, the creature takes an additional 1d10 radiant damage and all other creatures within 20 feet of it must make a successful DC 17 Dexterity saving throw or be blinded until the end of your next turn. After the ammunition has been fired, it loses this property.
- 1d4 Orthon Crossbow Bolts (Concussion). This piece of ammunition is fired using a crossbow. If you hit a creature with a ranged attack using this piece of ammunition, the creature and each creature within 20 feet of it must make a DC 17 Constitution saving throw. It takes 2d12 thunder damage on a failed save, and half as much damage on a successful one. After the ammunition has been fired, it loses this property.
- 1d4 Orthon Crossbow Bolts (Entanglement). This piece of ammunition is fired using a crossbow. If you hit a creature with a ranged attack using this piece of ammunition, the creature must succeed on a DC 17 Dexterity saving throw or be restrained for one hour by strands of sticky webbing. A restrained creature can escape by using an action to make a successful DC 17 Dexterity or Strength check. Any creature that touches the restrained creature must make a successful DC 17 Dexterity saving throw or become similarly restrained. After the ammunition has been fired, it loses this property.
- 1 Orthon Crossbow Bolt (Paralysis). This piece of ammunition is fired using a crossbow. If you hit a creature with a ranged attack using this piece of ammunition, the creature takes an additional 4d10 lightning damage and must succeed on a DC 17 Constitution saving throw or be paralyzed for one minute. The paralyzed target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. After the ammunition has been fired, it loses this property.
- 1d4 Orthon Crossbow Bolts (Tracking). This piece of ammunition is fired using a crossbow. If you hit a creature with a ranged attack using this piece of ammunition, you know the direction and distance to the creature you hit for the next 24 hours, as long as it's on the same plane of existence. If the creature is on a different plane, you know which one, but not the exact location there. After the ammunition has been fired, it loses this property.
- 1d6 Vials 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.

attunement. This weapon has 3 charges which recharge every day at dawn. When you hit a creature with this weapon, you can expend a charge and force the creature to make a DC 21 Constitution saving throw. On a failed save, the creature takes 2d12 poison damage and is poisoned until it finishes a short or long rest. On a successful save, the creature takes half damage and isn't poisoned.

- 2d10 Vials 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.

HUTIJIN

- 1d2 Devil Eyes. When consumed, you gain darkvision out to a range of 60 feet for one hour. Magical darkness does not impede this darkvision.
- 1 Heart of Hutijin. As an action, you can crush this heart and magically teleport, along with any equipment you are wearing or carrying up to 120 feet to an unoccupied space you can see.
- 1 Hide of Hutijin. Can be crafted into a set of light armor (3000 gp, 70 days). Requires attunement. This armor grants resistance to cold and fire damage.
- 1 Magic Mace.
- 1d12 Scales of Hutijin. When consumed, you regain 1d8 hit points at the end of each of your turns for the next minute. If you take radiant damage, you no longer regain any hit points, even if the minute is not over yet.
- 1 Set of Hutijin's Vocal Cords. Once per day, in response to taking damage, you can use a reaction to blow into these vocal cords and let out a horrible sound of dread. Each creature within 15 feet of you that isn't a devil must succeed on a DC 18 Wisdom saving throw or become frightened of you for one minute. A

creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

- 1 Skull of Hutijin. Can be crafted into a *helm of infernal despair* (1500 gp, 50 days). Requires attunement. Once per day, you can use an action to activate an aura of despair which moves with the helmet for one minute. Each creature within 15 feet of the helmet that isn't a devil makes saving throws with disadvantage.
- 2d10 Teeth of Hutijin. 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 3d6 poison and a creature that is hit by it must succeed on a DC 22 Constitution saving throw or become poisoned. While poisoned in this way, the creature can't regain hit points. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on a success. After the ammunition has been fired, it loses these properties.
- 2d10 Vials 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.
- 1d2 Wings of Hutijin. One wing can be crafted into a *cloak of flying* (2000 gp, 60 days). Requires attunement. While wearing this cloak, you have a flying speed of 40 feet.

MOLOCH

- 1d4 Claws of Moloch. Can be crafted into a shortsword (175 gp, 4 days). This weapon deals an additional 1d8 damage on a hit.
- 1d2 Devil Eyes. When consumed, you gain darkvision out to a range of 60 feet for one hour. Magical darkness does not impede this darkvision.

- 1 Heart of Moloch. As an action, you can crush this heart and magically teleport, along with any equipment you are wearing or carrying up to 120 feet to an unoccupied space you can see.
- 1 Hide of Moloch. Can be crafted into a set of light armor (3000 gp, 70 days). Requires attunement. This armor grants resistance to cold and fire damage.
- 1 Many-Tailed Whip. This magic weapon functions as a martial weapon that deals 2d4 slashing damage plus 2d10 lightning damage on a hit.
- 3d12 Small Teeth of Moloch. 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 damage. After the ammunition has been fired, it loses this property.
- 2d12 Small Horns of Moloch. Can be used as an additional material component when casting the spells *detect magic*, *stinking cloud*, or *suggestion*. When used in this way, you don't expel a spellslot when casting the spell.
- 2d10 Vials 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.
- 2d8 Vials of Moloch's Saliva. When consumed, you regain 1d8 hit points at the end of each of your turns for the next minute. If you take radiant damage, you no longer regain any hit points, even if the minute is not over yet.

TITIVILUS

- 1d2 Devil Eyes. When consumed, you gain darkvision out to a range of 60 feet for one hour. Magical darkness does not impede this darkvision.
- 1 Heart of Titivilus. As an action, you can crush this heart and magically teleport, along with any equipment you are wearing or carrying up to 120 feet to an unoccupied space you can see.
- 1 Hide of Titivilus. Can be crafted into a set of light armor (3000 gp, 70 days). Requires attunement. This armor grants resistance to cold and fire damage.
- 1 Silver Longsword. This magic silvered weapon deals an additional 1d10 necrotic damage on a hit. If the target is a creature, its hit point maximum is reduced by an amount equal to half the necrotic damage it takes.
- 1 Skull of Titivilus. Can be crafted into a *helm of ventriloquism* (1000 gp, 30 days). Requires attunement. Whenever you speak, you can choose a point within 60 feet; your voice emanates from that point.
- 2d10 Teeth of Titivilus. When consumed, you regain 1d8 hit points at the end of each of your turns for the next minute. If you take radiant damage, you no longer regain any hit points, even if the minute is not over yet.
- 1 Tongue of Titivilus. Requires attunement. Once per day, you can use an action to target one creature you can see within 60 feet of you. The target must succeed on a DC 21 Charisma saving throw or become charmed by you for one minute. The charmed target can repeat the saving throw if you deal any damage to it.
- 2d12 Vials 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.
- 1d2 Wings of Titivilus. Two wings can be crafted into a *cloak of flying* (2000 gp, 60 days). Requires attunement. While wearing this cloak, you have a flying speed of 40 feet.

DUERGAR MIND MASTER

- 1 Broken Leather Armor (size Medium).
- 1 Mind-Poison Dagger. Requires attunement. Functions as a dagger that deals an additional 1d6 psychic damage.
- 1d6 Vials of Duergar Blood. Can be used as an additional material component when casting the spell *enlarge/reduce*. When using the spell to enlarge a creature, the creature deals an additional 1d8 damage with its enlarged weapons instead of the written 1d4 damage.

DUERGAR SCREAMER

- 1 Duergar Screamer Drill. Functions as a martial weapon that deals 1d12 piercing damage.
- 1 Duergar Screamer Shell. Can be crafted into a set of plate armor (1500 gp, 4 days).

DUERGAR SOULBLADE

- 1 Broken Leather Armor (size Medium).
- 1d4 Vials of Duergar Blood. Can be used as an additional material component when casting the spell *enlarge/reduce*. When using the spell to enlarge a creature, the creature deals an additional 1d8 damage with its enlarged weapons instead of the written 1d4 damage.

DUERGAR STONE GUARD

- 1 Broken Chain Mail (size Medium).
- 1 Broken Shield.
- 1d6 Javelins.
- 1 King's Knife. Functions as a shortsword which deals 2d6 piercing damage when it's enlarged.
- 1d6 Vials of Duergar Blood. Can be used as an additional material component when casting the spell *enlarge/reduce*.

When using the spell to enlarge a creature, the creature deals an additional 1d8 damage with its enlarged weapons instead of the written 1d4 damage.

DUERGAR WARLORD

- 1 Broken Plate Armor (size Medium).
- 1 Broken Shield.
- 1d6 Javelins.
- 1 Psychic-Attuned Hammer. Requires attunement. Functions as a martial melee weapon that deals 1d10 bludgeoning damage plus 1d10 psychic damage.
- 1d8 Vials of Duergar Blood. Can be used as an additional material component when casting the spell *enlarge/reduce*. When using the spell to enlarge a creature, the creature deals an additional 1d8 damage with its enlarged weapons instead of the written 1d4 damage.

DUERGAR XARRORN

- 1 Broken Plate Armor (size Medium).
- 1d4 Vials of Duergar Blood. Can be used as an additional material component when casting the spell *enlarge/reduce*. When using the spell to enlarge a creature, the creature deals an additional 1d8 damage with its enlarged weapons instead of the written 1d4 damage.
- 2d4 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.

the creature can repeat the saving throw, ending the effect on itself on a success.

- 2d8 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.
- 2d8 Vials of Eladrin Blood. When consumed, you can use a bonus action within the next minute to teleport up to 30 feet to an unoccupied space you can see.

SUMMER ELADRIN

- 3d6 Arrows.
- 1 Broken Longbow.
- 1 Broken Longsword.
- 2d10 Locks of Summer Eladrin Hair. Over the course of one minute, you can weave this lock into your own hair. For the next 10 minutes, any non-eladrin creature that starts its turn within 60 feet of you must make a DC 16 Wisdom saving throw. On a failed save, the creature becomes frightened by you for one minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a successful save, the creature becomes immune to the enchanting qualities of eladrin locks for 24 hours.
- 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.
- 2d8 Vials of Eladrin Blood. When consumed, you can use a bonus action within the next minute to teleport up to 30 feet to an unoccupied space you can see.

WINTER ELADRIN

- 3d6 Arrows.
- 1 Broken Longbow.
- 1 Broken Longsword.
- 2d10 Locks of Winter Eladrin Hair. Over the course of one minute, you can weave this lock into your own hair. For the next 10 minutes, any non-eladrin creature that starts its turn within 60 feet of you must make a DC 16 Wisdom saving throw. On a failed save, the creature becomes charmed by you for one minute. While charmed in this way, the creature has disadvantage on ability checks and saving throws. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a successful save, the creature becomes immune to the enchanting qualities of eladrin locks for 24 hours. Whenever you deal damage to the charmed creature, the creature can repeat the saving throw, ending the effect on itself on a success.
- 2d8 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.
- 2d8 Vials of Eladrin Blood. When consumed, you can use a bonus action within the next minute to teleport up to 30 feet to an unoccupied space you can see.

ELDER ELEMENTALS

LEVIATHAN

- 5d6 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.



throw, taking 5d6 piercing damage on a failed save, or half as much damage on a successful one.

- 2d6 Musket Ammunition.
- 2d6 Pistol Ammunition.

GITH

GITHYANKI GISH

- 1 Broken Half Plate Armor (size Medium).
- 1 Broken Longsword.
- 1 Githyanki Power Bead. Requires attunement. When attached to a weapon, the weapon becomes magical and it deals an additional 1d6 psychic damage on a hit.

GITHYANKI KITH'RAK

- 1 Broken Plate Armor (size Medium).
- 1 Broken Greatsword.
- 1 Githyanki Power Bead. Requires attunement. When attached to a weapon, the weapon becomes magical and it deals an additional 1d6 psychic damage on a hit.

GITHYANKI SUPREME COMMANDER

- 1 Broken Plate Armor (size Medium).
- 1 Silver Greatsword. This weapon is magical. On a critical hit against a target in an astral body (as if with the *astral projection* spell), you can cut the silvery cord that tethers the target to its material body, instead of dealing damage.
- 1 Githyanki Power Bead. Requires attunement. When attached to a weapon,

the weapon becomes magical and it deals an additional 1d6 psychic damage on a hit.

GITZERAI ANARCH

- 1 Set of Githzerai Robes (size Medium). When worn and you are wearing no other armor, you gain a +1 bonus to your armor class.

GITZERAI ENLIGHTENED

- 1 Set of Githzerai Robes (size Medium). When worn and you are wearing no other armor, you gain a +1 bonus to your armor class.

GRAY RENDER

- 1 Gray Render Brain. When consumed, you must succeed on a DC 16 Wisdom saving throw. On a failed save, you become bonded with the creature who prepared the brain for consumption. While bonded, you consider the creature your master in all things and obey them to the best of your ability, even if it means putting yourself in danger. You have trouble straying from your master's side for longer periods and always try to stay near them. At the end of every 30 days, you can repeat the saving throw. If you succeed on the save, you end the effect on yourself.
- 1d4 Gray Render Canines. Can be crafted into a dagger (20 gp, 3 days). This dagger deals 1d6 piercing damage instead of the normal 1d4 piercing damage.
- 1d6 Gray Render Eyes. When consumed, you gain darkvision out to a range of 60 feet for one hour.
- 2d6 Rations.

SECTION H

HOWLER

- 1 Howler 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.
- 2d6 Howler 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 damage, plus 2d10 psychic damage if the target is frightened. Attacks made with this ammunition ignores damage resistances. After the ammunition has been fired, it loses these properties.
- 1 Set of Howler Vocal Cords. Can be crafted into a *horn of howling* (1000 gp, 30 days). Once per day, you can use an action to blow into this horn and emit a keening howl in a 60-foot cone. Each creature in that area that isn't deafened must succeed on a DC 16 Wisdom saving throw or be frightened of you until the end of your next turn. While a creature is frightened in this way, its speed is halves, and it is incapacitated. A target that successfully saves is immune to the effects of a *horn of howling* for the next 24 hours.

SECTION K

KRUTHIKS

YOUNG KRUTHIK

- 1d4 Rations.
- 1d2 Small Kruthik Legs. Can be crafted into a dagger (2 gp, 1 day).

ADULT KRUTHIK

- 1 Kruthik Hide. Can be crafted into a set of heavy armor (1600 gp, 15 days). While wearing this armor, you have a burrow speed of 20 feet.
- 1d4 Kruthik Legs. Can be crafted into a shortsword (10 gp, 2 days).
- 1d6 Rations.

KRUTHIK HIVE LORD

- 1 Kruthik Hide. Can be crafted into a set of heavy armor (1600 gp, 15 days). While wearing this armor, you have a burrow speed of 20 feet.
- 1d4 Kruthik Legs. Can be crafted into a shortsword (10 gp, 2 days).
- 2d6 Rations.
- 1d6 Vials of Acid.

SECTION S

SALAMANDER, FROST

- 1 Frost Salamander Hide. Can be crafted into a set of light armor (2000 gp, 60 days). Requires attunement. While wearing this armor, you have resistance to cold damage.
- 2d10 Frost Salamander Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 1d10 cold damage. After the ammunition has been fired, it loses this property.
- 2d6 Vials of Frost Essence Shards. Can be used as an additional material component when casting spells that deal cold damage. When used in this way, you deal an additional 1d6 cold damage when you cast the spell.

SHADAR-KAI

GLOOM WEAVER

- 1 Component Pouch.
- 1d2 Shadow Spears. This functions as a spear that deals an additional 1d6 necrotic damage on a hit.

SHADOW DANCER

- 1 Broken Studded Leather Armor (size Medium).
- 1 Spiked Chain. Requires attunement. Functions as a martial melee weapon that deals 2d6 piercing damage on a hit. The weapon has the reach property. On a hit, the target must succeed on a DC 14 Dexterity saving throw or suffer one additional effect of your choice:
 - The target is grappled (escape DC 14) if it is a Medium or smaller creature. Until the grapple ends, the

target is restrained, and you can't grapple another target.

- The target is knocked prone.
- The target takes 1d10 necrotic damage.

SOUL MONGER

- 1 Broken Studded Leather Armor (size Medium).
- 1 Phantasmal Dagger. Requires attunement. This functions as a dagger that deals an additional 1d12 necrotic damage on a hit. On a hit, the target has disadvantage on saving throws until the start of your next turn.

SKULK

- 1d2 Skulk Claws. Can be crafted into a dagger (120 gp, 9 days). On a hit, you deal an additional 1d6 necrotic damage with this weapon.

SKULL LORD

- 1 Broken Plate Armor (size Medium).
- 1 Bone Staff. Requires attunement. Functions as a martial melee weapon that deals 1d8 bludgeoning damage plus 2d6 necrotic damage on a hit.
- 1 Decayed Skull Lord Heart. As an action, you can crush this heart and summon a group of undead to your side. Up to five skeletons or zombies appear in unoccupied spaces within 30 feet of you and remain until destroyed. Undead summoned in this way act as allies to you, roll their own initiative, and act in the next available turn.
- 3d12 Skull Lord Bones. Can be used as an additional material component

