

MONSTER LOOT

CANDLEKEEP MYSTERIES



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.

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.



ammunition made from these teeth deal an additional 1d6 acid damage on a hit. After the ammunition has been fired, it loses this property.

- 1d2 Copper Dragon Wings. One wing can be crafted into a resistant cloak (1000 gp, 30 days). Requires attunement. When worn, you have resistance to acid damage.
- 4d6 Rations.
- 1 Vial of Slowing Gas. As an action, you can throw this vial up to 30 feet away where it will shatter. Each creature within 20 feet of where the vial landed must succeed on a DC 18 Constitution saving throw. On a failed save, the creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last for one minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save.

ADULT GREEN DRAGON

- 1 Adult Green Dragon Poison Gland. As an action, you can throw this gland up to 30 feet away where it will explode in a cloud of poison. Each creature within 10 feet of where the gland landed must succeed on a DC 18 Constitution saving throw, taking 16d6 poison damage on a failed save, or half as much damage on a successful one. The gland is fragile and will burst 3d6 hours after being harvested, regardless of if it was thrown or not.
- 1d6 Green Dragon Claws. Can be crafted into a dagger (150 gp, 9 days). On a hit, you deal an additional 1d6 poison damage with this weapon.
- 1d2 Green Dragon Fangs. Can be crafted into a shortsword (150 gp, 9 days). On a hit, you deal an additional 1d6 poison damage with this weapon.

- 1 Green Dragon Hide. Can be crafted into a set of light armor (2000 gp, 60 days). While wearing this armor, you have resistance to poison damage. Two sets of armor can be crafted from this hide.
- 1d2 Green Dragon Lung Tissue. When consumed, you become amphibious for 8 hours.
- 2d8 Green 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 poison damage.
- 2d8 Green 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 poison damage on a hit. After the ammunition has been fired, it loses this property.
- 1d2 Green Dragon Wings. One wing can be crafted into a resistant cloak (1000 gp, 30 days). Requires attunement. When worn, you have resistance to poison damage.
- 4d6 Rations.

AIR ELEMENTAL

- 1d4 Ounces of Arcane Dust. Can be used as an additional material component when casting spells that deal damage. When used in this way, you can choose to reroll one of the rolled damage dice and must keep the second result.
- 1d4+1 Vials of Air Essence. When consumed, for one minute your jumping and leaping distance is doubled and your speed is increased by 10 feet.

ANDROSPHINX

- 1d8 Androsphinx 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 are considered magical. After the ammunition has been fired, it loses this property.
- 1d2 Androsphinx Eyes. When consumed, you gain truesight out to a range of 30 feet for one hour.
- 3d6 Androsphinx Feathers. Two feathers can be used as fletching on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these feathers are considered magical. They also deal an additional 1d6 damage if the target is hostile towards you. After the ammunition has been fired, it loses these properties.
- 1 Androsphinx Hide. Can be crafted into a set of light armor (2000 gp, 30 days). Requires attunement. While wearing this armor, you have advantage on saving throws against being charmed or frightened. In addition, you are immune to any effect that would sense your emotions or read your thoughts, as well as any divination spell that you don't want to be affecting you.
- 2d6 Rations.
- 2d8 Tufts of Androsphinx Fur. Two tufts can be crafted into a *bag of holding* (DMG, p. 153) (200 gp, 14 days). Four tufts can be crafted into a cloak (500 gp, 21 gp). Requires attunement. While wearing this cloak, you have resistance to psychic damage.
- 2d6 Vials of Sphinx Blood. When consumed, you gain resistance to psychic damage for one hour.

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.

APE

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

ARCHMAGE

- 1 Arcane Focus.
- 1 Broken Dagger.
- 1 Book.
- 1 Spellbook. It has in it the following spells: *cone of cold, detect magic, fire shield, identify, teleport*.
- 1d6 Vials.

ASSASSIN

- 1 Broken Light Crossbow.
- 1 Broken Shortsword.
- 1 Broken Studded Leather Armor.
- 1 Set of Thieves' Tools.
- 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.
- 1d2 Vials of Poison.

AWAKENED TREE

- 2d6 Enchanted Logs. When set on fire, one enchanted log burns for eight hours and gives off as much heat as an average campfire. The fire is not magical and can be extinguished in the same ways as normal fire can.

BABOON

- 1 Baboon Hide. Four hides can be crafted into leather armor (10 gp, 2 days) or studded leather armor (45 gp, 3 days).
- 1d4 Rations.

BANDIT

- 1 Broken Leather Armor.
- 1 Broken Scimitar.

BANDIT CAPTAIN

- 1d2 Bottles of Alcohol.
- 1 Broken Dagger.
- 1 Broken Scimitar.
- 1 Broken Studded Leather Armor.

BEHIR

- 4d6 Behir Claws. Can be sold for 10 gold pieces per claw.
- 1d2 Behir Fangs. Can be crafted into a dagger (250 gp, 14 days). This weapon deals an additional 1d6 lightning damage on a hit. It also deals an additional 1d6 damage against dragons.
- 1 Behir Hide. Can be crafted into a set of resistant light armor (1500 gp, 40 days). While wearing this armor, you have resistance to lightning damage.
- 4d6 Rations.
- 1d6 Vials of Behir Blood. Can be used as

an additional material component when casting spells that deal lightning damage. When used in this way, you may reroll any 1s and 2s rolled on the damage dice and must keep the second result.

BEHOLDER

- 1d4 Beholder Eystalks. Once per day, the eye stalk can fire one beholder eye ray. The type of ray being fired depends on the type of eye stalk it was shot from. The type of eye stalk is determined at random when the stalk is harvested.
- 4d6 Beholder Teeth. These teeth can be sold for 10 gold pieces per tooth.
- 1 Large Beholder Eye. Can be crafted into an antimagic shield (2500 gp, 75 days). Requires attunement. Once per day, you can 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.
- 1d4 Small Beholder Eyes. Can be used as an additional material component when casting spells that deal psychic damage. When used in this way, you may reroll any 1s and 2s rolled on the damage dice and must keep the second result.
- 1d6 Vials of Beholder Blood. When consumed, you become hyper aware of your surroundings and the actions of other people. You have advantage on Wisdom (Insight) checks and on Wisdom (Perception) checks that rely on sight. This effect lasts for eight hours.

BERSERKER

- 1 Broken Greataxe.
- 1 Broken Hide Armor.

GRICK

- 1 Grick Hide. Two grick hides can be crafted into a cloak or cape (75 gp, 6 days). When worn, you have advantage on Dexterity (Stealth) checks made to hide in rocky terrain.
- 1d4 Grick Tentacles. Can be crafted into a dagger (2 gp, 1 day).
- 1d6 Rations.

GRICK ALPHA

- 1 Grick Alpha Beak. Can be crafted into a greataxe (30 gp, 3 days).
- 1 Grick Alpha Hide. Can be crafted into a cloak or cape (75 gp, 6 days). When worn, you have advantage on Dexterity (Stealth) checks made to hide in rocky terrain.
- 1d4 Grick Tentacles. Can be crafted into a dagger (2 gp, 1 day).
- 2d6 Rations.

GUARD

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

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.

HELL HOUND

- 1 Hell Hound Fire Gland. When consumed, the gland functions as a potion of fire breathing.
- 1 Hell Hound Hide. Can be crafted into a resistant cloak (1000 gp, 30 days). Requires attunement. When worn, you have resistance to fire damage.
- 2d4 Hell Hound 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.

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*.

HYENA

- 1 Hyena Hide. Two hides can be crafted into leather armor (10 gp, 2 days) or studded leather armor (45 gp, 3 days).
- 1d4 Hyena 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.
- 1d6 Rations.

MEDUSA

- 3d6 Arrows.
- 1 Broken Shortsword.
- 1 Broken Longbow.
- 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 throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the *greater restoration* spell or similar magic.

A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the head until the start of its next turn, when it can avert its eyes again. If it looks at the head in the meantime, it must immediately make the save. The head has this effect for 2d6 days after being harvested, after which it turns into a non-magical decaying head.
- 1d6 Rations.
- 1d6 Vials of Medusa 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.

MIMIC

- 1d6 Rations.
- 1d4 Vials of Mimic Adhesive. When poured on a Medium or smaller creature, the creature becomes adhesive for 10 minutes. While adhesive, the creature adheres to anything that it touches or that touches it. A Medium or smaller creature adhered to the adhesive creature is also grappled by it (escape DC 13). The adhesive creature also automatically succeeds on climbing checks as long as it is adhesive.

MONODRONE

- 1 Broken Dagger.
- 1 Javelin.
- 1 Ounce of Modron Dust. When consumed, you become hyper-focused on the next creature you see within one minute of consuming the dust, and become intent on following its every instruction. For the next 10 minutes, you willingly follow every order and command of the creature, with the exception of those that would cause you harm. No magic or effect can compel you to go against these instructions. The duration of this effect is extended by an additional 10 minutes for every additional ounce of modron dust consumed.

MUMMY

- 1 Mummy Skull. Can be crafted into a helmet of dreadful glaring (200 gp, 14 days). Requires attunement. As a bonus action, you can target one creature you can see within 60 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.
- 2d4 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.

NOBLE

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

OGRE

- 1 Broken Greatclub.
- 1 Broken Hide Armor (size Large).
- 1d10 Giant's Toes. Can be sold for 4 gold pieces per toe.
- 1d4 Javelins.

OWL

- 1d4 Owl 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.
- 1 Ration.

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. 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 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 or 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.

QUASIT

- 1 Quasit Head. As an action, you can throw this head at a creature within 30 feet of you. If the creature can see the head, it must succeed on a DC 10 Wisdom saving throw or become frightened of the head for one minute. The head then breaks and stops functioning.
- 1 Vial of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.

RAKSHASA

- 1 Rakshasa Heart. When consumed, you gain the benefits of the true seeing spell for one hour.
- 1d2 Rakshasa Hands. Requires attunement by a spellcaster. Can be used as an arcane focus. You may cast each of the spells *charm person*, *detect thoughts*, *major image*, and *suggestion* 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.
- 1d8 Rakshasa 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 put a magical curse on the target they hit. The magical curse takes effect whenever the target takes a short or long rest, filling the target's thoughts with horrible images and dreams. The cursed target gains no benefit from finishing a short or long rest. The curse lasts until it is lifted by a remove curse spell or similar magic. After the ammunition has been fired, it loses this property.
- 2d4 Random Gems (Value 50 GP).

RAVEN

- 1 Ration.
- 1d4 Raven 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.

RUG OF SMOTHERING

- 1 Carpet. Can be worn as a cloak. While wearing this ragged fabric, you have advantage on Charisma checks made to pass off as a member of the lower class.
- 1d2 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.

SATYR

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

SCARECROW

- 1d2 Scarecrow Hands. Can be used as an arcane focus.
- 1d10 Scarecrow Kindling. 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.

SCOUT

- 2d6 Arrows.
- 1 Broken Leather Armor.
- 1 Broken Longbow.
- 1 Broken Shortsword.

SHADOW

- 1d6 Vials of Shadow Flux. As an action, you can throw this vial up to 30 feet away where it shatters 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.

SHAMBLING MOUND

- 1d4 Shambling Branches. Can be used as a druidic focus. Once per day, in response to taking lightning damage you can use your reaction to give yourself resistance to that instance of the damage.
- 2d6 Shambling Vines. Three vines can be crafted into a *rope of climbing* (DMG p. 197) (200 gp, 14 days). Six vines can be crafted into a *rope of entanglement* (2000 gp, 30 days).

SLAAD TADPOLE

- 1 Vial of Slaad Mesh. When consumed, you have advantage on saving throws against spells and other magical effects for the next 10 minutes.

SOLAR

- 1 Divine Tongue. When consumed, you gain the benefits of the *tongues* spell for eight hours.
- 3d8 Celestial Feathers. Two feathers can be used as fletching on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these feathers deal an additional 1d8 radiant damage on a hit. After the ammunition has been fired, it loses this property.
- 1 Holy Greatsword. Requires attunement by a creature with a good alignment. This is a magical greatsword, which deals an additional 1d8 radiant damage

on a hit. The greatsword deals an additional 1d8 radiant damage if the targeted creature is a fiend or undead.

- 1 Holy Longbow. Requires attunement by a creature with a good alignment. This is a magical longbow, which deals an additional 1d8 radiant damage on a hit. The longbow deals an additional 1d8 radiant damage if the targeted creature is a fiend or undead.
- 1 Robe of Sacrament. Requires attunement by a creature with a good alignment. While wearing this robe, you can cast the *detect good and evil spell* at will. Once per day, you can also cast each of the following spells: *commune*, *dispel good and evil*, *resurrection*.
- 1d6+2 Vials of Angel Blood. When consumed, this functions as a *potion of greater healing*.

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.

SPRITE

- 1 Ounce 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.
- 1 Sprite Heart. When consumed, you magically know a creature's emotional state for one hour, provided that you are touching the creature. If the creature you are touching fails a DC 10 Charisma saving throw, you also know the creature's alignment. Celestials, fiends, and undead automatically fail the saving throw.

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 GOLEM

- 2d6 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.
- 2d4 Ounces of Arcane Dust. Can be used as an additional material component when casting spells that deal damage. When used in this way, you can choose to reroll one of the rolled damage dice and must keep the second result.
- 1d8 Vials of Golem Grease. When consumed, you become immune to any spell or effect that would alter your form for one hour.

SWARM OF BATS

- 1d6 Rations.

SWARM OF RATS

- 1d6 Rations.

THUG

- 1 Broken Heavy Crossbow.
- 1 Broken Leather Armor.
- 1 Broken Mace.
- 2d6 Crossbow Bolts.

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*.

WATER ELEMENTAL

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

WATER WEIRD

- 1d2 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.
- 1d2 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.

WARHORSE SKELETON

- No loot.

WEREBOAR

- 1 Broken Maul.
- 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.

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.

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.

YOUNG BRONZE DRAGON

- 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.
- 1d2 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.
- 2d4 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.
- 2d4 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.

- 2d6 Rations.
- 1d2 Young Bronze 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 lightning damage.

YUAN-TI ABOMINATION

- 3d6 Arrows.
- 1 Broken Longbow.
- 1 Broken Scimitar.
- 2d6 Rations.
- 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.
- 1 Yuan-ti Hide. Can be crafted into a set of light armor (2000 gp, 60 days). While wearing this armor, you have resistance to poison damage.
- 1d8 Yuan-ti 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 poison damage. After the ammunition has been fired, it loses this property.

YUAN-TI MALISON

- 3d6 Arrows (Type 1 and 3).
- 1 Broken Longbow (Type 1 and 3).
- 1 Broken Scimitar (Type 1 and 3).
- 1d6 Rations.
- 1 Vial 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 Yuan-ti Hide. Can be crafted into a set of light armor (2000 gp, 60 days). While wearing this armor, you have resistance to poison damage.
- 1d4 Yuan-ti 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 poison damage. After the ammunition has been fired, it loses this property.

YUAN-TI PUREBLOOD

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