

# MONSTER LOOT

## MYTHIC ODYSSEYS OF THEROS



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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.



















## PALUKRANOS

- 2d6 Eyes of Palukranos. When consumed, you gain darkvision out to a range of 60 feet for one hour.
- 1 Hide of Palukranos. Can be crafted into a set of light armor (2000 gp, 60 days). While wearing this armor, you have resistance to acid damage. Three sets of armor can be made from this hide.
- 10d6 Rations.
- 1d8 Ribs of Palukranos. Can be crafted into a longbow (250 gp, 14 days), a maul (250 gp, 14 days), or a lance (250 gp, 14 days). This weapon deals double damage to objects and structures.
- 6d12 Scales of Palukranos. 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 acid damage.
- 3d12 Teeth of Palukranos. 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 1d6 additional damage on a hit. After the ammunition has been fired, it loses this property.
- 3d10 Vials of Blood of Palukranos. Functions as a vial of acid.

## LEONIN

### LEONIN ICONOCLAST

- 1d8 Darts.

## NYX-FLEECE RAM

- 1d6 Rations.
- 10 Tufts of Nyx-Fleece (Only harvested if shearing the nyx-fleece ram without hurting it). Ten tufts of nyx-fleece can be crafted into a shirt (1000 gp, 25 days). Requires attunement. The shirt possesses one of the following powers, determined randomly.
  1. *Protection*. You gain a +1 bonus to AC and saving throws.
  2. *Power of Nyx*. The wearer has advantage on all Charisma (Persuasion) checks.
  3. *Calming Presence*. The wearer can cast *calm emotions* once per day (save DC 13).
  4. *Trail of Flowers*. Wherever the wearer of the fleece walks, flowers spring up magically behind them. the flowers wilt away after one hour.
  5. *Animal Affinity*. Any non-evil wearer of the fleece can cast *animal friendship* once per day (save DC 13).
  6. *Abundance of Food*. The wearer can cast *create food and water* once per day.
- 1d2 Tufts of Shiny Fleece (Only harvested by damaging the nyx-fleece ram while shearing it or by slaying it). Ten tufts of shiny fleece can be crafted into a shirt (1000 gp, 35 days). Requires attunement. You have advantage on Intelligence, Wisdom, and Charisma saving throws against spells and you are immune to any effects that disrupt your sleep such as a rakshasa's curse. In addition, once per day you can use an action to start glowing, shedding dim light in a 15-foot radius centered on you. This effect lasts for one hour or until you end it with a bonus action.



## OREAD

- 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.
- 1d4 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.
- 1d4 Vulcanized Oread Chips. When you are damaged by a creature within 60 feet of you and you can see, you can use your reaction to cast the spell *hellish rebuke* at 2nd level (DC 14).

## ORACLE

- 1 Holy Symbol.

## PHYLASKIA

- 1 Broken Plate Armor.
- 1 Broken Longsword.
- 1d2 Phylaskia Eyes. When consumed, you gain truesight out to a range of 30 feet for ten minutes.
- 3d4 Phylaskia Bones. Can be used as an additional material component when casting spells that deal necrotic damage. When used in this way, you deal an additional 2d10 necrotic damage when you cast the spell.

## RETURNED

### RETURNED DRIFTER

- 1 Broken Leather Armor.
- 1 Broken Scimitar.
- 1 Returned Hollow Heart. As an action, you can crush this heart and feel a wave of dread flow out from it. Undead creatures that were within 30 feet of you when you crushed the heart have advantage on saving throws against any effect that turn undead for one hour.
- 1 Returned Mask. Can be sold for 100 gp.
- 1 Sling.

### RETURNED PALAMNITE

- 1 Broken Shortsword.
- 1 Returned Hollow Heart. As an action, you can crush this heart and feel a wave of dread flow out from it. An undead creature that was within 30 feet of you when you crushed the heart has advantage on saving throws against any effect that turn undead for one hour.
- 1 Returned Mask. Can be sold for 100 gp.
- 1d2 Vials of Fury's Essence. When consumed, you are overcome with a near uncontrollable anger for the next ten minutes, the effects of which are activated in combat. If another creature deals damage to you, you make your attack rolls with advantage until the end of your turn.

### RETURNED SENTRY

- 1 Broken Leather Armor.
- 1 Broken Shield.
- 1 Returned Hollow Heart. As an action, you can crush this heart and feel a wave of dread flow out from it. An undead







within 10 feet of you must make a DC 25 Dexterity saving throw, taking 3d8 slashing damage on a failed save, and half as much damage on a successful one as sharp corals rapidly grow from the ground. After using the maul in this way, you have a +1 bonus to AC until the start of your next turn.

- 4d10 Teeth of Tromokratis. 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 acid damage on a hit. After the ammunition has been fired, it loses this property.
- 1d6 Tentacles of Tromokratis. Can be crafted into a maul (20 gp, 3 days). This weapon deals double damage to objects and structures.
- 20d6 Rations.
- 4d6 Vials of Kraken Ink. As an action, you can throw this vial up to 30 feet away where it shatters in a cloud of darkness. The area within a 15 foot radius of where the vial landed becomes pitch black, as if affected by the *darkness* spell.