

MONSTER LOOT

GUILDMASTER'S GUIDE TO RAVNICA



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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.

and any undead creatures under your control have advantage on saving throws against any effect that turns undead.

- 1 Spellbook. It has in it the following spells: *animate dead*, *cloudkill*, *counterspell*, *Evard's black tentacles*, *Melf's acid arrow*, *plane shift*.

FELIDAR

- 1d2 Felidar Canines. Can be sold for 25 gp.
- 1 Felidar Hide. Can be crafted into a set of light armor (1500 gp, 30 days). This set of armor has a +1 to armor class and has three charges. You can expend one charge and give yourself truesight out to a range of 60 feet for one minute. All expended charges recharge each day at dawn.
- 2d6 Tufts of Felidar Fur. Can be used as an additional component when casting *find familiar*. When a familiar is summoned with this spell using the fur as an additional component, the familiar doesn't disappear the first time it hits 0 hit points and instead drops to 1 hit point. To gain this benefit after it has been used, the *find familiar* spell must be cast again and another tuft of fur be expended in the spellcasting process.

GIANTS

BLOODFRAY GIANT

- 1 Bloodfray Giant Heart. Can be crafted into a *potion of hill giant strength* (DMG p. 187) (100 gp, 2 days)
- 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.

GUARDIAN 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 Guardian Giant Heart. Can be crafted into a *potion of frost giant strength* (DMG p. 187) (1000 gp, 30 days)
- 1d6 Vials of Guardian Giant Blood. When consumed, you can't be surprised for the next 8 hours.

ORZHOV 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 Orzhov Giant Heart. Can be crafted into a *potion of hill giant strength* (DMG p. 187) (100 gp, 2 days)
- 1d6 Vials of Orzhov Giant Blood. When consumed, you have darkvision out to a range of 60 feet for one hour.

SUNDER SHAMAN

- 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 Sunder Shaman Heart. Can be crafted into a *potion of frost giant strength* (DMG p. 187) (1000 gp, 30 days)
- 2d6 Vials of Sunder Shaman Blood. When consumed, you can choose to become reckless. At the start of your turn, you can gain advantage on all melee weapon attack rolls you make during that turn, but attack rolls against you have advantage until the start of your next turn. This effect lasts for 10 minutes.

KRASIS

CATEGORY 1 KRASIS

- 1 Krasis Gullet. When consumed, you become amphibious for one hour.
- Major Adaptations Loot. Depending on the adaptations affixed to the krasis, it has different loot options. See the list below for loot appropriate to your specific krasis.
 1. *Acidic Skin*. 1d2 vials of acid.
 2. *Armored Hide*. 1 Krasis Shell/Scale. Can be crafted into a shield (750 gp, 40 days). This functions as a +1 shield.
 3. *Bioluminescent Markings*. 1d4 Vials of Arcane Ink. One vial can be used to inscribe 3 spells into a wizard's spellbook, at no cost.
 4. *Flight*. No additional loot.
 5. *Grabber*. No additional loot.
 6. *Hypnotic Display*. 1d2 Category 1 Krasis Eyes. As an action, you can crush an eye and cast the spell *hypnotic pattern*, concentrating on it as if you cast the spell. The DC for the spell when cast in this way is 12).
 7. *Venomous Sting*. 1d2 Vials of Basic Poison.
 8. *Regeneration*. 1d4 Vials of Category 1 Krasis Blood. When consumed, you regain 2 hit points at the end of each of your turns for the next minute.

CATEGORY 2 KRASIS

- 1 Krasis Gullet. When consumed, you become amphibious for one hour.
- Major Adaptations Loot. Depending on the adaptations affixed to the krasis, it has different loot options. See the list below for loot appropriate to your specific krasis.
 1. *Acidic Skin*. 1d4 vials of acid.
 2. *Armored Hide*. 1 Krasis Shell/Scale. Can be crafted into a shield (750 gp, 40 days). This functions as a +1 shield.
 3. *Bioluminescent Markings*. 1d6 Vials of Arcane Ink. One vial can be used to inscribe 3 spells into a wizard's spellbook, at no cost.
 4. *Flight*. No additional loot.
 5. *Grabber*. No additional loot.
 6. *Hypnotic Display*. 1d2 Category 2 Krasis Eyes. As an action, you can crush an eye and cast the spell *hypnotic pattern*, concentrating on it as if you cast the spell. The DC for the spell when cast in this way is 14).
 7. *Venomous Sting*. 1d4 Vials of Basic Poison.
 8. *Regeneration*. 1d4 Vials of Category 2 Krasis Blood. When consumed, you regain 4 hit points at the end of each of your turns for the next minute.

mount along with any equipment you are wearing or carrying. However, if you are reduced to 0 hit points, your mount is destroyed (but not the saddle).

NIVIX CYCLOPS

- 1d10 Giant's Toes. Can be sold for 4 gold pieces per toe.
- 1 Nivix Cyclops Eye. Can be crafted into a *driftglobe* (DMG p. 166) (200 gp, 14 days).
- 1d6 Vials of Nivix Cyclops Blood. When consumed, you are revitalized when magic is used near you for 10 minutes. Immediately after a creature casts a spell of 1st level or higher within 120 feet of you, you can use a reaction to move up to your speed without provoking opportunity attacks. You can then make one melee attack against a target of your choice.

SIMIC HYBRIDS

HYBRID BRUTE

- 1d4 Javelins.
- 1d4 Vials of Acid.

HYBRID FLIER

- 1 Vial of Acid.
- 1 Vial of Basic Poison.

HYBRID POISONER

- 1d4 Vials of Basic Poison.

HYBRID SHOCKER

- 1d2 Vials of Lightning Essence. Can be used as an additional material component when casting spells that deal lightning damage. When used in this way, you deal an additional 1d10 lightning damage when you cast the spell.

HYBRID SPY

- 1 Broken Shortsword.

SKYJEK ROC

- 2d6 Rations.
- 2d6 Skyjek Roc 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 20 feet. After the ammunition has been fired, it loses these properties.

SKYSWIMMER

- 1d4 Half-Digested Corpses. Corpses of previous meals can be found in the skyswimmer's stomach. Only half the maximum amount of loot can be found on these corpses if checked. There is a 40% chance the corpse is a griffin, 30% chance it's a skyjek roc, 20% chance it's a hippogriff, and 10% chance it's a wyvern.
- 10d6 Rations.
- 1 Skyswimmer 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.
- 4d6 Small Skyswimmer 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 damage. After the ammunition has been fired, it loses this property.

THRULLS

SERVITOR THRULL

- 1 Thrull Defensive Spring. If kept on your person, the spring activates in response to you being hit by an attack, giving the attacker disadvantage on the attack roll. This doesn't cost you a reaction, but the spring breaks immediately after it has been activated.

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.

- 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.

WURM

- 4d6 Rations.
- 4d6 Small Wurm 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 damage. After the ammunition has been fired, it loses this property.
- 1d4 Wurm Fangs. Can be crafted into a shortsword (10 gp, 2 days) or long sword (15 gp, 3 days).
- 1 Wurm 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.

NPCS BY GUILD

SOLDIER

- 1 Broken Chain Mail.
- 1 Broken Longsword.
- 1 Broken Shield.

AZORIUS NPCS

ISPERIA

- 1d2 Eyes of Isperia. When consumed, you gain truesight out to a range of 30 feet for one hour.
- 5d6 Feathers of Isperia. 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 Hide of Isperia. 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. Three sets of armor can be crafted from this hide.
- 10d6 Rations.
- 3d8 Tufts of Isperia 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.

- 4d6 Vials of Sphinx Blood. When consumed, you gain resistance to psychic damage for one hour.

LAWMAGE

- 1 Broken Breastplate.
- 1 Broken Quarterstaff.
- 1 Spellbook. It has in it the following spells: *arcane lock*, *expeditious retreat*, *shield*, *slow*.

PRECOGNITIVE MAGE

- 1 Broken Quarterstaff.

BOROS NPCS

AURELIA

- 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 Helm of Aurelia. Requires attunement. While wearing this helm, you are unyielding. When you are subjected to an effect that would move you, knock you prone, or both, you can use your reaction to neither moved nor knocked prone.
- 1d2 Holy Longswords. Requires attunement by a creature with a good alignment. This is a magical longsword,

SIMIC NPCs

ZEGANA

- 1 Prime Speaker's Trident. Requires attunement. This functions as a magic trident that deals 2d6 piercing damage on a hit. It also has 5 charges. On a hit, you can expend a charge and make the trident emit a thunderous boom. Each creature in a 15-foot cube originating from the prongs of the trident must make a DC 18 Constitution saving throw. On a failed save, the creature takes 2d8 thunder damage and is pushed 10 feet away from you. If the creature is underwater, the damage is increased to 3d8. On a successful save, the creature takes half as much damage and isn't pushed. The trident regains all expended charges each day at dawn.

BIOMANCER

- 1 Broken Scimitar.
- 1 Broken Splint Armor.

