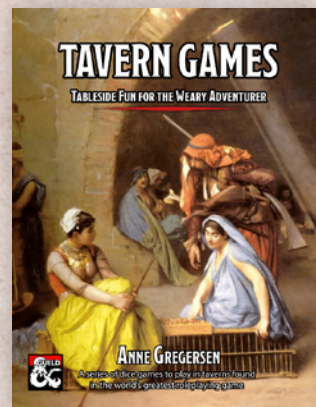
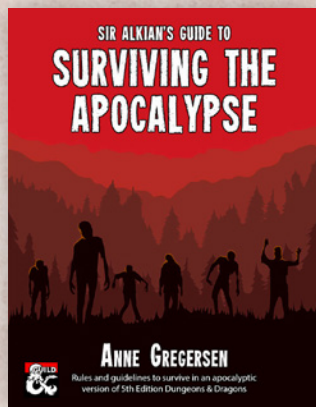
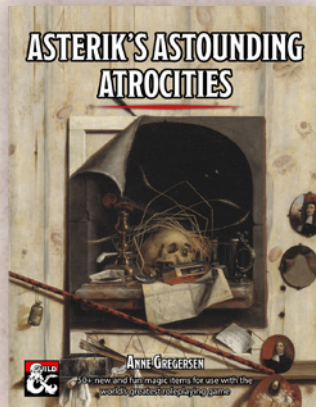
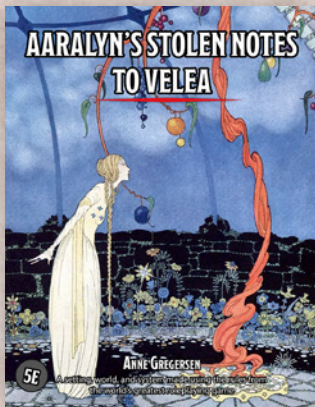


BALDUR'S GATE
MONSTER LOOT
DESCENT INTO AVERNUS



ANNE GREGERSEN

ALSO BY 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.

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.

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 $5 + \text{monster CR}$ (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.



ABYSSAL CHICKEN

- # AMNIZU

- ## AMRIK VANTHAMPUR

- ## ARKHAN THE CRUEL

- [illegible]

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.

BEL

- 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 Hide of Bel. 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 Heart of Bel. As an action, you can crush this heart and summon a storm of falling rocks as if casting the *meteor storm* spell. The DC for this instance of the spell is 23.
- 1 Skull of Bel. Can be crafted into a *helm of magic detection* (1000 gp, 14 days). Requires attunement. While wearing this helmet, you can innately cast the *detect magic* spell.
- 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.



- 3d6 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

BLACK GAUNTLET OF BANE

- 1 Broken Chain Mail (size Medium).
- 1 Broken Mace.

BONE WHELK

- 2d6 Rations.
- 1 Vial of Adhesive Glue. This glue can be rubbed on a set of armor as an action. For the next minute, when a Medium or smaller creature touches the armor, it adheres to it and is grappled (escape DC 10).

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.

CROKEK'TOECK

- 1 Crokek'toeck 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. Three sets of armor can be crafted from this hide.
- 4d12 Crokek'toeck 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. After the ammunition has been fired, it loses this property.
- 3d8 Vials of Crokek'toeck Mind Fluid. When consumed, your mind is strengthened for one hour. You are immune to the waters of the River Styx as well as any effect that would steal or modify your memories or detect or read your thoughts.
- 1d2 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.

DEATH'S HEAD OF BHAAL

- 1d4 Broken Daggers.

DUKE THALAMRA VANTHAMPUR

- 1 Component Pouch.

FIENDISH FLESH GOLEM

- 1d8 Flesh Golem Strips. When consumed, you gain resistance to lightning damage for one hour.
- 2d6 Ounces of Arcane Dust. Can be used as an additional material component when casting spells that deal damage.

When used in this way, you can choose to reroll one of the rolled damage dice and must keep the second result.

- 2d6 Vials of Golem Grease. When consumed, you become immune to any spell or effect that would alter your form for one hour.

FIST OF BANE

- 2d6 Arrows.
- 1 Broken Chain Mail (size Medium).
- 1 Broken Longbow.
- 1 Broken Mace.
- 1 Broken Shield.

FLYING DAGGER

- 1 Broken Dagger.
- 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.

GIDEON LIGHTWARD

- 1d2 Eyes of Withering. Can be used as an additional material component when casting spells that deal necrotic damage. When used in this way, you deal an additional 4d10 necrotic damage when you cast the spell.

HELLWASP

- 1d2 Hellwasp Talons. Can be crafted into a shortsword (10 gp, 2 days).
- 1 Hellwasp Stinger. Can be crafted into a shortsword (250 gp, 9 days). On a hit, you deal an additional 1d6 fire damage with this weapon. The first time you hit a creature with this weapon, the creature must make a DC 12 Constitution saving throw. On a failed save, the creature is poisoned for one minute. While poisoned in this way, the creature is

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

HOLLYPHANT

- 1d6 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 Hollyphant Trunk. Requires attunement. As an action, you can blow air through this trunk, creating a trumpet sound that can be heard out to a range of 600 feet. Once you've blown the trunk, you can't do so again until you finish a long rest. The trumpet also creates a 30-foot cone of energy that has one of the following effects, chosen by you:
 - » *Trumpet of Blasting.* Each creature in the cone must make a DC 14 Constitution saving throw. On a failed save, a creature takes 5d6 thunder damage and is deafened for 1 minute. On a successful save, a creature takes half as much damage and isn't deafened. Nonmagical objects in the cone that aren't being held or worn take 10d6 thunder damage.
 - » *Trumpet of Sparkles.* Creatures in the cone must make a DC 14 Constitution saving throw, taking 4d8 radiant damage on a failed save, or half as much damage on a successful one. Evil creatures have disadvantage on the saving throw. Good creatures in the cone take no damage.

IRON CONSUL

- 1 Broken Chain Mail.
- 1d3 Broken Spears.

KOSTCHTCHIE

- 1d10 Kostchtchie Fingers. As a bonus action, you can break this finger and curse a single creature you can see within 60 feet of you. The cursed creature gains vulnerability to all damage dealt by you until the end of your next turn.
- 1 Kostchtchie 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.
- 3d8 Kostchtchie 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. After the ammunition has been fired, it loses this property.
- 4d12 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.
- 2d10 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.

KRULL

- 1 Holy Symbol.
- 1 +1 Maul.

LIARA PORTYR

- 1 Broken Battle Axe.
- 1 Broken Heavy Crossbow.
- 1 Broken Shield.
- 1 Broken Studded Leather Armor (size Medium).
- 3d6 Crossbow Bolts.

MADCAP

- 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.
- 1 Set of Iron Boots. Requires attunement. While wearing these boots and you are a Small creature, your size is considered Medium for the purposes of grappling other targets. Also, wielding a heavy weapon doesn't impose disadvantage on your attack rolls. You also have disadvantage on Dexterity (Stealth) checks made while moving.
- 1 Wicked Sickle. Functions as a martial weapon that deals 2d4 slashing damage.

MAHADI THE 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).

MASTER OF SOULS

- 1 Silvered Skull Flail. Requires attunement. This silvered flail deals an additional 1d6 necrotic damage on a hit. If hit, the target has disadvantage on all saving throws until the end of your next turn.

MERREGON

- 1 Broken Halberd.
- 1 Broken Heavy Crossbow.
- 3d6 Crossbow Ammunition.
- 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 Merregon Mask. Requires attunement. While wearing this mask and an ally within 5 feet of you is hit by an attack, you can use a reaction to take the damage from the attack instead of the targeted ally.
- 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.

MORTLOCK VANTHAMPUR

- 1 Broken Greatclub.
- 1 Broken Heavy Crossbow.
- 3d6 Crossbow Bolts.

NARZUGON

- 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 Fireforged Plate Armor. Requires attunement. While wearing this armor, you have resistance to fire damage.
- 1 Fireforged Shield. Requires attunement. While equipped with this shield, you have resistance to fire damage.
- 1 Hellfire Lance. Functions as a lance that deals an additional 1d10 fire damage.
- 1 Infernal Tack (MToF, p. 167).
- 1 Narzugon Helmet. Requires attunement by a creature with at least 16 Strength. While wearing this helmet, you have advantage on saving throws against being charmed and frightened.
- 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.

NECROMITE OF MYRKUL

- 1 Broken Skull Flail. Functions as a normal flail.

NECROTIC CENTIPEDE

- 1 Necrotic Centipede Hide. Can be crafted into a set of light armor (3000 gp, 75 days). Requires attunement. While wearing this armor, you have resistance to fire and necrotic damage. Two sets of armor can be crafted from this hide.
- 3d6 Necrotic Centipede Skin Strips. Can be used as an additional material component when casting spells that

- 2d12 Necrotic Centipede Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 1d6 necrotic damage. After the ammunition has been fired, it loses this property.
- 4d6 Rations.

- 1d3 Broken Daggers.

- 1 Broken Leather Armor (size Medium).
- 1d8 Broken Daggers.

- 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.
- 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.

- 1d4 Broken Daggers.

- 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.

- 1 Set of Iron Boots. Requires attunement. While wearing these boots and you are a Small creature, your size is considered Medium for the purposes of grappling other targets. Also, wielding a heavy weapon doesn't impose disadvantage on your attack rolls. You also have disadvantage on Dexterity (Stealth) checks made while moving.
- 1 Wicked Sickle. Functions as a martial weapon that deals 2d4 slashing damage.

- 1d4 Broken Daggers.
- 1 Broken Leather Armor (size Medium).
- 1 Broken Shortsword.

- **1 Iron Skull Flail.** Requires attunement. This iron flail deals an additional 1d6 necrotic damage on a hit. If hit, the target has disadvantage on all saving throws until the end of your next turn.

- 2d4 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.
- 1 Set of +2 Leather Armor (size Medium).
- 1 +1 Shortsword.
- 7 Soul Coins.
- 1d6 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.

SYLVIRA SAVIKAS

- 1 Arcane Focus.
- 1 Broken Dagger.
- 1 Spellbook. It has in it the following spells: *banishment*, *detect magic*, *fire shield*, *identify*, *globe of invulnerability*, *scrying*

THAVIUS KREEG

- 1 Broken Mace.

THURSTWELL VANTHAMPUR

- 1 Holy Symbol.

TOROGAR STEELFIST

- 1 Broken Scimitar.
- 1 Minotaur Heart. When consumed, you can perfectly recall any path you have traveled within the past seven days. This effect lasts for 24 hours.
- 2d6 Rations.
- 4d6 Vials of Minotaur Blood. 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.

TRAXIGOR

- 1 Broken Dagger.
- 1 Ration.
- 1 Spellbook. It has in it the following spells: *banishment*, *detect thoughts*, *lightning bolt*, *identify*, *globe of invulnerability*, *stoneskin*

TRESSYM

- 1 Ration.
- 1d2 Tressym Eyes. When consumed, you see invisible creatures and objects within 60 feet of you for one minute.

- 1 Tressym Tongue. When consumed, you can detect whether a substance is poisonous by taste or smell. This effect lasts for one hour.

ULDER RAVENGARD

- 1 Broken Plate Armor (size Medium).
- 1 Broken Shield.
- 1 +1 Longsword.

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.

YEENOGHU

- 1d2 Eyes of Yeenoghu. When consumed, you gain truesight out to a range of 120 feet for 10 minutes.

- 1 Heart of Yeenoghu. When consumed, you can cast the spell *teleport* once within the next minute.
- 1 Hide of Yeenoghu. 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.
- 4d10 Teeth of Yeenoghu. 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 Tufts of Yeenoghu'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.
- 4d6 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.
- 4d6 Vials of Yeenoghu Bile. When consumed, you become afflicted by the savagery of Yeenoghu for one minute. At the beginning of your first turn after the savagery ends, you immediately gain one level of exhaustion and become incapacitated until the start of your next turn. When you hit a creature with a melee attack, one of the following effects occur at random.
 1. The attack deals an extra 2d12 damage.
 2. The target must succeed on a DC 17 Constitution saving throw or be paralyzed until the start of your next turn.
 3. The target must succeed on a DC 17 Wisdom saving throw or be affected by the *confusion* spell until the start of your next turn.

ZARIEL

- 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 Zariel. 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 Hellish Longsword. Functions as a magic longsword that deals an additional 1d8 fire damage on a hit.
- 1 Hide of Zariel. Can be crafted into a set of light armor (3000 gp, 70 days). Requires attunement. This armor grants resistance to cold and fire damage.
- 1d4 Infernal Javelins. This functions as a *javelin of lightning* (DMG p. 178) except it deals fire damage instead of lightning damage.
- 1d10 Nails of Zariel. Can be used as an additional material component when casting spells that deal necrotic damage. When used in this way, you deal an additional 4d10 necrotic damage when you cast the spell.
- 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.
- 3d6 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.

CREATURES FROM THE MONSTER MANUAL

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

ACOLYTE

- 1 Broken Club.
- 1 Flask of Holy Water.
- 1 Holy Symbol.

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.

ARCANALOTH

- 1d4 Arcanaloth Claws. Can be crafted into a dagger (250 gp, 14 days). This weapon deals an additional 3 (1d6) poison damage on a hit.
- 1d2 Arcanaloth Eyes. When consumed, you gain truesight out to a range of 30 feet for 10 minutes.
- 1 Arcanaloth 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.

- 1 Arcanaloth Tongue. When consumed, you gain advantage on all Charisma checks for one hour.
- 1 Spellbook. It has in it the following spells: *detect thoughts*, *contact other plane*, *identify*, *chain lightning*.
- 1 Yugoloth Heart. When consumed, you magically teleport up to 60 feet to an unoccupied space you can see. Any equipment you are wearing or carrying is teleported with you.
- 1d10 Vials of Yugoloth Muk. 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.
- 1d8 Vials of Yugoloth Serum. When consumed, you gain resistance to acid and poison damage for one hour.

ARCHMAGE

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

BALOR

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

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.

BARBED DEVIL

- 1 Barbed Devil Hide. Can be crafted into spiky studded leather armor (100 gp, 7 days). When you are grappled, the creature grappling you takes 1d10 piercing damage at the start of each of your turns as long as you remain grappled.
- 1 Barbed Devil Tail. Can be crafted into a greatsword (75 gp, 6 days). As a bonus action, you can switch the type of damage dealt by this weapon from slashing to piercing, or from piercing to slashing.
- 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.
- 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.

BARLGURA

- 1 Barlgura 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.
- 1d4 Random Gems (Value 50 GP).
- 1d2 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.

BEARDED DEVIL

- 1d2 Bearded Devil Coils. Can be crafted into a flail (150 gp, 10 days). The first time a creature is hit with this weapon, it must succeed on a DC 12 Constitution saving throw or be poisoned for one minute. While poisoned in this way, the target can't regain hit points. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- 1 Broken Glaive.
- 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 Vial of Devil Blood. This functions as a vial of acid. Can be used as an additional material component when casting spells that deal acid damage. When used in this way, you deal an additional 1d6 acid damage when you cast the spell.

CAMBION

- 1 Broken Scale Mail (size Medium).
- 1 Broken Spear.
- 1d2 Cambion Hands. Requires attunement. Can be used as an arcane focus. You know the *produce flame*

cantrip, but only when you are holding onto the hand. Charisma is your spellcasting ability for the cantrip.

- 1 Cambion Tongue. When consumed, you gain advantage on Charisma checks for one hour. It can also be used as an additional material component when casting the spells *charm person*, *command*, *suggestion*, and *mass suggestion*. When used in this way, one target of the spell has disadvantage on their saving throw against the spell's effects.
- 1d2 Cambion Wings. Two wings can be crafted into a *cloak of the bat* (DMG p. 159) (2000 gp, 60 days).

CHAIN DEVIL

- 1d2 Chains. Can be used as a martial weapon that deals 2d6 slashing damage on a hit. When attacking with this weapon, you can try to grapple a creature you're fighting. On a hit, you can choose to forgo doing damage and instead grapple the creature (escape DC 14) if it is Medium or smaller. The grappled creature can use its action on its turn to attempt to free itself from the grapple. Until this grapple ends, you can't use this weapon on another target.
- 1 Chain Devil Mask. Requires attunement. When wearing this mask, you can use your reaction to target a creature you can see within 30 feet of you. You create an illusion that looks like one of the creature's departed loved ones or bitter enemies. If the targeted creature can see you, it must succeed on a DC 14 Wisdom saving throw or be frightened until the end of its turn.
- 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.
- 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.

CHASME

- 1 Chasme Hide. Can be crafted into scale mail (50 gp, 3 days).
- 1d4 Chasme Wings. Two wings can be crafted into a *broom of flying* (DMG p. 156) (200 gp, 14 days).
- 1 Chasme Proboscis. Can be crafted into a lance (140 gp, 9 days) or into a rapier (150 gp, 9 days). On a hit, the target takes an additional 1d6 necrotic damage and the target's maximum hit points is lowered by the amount of necrotic damage dealt.
- 1d2 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.

CHIMERA

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

COMMONER

- 1 Broken Club.

CRAWLING CLAW

- 1 Non-Crawling Claw. Can be used as an arcane focus.

CULT FANATIC

- 1 Broken Leather Armor.
- 1 Broken Dagger.
- 1 Symbol of the cultist's order.

CULTIST

- 1 Broken Leather Armor.
- 1 Broken Scimitar.
- 1 Symbol of the cultist's order.

DRAFT HORSE

- 1 Draft Horse Hide. Can be crafted into leather armor (10 gp, 2 days) or studded leather armor (45 gp, 3 days).
- 2d6 Rations.

DRETCH

- 1 Vial of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.

DROW

- 1 Broken Chain Shirt (size Medium).
- 1 Broken Hand Crossbow.
- 1 Broken Shortsword.

DRUID

- 1d4 Day Rations.
- 1 Druidic Focus.
- 1 Quarterstaff.
- 1 Waterskin.

DUERGAR

- 1 Broken Scale Mail (size Medium).
- 1 Broken Shield.
- 1 Broken War Pick.
- 1d3 Javelins.
- 1 Vial 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.

FLAMESKULL

- 1d2 Flameskull Eyes. Can be used as an additional material component when casting spells that deal fire damage. When used in this way, you deal an additional 10 3d6 fire damage when you cast the spell.
- 1d10 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.

FLYING SWORD

- 1 Broken Longsword.
- 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.

GHAST

- 1d2 Ghast Claw. Can be crafted into a dagger (100 gp, 7 days) or into a shortsword (100 gp, 7 days). Once per day, when you hit a creature with this weapon the creature must succeed on a DC 10 Constitution saving throw or become paralyzed until the beginning of its next turn. If the creature is an elf or undead it automatically succeeds on the saving throw.
- 1 Ghast Stench Gland. As an action, you can throw this gland up to 20 feet away where it will explode in a cloud of stinky gas. Each creature within 5 feet of where the gland landed must succeed on a DC 10 Constitution saving throw or be poisoned until the start of its next turn.

- 1d4 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.

GHOU

- 1 Ghoul Claw. Can be crafted into a dagger (100 gp, 7 days). Once per day, when you hit a creature with this weapon the creature must succeed on a DC 10 Constitution saving throw or become paralyzed until the beginning of its next turn. If the creature is an elf or undead it automatically succeeds on the saving throw.
- 1d2 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.

GIANT CENTIPEDE

- 1d6 Rations.

GIANT CRAB

- 1 Giant Crab Shell. Two shells can be crafted into a shield (20 gp, 3 days).
- 1d6 Rations.

GIANT HYENA

- 1 Giant Hyena Hide. Can be crafted into leather armor (10 gp, 2 days) or studded leather armor (45 gp, 3 days).
- 1d10 Giant 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.
- 2d6 Rations.

GIANT SCORPION

- 1 Giant Scorpion Hide. Can be crafted into half-plate armor (1200 gp, 5 days).
- 2d6 Rations.

GLABREZU

- 1d2 Glabrezu Fangs. Requires attunement by a spellcaster. Can be used as an arcane focus. You may cast each of the spells *darkness*, *detect magic* and *dispel magic* once per day. You use your own spellcasting ability and spell save DC when casting these spells, and any spent uses recharge every day at dawn.
- 1d2 Glabrezu Pinchers. Can be crafted into a greatsword (175, 11 days). When attacking with this weapon, you can try to grapple a creature you're fighting. On a hit, you can choose to forgo doing damage and instead grapple the creature (escape DC 15) if it is Medium or smaller. The grappled creature can use its action on its turn to attempt to free itself from the grapple. Until this grapple ends, you can't use this weapon on another target.
- 1d4 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.

GNOLL

- 3d6 Arrows.
- 1 Broken Hide Armor (size Medium).
- 1 Broken Longbow.
- 1 Broken Shield.
- 1d2 Broken Spears.
- 1d2 Gnoll Fangs. Can be sold for 3 gold pieces per fang.

GNOLL FANG OF YEENOGHU

- 1 Broken Hide Armor.
- 1d2 Gnoll Fangs. Can be sold for 3 gold pieces per fang.
- 1d4 Vials of Gnoll Fang Bile. When consumed by a hyena, the beast undergoes a minute-long transformation. At the end of this transformation, the hyena has transformed into a gnoll. As an action, the bile can be poured on a weapon. For one minute, when

- 1d4 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.

- 3d6 Arrows.
- 1 Broken Chainmail (size Medium).
- 1 Broken Glaive.
- 1 Broken Longbow.
- 1d2 Gnoll Fangs. Can be sold for 3 gold pieces per fang.
- 1 Vial of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.

- 1d6 Griffon Claws. Can be crafted into a dagger (50 gp, 3 days). This weapon deals an additional 1d4 damage against beasts.
- 1d10 Griffon 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 1d6 damage on a hit if the target is a beast. After the ammunition has been fired, it loses this property.
- 2d6 Rations.

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

- 1 Broken Battleaxe.
- 1 Broken Hide Armor (size Large).
- 1d10 Giant's Toes. Can be sold for 4 gold pieces per toe.
- 1d2 Javelins.

- 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.

- 1 Broken Longsword.
- 1 Broken Plate Armor (size Medium).
- 1 Broken Shield.
- 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.

- 1d4 Hezrou Claws. Can be crafted into a longsword (15 gp, 2 days), a shortsword (10 gp, 2 days), or a javelin (2 gp, 1 day).
- 1d4 Hezrou Glands. As an action, you can throw this gland up to 30 feet away where it will explode in a cloud of stinky gas. Each creature within 10 feet of

where the gland landed must succeed on a DC 14 Constitution saving throw or be poisoned until the start of its next turn.

- 1 Hezrou 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.
- 1d4 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.

HOBGOBLIN

- 3d6 Arrows.
- 1 Broken Chain Mail Armor (size Medium).
- 1 Broken Longbow.
- 1 Broken Longsword.
- 1 Broken Shield.

HOBGOBLIN CAPTAIN

- 1 Broken Greatsword.
- 1 Broken Half Plate Armor (size Medium).
- 1d6 Javelins.

HOBGOBLIN WARLORD

- 1 Broken Longsword.
- 1 Broken Plate Armor (size Medium).
- 1 Broken Shield.
- 2d4 Javelins.

HORNED DEVIL

- 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 Fork. Can be used as a martial weapon that deals 2d6 piercing damage on a hit.
- 1 Horned Devil Tail. Can be crafted

into a lance (300 gp, 20 days) or into a glaive (300 gp, 20 days). The first time a creature is hit with this weapon, it must succeed on a DC 17 Constitution saving throw or lose 2d6 hit points at the start of each of its turns due to an infernal wound. Any creature can take an action to stanch the wound with a successful DC 12 Wisdom (Medicine) check. The wound also closes if the target receives magical healing. Constructs and undead automatically succeed on the saving throw.

- 1d2 Horned Devil Wings. Two wings can be crafted into a cloak of protection (DMG p. 159) (200 gp, 14 days).
- 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. When used in this way, you deal an additional 1d6 acid damage when you cast the spell.

IMP

- 1 Devil Eye. When consumed, you gain darkvision out to a range of 60 feet for one hour. Magical darkness does not impede this darkvision.
- 1d2 Imp Wings. Can be used as an additional material component when casting spells that turn something invisible. When used in this way, the duration of the invisibility increases by one minute.
- 1 Vial of Devil Blood. This functions as a vial of acid. Can be used as an additional material component when casting spells that deal acid damage. When used in this way, you deal an additional 3 (1d6) acid damage when you cast the spell.

INCUBUS

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

KENKU

- 1 Broken Shortsword.
- 1 Broken Shortbow.

KNIGHT

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

LEMURE

- 1 Vial of Devil Blood. This functions as a vial of acid. Can be used as an additional material component when casting spells that deal acid damage. When used in this way, you deal an additional 1d6 acid damage when you cast the spell.

MAGE

- 1 Arcane Focus.
- 1 Broken Dagger.
- 1 Book.
- 1 Spellbook. It has in it the following spells: *cone of cold*, *greater invisibility*, *misty step*, *suggestion*.

MANTICORE

- 1d4 Manticore Claws. Can be crafted into a dagger (2 gp, 1 day).
- 2d4 Manticore Tail Spikes. One spike can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these spikes deal an additional 1d4 damage on a hit. After the ammunition has been fired, it loses this property.
- 2d6 Rations

MARILITH

- 1d2+2 Abyssal Armrings. Requires attunement. When wearing two of these armrings, you have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.
- 6 Longswords. These weapons are magical.
- 1 Marilith Breastplate. Requires attunement. While wearing this breastplate, you are resistant to cold, fire, and lightning damage.
- 1 Marilith Tail. Can be crafted into a whip (200 gp, 14 days). When attacking with this weapon, you can try to grapple

a creature you're fighting. On a hit, you can choose to forgo doing damage and instead grapple the creature (escape DC 18) if it is Medium or smaller. The grappled creature can use its action on its turn to attempt to free itself from the grapple. Until this grapple ends, you can't use this weapon on another target.

- 2d4 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.

MASTIFF

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

MEZZOLOTH

- 1d4 Mezzoloth Claws. Can be crafted into a dagger (2 gp, 1 day).
- 1 Mezzoloth 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.
- 1 Trident. This weapon is magical.
- 1d6 Vials of Yugoloth Muk. 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.
- 1d4 Vials of Yugoloth Serum. When consumed, you gain resistance to acid and poison damage for one hour.
- 1 Yugoloth Heart. When consumed, you magically teleport up to 60 feet to an unoccupied space you can see. Any equipment you are wearing or carrying is teleported with you.

MINOTAUR

- 1 Broken Greataxe.
- 1 Minotaur Heart. When consumed, you can perfectly recall any path you have traveled within the past seven days. This effect lasts for 24 hours.
- 2d6 Rations.
- 1d4 Vials of Minotaur Blood. 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.

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.

NALFESHNEE

- 1d2 Abyssal Armrings. Requires attunement. When wearing two of these armrings, you have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.
- 1d4 Nalfeshnee Claws. Can be crafted

into a dagger (200 gp, 14 days). This functions as a +1 magical weapon.

- 1 Nalfeshnee Hide. Requires attunement. Can be crafted into a set of light armor (4000 gp, 90 days). Requires attunement. This armor grants resistance to cold, fire, and lightning damage.
- 1d2 Nalfeshnee Tusks. Can be crafted into a magical shortsword (200 gp, 14 days). This functions as a +1 magical weapon.
- 2d4 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.

NIGHT HAG

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

NIGHTMARE

- **1d2 Vial 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.

- 1d2 Vials of Nightmare Fuel. When consumed, you begin to feel strangely and when you fall asleep you have terrible nightmares. You gain no benefit from your rest and your hit point maximum is reduced by 1d10. If this effect reduces your hit point maximum to 0, you die. The effect can only be removed by using the *protection from good and evil* or *lesser restoration* spells.

NOBLE

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

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.

PIT FIEND

- 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 Pit Fiend Hide. Can be crafted into a set of light armor (3000 gp, 75 days) or a set of medium armor (3100 gp, 75 days). Requires attunement. While wearing this armor, you have resistance to cold and fire damage.
- 1d2 Pit Fiend Horns. Requires attunement by a spellcaster. Can be used as an arcane focus. You may cast each of the spells *detect magic*, *fireball*, and *wall of fire* 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.

- 1 Pit Fiend Skull. Can be crafted into a *helm of fear* (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 21 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.
- 1 Pit Fiend Tail. Can be crafted into a maul (150 gp, 9 days). On a hit, you deal an additional 1d6 bludgeoning damage with this weapon.
- 1d2 Pit Fiend Wings. One wing can be crafted into a *cloak of the bat* (DMG p. 159) (2000 gp, 60 days) or into a *cloak of protection* (DMG p. 159) (200 gp, 14 days).
- 2d6 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.

PLANETAR

- 1 Divine Tongue. When consumed, you gain the benefits of the *tongues* spell for eight hours.
- 2d6 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 Sash. Requires attunement by a creature with a good alignment. While wearing no armor, you have a +1 bonus to AC and resistance to radiant damage. Once per day, you may cast one of the following spells: *detect evil and good*, *shield of faith*, *death ward*.
- 1d4 Vials of Angel Blood. When consumed, this functions as a potion of greater healing.

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.

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. 21
- 1 Vial of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.

RAT

- 1 Ration.

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

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.

- 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.

- 1d4 Shadow Demon Claws. Can be crafted into dagger (100 gp, 7 days). This dagger deals an additional 1d4 psychic damage on a hit.
- 1d2 Vials of Demon Ichor. When consumed, you gain resistance to poison damage for one hour.

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

- 1 Divine Tongue. When consumed, you gain the benefits of the tongues spell for eight hours.
- 3d8 Celestial Feathers. Two feathers can

- 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.

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- 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.
- 1d12 Spined Devil Spines. Can be used as darts that deal an additional 1d6 fire damage on a hit.
- 1d4 Vials of Devil Blood. This functions as a vial of acid. Can be used as an additional material component when 25 casting spells that deal acid damage. When used in this way, you deal an additional 1d6 acid damage when you cast the spell.

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.

STIRGE

- 1 Ration.
- 1 Stirge Proboscis. Functions as a dart.

SWARM OF INSECTS

- 1d6 Rations.

SWARM OF RATS

- 1d6 Rations.

THUG

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

VAMPIRE

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

VETERAN

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

VROCK

- 1 Set of Vrock Vocal Cords. Once per day, you can blow into these vocal cords as an action and sound out a stunning screech. Each creature within 30 feet of you that can hear the screech and that isn't a demon must succeed on a DC 14

is extended by 10 minutes.

- **1 Spore Pocket.** As an action, you can throw this spore pocket at a point within 30 feet of you where it will explode in a cloud of spores. These spores spread around corners. Each creature within 10 feet of where the spore pocket landed must succeed on a DC 14 Constitution saving throw or be poisoned. While poisoned in this way, a target takes 1d10 poison damage at the start of each of its turns. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- **1d2 Vials of Demon Ichor.** When consumed, you gain resistance to poison damage for one hour.
- **2d6 Vrock Feathers.** Two feathers can be used as fletching on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these feathers ignore any resistances to magical or nonmagical piercing damage. After the ammunition has been fired, it loses this property.

WIGHT

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

- 1d6 Vials of Ectoplasm. When consumed, you can see into the Ethereal Plane for one hour.
- 1d4 Wisps of Light. 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.

ZOMBIE

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

- 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