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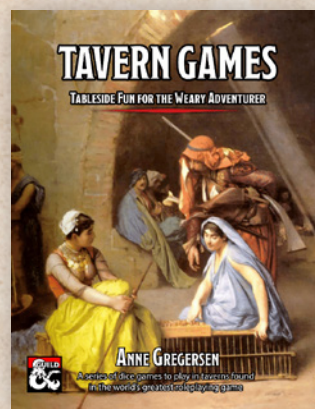
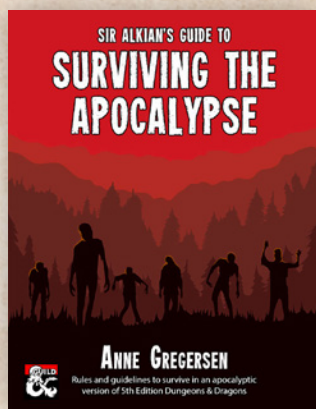
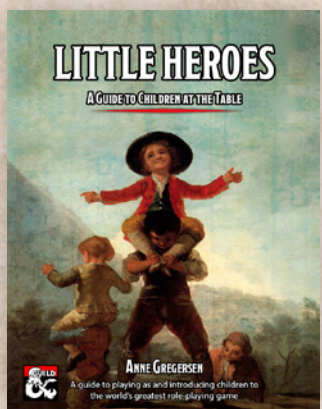
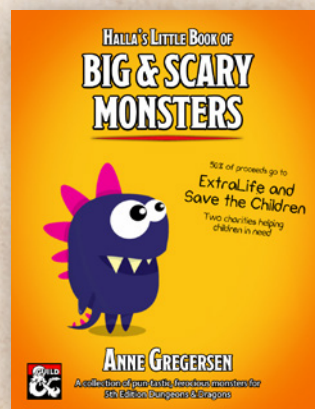
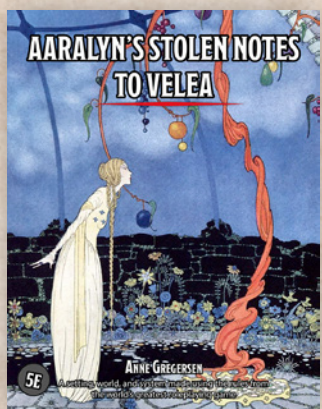
MONSTER LOOT

RISE FROM THE LAST WAR



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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.

A black and white illustration of an elf archer in a dynamic pose, aiming a bow. The archer has long hair and pointed ears, wearing a tunic and a quiver. The background is a textured, stippled grey.

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.

MONSTERS

DAELKYR

BELASHYRRA

- 1d2 Daelkyr Eyes. When consumed, you gain truesight out to a range of 60 feet for one hour.
- 1d10 Daelkyr Fingers. As a bonus action, you can break this finger and teleport up to 30 feet to an unoccupied spot you can see.
- 1 Daelkyr Mind. Can be crafted into a helm (1000 gp, 30 days). Requires attunement. While wearing this helm, any creature that attempts to read your thoughts or deal psychic damage to you must succeed on a DC 20 Intelligence saving throw or be stunned for one minute. The stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- 2d12 Eyes of Belashyrra. When consumed, you can use your action to see through the eyes of any creature within 120 feet of you. This effect lasts for one hour.
- 1 Tongue of Belashyrra. Can be crafted into a wand (1500 gp, 45 days). Requires attunement. Once per day, you can point this wand at a creature within 60 feet of you and force it to make a DC 20 Wisdom saving throw. On a failed save, the creature takes 4d10 psychic damage and must immediately use its reaction to move as far as its speed allows away from you.
- 2d8 Vials of Daelkyr Essence. When consumed, you regain 1d4 hit points at the end of each of your turns for the next minute.

- 1d10 Vials of Reality Strands. Can be used as an additional material component when casting spells that deal force damage. When used in this way, you deal an additional 2d12 force damage and the target must succeed on a DC 20 Constitution saving throw if affected by your spell. On a failed save, the target gains one level of exhaustion.

DYRRN

- 1d2 Daelkyr Eyes. When consumed, you gain truesight out to a range of 60 feet for one hour.
- 1d10 Daelkyr Fingers. As a bonus action, you can break this finger and teleport up to 30 feet to an unoccupied spot you can see.
- 1 Daelkyr Mind. Can be crafted into a helm (1000 gp, 30 days). Requires attunement. While wearing this helm, any creature that attempts to read your thoughts or deal psychic damage to you must succeed on a DC 20 Intelligence saving throw or be stunned for one minute. The stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- 1d4 Dead Intellect Devourers. The loot gained from an intellect devourer has been written below for easy reference, even though it's stat block doesn't appear in Eberron: Rising from the Last War.
- 1d2 Tentacles of Dyrrn. Can be crafted into a whip (1000 gp, 30 days). This whip has a reach of 15 feet. When you hit a Medium or smaller creature with this whip it is grappled (escape DC 19). When a creature is grappled in this way,

- 2d12 Vials of Daelkyr Essence. When consumed, you regain 1d4 hit points at the end of each of your turns for the next minute.
- 3d10 Vials of Corruption Gel. Can be used as an additional material component when casting spells that deal necrotic damage. When used in this way, you deal an additional 2d6 necrotic damage when you cast the spell.

- 1d4 Intellect Devourer Brain Chunks.
When consumed, you can sense the presence and location of any creature within 300 feet of you that has an intelligence of 3 or higher, regardless of interposing barriers, unless the creature is protected by a mind blank spell. This effect lasts for 10 minutes.
- 1d2 Vials of Intellect Devourer Blood.
When consumed, your Intelligence score increases by 1d4 to a maximum of 20 for one hour.

- 1 Clawfoot Hide. Can be crafted into leather armor (10 gp, 2 days).
- 1d6 Rations.

- 1 Fastieth Hide. Can be crafted into leather armor (10 gp, 2 days).
- 1d6 Rations.

HOMUNCULI

EXPEDITIOUS MESSENGER

- 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 Magical Pebbles. One pebble can be used as ammunition for a sling. These pebbles acts as +1 ammunition.

IRON DEFENDER

- 1d8 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 Magical Pebbles. One pebble can be used as ammunition for a sling. These pebbles acts as +1 ammunition.

INSPIRED

- 1d2 Crysteel Daggers. Requires attunement. This dagger deals an additional 1d6 force damage on a hit.

KARRNATHI UNDEAD SOLDIER

- 3d6 Arrows.
- 1 Broken Half-Plate Armor (size Medium).
- 1 Broken Longbow.
- 1 Broken Longsword.

LADY ILMARROW

- 1d2 Hands of Illmarrow. Requires attunement. Can be used as an arcane focus. You know the *ray of frost* and *fire bolt* cantrips, but only when you are holding onto the hand. Charisma is your spellcasting ability for these cantrips.

- 5d12 Lich 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 1d6 necrotic damage when you cast the spell.
- 1d2 Lich Eyes. Can be crafted into a wand of fear (DMG p. 210) (2000 gp, 30 days).
- 1 Spellbook. It has in it the following spells: *animate dead*, *cloudkill*, *incendiary cloud*, *magic missile*, *polymorph*.

LIVING SPELL

LIVING BURNING HANDS (OR OTHER)

- 1d6 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 Vials of Spell Essence. As an action, the essence 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 damage on a failed save and half as much damage on a successful one. The type of damage dealt changes depending on the type of living spell. Once applied, the essence retains its potency for one minute before drying.

LIVING LIGHTNING BOLT (OR OTHER)

- 3d6 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 Vials of Spell Essence. As an action, the essence 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 15 Constitution saving throw or take 3d6 damage on a failed save and half as much damage on a successful one. The type of damage dealt changes depending on the type of living spell. Once applied, the essence retains its potency for one minute before drying.

LIVING CLOUDKILL (OR OTHER)

- **6d6 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 Vials of Spell Essence.** As an action, the essence 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 16 Constitution saving throw or take 5d6 damage on a failed save and half as much damage on a successful one. The type of damage dealt changes depending on the type of living spell. Once applied, the essence retains its potency for one minute before drying.

THE LORD OF BLADES

- 1 Adamantine Sixblade. Requires attunement. This functions as a martial weapon that deals 2d6 slashing damage plus an additional 1d6 force damage on a hit. The sixblade is made of adamantium, meaning a successful hit against an object becomes a critical hit.
- 1 Set of Bladed Wings. Requires attunement by a creature with a Strength score of at least 18. While wearing the bladed wings, you can use an attack action to make a melee attack using the wings. Alternatively, you can use an attack action to make a ranged attack using the wings. The wings have a reach of 5 feet when used for a melee attack and a range of 20/60 when used for a ranged attack. Regardless of the type of attack, the wings deal 1d6 slashing damage on a hit.

MORDAKHESH

- 1 Broken Greatsword.
- 1 Broken Plate Armor (size Medium).
- 1d10 Claws of Mordakhesh. 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.
- 1d2 Hands of Mordakhesh. Requires attunement by a spellcaster. Can be used as an arcane focus. You may cast each of the spells *detect thoughts*, *banishing smite*, *staggering smite*, 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.
- 1 Heart of Mordakhesh. When consumed, you gain the benefits of the true seeing spell for one hour.
- 1 Hide of Mordakhesh. Can be crafted into a blanket (200 gp, 7 days). If you are taking a long rest under this blanket, you can't be affected or detected by spells of 6th level or lower unless you wish to be.

OVERLORDS

RAK TULKHESH

- 1 Hide of Rak Tulkhesh. 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 Overlord Eyes. When consumed, you gain truesight out to a range of 60 feet for one hour.

- of the usual bludgeoning damage.

- 1d4 Orbs of Arcane Power. This orb is highly unstable. A creature takes 2d12 force damage if they touch it and at the start of each of their following turns if they keep touching the orb. As an action, you can throw this orb up to 30 feet away where the unstable arcane energy explodes. Each creature within 15 feet of where the orb landed must succeed on a DC 25 Dexterity saving throw, taking 11d12 force damage on a failed save or half as much damage on a successful one. Once it has exploded, the area of the arcane burst then acts as an *antimagic field* for one hour. The orb is unstable and explodes 3d6 hours after being harvested, regardless of if it was thrown or not.
- 3d10 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 Overlord Eyes. When consumed, you gain truesight out to a range of 60 feet for one hour.
- 1 Overlord Heart. When consumed, you can cast the *detect thoughts* spell at will. Charisma is your spellcasting ability for this spell.
- 1 Scroll of Foresight.
- 1 Scroll of Teleport.
- 1 Tongue of Sul Khatesh. When consumed, you can cast the spells *counterspell*, *eyebite*, and *lightning bolt* assuming you have spellslots of the appropriate level for the spells. You learn the spells even if they aren't on your class's list of spells and you use your own spellcasting ability when casting these spells.

- 1 Hide of Sul Khatesh. 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 Magic Staff. This magic quarterstaff deals 2d12 force damage on a hit instead

- 2d8 Vials of Overlord Saliva. When consumed, you can speak and understand all languages for one hour. During this time, you also have telepathy out to a range of 60 feet.

QUORI

HASHLAQ QUORI

- 2d6 Hashalaq Quori Corpus Strands. As an action, one strand can be wrapped around one melee weapon, or one piece of ammunition. A creature hit with the weapon wrapped in the strand takes an additional 1d10 force damage. Once wrapped, the strand remains effective for one minute before breaking.
- 1 Hashalaq Quori Heart. Can be crafted into an amulet (1500 gp, 45 days). Requires attunement. This amulet has three charges. While wearing this amulet and you take damage from a creature you can see within 60 feet of you, you can use your reaction and one charge to force that creature to make a DC 16 Intelligence saving throw. On a failed save, the creature takes 2d10 psychic damage. The amulet regains all charges each day at dawn.
- 1d6 Quori Brain Chunks. When consumed, you gain resistance to psychic damage for one hour.
- 1d10 Vials of Quori Mind Fluid. When consumed, any spells you know can be cast psionically for the next 10 minutes.

KALARAQ QUORI

- **1 Kalaraq Quori Heart.** Can be crafted into an amulet (1500 gp, 45 days). Requires attunement. While wearing this amulet, you can use an action to create a swarm of spectral eyes that fills a 15-foot-sphere centered on a point you can see within 60 feet of you. Each creature in that area must make a DC 19 Wisdom saving throw. On a failure, a creature takes 8d8 psychic damage, and it is blinded for 1 minute. On a success, a creature takes half as much damage

and isn't blinded. A blinded creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once you have used the amulet in this way, you can't do so again until the next dawn.

- 2d8 Quori Brain Chunks. When consumed, you gain resistance to psychic damage for one hour.
- 2d12 Vials of Quori Mind Fluid. When consumed, any spells you know can be cast psionically for the next 10 minutes.

TSUCORA QUORI

- 1 Tscora Quori Stinger. Can be crafted into a longsword (400 gp, 10 days). This weapon deals an additional 1d6 psychic damage on a hit.
- 1d4 Quori Brain Chunks. When consumed, you gain resistance to psychic damage for one hour.
- 1d6 Vials of Quori Mind Fluid. When consumed, any spells you know can be cast psionically for the next 10 minutes.

RADIANT IDOL

- 1 Divine Tongue. When consumed, you gain the benefits of the *tongues* spell for 8 hours.
- 2d4 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.
- 1d2 Idol Eyes. When consumed, you gain darkvision out to a range of 120 feet for one hour.
- 1 Idol Heart. As an action, you can crush this heart and cast the spell *raise dead* without expending a spell slot or providing material components.
- 2d10 Vials of False Divine Essence. As an action, you can throw this vial up to 30 feet away where it shatters in a bloom

of golden light. All creatures standing within 15 feet of where the vial landed must succeed on a DC 16 Wisdom saving throw or be charmed by you. A creature charmed in this way can repeat the saving throw at the end of each its turns, ending the effect on itself on a success. Once it succeeds on the saving throw, a creature is immune to the false divine essence for 24 hours.

RAKSHASA

ZAKYA RAKSHASA

- 1 Broken Scale Mail (size Medium).
- 1 Broken Shield.
- 1d4 Magic Javelins.
- 1 Magic Longsword.
- 1d2 Zakyas Hands. Requires attunement by a spellcaster. Can be used as an arcane focus. You may cast each of the spells *detect thoughts* and *shield* 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.

UNDYING

UNDYING COUNCILOR

- 2d6 Strips of Undying Councilor Flesh. Can be used as an additional material component when casting spells that restore hit points. When used in this way, your spell restores the maximum amount of hit points possible.
- 1d10 Undying Councilor Fingers. Can be used as an additional material component when casting spells that deal radiant damage. When used in this way, you deal an additional 2d6 radiant damage with the spell.
- 1 Undying Councilor's Heart. When consumed, you are filled with radiance. For the next hour, you shed a bright light in a 15-foot radius and dim light for an

additional 15 feet. You can extinguish or restore this light as a bonus action. If the bright light overlaps with an area of darkness created by a spell or 3rd level or lower, the spell that created that darkness is dispelled.

UNDYING SOLDIER

- 1 Broken Breastplate (size Medium).
- 1 Broken Shield.
- 1d4 Broken Spears.
- 1 Undying Soldier Heart. When consumed, you shed bright light in a 10-foot radius and dim light for an additional 10 feet. You can extinguish or restore this light as a bonus action.

VALENAR ANIMALS

VALENAR HAWK

- 1d2 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.

VALENAR HOUND

- 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.

VALENAR STEED

- 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.

- imbue it with radiant power. For one minute, when the hits a target it deals an additional 1d6 radiant damage. The fuel then dries and loses its potency.

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GENERIC NPCs

BONE KNIGHT

- 3d6 Arrows.
- 1 Broken Greatsword.
- 1 Broken Longbow.
- 1 Broken Bonecraft Armor. Can be repaired for 1500 gp, after which it functions as a set of heavy armor with an AC of 20. You must have a Strength score of at least 18 to wear this armor.

CHANGELING

- 1d2 Broken Daggers.
- 1 Broken Leather Armor (size Medium).

KALASHTAR

- 1d2 Broken Daggers.

MAGEWRIGHT

- 1d2 Broken Daggers.

SHIFTER

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

TARKANAN ASSASSIN

- 1d2 Broken Shortswords.
- 1 Broken Studded Leather Armor.

WARFORGED SOLDIER

- 1 Broken Armblade. Can be crafted into a shortsword (10 gp, 2 days).
- 1 Broken Shield.
- 1d6 Javelins.