

The background of the cover is a detailed illustration of a character named Hamund. He is a large, bearded man with a thick, grey beard and mustache. He has a serious expression and is looking slightly to the left. He is wearing a dark, heavy coat with a high collar and a white shirt underneath. A brown leather pipe is hanging from his mouth. He is holding a small, clear glass vial filled with a red liquid in his right hand. A sword is visible in a scabbard on his back. The background is a lush, green forest with sunlight filtering through the trees. In the bottom left corner, there are some dark, spiky, and sharp-looking elements, possibly representing a monster or a trap.

HAMUND'S HARVESTING HANDBOOK

VOLUME 2

BY DRIFTERS GAME WORKSHOP

HAMUND'S HARVESTING HANDBOOK

VOLUME 2

A HARVESTING GUIDE TO VOLO'S GUIDE TO MONSTERS

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CHAPTER 1: INTRODUCTION

Welcome back dear reader to another installation of Hamund's Harvesting Handbook. By now I'm sure you've all cut your teeth on the monsters and creatures featured in Volume I of this series and have come back hungry for more. Well you are in luck, because I have spent the interim hunting and harvesting all of the monsters featured in that seminal work; Volo's Guide to Monsters (written by another man who appreciates the value of good branding) and have prepared yet another catalogue of the natural riches to be found in the creatures around us.

But wait, there's more! I have brought back secret spells from forgotten lands, filled a list of new items to craft, and even compiled a compendium of the needy people I met on my travels in the hopes that my readers may lend them a helping hand. The book you hold is more than just an instruction manual, it is a veritable travel guide to adventure!

So, indulge yourselves dear readers in the knowledge that I have gained and now pass onto you. Discover how to skin a sea spawn, gut a grung, and debone a devourer (which is quite a difficult feat considering they are almost nothing but bones). Learn how to craft powerful weapons from the spoils of your hunts, as well as wield new magic to aid you in your work. The sky is the limit in our profession, and even the old dogs among you could still stand to learn a few new tricks.

Good luck and good harvesting.

-Sir Hamund Holderhek, O.B.H. (First Class), V.A., N.K.P.

AIM OF THIS GUIDE

Thank you for purchasing the second instalment of the "Hamund's Harvesting Handbook" series. This volume covers the monsters included in Volo's Guide to Monsters, and as before, features a complete harvesting list for each monster, as well as over 80 new magical items to craft.

The rules for harvesting and crafting are unchanged, but this book does add a few more interesting pieces to add to your harvesting adventures. Premiering in this book are new NPC merchants for you to pull out on the fly, 6 new spells designed to help harvesters, as well as a job board for every monster in the Monster Manual and Volo's to help DMs make harvesting-based quests on the fly.

Everything has been written with balance in mind, but you are of course feel free to rebalance anything in this guide to suit your own table, or feel free to message me at driftersgameworkshop@gmail.com or hit me up on Twitter @drifterworkshop to discuss anything in this guide.



CHAPTER 2: HOW TO HARVEST

The act of removing useful body parts from a creature is referred to as **harvesting**. Anything that can be harvested from a creature is referred to as a **harvesting material** or simply **material**. In general, only creatures that have died may be harvested, but there may be some exceptions based on context.

This section details the steps associated with actually performing a harvest, and any factors that may influence it.

APPRAISING

"Half of a harvester's job is mental, rather than physical. It takes a keen eye, and an analytical mind to fully grasp the nuance of slicing open a fresh kill and reaping the bounty inside. Take your time to evaluate your prize before chopping into it; your wallet will thank me later." - Hamund

Before a player begins hacking and butchering their hunt, they may instead choose to take a moment first and **appraise** the creature to be harvested. To do this, they must spend 1 minute examining the creature to be harvested and then roll an Intelligence check, adding their proficiency bonus if they are proficient in the skill corresponding to that creature (see table below). For example, when appraising a banderhobb (which is a monstrosity), the check would be an Intelligence (Nature) check, while appraising a meenlock (which is a fey) would require an Intelligence (Arcana) check.

The DC of the check is equal to **8 + the Harvested Creature's CR** (treating any CR less than 1 as 0). Success on this check grants the player full knowledge of any useful harvesting materials on the creature, the DC requirement to harvest those materials, any special requirements to harvest them, and any potential risks in doing so. In addition, any harvesting check made on that creature by that player is rolled at advantage. A character may only attempt one appraisal check per creature.

MONSTER TYPE/SKILL CHECK

Creature Type	Skill
Aberration	Arcana
Beast	Nature
Celestial	Arcana
Construct	Investigation
Dragon	Nature
Elemental	Arcana
Fey	Arcana
Fiend	Arcana
Giant	Medicine
Humanoid	Medicine
Monstrosity	Nature
Ooze	Investigation
Plant	Nature
Undead	Arcana

SPLITTING UP THE RESPONSIBILITIES

Some party members may prefer to let one character handle the appraisal of materials, while another more dextrous character handles the actual harvesting. In this scenario, all benefits of appraising a creature are conferred to the player doing the harvesting, so long as the player that performed the appraising assists the harvesting player through the whole duration of the harvest.

HARVESTING

"The thing we've all bought this book to learn: harvesting! Here you will learn the most noble of traditions, dating back to our roots as hunter-gatherers. Read this section well and commit it to memory, for harvesting is the true meat of this book (pardon the pun)." - Hamund

In order to harvest a creature, a character must make a Dexterity ability check using the same skill proficiency as listed in the above appraising table. For example, a character attempting a harvest check on an Aberrant would receive a bonus equal to their Dexterity modifier and their proficiency in Arcana (if they have any).

This check reflects a character's ability to not only properly remove the intended item without damaging it, it also involves any ancillary requirements of the harvest such as proper preservation and storage techniques.

USING OTHER PROFICIENCIES

If a player is harvesting a certain creature, or harvesting a creature of a certain type of material, the DM may allow them to use a relevant tool proficiency rather than a skill proficiency.

For example, the DM may allow a player to add their proficiency with Tinker's Tools to their attempt to harvest a mechanical golem or use their proficiency with leatherworking tools when attempting to harvest a creature for its hide. Alternatively, all creature type proficiencies may be replaced by proficiency with the *harvesting kit*.

Each individual item in a creature's harvesting table is listed with a DC next to it. Any roll that a player makes that equals or exceeds this DC grants that player that item. Rewards are cumulative, and a player receives every item with a DC equal to or below their ability check result. For example, rolling a total of 15 on a check to harvest a barghest will reward the player with "barghest blood", "barghest fur" and "barghest fangs", but not a "vial of barghest stomach acid". If they so wish, players may opt to not harvest a material even if they have met the DC threshold to harvest it.

Only one harvesting attempt may be made on a creature. Failure to meet a certain item's DC threshold assumes that the item was made unsalvageable due to the harvester's incompetence.

For most creatures, the time it takes to harvest a material is counted in minutes and is equal to the DC of that material divided by 5. For huge creatures however, it is equal in DC of that material, while for gargantuan creatures, it is equal to the DC of that material multiplied by 2.

PARTICULARLY VIOLENT DEATHS

"It is a shame, but quite understandable, that no one would want to buy a pelt ridden with slash wounds and burn marks. That is why lately, I have taken to wrestling my quarry with my bare hands. It makes for much more pristine carcasses, and much heartier exercise." - Hamund

This guide assumes that most creatures you attempt to harvest died in direct combat and thus already accounts for the idea that you are harvesting creatures that are not in pristine condition. However, some deaths are more violent than others and can make harvesting useful materials either extremely difficult or downright impossible. Such examples include burning by fire, dissolving from acid, or being completely crushed under a pillar of stone. In these cases, raise the DC for harvesting any of that creature's materials by 5. Alternatively, the DM may decide that well-orchestrated hunts result in a carcass that is prime for harvesting, such as creatures killed mostly through psychic damage, or those killed in one clean attack. In these cases, the DM should lower the DC for harvesting any of that creature's materials by 5.

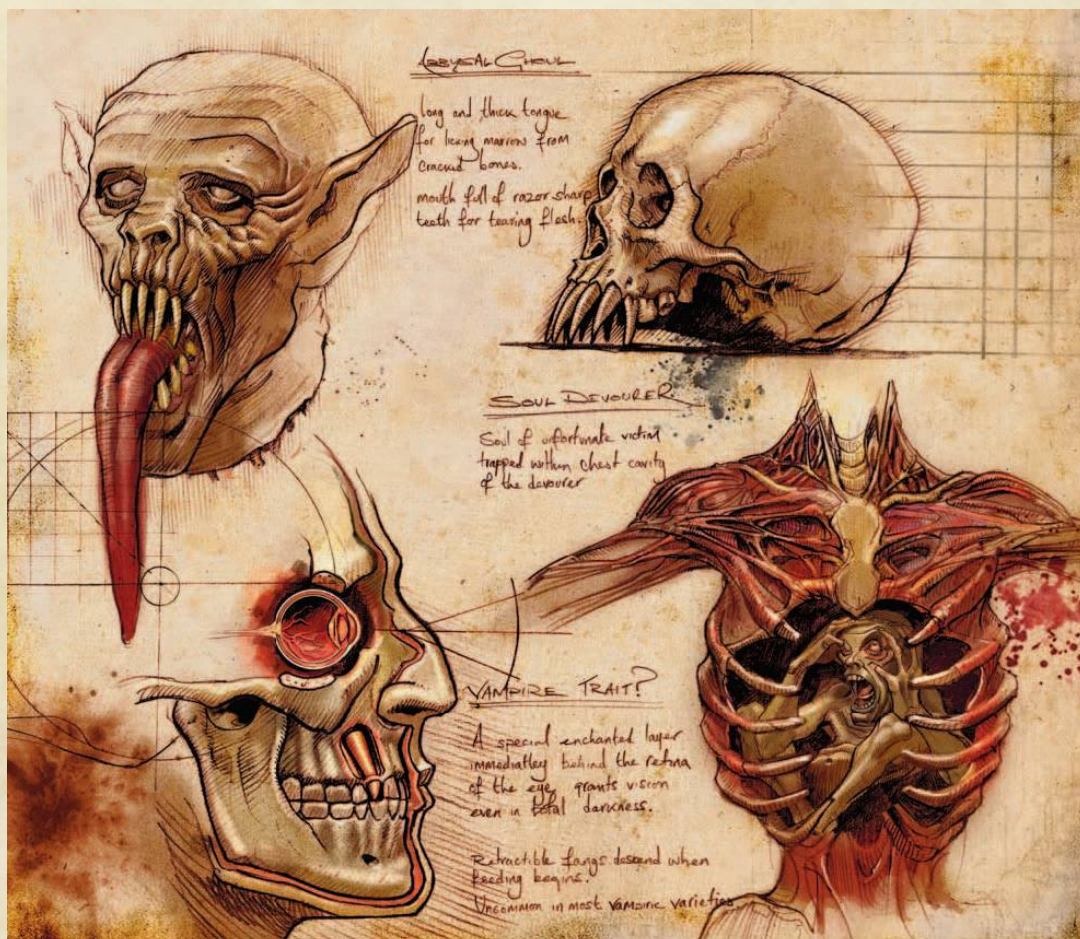
Furthermore, the DM may adjudicate whether or not some of a creature's individual materials have been made useless due to effects imposed by them in the course of their death. Examples may include blood being tainted from poisoning, or their pelt being worthless due to excessive slashing/piercing damage.

OPTIONAL RULE: CARCASS DEGRADATION

This guide mostly assumes that harvesting takes place on a freshly killed corpse and that little to no decomposition has yet occurred. However, in some cases, a player may desire to harvest a creature that has been dead for quite a while. In these cases, the DM may declare that certain body parts have already withered away and become unharvestable or may decide to increase the DC's of all harvestable materials as if the creature had died a particularly violent death. If corpse decomposition is too advanced, it is entirely within the DM's right to deny harvesting the creature altogether.

As a quick guide, the following timeline may be observed to decide on decomposition levels:

- **1 hour after death:** The carcass' hide has ruptured from bloating and has become useless.
- **1 day after death:** The carcass' blood has become too tainted to be useful, and soft tissues like the eyes have putrefied.
- **3 days after death:** The carcass' internal organs have decomposed
- **7 days after death:** The carcass has undergone extensive purification and none of its soft tissue remains harvestable.
- **Note:** Harder materials like bones, teeth, claws, and hair do not generally undergo decomposition and will remain usable indefinitely.



CHAPTER 3: THE HARVEST TABLES

I am aware that in my previous volume, I stated that I was presenting the complete knowledge of harvesting all creatures in the multiverse. While it was true at the time, intrepid explorers other than myself have discovered even more creatures to hunt and harvest. While I am ashamed of misleading my readers, I am humbled by the idea that even I have more to discover and write about in this wonderful lifetime of mine." - Hamund

UNDERSTANDING THE TABLES

Every unique monster from *Volo's Guide to Monsters* has been listed in this book with an associated harvest table. When your players attempt a harvest, simply look up the relevant monster in this guide, and read out the results (monsters are listed in the same order they are given in *Volo's Guide to Monsters*). The following is an explanation of how to read the table.

DC

This is the DC required to harvest this item. Any harvesting check that equals or exceeds this threshold allows the player that made that check to successfully harvest that item.

ITEM

The name of the item received. While for most items, the player only receives one of the listed item, some item names have parentheses next to them. These indicate the amount that a player receives upon a successful harvest e.g.: Catoblepas Fur (large pouch) or Barghest Blood (5 vials). At the DM's discretion however, they may adjudicate that a player receives less or more than the stipulated quantity. Such reasons may include extremely high success on a roll, or certain methods in which the creature was killed.

OPTIONAL RULE: HARVESTING DANGEROUS MATERIALS

Harvesting some creatures are more dangerous than others. While most creatures are harmless once killed, others possess poisons, acids, and breath sacks that remain active even after the creature's death. Even worse is that a simple misplaced knife stroke or errant twitch of the hand can lead to these materials accidentally harming the harvester.

Under this optional rule, whenever a harvester rolls below the DC of a harvestable material that has a "Use" section that deals damage, the material is not just lost, it also expends its ability on the harvester. For example, a character that fails to properly harvest a poison would suffer the effect of that poison on themselves, or a character that fails to harvest a breath sack would release the effect of that breath sack in their direction. The exact adjudication of the failure result may change depending on the DM.

DESCRIPTION

A brief description of the item to be harvested, written by Hamund. While this is usually just for flavour, some items also have a "Use" section. These items may be used immediately after being harvested and require no further adjustments or crafting. Their function is described here in the description box.

Additionally, some materials have harvesting requirements beyond just steady hands and a sharp knife. Any extra requirements or criteria for harvesting a material will be listed here.

VALUE

All materials are listed with their base resell value. This is how much money an average shopkeeper would be willing to pay for the materials in good conditions. DM discretion is advised when varying this value, dependant on shopkeeper mood, rarity within the setting, condition of the material, etc. A material with a value listed as "varies" indicates that its usage is too specific for it to be sold to an average shopkeeper, and the value of the material would depend heavily on context.

When items are harvested in discrete quantities, the value listed refers to each individual item. For example, Barghest Blood is harvested as a set of 5 vials, and so the value listed (1 gp) refers to each individual vial (so successfully harvesting Barghest Blood would be worth 5 x 1 gp = 5 gp). When items are listed as indiscrete quantities however, the value listed refers to the entire quantity. For example, Maw Demon Teeth is harvested in the indiscrete quantity of a: "large bag." Thus the 1 gp value listed refers to the value of a "large bag of Maw Demon Teeth," not 1 gp for each individual tooth.

VALUE FACTORS

The values listed here are based on a myriad of factors including: CR of the monster, average treasure horde values, use in crafting, whether the monster tends to be found alone, whether the item is consumable, probability of successfully harvesting the item, balance around existing prices, and sometimes just for flavour. These prices are intended as a baseline only, and the DM is free to adjust these values as they see fit for their campaign. The DM is also to keep in mind that, although certain items may have high values, not all vendors may want to buy them. For example, although Devourer Skin may be worth the high price of 2,250 gp, it may be difficult to sell it to the village grocer. Sometimes, finding the right buyer for an esoteric item can be an entertaining side quest in and of itself, or simply used as a good downtime activity.

WEIGHT

The weight of the item listed in pounds. The weight listed here follows the same rules as values do; the listed number refers to the weight of individual items, unless that item is harvested in indistinct quantities, in which case the weight refers to the whole indistinct quantity.

CRAFTING

Some items, although valuable, require a skilled artisan to craft them into a usable item. The material's description details which item they can be crafted into. If this section is blank, the item has no craftable item associated with it.

The section of crafted items at the end of this book details the usage of crafted items, as well as details on their crafting requirements. Some craftable items originate from published source books from WotC. These receive special tags in brackets that denote which book they come from.

For more information on crafting visit Chapter 4.

HUMANOID TRINKET TABLES

"While it is still considered rather ghastly practice to harvest a humanoid, looting their corpses is considered marginally less so. This is good news, especially since I have found that the quality of dropped loot has increased as of late." - Hamund

Most humanoids listed in this book do not possess many useful materials to harvest. In order to complement the relatively bare tables of humanoids, a separate table is listed in their section describing items that may be plundered off of these creatures. These items tend to be random trinkets and are not weapons or armour. More often than not, they are relatively useless and are intended only to be used for resale.

There is no ability check required to pilfer these trinkets, and the DM is free to decide which of these trinkets can be found on a typical corpse (if any at all). These tables are intended to largely be used as DM inspiration and to sate the lust of loot-hungry players while avoiding the ghoulish activity of dismembering a humanoid corpse. New tables have been provided for humanoids that already appeared in the Monster Manual. The DM is free to choose which table they wish to use.

Like all harvested items, the value and weight listed refers to 1 unit of the respective item in that row.



HARVEST TABLE: B

BANDERHOBB

"I remember the first time I encountered a banderhobb. A hag had sent me to kill her because I had trounced her in a game of riddles and took one of her precious jewels as a prize. Now obviously, I prevailed over my hunter, and the only vengeance the hag achieved was that I ended up having to wash banderhobb goo off my clothes for a week afterwards." - Hamund

DC	Item	Description	Value	Weight	Crafting
10	Banderhobb Goo (vial)	One half of the disgusting components that constitute a banderhobb's vile form is the rendered flesh of various swamp creatures. When the banderhobb expires, this flesh loses any sense of cohesion and breaks down into a fetid goo. This goo still holds some mutagenic properties when harvested correctly, but care should be used when applying it to anything. Use: You may spend an action to pour the contents of this vial onto a lizard, snake, toad, or frog that is no larger than Medium sized. That creature immediately grows into the giant version of itself (as described in the <i>Monster Manual</i>) for 1 hour. It returns to its normal size at the end of the hour, or if it drops to 0 hit points. While under the effect of this item, the creature becomes violent and attempts to attack the nearest creature it can see whenever possible.	25 gp	1 lb.	
15	Liquid Shadow (vial)	The other half of the components of a banderhobb is liquid shadow, siphoned from a dark realm like the Shadowfell or Underdark. It shifts constantly in its vial and no amount of light seems to be able to disperse it. Requires enchanted vial. Use: You may spend an action to pour the contents of this vial over yourself, merging with the shadows within for the next hour. During this time, whenever you are in dim light or darkness, you may take the Hide action as a bonus action, and you may spend an action to teleport, along with whatever you are wearing and carrying, up to 30 feet to an unoccupied space of dim light or darkness that you can see.	65 gp	1 lb.	Shadow Dye

BARGHEST

DC	Item	Description	Value	Weight	Crafting
5	Barghest Blood (5 vials)	The blood of a barghest is the same color as that of a goblin's, but has a slippery consistency more in line with that of a traditional yugoloth. It possesses some transformative properties as is befitting of its status as a shapeshifter. Use: You may spend an action to drink this blood. If you do so, you polymorph into a goblin version of yourself for the next hour. Your game statistics remain the same in your new form, except your size changes to Small. You revert to your normal form at the end of the hour, or if you die.	1 gp	1 lb.	
10	Barghest Fur (small bag)	Barghests have an odd reaction to fire that transports them back to their home plane of Gehenna if they are engulfed in it for any period of time. This property extends to pristine samples of their fur, which can create a portal when used as tinder. Be warned though, that using said portal will still be quite painful. Alternatively, it can be used to make a macabre magical doll that is useful for goblin-based distractions. Use: If a small bag of barghest fur is thrown into a fire larger than 10 feet high or wide, the fur is instantly disintegrated and the fire transforms into a portal to a random location on the plane of Gehenna for the next minute, or until the fire is extinguished. Anything entering the portal automatically suffers 4d8 fire damage from the heat of the original flame.	13 gp	3 lb.	Goblin Effigy
15	Barghest Fang (x2)	The fangs of a barghest are magically imbued and capable of tearing a soul from a body the way normal fangs tear flesh from bone. While this may seem incomprehensibly evil, they may be refashioned into weapons that use that very same property to fight incorporeal undead, thus earning them a little bit of redemption.	12 gp	4 lb.	Soul Render
20	Barghest Stomach Acid (vial)	Barghests possess an insidious ability befitting of a creature spawned from Gehenna: they are capable of devouring the souls along with the flesh of those they kill. While their teeth are responsible for the actual rending of soul from flesh, their stomachs are to blame for the destruction of the soul itself, their digestive fluids possessing an unholy property. Requires enchanted vial. Use: If you pour this item onto a humanoid that has died within the past 10 minutes, that humanoid's soul will begin to be destroyed instead of passing into the afterlife. It takes 24 hours for a soul to be completely destroyed, after which no mortal magic may return that humanoid to life. If a resurrection attempt is made during those 24 hours, the attempt only has a 50 per cent chance of success. Removing the acid from the body of the humanoid before the 24 hours is over halts the destruction of the soul. This item has enough stomach acid to destroy one soul, and stomach acid that has been used once may not be used again.	60 gp	2 lb.	

BEHOLDERS

DEATH KISS

DC	Item	Description	Value	Weight	Crafting
5	Death Kiss Blood (5 vials)	The crackling blood of a death kiss is as electrified as a field before a storm. Many foolish adventurers find that their metal weapons turn into conductors of their own deaths when used to strike a death kiss.	10 gp	1 lb.	Potion of Lightning Blood
15	Death Kiss Tentacle (x4)	The tentacles of a death kiss lack any ranged capabilities. Instead they are much more capable in melee combat, being lined with vampiric teeth that can drain a victim of blood. The hollow teeth of the death kiss served as the inspiration for the first hypodermic needles, and thus in a strange way, beholders could be seen as the inventors of this medical breakthrough.	33 gp	12 lb.	Leeching Whip
20	Death Kiss Main Eye	Unlike most beholders, the eye of a death kiss holds no offensive or defensive abilities. However, when removed, boiled, mashed into a paste, and fortified with arcane components, the resulting mixture makes a potent medicine used to treat blood diseases and other maladies. Alternatively, it makes for a powerful lens to aid in the hunting and tracking of one's foes.	540 gp	20 lb.	Bloodhunter's Lens

GAUTH

DC	Item	Description	Value	Weight	Crafting
10	Gauth Stomach	Gauths boast the rather annoying ability to literally consume magic and magical energy. Some believe that this is related to the magic nullification ability of a beholder's main eye, but this is still merely conjecture. Either way, allowing a gauth near your magical sword is a surefire way to end up with a relatively useless hunk of metal. Use: You may spend an action to rupture this stomach and spill the contents onto a magical item, causing it to lose all magical properties for 24 hours, as well as 1d4 charges if it is a charged item. This ability does not function on artefacts or items with the <i>legendary</i> rarity.	17 gp	10 lb.	
15	Gauth Eyestalk	The eye stalks of a gauth are not as powerful as that of a beholder, but they still have some use when harvested and processed by a skilled artificer. If a player harvests an eye stalk, roll 1d6. The type of eye stalk they receive corresponds to the number rolled, as described in the gauth's statblock.	33 gp	6 lb.	Lesser Eye Stalk Wand
20	Gauth Main Eye	The gaze of a gauth differs from a beholder's in that instead of draining magic, the gauth's gaze drains mobility. Why exactly this occurs is up for debate, but some scholars have argued it as proof that movement itself is a form of magic (it should be noted however that these scholars are largely considered crackpots by the greater scientific community).	115 gp	15 lb.	Stunning Lens

GAZER

DC	Item	Description	Value	Weight	Crafting
15	Gazer Eyestalk	The tiny stalks of a gazer are incredibly difficult to harvest undamaged, and the wands they create are just as fragile. They are best treated as weapons of last resort for a mage that is out of options. If a player harvests an eye stalk, roll 1d4. The type of eye stalk they receive corresponds to the number rolled, as described in the gazer's statblock.	1 gp	1 lb.	Minor Eye Stalk Wand
20	Gazer Main Eye	The main eye of a gazer is particularly useful when used in magic, despite its lack of utility for its original owner. Possessing a small fraction of its beholder-creator's power, it makes a useful spell component. Use: When casting the <i>find familiar</i> spell, you may expend this item instead of the usual material component. If you do so, your summoned familiar takes the form of a gazer instead of the usual choices. This gazer has all of the normal abilities of a familiar, as well as its normal abilities as a gazer. This gazer-familiar lasts until it either drops to 0 hit points or is dismissed.	4 gp	2 lb.	



BODAK

DC	Item	Description	Value	Weight	Crafting
15	Mark of Orcus	The infamous mace and skull symbol of Orcus is carved into every bodak's chest, regardless of their origin. These blasphemous symbols maintain a strong connection to Orcus even after the defeat of its bodak, and there are techniques to use them to channel the demon lord's power for dark and powerful curses.	40 gp	1 lb.	Curse of Desolation
20	Bodak Eye (x2)	Pure white, blank and incredibly disturbing. Filled with the unholy, necrotic energies of the demon prince Orcus, these eyes can be worked upon by a talented thaumaturge to create a rather morbid set of goggles that allow the wielder to literally see death wherever they look.	70 gp	1 lb.	Death Goggles

BOGGLE

"Neither particularly strong nor smart, a boggle is really more of a nuisance than an actual threat. That said, their oil is particularly useful in harvesting, as the sticky variety works wonders for traps, while the slippery kind is a great knife coating substance for smoother and cleaner cuts. As such, on my travels I often provide boggle removal services free of charge, so long as I am allowed to keep the spoils." - Hamund

DC	Item	Description	Value	Weight	Crafting
10	Sticky Boggle Oil (vial)	One of the varieties of oil that a boggle is capable of creating, a sticky, tar-like substance that traps those unlucky enough to step in it. While not the strongest of substances, it can prove to be quite the nuisance (as anyone with a boggle in their house will discover after they rise from their chamber pot to discover it sticking to their backside). Use: You may spend an action to coat yourself with this oil. For the next hour, you have advantage on Strength (Athletics) checks made to grapple and any ability check made to maintain a hold on another creature, surface, or object. You can also climb difficult surfaces, including upside down on ceilings, without needing to make an ability check. Alternatively, you may spend an action to pour this oil on the ground, creating a 5 foot puddle where poured for 1 hour. Any creature that enters that puddle or starts its turn there must succeed on a DC 11 Strength saving throw or be restrained. On its turn, a creature can use an action to try to extricate itself from the sticky puddle, ending the effect and moving into the nearest safe unoccupied space with a successful DC 11 Strength check.	1 gp	1 lb.	
10	Slippery Boggle Oil (vial)	The other variety of oil that a boggle is capable of creating, a slippery substance that makes surfaces virtually impossible to traverse. One of a boggle's most reliable pranks is to simply oil the area around a house's larder, causing anyone entering it to slip and spill all sorts of foodstuffs on themselves. Use: You may spend an action to pour this oil on yourself. For the next hour, you gain advantage on Dexterity (Acrobatics) checks made to escape bonds, squeeze through narrow spaces, and end grapples. Alternatively, you may spend an action to pour this oil on the ground, creating a 5 foot puddle where poured for 1 hour. Any creature that enters that puddle or starts its turn there must succeed on a DC 11 Dexterity saving throw or fall prone.	2 gp	1 lb.	



HARVEST TABLE: C

CATOBLEPAS

"If you are going to hunt a catoblepas, I highly advise you to keep a separate bag for storing the materials. There's nothing worse than having to throw out otherwise perfectly good dragon steaks just because they've been made unpalatable by the stench of the catoblepas fur next to them." - Hamund

DC	Item	Description	Value	Weight	Crafting
5	Catoblepas Milk (1 gallon)	The pale, vaguely reddish milk of a catoblepas smells worse than it looks. It is easy to mistake even fresh catoblepas milk as having gone rancid, due to its sharp taste and odor. Despite this, it is considerably valuable, as it is the basis for the gourmet foodstuff: death cheese.	5 gp	9 lb.	
10	Catoblepas Fur (large pouch)	The thick, mangy red fur of the catoblepas looks and feels more like the decayed vegetable matter that one would find at the bottom of the swamp it lives in. The unique structure of this fur makes it the perfect trap for bacteria and disease. While many would thus assume that this fur is a vector for plague, this very property actually makes it a wonderful filter, and when cleaned and dried properly can actually be used to make even the most polluted water into something potable.	10 gp	7 lb.	Filter Rag
15	Catoblepas Tail	A solid tail, capable of rattling a knight wearing the sturdiest plate. Taken, treated with oils, and reinforced with steel strips turns this monstrous act of nature into a deadly weapon on the battlefield.	25 gp	15 lb.	Flail, +1 (DMG)
20	Catoblepas Eye (x2)	The catoblepas is the natural embodiment of death and decay, and nowhere is this better exemplified than in their eyes. Filled with necrotic energy rarely seen outside of the undead, these eyes wither anything they look at, turning fresh bodies into suitable fare for the catoblepas. Artificers have learned to take these orbs and transform them into deadly lenses with much of the same ability.	42 gp	1 lb.	Withering Lenses



CAVE FISHER

DC	Item	Description	Value	Weight	Crafting
5	Cave Fisher Blood (3 vials)	Cave fisher blood is known not just for being alcoholic, but also being particularly flammable. In other words, this blood is capable of warming you up one way or another. Use: As an action, you may throw this vial at a target you can see within 20 feet of you as a ranged attack. This vial shatters on impact, covering your target in flammable liquid. That target has vulnerability to fire damage until the end of your next turn.	5 gp	1 lb.	
10	Cave Fisher Carapace	Incredibly hard and with a strangely attractive milky white tone, cave fisher carapaces are highly valued in subterranean societies. They have been used for everything from tools, to armor, to jewelry, and ironically its value has made cave fishers an endangered species in some areas.	10 gp	40 lb.	
15	Cave Fisher Filament (60 feet)	The notorious adhesive filament of a cave fisher is difficult to extract without muddling it up into an unusable sticky ball. If such a thing is available, it is advised that you wrap your filament around a bolt of silk cloth, as the filament has trouble sticking to this material, allowing you to unwind it later with ease. Once an artificer has gotten their hands on this filament, they can easily turn it into the ever useful <i>rope of climbing</i> . This fact has made cave fishers particularly valuable for hunters trying to make some quick cash. Use: This filament may be unspooled like a regular piece of rope. The filament sticks to anything it touches, except for silk. A creature that touches the filament becomes immediately adhered to it. A creature adhered to the filament is considered grappled (escape DC 13), and ability checks made to escape this grapple have disadvantage. The filament can be attacked (AC 15; 5 hit points; immunity to poison and psychic damage), but a weapon that fails to sever it becomes stuck to it, requiring an action and a successful DC 13 Strength check to pull free.	20 gp	10 lb.	Rope of Climbing (DMG)

CHITINES

CHITINE

DC	Item	Description	Value	Weight	Crafting
10	Chitine Blood (vial)	Chitine blood actually has much in common with their drow progenitors, and as such is just as capable of creating the infamous drow poison. While most chitine do not have the facilities to transmute their blood into this poison, they become capable of producing it naturally when they are in their choldrith forms.	1 gp	1 lb.	Drow Poison (DMG)
15	Chitine Fur (small pouch)	Chitine fur is surprisingly light and fluffy, and if one closes their eyes while touching it, they would not be at fault for thinking they were touching a duckling's down. This density is what allows a chitine to sense tiny vibrations in their webs, and good samples of this fur can help an enterprising adventurer identify these hazards and avoid them. Use: You may sprinkle this pouch of fur as an action on any web within 5 feet of you. This fur will vibrate strongly if a creature comes in contact with the web it is sprinkled on. Once this fur has been sprinkled on a web, it cannot be removed.	2 gp	1 lb.	

CHOLDRITH

DC	Item	Description	Value	Weight	Crafting
10	Choldrith Blood (3 vials)	Choldrith blood is even more potent than chitine blood when it comes to producing the poisonous enzymes that constitute drow poison. As such, choldriths have become capable of creating their own poison without any external help and use it on their own weapons.	1 gp	1 lb.	Drow Poison (DMG)
15	Choldrith Fur (small pouch)	Choldrith fur is surprisingly light and fluffy, and if one closes their eyes while touching it, they would not be at fault for thinking they were touching a duckling's down. This density is what allows a choldrith to sense tiny vibrations in their webs, and good samples of this fur can help an enterprising adventurer identify these hazards and avoid them. Use: You may sprinkle this pouch of fur as an action on any web within 5 feet of you. This fur will vibrate strongly if a creature comes in contact with the web it is sprinkled on. Once this fur has been sprinkled on a web, it cannot be removed.	2 gp	1 lb.	
20	Mark of Lolth	Just like a drow priestess of Lolth, a choldrith bears the mark of Lolth on its body. If harvested and preserved properly, its powers can be transferred to an amulet that can channel the Spider Goddess' powers, whether she likes it or not.	40 gp	1 lb.	Drow Amulet

CRANIUM RATS

"Where you find one cranium rat, you are bound to find more. In fact, due to their hive mind nature, one cranium rat will instinctually seek out others like it and create a swarm. What I like to do is to leave one cranium rat alive so that it may go seek the rest of its kind, and then sweep in and bag them all at the same time. While this may end up starting a chain of events that leads to an illithid invasion, it's also a very time efficient method of stocking up on harvesting materials." - Hamund

CRANIUM RAT

DC	Item	Description	Value	Weight	Crafting
10	Cranium Rat Brain	A rodent brain, permanently altered by exposure to an illithid's psionic energy. Divorced from life, these brains have an at times unsettling ability to light up when exposed to the ambient thoughts of sentient creatures. Excavation of illithid colonies have revealed that some of their hallways have been studded with preserved brains to lend them proximity based illumination.	2 gp	1 lb.	Idea Bulb

SWARM OF CRANIUM RATS

DC	Item	Description	Value	Weight	Crafting
10	Cranium Rat Brain (x10)	A rodent brain, permanently altered by exposure to an illithid's psionic energy. Divorced from life, these brains have an at times unsettling ability to light up when exposed to the ambient thoughts of sentient creatures. Excavation of illithid colonies have revealed that some of their hallways have been studded with preserved brains to lend them proximity based illumination.	2 gp	1 lb.	Idea Bulb
15	Swarm Mentality	When multiple cranium rats swarm together, their latent psionic energy is amplified and swirls about them, which lingers with each surviving member of the swarm even as others die around them. An unorthodox application of spirit paper can trap this potent cloud of psionic energy from the last rat of the swarm to be used later for whatever purpose. Requires spirit paper. Use: This item starts with a number of charges equal to the number of rats that were in the swarm this item was harvested from. If you are subjected to a divination spell, or any spell that would attempt to either read your thoughts or sense your emotions while wearing this time on the top of your head, you may spend your reaction to spend a charge and nullify the effects of that spell. Once the last charge on this item has been used, it is rendered worthless.	60 gp	1 lb.	Swarm Charms

HARVEST TABLE: D

DARKLINGS

"Unfortunately, a slain darkling is not much use in harvesting as their bodies explode upon their death, releasing the light they have absorbed in one destructive and burning flash. I once had a theory that the light was kept in their torsos, and as such thought that a limb severed while the darkling was still alive would remain stable. Unfortunately, I was wrong, and all I had to show for it was a leg's worth of ash and an understandably irritated darkling." - Hamund

DARKLING

DC	Item	Description	Value	Weight	Crafting
5	Darkling Ash (small pouch)	The burnt remains of a darkling after its absorbed light has burst out. While it is disappointing that most of their body has been made unharvestable, the ash still holds some magical properties as a light nullifier. This should be obvious in that it was the only portion of the darkling's body to not disintegrate when exposed to a light flash. Use: When you cast the <i>darkness</i> spell, you may expend 1 or more pouches of this ash instead of the usual material components. If you do so, the radius of the magical darkness you create expands by 5 feet for every pouch of ash you expend.	2 gp	2 lb.	Potion of Radiant Resistance (DMG)

DARKLING ELDER

DC	Item	Description	Value	Weight	Crafting
5	Darkling Ash (small pouch)	The burnt remains of a darkling after its absorbed light has burst out. While it is disappointing that most of their body has been made unharvestable, the ash still holds some magical properties as a light nullifier. This should be obvious in that it was the only portion of the darkling's body to not disintegrate when exposed to a light flash. Use: When you cast the <i>darkness</i> spell, you may expend 1 or more pouches of this ash instead of the usual material components. If you do so, the radius of the magical darkness you create expands by 5 feet for every pouch of ash you expend.	2 gp	2 lb.	Potion of Radiant Resistance (DMG)
10	Darkling Elder Tattoo	The ritual to become a darkling elder is painful, risky, and costly. The enchanted tattoos contain traces of metals, rare pigments, and magical reagents that are capable of surviving the light flash that accompanies a darkling's death. It is quite difficult to do so, but carefully sifting through the elder's ashes can reveal these tattoo components, which still carry the light they absorbed and are thus extremely valuable.	4 gp	1 lb.	Radiant Oil

DEEP SCION

"It is most unfortunate that a deep scion reverts to its original form upon its death. Not just for harvesting reasons, but it also makes it very hard to explain to a small fishing community why you are standing over their dead mayor with a bloody axe in your hand." - Hamund

DC	Item	Description	Value	Weight	Crafting
15	Mark of the Depths	Despite the fact that a deep scion reverts to its original form upon its death, there is still a mark of its dark patron that lingers for a moment before vanishing into the aether. A quick application of spirit paper can trap this essence and reuse it for later, hopefully for more altruistic purposes. Requires spirit paper. Use: You may spend an action to tear this item in half. If you do so, all creatures within 300 feet of you must succeed on a DC 13 Wisdom saving throw or be stunned until the end of your next turn. In addition, any creature that succeeds on the saving throw gains the memories of the last 24 hours of the deep scion from whom this item was harvested.	45 gp	1 lb.	

DEEP SCION TRINKET TABLE

Item	Value	Weight
1 1 ocean master effigy	5 gp	2 lb.
2 1 pouch of ocean floor mud (great for sore joints and facial masks)	1 sp	2 lb.
3 1 ball of seaweed	3 cp	2 lb.
4 1 string of shark teeth	1 gp	3 lb.
5 1d8 pieces of vibrant coral	2 sp	4 lb.
6 1d4 pilfered trinkets	5 gp	2 lb.
7 1 memento of previous life (picture, doll, small piece of jewelry)	Varies	Varies
8 4d10 silver pieces	Varies	Varies

DEMONS

"More and more demons just keep popping out the woodwork, and still none of them have the decency to leave a valid carcass unless I slay them on their home plane! I guess that's the reason they say that fiends are responsible for driving mortals insane." - Hamund

Due to their abyssal nature, demons slain on the Material Plane cannot be harvested, as their carcass dissolves into a foul ichor instead. This ichor serves no purpose and is effectively useless. In order to properly harvest a demon, they must be killed in the Abyss.

Furthermore, using parts harvested from a demon comes with certain risks, as their corrupting influence remains even after their death. When a player consumes or attunes to an item made from a demon part, roll a d20. On a 10 or less, that player contracts a curse from using that item. The curse persists even after the normal effects of that item have finished and is only removed when the player is targeted by the *remove curse* spell or similar magic. If a character is cured of a curse caused by an attunement item, they are not allowed to attempt to attune to that item again. The DM may pick the curse themselves, or roll for it on the table below.

If the curse came from a non-consumable item, there is an additional aspect of the curse that reads: "You have a constant need to be within reach of the cursed item and are unwilling to part from it. You feel a need to have it equipped whenever feasibly possible."

FIENDISH CURSE

d6 Curse

- 1 You feel a rage constantly bubbling under your emotions, threatening to burst at any moment. Whenever a hostile creature damages you, you must succeed on a DC 15 Wisdom saving throw or go berserk. While berserk, you must use your action each round to attack the creature nearest to you. If you can make extra attacks as part of the Attack action, you use those extra attacks, moving to attack the next nearest creature after your fell your current target. If you have multiple possible targets, you attack one at random. You are berserk until you start your turn with no creatures within 60 feet of you that you can see or hear.
- 2 An unholy aura surrounds your spirit at all times. While this aura is invisible to any being that cannot see magic directly, creatures nevertheless feel its effects subconsciously and shun those who bear it. While cursed like this, you have disadvantage on any Animal Handling check and any Persuasion check made to try to persuade a non-evil creature.
- 3 The demonic tinge in your body makes you no different to a normal demon in the eyes of those who hunt them. You are considered to have an evil alignment regardless of your actual alignment, and your type is considered to be fiend, along with your regular type. You have disadvantage on any Charisma (Persuasion) check made to convince a good-aligned creature, and you also gain a vulnerability to radiant damage.
- 4 Constant whispers fill your mind, confusing your thoughts and weakening your resolve. You have disadvantage on all Wisdom saving throws.
- 5 Your fiendish corruption weakens your resolve when fighting against other demons. You have disadvantage on attack rolls against demons and on saving throws against their spells and special attacks.
- 6 An unnatural hunger pervades your thoughts and enfeebles your movements. Any time you go more than 3 consecutive hours without eating at least 1 pound of food, make a DC 10 Constitution saving throw. On a failed save, you gain 1 level of exhaustion. The DC increases by 5 for every additional 3 hours you spend without consuming a pound of food. Both the DC and your exhaustion level is reset upon consuming at least 1 pound of food.

BABAU

"It is said that mortals that gaze into the frightening gaze of a babau lose all strength as their courage and will leaves them. I have never once had this problem, and ironically, my sizable collection of babau eyes can attest to that." - Hamund

DC	Item Description	Value	Weight	Crafting
10	Babau Horn Made of a special type of keratin harder than any regular creature's, a babau horn makes a particularly deadly weapon. It is said that people slain by weapons forged from these horns die particularly painfully, and bleed out unusually slowly, but this is unconfirmed.	6 gp	10 lb.	Melee piercing weapon, +1 (DMG)
15	Babau Eye (x2) A babau is capable of weakening those it gazes at, channeling the dark countenance of Graz'zt as it stares into one's soul. As conduits of this power, they make wonderful components for the creation of curses, something that Graz'zt probably approves of.	10 gp	1 lb.	Curse of Weakening
20	Babau Skin The tight black skin of a babau resembles worn leather in the way that it creases and fades with the movement of the demon. Despite its horrid aesthetic, these same properties make it a natural vellum, and when inscribed properly, can become the vessel of particularly dark magic.	100 gp	5 lb.	Demon Vellum

MAW DEMON

DC	Item	Description	Value	Weight	Crafting
10	Maw Demon Teeth (large bag)	These jagged, uneven teeth are incredibly sharp and capable of rending meat from bone easier than a hot knife through butter. The nefarious magic in them make them wonderful materials for a morbidly amusing little trinket.	1 gp	7 lb.	Portable Mouth
15	Maw Demon Stomach	The unholy stomach of a maw demon actually doubles as a portal to the Abyss, usually leading directly to Yeenoghu's gullet. With only some slight alteration however, this stomach can be properly harvested and treated to act as a slightly different conduit for lesser demons. Use: If you cast the <i>summon lesser demons</i> spell, you may expend this item instead of its usual material component. If you do, the CR limits of the summoned demons specified in the spell are doubled.	4 gp	12 lb.	



SHOOSUVA

DC	Item	Description	Value	Weight	Crafting
5	Shoosuva Fur (small pouch)	Shoosuva fur falls in clumps from their bodies, like a dog afflicted with mange. It is not overly useful or attractive, but demonologists have found that the scent of this fur tends to make animals more aggressive and violent. Owners of underground gladiator pits have taken this information to spur their animal fighters to create more "entertaining" shows. Use: A beast that has an Intelligence score of 4 or less that smells this fur within 10 feet of it must succeed on a DC 10 Wisdom saving throw or become berserk. While berserk, the beast spends each of its turns moving as close as it can to another creature and attacking it if possible. The beast remains berserk until it is either unconscious, 1 minute ends, or a creature that the beast is normally friendly with spends its action to make a Wisdom (Animal Handling) check with a DC of 15. On a success, the effect ends. A beast that has had the effect end, or who succeeds its initial saving throw, is immune to the effect of this item for 24 hours.	35 gp	2 lb.	
10	Shoosuva Spike	The bony protrusions along a shoosuva's spine are remarkably hard and sharp. These spines actually grow depending on how well fed a shoosuva is, and the strongest of them (and thus most able to hunt) have an intimidating frill of bone down their backs.	52 gp	13 lb.	Any melee piercing or slashing weapon, +2 (DMG)
15	Shoosuva Heart	The heart of a shoosuva resembles that of a gnoll who has been "blessed" by Yeenoghu. Even when removed from its body, it occasionally beats when in the presence of fresh blood and meat.	100 gp	3 lb.	Yeenoghu's Boon
20	Shoosuva Tail	The tail of a shoosuva is almost as powerful as that of a bone devil. Loaded with an insidious poison that leaves a victim helpless, it makes for a wonderful whip if the poison gland within can be harvested in-tact.	285 gp	15 lb.	Yeenoghu's Wrath

DEVOURER

DC	Item	Description	Value	Weight	Crafting
10	Lesser Demon Essence	Like the tinder that sparks a fire, the soul of a lesser demon is consumed to animate the devourer. While this soul is mostly lost after being fed to the devourer, shreds of its essence can be captured in spirit paper to be used for demonic rituals. Requires spirit paper. Use: If you cast the <i>summon lesser demons</i> spell, you may use this item in place of the usual material component. This item is not consumed upon its usage and may be reused indefinitely.	100 gp	1 lb.	
15	Devourer Claw (x2)	The rending claws of a devourer can tear through any flesh it meets, leaving a trail of necrotic corruption as they do. Although they lose their deathly infusions once removed, the claws remain incredibly sharp and battle-worthy.	100 gp	10 lb.	Any melee slashing weapon except whips, +2 (DMG)
20	Devourer Ribcage	Of all horrors, terrors, and ghastly dangers that have been invented by the demon princes, the devourer's chest is doubtless one of the worst. Imbued with dark magic that draws trapped mortals closer to Orcus' domain, the devourer's ribs are a powerful crafting component. With a clever act of thaumaturgy, their negative influence can be reversed and used to sustain a creature that is near death. It is a risky proposition however, as the ribs still possess a weak connection to Orcus, and so long as that is maintained, he will stop at nothing to claim his prey.	555 gp	35 lb.	Breastplate of the Boundary
25	Devourer Skin	The cadaverous skin of a devourer has practically been tanned into leather while still on the body. It is difficult to remove it without tearing, but when done properly it can be crafted into a cloak that can shelter you from both the elements and from death itself.	2,250 gp	10 lb.	Necrotic Cloak

DINOSAUR

BRONTOSAURUS

DC	Item	Description	Value	Weight	Crafting
10	Brontosaurus Toe (x4)	The massive toes of a brontosaurus are strong and durable enough to support its considerable weight. As such, they make wonderful materials to bludgeon one's opponent with.	30 gp	15 lb.	Any melee bludgeoning weapon, +1 (DMG)
15	Brontosaurus Neck Sack	One would think that the massive neck of a brontosaurus would not be able to support itself, and yet amazingly it does. Even more amazingly, this is achieved not through magic but by mere physics; the neck of a brontosaurus is actually filled with several air sacks that help support its neck and saves on weight. These air sacks may be repurposed for various tools and equipment, including buoyancy aids for ship hulls.	60 gp	20 lb.	



DEINONYCHUS

DC	Item	Description	Value	Weight	Crafting
10	Deinonychus Sickle	The deinonychus possesses a distinctive sickle shaped claw on its hind feet. These claws make for wonderful sickle substitutes when a metallic version cannot be made.	4 gp	3 lb.	Sickle (DMG)

DIMETRODON

DC	Item	Description	Value	Weight	Crafting
10	Dimetrodon Hide	The scaly tough hide of a dimetrodon is similar to that of a crocodile. Removed and tanned, it makes for an eye catching piece of armor.	3 gp	10 lb.	Leather Armor (PHB)

HADROSAURUS

DC	Item	Description	Value	Weight	Crafting
10	Hadrosaurus Skull	The oddly ridged skull of a hadrosaurus is quite sturdy and is the perfect shape to act as a helmet for horses and other mounts.	3 gp	30 lb.	Mount Barding (PHB)

QUETZALCOATLUS

DC	Item	Description	Value	Weight	Crafting
10	Quetzalcoatlus Beak	The sharp beak of a quetzalcoatlus is capable of piercing flesh, bone, and armor alike. It only makes sense that when reinforced with some metal, it makes for a wonderful lance.	7 gp	10 lb.	Lance (PHB)

STEGOSAURUS

DC	Item	Description	Value	Weight	Crafting
15	Stegosaurus Ridge (x4)	The bony plates of a stegosaurus back provide natural protection and make it a nightmare for anything to try and bite down on them. As natural plates, they make a perfect suit of armor for those with a metal aversion.	13 gp	35 lb.	(Bone) Plate Armor (PHB)

VELOCIRAPTOR

DC	Item	Description	Value	Weight	Crafting
10	Velociraptor Pheromones (vial)	While the claw and bite of a velociraptor is nasty, they are not overly deadly. Instead, the real value of a velociraptor is found in their pheromone glands located just below their tail. These pheromones are how these social animals coordinate their hunts, and many modern animals still have strong reactions to them from just one whiff. Use: While you have this vial of pheromones open, you have advantage on any Wisdom (Animal Handling) checks made to convince an animal that is friendly to you to attack another creature.	2 gp	1 lb.	

DRAEGLOTH

DC	Item	Description	Value	Weight	Crafting
10	Draegloth Claw (x2)	The long claws of a draegloth are deformed, monstrous versions of their drow arms. Useless for anything except tearing through flesh, they in turn make wonderful crafting components for stronger weapons. It is something of a custom for drow to use such weapons as a spiteful punishment against a family that has sent a draegloth against them, which is the origin of the Underdark payback idiom, "to give someone the draegloth claw."	11 gp	20 lb.	Any melee piercing or slashing weapon, +1 (DMG)
15	Draegloth Heart	Similar to a drow heart that has been touched by Lolth, the heart of a draegloth carries a strong connection to the Abyss and may act as a conduit to summon forth more demons from that infernal plane. Use: You may spend an action to stab this heart. If you do so, you summon forth a <i>glabrezu</i> as if you had cast the <i>summon greater demon</i> spell at 9th level. Once this ability has been used once, the heart withers away and become useless.	30 gp	4 lb.	
20	Mark of Lolth	As gifts from Lolth, draegloths carry her dark brand on them somewhere on their bodies, similar to high priestesses of the Spider Queen. If harvested and preserved properly, its powers can be transferred to an amulet that can channel the Spider Goddess' powers, whether she likes it or not.	40 gp	1 lb.	Drow Amulet

HARVEST TABLE: F

FIRENEWT

"Despite having the riches of the mountain available to them, firenewts have never amounted to much in terms of having a society, especially when compared to the dwarves. Still, their militaristic nature means that their soldiers are often well equipped, so stripping their pockets can yield greater rewards than stripping their carcasses." - Hamund

FIRENEWT WARRIOR

DC	Item	Description	Value	Weight	Crafting
10	Firenewt Mucus (vial)	The sign of a healthy firenewt is a thin layer of mucus on their skin. This mucus smells of sulfur and other minerals that the firenewts come into regular contact with, but serves as a wonderful lubricant and insulation material. Tinkers are often glad to get their hands on samples of this to help maintain their mechanical inventions.	2 gp	1 lb.	

GIANT STRIDER

DC	Item	Description	Value	Weight	Crafting
5	Giant Strider Tongue	The hard tongue of a giant strider makes a distinctive clicking sound in their beaks. By striking their tongues against their beaks, giant striders create sparks that light the gas they shoot from their innards, resulting in a deadly stream of fire that turns their prey into a tasty roast. Use: This tongue can be used in place of a tinder.	5 sp	1 lb.	
10	Giant Strider Hide	The distinctive red hide of a giant strider is surprisingly flexible and comfortable if tanned into a set of leather clothes. The fetching hue and its natural warmth make it a valuable trade good for mountain societies.	6 sp	15 lb.	
15	Giant Strider Gas Bladder	A melon sized bladder located just above the giant strider's lungs. This bladder contains a highly flammable gas that the giant strider uses to kill and cook their prey. This gas is harvested by firenewts for usage in their alchemy, which often imparts their potions with the distinctive methane odour of a giant strider's innards. Use: As an action, you may burst this bladder, spreading a cloud of highly flammable gas in a 10 foot-foot radius. Any creature within this cloud has vulnerability to fire damage. The cloud disperses 1 minute after being created, or if it is ignited. This item may also be thrown up to 20 feet, bursting on impact with the ground.	6 gp	4 lb.	

FIRENEWT WARLOCK

DC	Item	Description	Value	Weight	Crafting
10	Firenewt Mucus (vial)	The sign of a healthy firenewt is a thin layer of mucus on their skin. This mucus smells of sulfur and other minerals that the firenewts come into regular contact with, but serves as a wonderful lubricant and insulation material. Tinkers are often glad to get their hands on samples of this to help maintain their mechanical inventions.	2 gp	1 lb.	
15	Mark of Imix	The mark of the Fire Prince Imix, branded onto the skin of every firenewt that venerates him as their patron. Taken whole, this mark serves as a matrix for crafting a gem that can channel some of the destructive elemental prince's powers.	3 gp	1 lb.	Amulet of Imix

FIRENEWT TRINKET TABLE

Item	Value	Weight
1 1d4 days' worth of rations	5 sp	2 lb.
2 1 waterskin	2 sp	5 lb.
3 1 pouch of emberchew (a mix of sulfur, mineral salts, and oil)	5 sp	2 lb.
4 1 bag of strider feed	4 gp	13 lb.
5 1 tinderbox	5 sp	1 lb.
6 1 shovel or pick	2 gp	5 lb or 10 lb.
7 1d6 poorly smelted pieces of jewelry	3 gp	1 lb.
8 2d6 gold pieces	Varies	Varies



FLAIL SNAIL

DC	Item	Description	Value	Weight	Crafting
10	Flail Snail Flail (as many tentacles as it has available)	The eponymous flail tentacles of the flail snail. While powerful when attached to their body, they atrophy from the enzymes in them when amputated and become useless. Only a steady hand and reasonable knowledge of snail anatomy can allow a harvester to slice these off and preserve them long enough to recraft them into something more useful.	9 gp	4 lb.	Whip, morningstar, or flail, +1 (DMG)
15	Flail Snail Slime Gland	The signature glassy residue left behind by a flail snail as it travels is the undigested remains of whatever it has eaten. An unruptured slime gland is particularly valuable as it holds large quantities of versatile liquid slime. Aside from various alchemical projects, a more mundane use is in cosmetics: adding the slime to powders creates a glittery foundation that shimmers like diamonds.	30 gp	4 lb.	Glass Oil
20	Flail Snail Shell	The incredibly valuable flail snail shell has numerous uses and seems to be a gift from the elemental plane. Even the most primitive of societies have realised the power inherent in these shells, and several tribes have made it a rite of passage for a trio of youths to hunt a snail and then craft three shields from the shell. These shields become a bond mark and point of pride for the three individuals for the rest of their lives.	5,000 gp	250 lb.	Robe of Scintillating Colors (DMG), Spellguard Shield (DMG), Antimagic Shield

FROGHEMOTH

"The technical term for a froghemoth is actually "anura maxima." The relatively lowbrow name "froghemoth" originates from a bardic play called "Attack of the Froghemoth," which featured the titular creature as a 50-foot tall, village-crushing force of nature. The play was extremely popular with theatre goers despite its lack of artistic merit, and so the name stuck around and has been used ever since." - Hamund

DC	Item	Description	Value	Weight	Crafting
5	Froghemoth Foam (5 vials)	The mucus-like coating that a froghemoth expels whenever it lays an egg contains a surprising amount of antibiotics and other healing properties. Most likely this was designed to keep bacteria and disease from infecting the otherwise uncared for egg. Regardless of its actual purpose, this foam makes an excellent base for the brewing of healing potions.	10 gp	1 lb.	Potion of Superior Healing (DMG)
10	Froghemoth Tentacle (x4)	The four long tentacles of a froghemoth are usually the last things that swamp dwellers see. Extremely strong along every point of articulation, the mucus produced along the tentacles also creates a mild adhesive that makes extricating oneself even more difficult.	33 gp	12 lb.	Whip, +2 (DMG)
15	Froghemoth Eye (x3)	The eyestalks of a froghemoth are prehensile and have a surprising amount of acuity. With the application of a little electricity, they can become mobile again, allowing them to act as independent drones.	77 gp	3 lb.	Eye Drone
20	Froghemoth Tongue	The tongue of a froghemoth is essentially the same as that of a smaller frog but on a much larger scale. While the lack of saliva production has resulted in the loss of its adhesive property, it maintains its extremely strong snapping action that allowed it to shoot forth and snag prey, as well as a surprising amount of prehensile control. Particularly crafty tinkers have realized how to transform this tongue into a ropey weapon attachment that can give melee weapons a little extra reach and control.	500 gp	12 lb.	Snap Tongue Attachment

HARVEST TABLE: G

GIANTS

"It is often a point of contention among scholars on what is actually the taxological difference that separates giants and humanoids. After all, in many ways the giants are just large humans (or dwarves or halflings or gnomes, for that matter). In my studies of them however, I have found that a giant's physiology is extremely malleable, allowing them to either alter themselves or be altered by environmental factors much more than the average humanoid. Perhaps this is an added feature of the Ordning, allowing individual giants greater ability to delineate themselves within their caste, or even break free from it altogether. Either way, it makes for an exciting harvesting adventure, since when you cut one open, you can never be exactly sure of what you'll find" - Hamund

CLOUD GIANT SMILING ONE

DC	Item	Description	Value	Weight	Crafting
10	Lock of Cloud Giant Hair	Resembling an errant nimbus, the hair of a cloud giant is considered a valuable textile component. Softer than silk and finer than wool, ostentatious mountain kings may wear vests of these hairs stitched together as both a sign of wealth, and as an affront to the giants themselves.	55 gp	10 lb.	
15	Cloud Giant Fingernail	Like all giants, the fingernail of the cloud giant is a key component in brewing the ubiquitous <i>potion of giant strength</i> . Despite the misconception among adventurers who believe that felling one giant can supply them potions for life, only one potion can be brewed per giant. This is because the alchemical process uses the fingernail as a channeling foci to summon that particular giant's strength and thus renders any other attempts moot.	250 gp	2 lb.	Potion of Giant Strength (Cloud)
20	Cloud Giant Blood (7 vials)	Cloud giant blood exists in a strange transitive state of matter, not entirely gas, solid, or liquid. It seems to shift between all three at the same time, much like their famed cloud fortresses. As such, it can be exceedingly difficult to correctly harvest any of it, but a successful batch can make for miraculous alchemy. Requires enchanted vial.	70 gp	1 lb.	Cloud Step Oil
25	Smiling One Mask	A cloud giant smiling one is easily identified by the unnerving two-faced mask it wears. Doubling as both a fashion choice and a religious focus, this mask has a connection to the giant god Memnor. While unusable to anyone that is not a giant, thaumaturges can still repurpose it for something better.	2,000 gp	15 lb.	Mask of Clouds



FIRE GIANT DREADNOUGHT

DC	Item	Description	Value	Weight	Crafting
10	Lock of Fire Giant Hair	Resembling sparking embers, the hair of a fire giant is considered a valuable resource by blacksmiths. Striking the hairs creates a flame similar to a flint, while burning them creates a hotter flame than is achievable by most other fuels.	55 gp	10 lb.	
15	Fire Giant Fingernail	Like all giants, the fingernail of the fire giant is a key component in brewing the ubiquitous <i>potion of giant strength</i> . Despite the misconception among adventurers who believe that felling one giant can supply them potions for life, only one potion can be brewed per giant. This is because the alchemical process uses the fingernail as a channeling foci to summon that particular giant's strength and thus renders any other attempts moot.	185 gp	2 lb.	Potion of Giant Strength (Fire)
20	Fire Giant Heart	Fire giants are known to literally have fire in their veins. One look at their hearts will make that obvious as they continue to spark and smoulder long after removal from their owner's body. Blacksmiths have long known how to transform these hearts into useful lamps.	500 gp	5 lb.	Living Lamp
25	Fire Giant Shield Scrap	The shields of a fire giant dreadnought are much too large for any regular sized adventurer to wield or even transport. Their inner workings however are masterfully crafted and can only be forged by the fire giant's prestigious strength and affinity for flame. These contraptions can be taken to a tinker who most likely will happily accept an opportunity to experiment with such interesting craftwork.	7,550 gp	20 lb.	Fire Flash Armour

FROST GIANT EVERLASTING ONE

DC	Item	Description	Value	Weight	Crafting
10	Lock of Frost Giant Hair	Resembling the frost of an early morning, the hair of a frost giant is considered a valuable resource by hunters and explorers. The hair of a frost giant remains supernaturally cold in most climates even long after the giant's death. Packing perishables in a bag lined with frost giant hair is a good method to preserve them when no other option is available.	35 gp	10 lb.	
15	Frost Giant Fingernail	Like all giants, the fingernail of the frost giant is a key component in brewing the ubiquitous <i>potion of giant strength</i> . Despite the misconception among adventurers who believe that felling one giant can supply them potions for life, only one potion can be brewed per giant. This is because the alchemical process uses the fingernail as a channeling foci to summon that particular giant's strength and thus renders any other attempts moot.	135 gp	2 lb.	Potion of Giant Strength (Frost)
20	Frost Giant Tongue	The tongue of a frost giant is remarkably sensitive, coming from a creature so fierce. Unable to stand temperatures that could barely be considered "warm" to most humanoids, these tongues have been adapted for a variety of tools, including the <i>bag of colding</i> .	425 gp	3 lb.	Bag of Colding
25	Mark of Varpak	An everlasting one is a frost giant that has been touched by Varpak. By devouring a troll sent by the ravenous god, the stomach of a frost giant changes irrevocably, bearing what resemble bite marks as Varpak devours anything the frost giant eats. These marks can be excised from an everlasting one's stomach and used to enchant weapons with a dangerous blessing.	3,795 gp	12 lb.	Bite of Varpak

MOUTH OF GROLANTOR

DC	Item	Description	Value	Weight	Crafting
10	Lock of Hill Giant Hair	Resembling the brush on the top of a barren hill, the hair of a hill giant is considered a valuable resource to leatherworkers. The hair of a hill giant, while unpleasant to the touch, makes for a good rope material and even the hill giants themselves use it to stitch their clothes together.	20 gp	10 lb.	
15	Hill Giant Fingernail	Like all giants, the fingernail of the hill giant is a key component in brewing the ubiquitous <i>potion of giant strength</i> . Despite the misconception among adventurers who believe that felling one giant can supply them potions for life, only one potion can be brewed per giant. This is because the alchemical process uses the fingernail as a channeling foci to summon that particular giant's strength and thus renders any other attempts moot.	30 gp	2 lb.	Potion of Giant Strength (Hill)
25	Mouth of Grolantor Bile (vial)	The stomach of a hill giant is a remarkable thing, able to digest and handle just about anything. As such, it is a particular point of interest in the rare case that something actually does manage to give it indigestion. The hill giants believe that it is a portent of their god Grolantor, while scholars say it is just a stomach flu. Either way, the hill giant's stomach reacts by producing special enzymes that attempt to cure the giant, but when digested also send them quite mad. While it may be pitiful for the giant, this bile can become especially useful if one manages to get their hands on it, as its uses in magic is quite potent. Requires enchanted vial. Use: When you cast the <i>confusion</i> spell, you may use this vial of bile instead of the spell's usual material components. If you do so, whenever a creature that is under the effects of your <i>confusion</i> spell rolls a d10 to determine their behavior, you may choose to have them reroll their d10 and you may then pick between the two results. Using the bile in this way does not consume it, and you may reuse it as many times as you wish.	180 gp	2 lb.	

STONE GIANT DREAMWALKER

DC	Item	Description	Value	Weight	Crafting
10	Lock of Stone Giant Hair	Resembling a patch of briar covering a boulder, the hair of a stone giant is considered a valuable resource to stoneworkers. Incredibly rough and bristly, this hair can be used to sand down stone. Getting a sizeable amount from the usually hairless stone giant however can prove to be a challenge in and of itself.	30 gp	5 lb.	
15	Stone Giant Fingernail	Like all giants, the fingernail of the stone giant is a key component in brewing the ubiquitous <i>potion of giant strength</i> . Despite the misconception among adventurers who believe that felling one giant can supply them potions for life, only one potion can be brewed per giant. This is because the alchemical process uses the fingernail as a channeling foci to summon that particular giant's strength and thus renders any other attempts moot.	135 gp	2 lb.	Potion of Giant Strength (Stone)
20	Stone Giant Molar	The teeth of a stone giant are harder and denser than even the oldest of boulders. Their molars in particular have been noted to be particularly useful for stonemasons that wish to emulate the legendary crafting of the stone giants. In fact, some aging stone giants have even been known to gift their loose teeth to smallfolk they have grown fond of, in the hopes that they use them to carry on their legacy.	400 gp	7 lb.	Stone Anvil
25	Stone Giant Dreamwalker Brain	The brain of a stone giant dreamwalker hardly resembles a brain at all. Signs of extreme calcification abound throughout the organ, causing it to more resemble a large piece of pumice. Interestingly enough, the calcification is most extreme in the areas of the brain known to be responsible for vision, identity, and decision making. Thus it is theorized by some that the "dreamwalker" state of the stone giants may actually be some form of disease rather than a quasi-mystical experience.	2,845 gp	10 lb.	Helmet of Stone Dreams

STORM GIANT QUINTESSENT

DC	Item	Description	Value	Weight	Crafting
15	Mote of Storm Giant (vial)	A storm giant quintessent lacks a stable physical form and is instead dispersed into the atmosphere around them, swirling as a literal force of nature. That said, much of their essence can be found distilled into a single mote of weather. Sometimes this takes the form of sparkling rain drops, a breeze that carries a whisper of the giant's name, or a snowflake with a particularly striking pattern. This mote carries much of the original storm giant's power and is thus a good substitute for their physical remains when used in alchemical pursuits. Requires enchanted vial.	150 gp	1 lb.	Potion of Giant Strength (Storm) (DMG)
20	Storm Giant Quintessent Water (vial)	A storm giant quintessent is capable of forming parts of its own raging storm into weapons for use in combat. To do this, it must impart the ambient atmosphere with the same sense of physicality and stability that it has used on itself to maintain a recognisable giant shape. Once the quintessent is defeated, some of this imparted power remains in their dispersed weapons, which can then be hastily collected for use in powerful alchemy later on. Requires enchanted vial.	2,800 gp	3 lb.	Flask of Storms
25	Storm Giant Spirit	Although its form has been dispersed to the atmosphere around it, the spirit of a storm giant quintessent rages on stronger than ever. If its physical form is ever dissipated, their physically untethered spirit can be imprinted onto a piece of spirit paper which can later be transferred to a powerful cloak. Requires spirit paper.	11,500 gp	1 lb.	Cloak of the Storm Spirit

GIRALLON

DC	Item	Description	Value	Weight	Crafting
5	Girallon Fur (large pouch)	Snow white, thick, yet softer than it looks. Because of this, girallon fur has been repurposed as a toupee material by anyone who can afford it, and has certainly been found in more than one aristocratic wig. This has given rise to the lower-class derogatory term for out-of-touch nobles: "a girallon scalp."	4 gp	3 lb.	
10	Girallon Fang (x2)	Yellowed, hard, and sharp, the girallon fang has been refashioned into everything from cutlery, to farming equipment, to weaponry.	11 gp	3 lb.	Any melee piercing weapon, +1 (DMG)
15	Girallon Foot (x2)	Due to the magi-artificial nature of a girallon, their body parts are capable of imprinting their properties on anyone that wears equipment made from them. This is especially true in their feet which may be refashioned into a pair of boots that grant the wearer the opposable feet of a primate.	20 gp	6 lb.	Reversal Boots

GNOLLS

"I would advise my readers to beware; it would appear that the gnolls have increased their strength and numbers as of late. However, they still do not have the decency to increase the value of their carcasses. An utter shame, but at least their equipment has gained a bit of variety recently." - Hamund

FLIND

DC	Item	Description	Value	Weight	Crafting
10	Gnoll Tooth (small pouch)	The sharp, irregular teeth of a gnoll. Not worth much other than as a trophy. Harvesters are advised to wash them at the first chance, as they carry the stench of a gnoll's mouth long after removal.	1 sp	1 lb.	
15	Mark of Yeenoghu	As an homage to their demonic overlord, particularly zealous gnolls paint themselves with the mark of Yeenoghu using the blood of their victims. The brands have little of their intended effect of making the gnoll invulnerable, but mostly just due to the gnoll's own incompetence. The marks themselves actually do possess a degree of magic that demonologists value as a research material and component.	1 gp	1 lb.	
20	Demon Gnoll Heart	A flind is a gnoll that has been particularly touched by the demon prince Yeenoghu. If one carves out its heart, they will find that it drips not with blood, but instead a foul ichor that both resembles, and smells like, the drool of a rabid hyena.	10 gp	2 lb.	Yeenoghu's Boon

GNOLL FLESH GNAWER

DC	Item	Description	Value	Weight	Crafting
10	Gnoll Tooth (small pouch)	The sharp, irregular teeth of a gnoll. Not worth much other than as a trophy. Harvesters are advised to wash them at the first chance, as they carry the stench of a gnoll's mouth long after removal.	1 sp	1 lb.	

GNOLL HUNTER

DC	Item	Description	Value	Weight	Crafting
10	Gnoll Tooth (small pouch)	The sharp, irregular teeth of a gnoll. Not worth much other than as a trophy. Harvesters are advised to wash them at the first chance, as they carry the stench of a gnoll's mouth long after removal.	1 sp	1 lb.	

GNOLL WITHERLING

DC	Item	Description	Value	Weight	Crafting
5	Witherling Dust (small pouch)	A gnoll skeleton that has been transformed into a witherling is much the same as any other. However, prolonged exposure to the elements can cause them to gain a unique layer of dust the consistency (and smell) of extremely aged cheese. While this dust is not overtly magical, it is very useful as pounce for drying the mystical inks that fiendish cults use when scribing their dark tomes and scrolls. Needless to say, this product has a very niche market.	8 cp	2 lb.	
10	Gnoll Tooth (small pouch)	The sharp, irregular teeth of a gnoll. Not worth much other than as a trophy. Harvesters are advised to wash them at the first chance, as they carry the stench of a gnoll's mouth long after removal.	1 sp	1 lb.	

GNOLL TRINKET TABLE

Item	Value	Weight
1 1 skin of heavily fermented alcohol	5 sp	3 lb.
2 1 pouch of intoxicating herbs	1 gp	1 lb.
3 2d6 broken spearheads	2 sp	2 lb.
4 1 pouch of greasy fur	1 cp	2 lb.
5 1d4 shiny trinkets	2 gp	2 lb.
6 1 worn whetstone	1 cp	1 lb.
7 1 frayed tabard	8 sp	4 lb.
8 1 hunting horn	1 gp	3 lb.



GRUNGS

"Before handling a grung, it is recommended that one soaks the carcass in several gallons of fresh water several times. This is not to remove the poison, but just to get rid of the slimy coating which is extremely unpleasant to touch." - Hamund

GRUNG

DC	Item	Description	Value	Weight	Crafting
10	Grung Poison Gland	Unfortunately, the poison of a grung is neutralized shortly after being harvested and is thus effectively useless. The poison gland however still possesses trace enzymes and chemicals that create a mild hallucinogenic when brewed long enough. Some yuan-ti tribes that live near grung tribes have been found with clay pots full of this hallucinogenic drink, ostensibly for ceremonial purposes.	2 gp	1 lb.	

GRUNG ELITE WARRIOR

DC	Item	Description	Value	Weight	Crafting
10	Grung Poison Gland	Unfortunately, the poison of a grung is neutralized shortly after being harvested and is thus effectively useless. The poison gland however still possesses trace enzymes and chemicals that create a mild hallucinogenic when brewed long enough. Some yuan-ti tribes that live near grung tribes have been found with clay pots full of this hallucinogenic drink, ostensibly for ceremonial purposes.	2 gp	1 lb.	
15	Grung Bladder	In jungles occupied by grung, the echo of their distinctive chirr can be heard no matter where one goes. The chirr is most dangerous when elicited by their elite warriors, denoted by their orange or gold hues. These grung possess a series of membranes kept in a sack below their chins that when warbled appropriately, creates a more mesmerizing tune that can dull the senses of the unaware. Some craftier bards have taken to using these sacks in musical instruments that can create some of the same mesmerizing and hypnotic tones.	6 gp	3 lb.	Bewildering Bagpipes

GRUNG WILDLING

DC	Item	Description	Value	Weight	Crafting
10	Grung Poison Gland	Unfortunately, the poison of a grung is neutralized shortly after being harvested and is thus effectively useless. The poison gland however still possesses trace enzymes and chemicals that create a mild hallucinogenic when brewed long enough. Some yuan-ti tribes that live near grung tribes have been found with clay pots full of this hallucinogenic drink, ostensibly for ceremonial purposes.	2 gp	1 lb.	

GRUNG TRINKET TABLE

Item	Value	Weight
1 1d4 days' worth of rations (swamp roots and critters)	5 sp	2 lb.
2 1 crocodile skull headpiece	5 gp	8 lb.
3 1d6 scraps of leather	7 sp	1 lb.
4 1 string of swamp critter carcasses	1 gp	3 lb.
5 1d4 binds made from swamp plant fibers	7 sp	1 lb.
6 1 skin of fermented bug juice	1 gp	2 lb.
7 1d6 grimy trinkets	3 gp	1 lb.
8 2d10 gold pieces	Varies	Varies



GUARD DRAKE

DC	Item	Description	Value	Weight	Crafting
10	Guard Drake Blood	The blood of a guard drake greatly resembles that of a real dragon, however its luster is noticeably dulled, and it is much more viscous than the famously free-flowing dragon blood. While it contains much less magical potential, guard drake (3 vials) blood apparently smells enough like regular dragon blood to confuse a dragon's sense of smell, thus giving rise to its use in certain dragon baits/repellents.	2 gp	1 lb.	Dra-gone Paste/Dragon Paste
15	Guard Drake Scales	As a guard drake is formed of a dragon's scales, it is no wonder that their own scales resemble that of their progenitors'. They are however, of a much lower quality, and are more reminiscent of the smooth scales of a snake than the heavy plates of a real dragon's. While they are useless for making more guard drakes or (small pouch) for making armor, they can be used for stylish sets of clothing in the striking hues of the chromatic dragonflights.	6 gp	7 lb.	
20	Guard Drake Heart	A guard drake's heart is one of the only truly magical organs in its body as it shares an innate connection with the dragon that created it. With a bit of magical altering, it can be used to track dragons wherever it goes. Use: If you cast the <i>locate creature</i> spell on this heart once per day for 10 consecutive days, it becomes permanently enchanted and reacts to the presence of dragons that are the same color as the guard drake from whom this heart was taken. While enchanted in this way, the heart will begin to beat while it is within 1,000 feet of that color of dragon, with the heart beating steadily faster the closer that dragon is.	20 gp	2 lb.	Amulet of Dragonkin



HARVEST TABLE: H

HAGS

"By now I hope all my readers are aware of the perils of harvesting hags and the risks of contracting crone's disease. I advise for one to place a rag around one's mouth and nose to minimise the chance of bodily fluid transfer, as well as to block out the stench of the oft unwashed hag." - Hamund

Perhaps reflective of their spiteful nature in life, hags continue to display an unmatched level of vindictiveness even in death. Upon their death, a reaction takes place immediately in the bodily fluids of a hag that makes them a vector for transmitting "Crone's Disease." Whenever a creature imbibes any bodily fluids from a deceased hag, they must succeed on a DC 15 Constitution saving throw or become infected with crone's disease. A character whose harvesting check fails to harvest anything from the hag also runs the risk of contracting crone's disease from splashing blood in an orifice or in an open wound.

Upon contracting crone's disease, 1 of the victim's facial features/body parts immediately transforms to look more hag like. For example, their nose may become hooked, or their hands become claw-like. Every 24 hours, the victim may attempt the saving throw again. On a success, the disease ends, and every 24 hours subsequently, 1 transformed feature returns to normal. On a failure, another facial feature or body part changes to become more hag-like, and the disease continues. Every 7 days, any currently transformed feature becomes permanent even after the disease is cured. At that point, only restorative magic such as that of the spell *greater restoration* may return the creature to their normal appearance.

ANNIS HAG

DC	Item	Description	Value	Weight	Crafting
10	Annis Hag Hair (small pouch)	The hair of an annis hag clumps like moss upon a weathered boulder. Imbued with traces of the hag's corrupting magic, it almost feels like its growing and attaching itself to your hand when you hold it.	6 gp	2 lb.	Potion of Corrupted Strength
10	Hag Blood (3 vials)	Absolutely reeking of the foulness that permeated the hag's entire being, drinking this blood has the potential to infect a creature with <i>crone's disease</i> . It should also be noted that while the blood smells and tastes as fetid as it looks, alcohol has a neutralising effect on both of these properties. What someone does with that information is entirely out of this writer's control.	3 gp	1 lb.	
15	Annis Hag Skull	An annis hag tends to have a number of iron teeth that it has embedded in its gums and magically fused to its own skull. This skull thus possesses strong magical power similar to the iron tokens that it hands to naïve children, and is thus able to be exploited by those with artificing knowledge.	40 gp	10 lb.	Corruption Skull
20	Hag Eyeball	Not to be confused with the notorious "hag eye" amulet given by hags to their servants, however the two are tightly linked. Despite being severed from its socket, this eye still seems to glare as it did in life. Use: As an action you may concentrate on the hag eyeball while it is in your hand. While doing so, you may utilise that hag's hag eye that same way they would have used it in life. If the hag eye is destroyed while you are concentrating on the hag eyeball, you suffer 3d10 psychic damage and are blinded for 24 hours.	50 gp	1 lb.	

BHEUR HAG

DC	Item	Description	Value	Weight	Crafting
10	Bheur Hag Hair (small pouch)	Despite resembling the hoar frost that grows on spider webs, the hair of a bheur hag is surprisingly supple and flexible. Possessing traces of the hag's ancient frost magic, these hairs have been repurposed into strings for various inventions, imparting their wintery power wherever they are used.	20 gp	4 lb.	Potion of Corrupted Strength
10	Hag Blood (3 vials)	Absolutely reeking of the foulness that permeated the hag's entire being, drinking this blood has the potential to infect a creature with <i>crone's disease</i> . It should also be noted that while the blood smells and tastes as fetid as it looks, alcohol has a neutralising effect on both of these properties. What someone does with that information is entirely out of this writer's control.	3 gp	1 lb.	
15	Bheur Hag Skull	Once removed from its taut, frozen flesh, the skull of a bheur hag flashes a constant rictus grin. It stares back at whoever gazes at it, mocking them with thoughts of anxiety and desperation regardless of their current situation. It is dangerous to use in crafting, but when done well, can create an item that oozes with dark magic and the slow of winter.	40 gp	10 lb.	Frozen Skull
20	Hag Eyeball	Not to be confused with the notorious "hag eye" amulet given by hags to their servants, however the two are tightly linked. Despite being severed from its socket, this eye still seems to glare as it did in life. Use: As an action you may concentrate on the hag eyeball while it is in your hand. While doing so, you may utilise that hag's hag eye that same way they would have used it in life. If the hag eye is destroyed while you are concentrating on the hag eyeball, you suffer 3d10 psychic damage and are blinded for 24 hours.	50 gp	1 lb.	

HOBGOBLINS

"I've noted in my travels that hobgoblins have become even more dangerous as of late, forming larger armies and fielding more specialised units in battle. While this does pose a danger to civilised society, it does offer a wider range of loot to take from their bodies, so I would say it breaks even." - Hamund

HOBGOBLIN DEVASTATOR

DC	Item	Description	Value	Weight	Crafting
5	Hobgoblin Ear	The body of a hobgoblin holds little practical use for harvesters. Most cities however will pay small bounties for hobgoblin ears,	2 sp	1 lb.	
10	Hobgoblin War Braid	As a hobgoblin grows in experience and prestige, they grow out their hair into braids that are only ever cut if they lose a battle. These braids hold some value to collectors as well as bounty offices as proof of felling a noteworthy hobgoblin threat.	1 gp	1 lb.	

HOBGOBLIN IRON SHADOW

DC	Item	Description	Value	Weight	Crafting
5	Hobgoblin Ear	The body of a hobgoblin holds little practical use for harvesters. Most cities however will pay small bounties for hobgoblin ears,	2 sp	1 lb.	
10	Hobgoblin War Braid	As a hobgoblin grows in experience and prestige, they grow out their hair into braids that are only ever cut if they lose a battle. These braids hold some value to collectors as well as bounty offices as proof of felling a noteworthy hobgoblin threat.	1 gp	1 lb.	

HOBGOBLIN TRINKET TABLE

	Item	Value	Weight
1	1 small soldier's manual	3 gp	5 lb.
2	1 compass	5 gp	1 lb.
3	1 spare uniform	8 sp	10 lb.
4	1 rainskin	2 gp	4 lb.
5	30 feet of rope	5 sp	5 lb.
6	1 small pouch of anaesthetic herbs	3 gp	1 lb.
7	1d4 rolls of bandages	6 sp	1 lb.
8	1 set of dogtags	1 gp	1 lb.



HARVEST TABLE: K

"So strong is the ki-rin's compassion for other living creatures, that it can influence their behaviour even after its death. Items crafted from a ki-rin shine with such magnificence that they can inspire even the lowliest of ne'er do-wells to altruism. I have seen this with my own hands when a notorious drinking buddy of mine turned his life around after a mere glance at a bundle of golden ki-rin fur. While I am happy that he has found peace in his life, I do miss having someone to sip whiskey with after a long day's journey." - Hamund

A ki-rin is such a force of good that their body parts are capable of influencing the morality and alignment of those around them. Whenever you consume or finish a long rest attuned to an item made from a material harvested from a ki-rin, you have a 10 per cent chance of having your alignment changed to lawful good for the next 24 hours. A *greater restoration* spell or similar magic will revert you to your original alignment early.

KI-RIN

DC	Item	Description	Value	Weight	Crafting
5	Ki-Rin Blood (7 vials)	The shimmering, golden blood of a ki-rin flows like and resembles fresh honey. Wherever the blood spills, plant-life is sure to flourish, which often causes the death sites of ki-rin to become magnificent gardens in their honor. The vigor granting properties of the ki-rin's blood is easily mixed into potions and is thus a valuable reagent for all sorts of restorative potions.	20 gp	1 lb.	Potion of Vigor
10	Ki-Rin Fur (7 bolts)	Shining like spun gold, but softer than silk, the fur of a ki-rin is coveted far and wide for the spinning of clothes worthy of only kings and emperors. Aside from its use in tailoring, the restorative magic inherent to the ki-rin makes their fur wonderful for use as a bandage, and ki-rin fur can be found standard in the healing kits of imperial palaces. Use: You may choose to use a bolt of ki-rin fur as a bandage whenever you roll a hit die to recover hit points during a short rest. If you do so, you forgo the roll and instead gain the maximum value possible from that die. A ki-rin fur bandage that has been used once may not be used again until it has been soaked in clean water for at least 8 hours.	33 gp	1 lb.	Sun Stream Bow
15	Ki-Rin Scales (large)	Golden like the morning sun, the scales of a ki-rin are inherently magical and protect their wearer with magical strength. The scales must be treated more like the hide of a reptile and be tanned properly in order to be useful, but they make pouch) for a heavenly suit of armor once that is all done.	385 gp	35 lb.	Golden Sun Armor
15	Ki-Rin Hoof (x4)	The copper-colored hooves of a ki-rin are much harder than the metal they resemble. Once reinforced and attached to a sturdy handle, they are capable of smiting evil even after the demise of their owner.	92 gp	12 lb.	Any melee bludgeoning weapon, +2 (DMG)
20	Ki-Rin Heart	The wisdom of a ki-rin is legendary, and their hearts are capable of detecting evil and lies whenever they are in their presence. When their powerful magic is imbued into a golden set of scales, they are capable of continuing their judgement of the wicked even beyond death.	750 gp	3 lb.	Heart Scales
25	Ki-Rin Horn	The horn of a ki-rin radiates a faint golden hue even after removal from its original owner. Despite superficially resembling an ordinary horn, the horn of a ki-rin is formed from a special keratin that channels magical energies particularly well and is thus suited for making magical wands, staves, and rods.	2,650 gp	4 lb.	Wand of the Golden Ray

KOBOLDS

"Since my last book, I had hoped to be able to say that I had found a specimen of kobold that had managed to impress me. Sadly, this is not the case. Even though I have seen several other races bolster their forces and grow in strength, it seems that kobolds have only grown sillier and more of a parody of themselves. A shame really, since they seem so genetically close to the fiercest creatures in the multiverse: the dragon." - Hamund

KOBOLD DRAGONSHIELD

DC	Item	Description	Value	Weight	Crafting
5	Kobold Teeth (small pouch)	Like a crocodile, kobolds continuously grow and lose teeth throughout their lives. As such, their jaws tend to be lined with razor sharp rows of fresh pearly-whites. Kobolds use these for tools and there is no reason why other races should refuse to do the same if the opportunity presented itself.	8 cp	3 lb.	
10	Kobold Dragonshield Heart	A kobold that bears the title of dragonshield is one that has been raised by a draconic patron to the heights of kobold potential (admittedly still not much of an achievement). Their hearts bear slight mutations that add extra adrenaline in times of stress, allowing them to push on when other kobolds would falter (again, not that impressive of an achievement). Use: As an action you may eat this heart or feed it to a willing ally. If the eater is suffering from a frightened or paralysis effect that would allow a saving throw to end it, they may immediately attempt that saving throw at advantage.	3 gp	1 lb.	

KOBOLD INVENTOR

DC	Item	Description	Value	Weight	Crafting
5	Kobold Teeth (small pouch)	Like a crocodile, kobolds continuously grow and lose teeth throughout their lives. As such, their jaws tend to be lined with razor sharp rows of fresh pearly-whites. Kobolds use these for tools and there is no reason why other races should refuse to do the same if the opportunity presented itself.	8 cp	3 lb.	

KOBOLD SCALE SORCEROR

DC	Item	Description	Value	Weight	Crafting
5	Kobold Teeth (small pouch)	Like a crocodile, kobolds continuously grow and lose teeth throughout their lives. As such, their jaws tend to be lined with razor sharp rows of fresh pearly-whites. Kobolds use these for tools and there is no reason why other races should refuse to do the same if the opportunity presented itself.	8 cp	3 lb.	

KOBOLD TRINKET TABLE

Item	Value	Weight
1 1 pot of insects	2 gp	6 lb.
2 1d4 pouches of smoking herbs	1 gp	1 lb.
3 1 dragon effigy	1 gp	1 lb.
4 1 cloak resembling a dragon's wings	2 gp	8 lb.
5 1d4 pieces of a dragon eggshell	1 gp	3 lb.
6 1d4 animal cages	8 sp	5 lb.
7 1d10 iron spikes	1 sp	1 lb.
8 1 hunting trap	5 gp	25 lb.



KORRED

"Once, I very nearly killed a man when I caught him trying to cut off a piece of my beard while I was sleeping. Apparently, the drunken fool had thought that I was a korred and wanted some of my "magical hair." How he could have mistaken a proud dwarf such as myself with an unruly korred, I will never know." - Hamund

DC	Item	Description	Value	Weight	Crafting
10	Korred Hoof (x2)	A korred's hoof is as sensitive to the earth as a bat's ears are to sound. Small air pockets inside these hooves allow them to vibrate from the slightest tremor in the ground and make them surprisingly light. Duergar have been found using these hooves as tools in their spelunking, but there is nothing stopping the rest of us from doing the same if we ever find ourselves in the possession of one. Use: While holding this item against stone or soil, you gain a tremorsense out to a range of 30 feet.	20 gp	8 lb.	Boots of Stone Strength
15	Korred Scalp	Korred hair is one of the most unique materials in the Multiverse, capable of transforming into whatever material is used to cut it. If one wants to keep the hair in its versatile state, there is a relatively grisly workaround: taking the korred's whole scalp. If you do so, it is advised that one braids the hair before storing it, as the hair becomes quite brittle and prone to damage upon the death of the korred. Use: This scalp contains 10 braids of 1 foot in length each. When cut, these braids permanently transform into whatever material was used to cut it. Once all hair has been removed from this scalp, it becomes useless.	Varies	10 lb.	
20	Korred Hide	Stone grey and rough like granite, a korred's hide is not a pleasant thing to touch. It does however possess many magical properties that impart the korred with its famous stone swimming abilities. When used as the inner lining of a suit of armor, these properties can be transferred to its wearer (just ensure you wear a comfortable undershirt when doing so).	150 gp	20 lb.	Stone Swim Armour

HARVEST TABLE: L

LEUCROTA

DC	Item	Description	Value	Weight	Crafting
10	Leucrota Bile (3 vials)	Leucrota bile is unlike that of any other mortal creature and is more akin to that of a demon. Capable of digesting the undigestible, once diluted and mixed with neutralising agents, the bile makes for a useful potion for the survivalist adventurer.	2 gp	1 lb.	Potion of Digestion
15	Leucrota Hide	A leucrota's hide is as odious and oily as a blanket belonging to a wandering vagrant. Even leatherworkers that have developed a resistance to the horrid stench of the tannery cannot stomach being near a leucrota. Still, with extensive treatment and the strategic use of perfumes, a leucrota hide makes for an excellent rainskin due to its natural oils.	20 gp	20 lb.	
20	Leucrota Mouth Ridge	Rather than individual teeth, a leucrota simply has a bony ridge that runs around the circumference of its mouth. This mouth ridge is said to be as strong as adamantium, and indeed has been shown to be strong enough to tear through steel and rock alike.	60 gp	4 lb.	Battleaxe, +1 (DMG), Greataxe, +1 (DMG), or Morningstar, +1 (DMG)



HARVEST TABLE: M

MEENLOCK

"One of my baggage handlers went missing once during one of my many jaunts through the Feywild. We found the poor lad a day later, having already succumbed to the torment of a clutch of meenlocks and transformed into one himself. Losing him is one of my greatest regrets in all my travels, and I think of him whenever I pass by his head, which I mounted on my wall in his honour." - Hamund

DC	Item	Description	Value	Weight	Crafting
10	Meenlock Claw (x2)	The meenlock claw is known for its ability to paralyze the creatures that it strikes. Unfortunately, it loses much of its magical potency upon its death and is capable of inflicting nothing more than a slight numbing sensation. Ironically, these claws have been repurposed by Feywild inhabitants as herding rods to calm over-agitated livestock.	1 gp	3 lb.	
15	Meenlock Head	Resembling an overgrown ant head, a meenlock's head is truly something to behold. Other than its use as a wonderful wall ornament, it can be hollowed out and used as a helmet with limited forms of some of the meenlock's abilities. Use: When you make a Charisma (Intimidation) check while holding this head, you may choose to do so at advantage. Once this ability has been used 5 times, the head loses all magic and becomes worthless.	4 gp	6 lb.	Tormentor's Cap
20	Meenlock Spirit	A meenlock is a being born out of emotion, and this emotion can be harvested with a quick application of spirit paper. Hags in particular are fond of harvesting meenlocks for their spirits in order to craft insidious curses. Requires spirit paper.	12 gp	1 lb.	Curse of Never-Ending Fear

MIND FLAYERS

ALHOON

"A fun tid-bit about myself: an illithid was in fact the first creature that I had ever harvested properly, so curious was I about the inner workings (and valuable organs) of these alien beings. The joy I felt in dissecting an illithid (and the money I made selling off its body parts) is what led me to this lifelong endeavour. So, imagine my joy when I discovered that some illithids had uncovered the secret to lichdom: an ever-replenishing source of illithids to harvest!" - Hamund

DC	Item	Description	Value	Weight	Crafting
10	Alhoon Skin	Due to a lack of mucus, an alhoon's skin is noticeably pale and flakey and can literally crumble once the alhoon has died. Completely useless for any kind of leatherworking, crushing the skin into a dust and inhaling it has been known to induce a psychosis that makes one believe they have died (despite their breathing and walking around providing evidence to the contrary). For some strange reason, some people find this experience to be quite cathartic, causing alhoon dust to be offered in the more exotic entertainment dens.	10 gp	15 lb.	
15	Alhoon Tentacle (x4)	Dry and brittle, an alhoon's tentacles have lost much of the strength and dexterity of a living illithid's. While they have been rendered useless for the purposes of weapon crafting, these tentacles make for a potent magical ink once powdered and mixed with enchanted chalks.	45 gp	2 lb.	Ink of Secret Knowledge
20	Alhoon Heart	As part of an illithid's descent into becoming an alhoon, they must forsake their colony and elder brain, an emotionally painful act even for the usually indifferent illithids. To recover from this self-inflicted wound, alhoons erect barriers around their hearts, both figuratively and literally. With their burgeoning understanding of magic, alhoons cast spells that numb their hearts and prevent them from yearning for a colony they may never return to. This magic remains in their hearts even after their death and yields great benefits when artificing.	375 gp	1 lb.	Amulet of the Closed Heart
25	Alhoon Brain	The brain of an alhoon is substantially different to that of a regular illithid. Having severed their connection to the elder brain, the lobes responsible for communication and community are noticeably atrophied, whereas the sections related to curiosity and learning have grown. When used in artificing, the result is substantially different to using a regular illithid's, and instead takes inspiration from the alhoon's nefarious <i>periapt of mind trapping</i> .	1,600 gp	3 lb.	Helm of Mind Trapping

ELDER BRAIN

DC	Item	Description	Value	Weight	Crafting
5	Elder Brain Fluid (4 vials)	The fluids secreted by an elder brain resemble that of the fluids excreted by a regular humanoid's, but are in fact more akin to that of an illithid's mucus secretion. This fluid is a rich miasma of enzymes and grey matter that when imbibed, has strong perception altering effects for anyone that is not an illithid. Use: As an action you may drink a vial of this brain fluid. If you do so, for the next 1 hour you automatically succeed on detecting the nature of illusions upon seeing them. At the end of the hour, you automatically suffer one level of exhaustion as your brain resets its sensory intake methods.	50 gp	1 lb.	Potion of Boundless Intellect
10	Elder Brain Tentacle (x2)	Although considerably longer than an illithid's, an elder brain's tentacle possesses many of the same anatomical features. When crafted into a whip, they are capable of scouring both the flesh and the mind.	150 gp	35 lb.	Mind Whip, +1
15	Elder Brain White Matter	The connective tissue between the many folds and neurons of an elder brain, harvesting this material in-tact requires an extremely steady hand and extensive medical knowledge. It is however an extremely useful crafting material as it lends itself well for making items that take advantage of its original purpose as a biological method of transmitting information.	430 gp	15 lb.	Interrogator's Web
20	Telepathic Gland	The elder brain's telepathic gland is a roughly apple sized bulb located on its temporal lobe. Although it is relatively small, the telepathic gland has a huge reach and is responsible for many of the elder brain's psionic abilities. Harvesting it intact is difficult, but it can serve as the basis for powerful magical items.	1,110 gp	4 lb.	Amulet of Telepathic Control
25	Elder Brain Thalamus	The thalamus of an elder brain is much like a regular humanoid's and contributes to their prestigious memory. It takes a very skilled artificer to transform it into a magical item, but when done properly, it allows a user to tap into the limitless knowledge of the elder brain.	3,000 gp	10 lb.	Crown of Limitless Knowledge



ULITHARID

DC	Item	Description	Value	Weight	Crafting
5	Mind Flayer Mucus (vial)	The mucus secreted by a well fed mind flayer has a slightly sticky texture and smells roughly of weak formaldehyde. Filled with the thoughts and emotions of the mind flayer's meals, this mucus can undergo an alchemical process to turn into an intoxicating draught known as: Whisper. When consumed, the drinker experiences a rush of euphoria as dozens of minds recount lost knowledge and memories in a cascade of mental whispers. While unpleasant, this drink is considered a high honour in many Underdark societies.	20 gp	1 lb.	
10	Ulitharid Tentacle (x6)	The mouth tentacle of the mind flayer is renowned for affecting more than the physical on every lash. It retains this property beyond the death of its owner, and Underdark interrogators are rumored to use whips made of these tentacles in their work.	25 gp	7 lb.	Mind Whip
15	Mind Flayer Heart	A mind flayer heart is a dark organ, filled with vile humours and thin ichors. When transformed into an amulet, it can grant many of the psionic abilities of an illithid, but at a terrible price.	155 gp	1 lb.	Amulet of the Mind Flayer
20	Ulitharid Brain	The brain of an ulitharid is larger and denser than that of a regular illithid. Within an ulitharid brain is the potential to grow into a formidable elder brain, much like how a caterpillar possesses the potential to grow into a butterfly (although in a much less pleasant way). As part of this, an ulitharid brain boasts an engorged cerebrum and communication centers, which bolsters its telepathic abilities and enables it to serve as a portable psionic hub for its colony.	375 gp	9 lb.	Helm of the Ulitharid

MINDWITNESS

DC	Item	Description	Value	Weight	Crafting
10	Mindwitness Tentacle (x4)	A mindwitness' tentacles greatly resembles that of a mind flayer's in terms of both anatomy and function. Able to stun its prey like a mind flayer's they also make great whips, but their inferior strength means that they need a bit more craftwork to become usable.	5 gp	15 lb.	Mind Whip
15	Mindwitness Eye Stalk	The eye stalks of a mindwitness are irrevocably changed by the corruption of an elder brain to favor psionic abilities. That said, they are still useful for crafting magical wands, and depending on what your desired effect is, could be considered even better than a normal beholder's. If a player harvests an eye stalk, roll 1d6. The type of eye stalk they receive corresponds to the number rolled, as described in the mindwitness' statblock.	33 gp	9 lb.	Mutated Eye Stalk Wand
20	Mindwitness Main Eye	The main eye of a mindwitness is a pitiful thing to behold (pardon the pun). Due to the beholder's mutation by the elder brain, its main eye has been repurposed into an extension of its brain, losing its infamous anti-magic abilities in the process. Instead, it gains the ability to project thoughts telepathically into those it can see (thus the name), becoming little more than a glorified mail carrier for an elder brain's plans. By combining this eye with a magically enhanced diffraction lens, it is possible to create an item capable of broadcasting one's thoughts en masse (which is a great tool to have when walking out of a poorly written theatre performance).	70 gp	20 lb.	Telepathic Lens

MORKOTH

DC	Item	Description	Value	Weight	Crafting
10	Morkoth Humor (10 vials)	A pearly-white substance found in distilled morkoth blood, this humor is believed to be derived from the celestial substance that first birthed this bizarre species. The celestial substance was believed to be some sort of solidified healing magic, lost in the chaotic spaces of the Astral Plane. As such, it makes for a fantastic base for particularly powerful healing potions or to bolster one's healing magic. Use: When you cast a spell that would result in a creature recovering hit points without doing damage, you may expend 1 or more vials of morkoth humor as an additional material component. If you do so, you skip rolling a certain amount of dice to determine the amount of hit points recovered, and instead gain the maximum value of that dice roll. The amount of dice skipped is equal to the amount of vials of morkoth humor you expended.	6 gp	1 lb.	Potion of Superior Healing (DMG)
15	Morkoth Eye (x2)	Those that have met a morkoth can attest to their strangely enchanting eyes that lure in unwary adventurers to their doom. It is thought by some that the salty dog tale of "lure lights" that cause sailors to throw themselves into the ocean are actually morkoths trying to add a few creatures to its collection.	120 gp	1 lb.	Lenses of Hypnosis
20	Morkoth Tentacle (x2)	Much like many cephalopods, a morkoth's tentacles is more than a simple appendage: it contains numerous nerve endings and neurons that allows it to act as an extension of the morkoth's brain. As such, morkoths can display an uncanny amount of control over their limbs, as well as gain much more sensory information from them than you and I can using our hands and fingers. These traits can be passed off onto a magical whip that almost moves independently in a wielder's hands.	250 gp	15 lb.	Whip of Extended Reach
25	Morkoth Gladius	A morkoth's gladius is a long piece of cartilage that runs through the entirety of its main body and is often thought of as the "spine" of a morkoth. Incredibly hardy, the gladius is responsible for the remarkable spell reflection ability possessed by the morkoth, and can be transformed into a magical kite shield with similar properties.	1,450 gp	30 lb.	Shield of Reflection, +1

HARVEST TABLE: N

NEOGIS

"One of my more embarrassing escapades involved me attempting to research more on the lifestyles and culture of the neogi. To that end I had the admittedly hare-brained scheme of allowing myself to be captured by them so I could observe their society from the inside. While I did manage to get in, their mind-altering psionic powers made me remember very little about my stay afterwards. The most I had to show for it was the organs I had pulled from the guards I killed during my escape, which all things considered, wasn't such a bad result either." - Hamund

NEOGI HATCHLING

DC	Item	Description	Value	Weight	Crafting
10	Neogi Amygdala	Most likely due to their harsh natural selection that weeds out the weak-willed, neogi are naturally resistant to any form of emotional manipulation. Biologically, this comes in the form of an enlarged amygdala that gives the neogi a better "fight or flight" response than most humanoids and keeps them grounded in reality. Use: You may spend your action to eat the amygdala. If you do so, for the next hour you gain advantage on saving throws against being charmed or frightened, and magic can't put you to sleep.	1 gp	1 lb.	
15	Neogi Hatchling Poison (vial)	A neogi is deadly even as soon as it is born; it has to be in order to kill all of its siblings and survive its first day of existence. As part of this, a hatchling comes into the world with its poison glands fully formed and productive. Funnily enough, this sometimes results in entire egg clutches dying as the victor of the hatching melee succumbs to the poison of their defeated broodmates. Use: Can be used to coat up to 5 pieces of slashing or piercing ammunition or one slashing or piercing weapon. Applying the poison takes 1 minute. For the next minute, any creature successfully hit must succeed on a DC 10 Constitution saving throw or take 2d6 poison damage and become poisoned for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.	2 gp	1 lb.	

NEOGI

DC	Item	Description	Value	Weight	Crafting
10	Neogi Amygdala	Most likely due to their harsh natural selection that weeds out the weak-willed, neogi are naturally resistant to any form of emotional manipulation. Biologically, this comes in the form of an enlarged amygdala that gives the neogi a better "fight or flight" response than most humanoids and keeps them grounded in reality. Use: You may spend your action to eat the amygdala. If you do so, for the next hour you gain advantage on saving throws against being charmed or frightened, and magic can't put you to sleep.	1 gp	1 lb.	
15	Neogi Poison (vial)	A grown neogi's poison is even deadlier than it was when it was young. Used for more than just fighting siblings and hunting prey, the poison is also used to weaken potential slaves. Neogi slave drivers have been known to extract their own poison and dilute it into the food they give to slaves in order to keep them discombobulated and docile. Use: Can be used to coat up to 5 pieces of slashing or piercing ammunition or one slashing or piercing weapon. Applying the poison takes 1 minute. For the next minute, any creature successfully hit must succeed on a DC 10 Constitution saving throw or take 4d6 poison damage and become poisoned for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.	14 gp	1 lb.	
20	Neogi Eye (x2)	Neogi are known for their ability to enslave just about any creature it meets with a single glare, usually an umber hulk that it chooses to serve as its muscle. There is currently some conjecture among scholars that the umber hulk's infamous hypnotizing gaze and the neogi's enslavement glare are related in some way due to their constant exposure to each other, but there is little solid evidence to support this. Unfortunately the last scholar that went out of their way to find some never returned from their expedition.	60 gp	1 lb.	Amulet of Enslavement

NEOGI MASTER

DC	Item	Description	Value	Weight	Crafting
10	Neogi Amygdala	Most likely due to their harsh natural selection that weeds out the weak-willed, neogi are naturally resistant to any form of emotional manipulation. Biologically, this comes in the form of an enlarged amygdala that gives the neogi a better "fight or flight" response than most humanoids and keeps them grounded in reality. Use: You may spend your action to eat the amygdala. If you do so, for the next hour you gain advantage on saving throws against being charmed or frightened, and magic can't put you to sleep.	1 gp	1 lb.	
15	Neogi Poison (vial)	A grown neogi's poison is even deadlier than it was when it was young. Used for more than just fighting siblings and hunting prey, the poison is also used to weaken potential slaves. Neogi slave drivers have been known to extract their own poison and dilute it into the food they give to slaves in order to keep them discombobulated and docile. Use: Can be used to coat up to 5 pieces of slashing or piercing ammunition or one slashing or piercing weapon. Applying the poison takes 1 minute. For the next minute, any creature successfully hit must succeed on a DC 10 Constitution saving throw or take 4d6 poison damage and become poisoned for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.	14 gp	1 lb.	
20	Neogi Eye (x2)	Neogi are known for their ability to enslave just about any creature it meets with a single glare, usually an umber hulk that it chooses to serve as its muscle. There is currently some conjecture among scholars that the umber hulk's infamous hypnotizing gaze and the neogi's enslavement glare are related in some way due to their constant exposure to each other, but there is little solid evidence to support this. Unfortunately the last scholar that went out of their way to find some never returned from their expedition.	60 gp	1 lb.	Amulet of Enslavement



NEOTHELID

DC	Item	Description	Value	Weight	Crafting
10	Neothelid Tentacle (x2)	A neothelid tentacle is a bizarre mockery of that of an illithid's. Although similar in many ways, they possess a duct that allows digestive enzymes to be passed out and onto enemies. This duct is of course useless once the tentacle has been removed from the neothelid's stomach, but the tentacle itself still serves as a good weapon base.	25 gp	20 lb.	Whip, +2 (DMG)
10	Neothelid Enzyme Sack	The highly acidic contents of a neothelid's digestive tract are capable of melting through metal and flesh alike. Strangely enough however, it is completely unreactive when it comes into contact with brain matter. While this does allow the neothelid to consume their prey's brains intact, it does beg the question of how they actually end up digesting them once they've been swallowed. Use: As an action you may throw this sack at a point you can see within 20 feet of you, bursting on impact. All creatures within 5 feet of that point must succeed on a DC 18 Dexterity saving throw, taking 10d6 acid damage on a failed save, or half as much damage on a successful one.	100 gp	12 lb.	
15	Neothelid Brain	A neothelid's brain is pitiful in many ways. While it once held the potential for vast intelligence, it has become extremely limited due to its unnatural growth. Its psionic abilities however are still extremely powerful and are unchecked by any semblance of reason or strategy from the creature. In many ways, the neothelid is simply a tortured creature, given power it cannot control and perhaps does not even want. When used by an experienced spellcaster however, this power can be given direction and wielded with much greater purpose. Use: When you cast the <i>confusion</i> spell, you may use this brain instead of the spell's usual material component. If you do so, instead of rolling 1d10 at the start of an affected creature's turn to determine their behavior, you may choose the result instead.	285 gp	18 lb.	
20	Neothelid Hide	Neothelid skin is notoriously difficult to harvest, sloughing off and melting quickly upon their deaths due to the reaction of their spilled digestive enzymes with their body mucus. If you do manage to harvest some however, their skin has natural protections against both magic and psionics, and has been adapted into wondrous armors and protective gear.	555 gp	30 lb.	Doublet of Psionic Protection
25	Neothelid Hook	As a tadpole, a neothelid would have possessed a hook on the end of its tail to embed itself into the brain of its unlucky host. As a neothelid of course, it no longer needs to do this, and its vestigial hook has grown little in comparison to the rest of its body. Still, the hook possesses some magical ability and when turned into a weapon and applied properly, can be just as debilitating as it once would have been when used on a hapless victim.	1,750 gp	18 lb.	Mind Hook

NILBOG

"My mother taught me never to fight a fool, lest you end up looking like one yourself. This holds especially true when facing down a nilbog. The annoying tricksters are so difficult to pin down that even if you do it with your life intact, your dignity most likely won't be." - Hamund

DC	Item	Description	Value	Weight	Crafting
5	Goblin Ear (x2)	Goblins neither possess much of value, nor are made of anything of value. Goblin ears are perhaps the only thing worth carving off of an average goblin, if only because dogs enjoy snacking on them the same way they enjoy pig ears.	5 cp	1 lb.	
10	Mirth Touched Smile	Even though a nilbog spirit abandons its physical host upon its defeat, it leaves its mark permanently in the form of a rictus grin on its old mouth. Mounting this macabre body part on a base of power can create an amusing novelty wand.	2 gp	1 lb.	Wand of Smiles (XGtE)
15	Nilbog Echo	A nilbog's spirit is almost impossible to pin down for even the most skilled occultists. The most one can hope to do is catch an echo of it using a ream of spirit paper. This echo is almost as illusive and slippery as the real spirit, and dissipates too easily to be used for crafting, making it a strictly single use item. Use: If you cast the <i>sanctuary</i> spell, you may expend this item as a material component instead of the usual material component. If you do so, the first time the creature protected by your <i>sanctuary</i> spell receives damage from another creature, they may spend their reaction to reduce that damage to 0 and recover 1d6 hit points instead.	3 gp	1 lb.	

HARVEST TABLE: O

ORCS

"Although they may seem like a godless bunch, orcs have a much deeper connection to their pantheon than most other humanoids. Allowing themselves to be irrevocably altered by their deities is a rite of passage amongst them, and while this does make them more dangerous, it also increases the value of their corpses." - Hamund

ORC BLADE OF ILNEVAL

DC	Item	Description	Value	Weight	Crafting
5	Orc Blood (3 vials)	The gift of fertility that was granted to the orcs by their deity, Luthic, also gave their other fluids full compatibility with other humanoids. As such, drinking the blood of an orc can temporarily grant other humanoids some of the legendary ferocity of the orcs. Use: When you drink this vial of blood, you feel more aggressive for the next 10 minutes. During this time, you may spend your bonus action to move up to your speed toward a hostile creature you can see. After the 10 minutes have passed, you must succeed on a DC 10 Constitution saving throw or suffer one point of exhaustion.	1 gp	1 lb.	
10	Ilneval-touched Heart	A heart touched by the orc god Ilneval beats noticeably faster than a regular orc heart, sometimes even still beating after being removed from its original owner's chest. It's almost as if it is still trying to fight beyond death. Use: You may spend your action to eat this heart. If you do so, for the next hour you gain the ability to spend your action to allow up to three allies within 120 feet of you that can hear you to use their reactions to make one weapon attack each. This benefit cannot be taken by any character with elvish ancestry.	5 gp	4 lb.	
15	Blade Mark	Ritual scarring is common among blades of Ilneval, both as a means of proving one's devotion and of proving one's strength. While many may find them horrifying to look at, there do exist collectors that appreciate the unique patterns that a blade of Ilneval will make in their skin, paying a premium for experienced blades that have also had the most time and practice to expand their marks.	10 gp	3 lb.	

ORC CLAW OF LUTHIC

DC	Item	Description	Value	Weight	Crafting
5	Orc Blood (3 vials)	The gift of fertility that was granted to the orcs by their deity, Luthic, also gave their other fluids full compatibility with other humanoids. As such, drinking the blood of an orc can temporarily grant other humanoids some of the legendary ferocity of the orcs. Use: When you drink this vial of blood, you feel more aggressive for the next 10 minutes. During this time, you may spend your bonus action to move up to your speed toward a hostile creature you can see. After the 10 minutes have passed, you must succeed on a DC 10 Constitution saving throw or suffer one point of exhaustion.	1 gp	1 lb.	
10	Luthic-touched Heart	A heart touched by the orc god Luthic is noticeably thicker and redder than a normal heart, perhaps symbolic of the love that orcish parents do show for their children (or it is reflective of the increased blood flow and strength that these orcs have that allow them to use their own claws in place of weapons). Use: You may spend your action to eat this heart. If you do so, for the next hour, whenever you cast a spell that restores hit points to a creature other than you, that creature may also spend their reaction to move up to their speed toward a hostile creature they can see. This benefit cannot be taken by any character with elvish ancestry.	5 gp	6 lb.	

ORC HAND OF YURTRUS

DC	Item	Description	Value	Weight	Crafting
5	Orc Blood (3 vials)	The gift of fertility that was granted to the orcs by their deity, Luthic, also gave their other fluids full compatibility with other humanoids. As such, drinking the blood of an orc can temporarily grant other humanoids some of the legendary ferocity of the orcs. Use: When you drink this vial of blood, you feel more aggressive for the next 10 minutes. During this time, you may spend your bonus action to move up to your speed toward a hostile creature you can see. After the 10 minutes have passed, you must succeed on a DC 10 Constitution saving throw or suffer one point of exhaustion.	1 gp	1 lb.	
10	Yurtrus-touched Heart	A heart touched by the orc god Yurtrus is horribly diseased and ridden with pustules. It is extremely unpalatable to consume, but to be honest, so should all other orc hearts. Use: You may spend your action to eat this heart. If you do so, for the next hour, any spell you cast does not require a verbal component. This benefit cannot be taken by any character with elvish ancestry.	5 gp	2 lb.	

ORC NURTURED ONE OF YURTRUS

DC	Item	Description	Value	Weight	Crafting
5	Yurtrus Ichor (3 vials)	The rotting pus and viscera of a nurtured one of Yurtrus is absolutely packed with disease and plague. Luckily for most of us however, the disease cannot live long once exposed to the elements, and stops being a vector very soon after the death of its carrier. On the other hand, alchemists that have an interest in spreading maladies may make use of enchanted vials to gather this ichor and brew it into a most insidious poison. Requires enchanted vial.	3 gp	1 lb.	Cleric's Bane Poison

ORC RED FANG OF SHARGAAS

DC	Item	Description	Value	Weight	Crafting
5	Orc Blood (3 vials)	The gift of fertility that was granted to the orcs by their deity, Luthic, also gave their other fluids full compatibility with other humanoids. As such, drinking the blood of an orc can temporarily grant other humanoids some of the legendary ferocity of the orcs. Use: When you drink this vial of blood, you feel more aggressive for the next 10 minutes. During this time, you may spend your bonus action to move up to your speed toward a hostile creature you can see. After the 10 minutes have passed, you must succeed on a DC 10 Constitution saving throw or suffer one point of exhaustion.	1 gp	1 lb.	
10	Shargaas-touched Heart	A heart touched by Shargaas is darker in color than a normal heart, as if permanently bathed in shadows. Use: You may spend your action to eat this heart. If you do so, for the next hour, magical darkness does not impede your vision any more than regular darkness would. This benefit cannot be taken by any character with elvish ancestry.	5 gp	1 lb.	

TANARUKK

DC	Item	Description	Value	Weight	Crafting
5	Orc Blood (3 vials)	The gift of fertility that was granted to the orcs by their deity, Luthic, also gave their other fluids full compatibility with other humanoids. As such, drinking the blood of an orc can temporarily grant other humanoids some of the legendary ferocity of the orcs. Use: When you drink this vial of blood, you feel more aggressive for the next 10 minutes. During this time, you may spend your bonus action to move up to your speed toward a hostile creature you can see. After the 10 minutes have passed, you must succeed on a DC 10 Constitution saving throw or suffer one point of exhaustion.	1 gp	1 lb.	
10	Tanarukk Horn	Made of the same ivory that forms an orc's deadly tusk, a tanarukk's horn makes a formidable and intimidating weapon.	25 gp	7 lb.	Any melee piercing weapon, +1 (DMG)
15	Tanarukk Adrenal Gland	A tanarukk's aggression is legendary among even the notoriously angry orcish race. Part of this is due to its oversized adrenal glands that constantly cause the tanarukk to be in a fight or flight mode (and more often than not, choosing fight). Use: You may spend your action to eat this gland. If you do so, for the next hour, whenever you are hit by a melee attack within range, you may spend your reaction to make one melee weapon attack with advantage against the attacker. After the hour, you must succeed on a DC 10 Constitution saving throw or suffer one point of exhaustion.	58 gp	1 lb.	

ORC TRINKET TABLE

Item	Value	Weight
1 1 broken weapon handle	3 sp	3 lb.
2 1 pouch of healing mud	8 sp	2 lb.
3 1d4 pouches of ceremonial ashes	2 sp	1 lb.
4 1d4 strings of exotic feathers	1 gp	1 lb.
5 1d6 prized hunting trophies (horns, teeth)	2 gp	8 lb.
6 1 bag of hallucinogenic fungus	2 gp	4 lb.
7 1d6 lumps of fuel (dried manure and hay)	4 sp	3 lb.
8 1d4 bags of animal feed	1 gp	8 lb.



HARVEST TABLE Q

QUICKLING

DC	Item	Description	Value	Weight	Crafting
10	Quickling Blood (vial)	Quickling blood remains in motion even after it is drained from its body. Thinner than the blood of any other mortal creature, a quickling's blood is loaded with adrenaline and other enzymes that when drunk by a humanoid, slows their perception of time and gives them enhanced reflexes. The crash after the effect has worn off can be rather harsh however. Use: You may spend your action to drink this blood. If you do so, you gain an extra reaction per round on top of your usual amount. This benefit lasts for 1 hour, after which you suffer one level of exhaustion.	1 gp	1 lb.	
15	Quickling Hide	The hide of a quickling is extraordinarily smooth, allowing it to reduce wind resistance as much as physically possible. While it may seem barbaric, their hide makes a wonderful base for the ubiquitous <i>boots of speed</i> .	4 gp	7 lb.	Boots of Speed (DMG)



HARVEST TABLE: R

REDCAP

"As far as I'm aware, a redcap is the only creature that is born fully clothed. As such, it could be asked whether they count as clothes at all, or if they should be considered extensions of their body in the same vein as a creature's hair or nails. I prefer the latter definition as it makes it more justified to harvest them, rather than just "looting" them." - Hamund

DC	Item	Description	Value	Weight	Crafting
10	Redcap Boots	It is difficult to tell where a redcap's feet end and where their boots begin. Since they never take them off (and are even born wearing them), their feet quite often fuse into the boots themselves. While this is admittedly quite distasteful to look at, it does impart an essence of fey magic into metal form (something that is usually impossible due to the incompatibility between fey creatures and iron).	9 gp	15 lb.	Boots of Iron Gait
15	Redcap Cap	Regularly soaked in the fresh blood of its victims, the eponymous cap of the redcap is one filled with dark magic. With some artificing adjustments, it is capable of granting heightened strength and aggression to its wearer, but also makes them bloodthirsty and prone to careless zeal in battle.	30 gp	2 lb.	Cap of Aggression



HARVEST TABLE: S

SEA SPAWN

"Sea spawn are as varied as the numerous creatures of the depths in terms of biology; however they always seem to carry roughly the same items out of a sense of basic utility. Their bodies aren't worth all that much, and neither are their (often soggy) possessions." - Hamund

DC	Item	Description	Value	Weight	Crafting
10	Sea Spawn Blood (3 vials)	The blood of a sea spawn more resembles a dark brine than blood. Imbued with the magic that warped its original owner into a creature of the depths, this blood possesses a mutagenic effect that can grant humanoids some degree of amphibiousness when used correctly.	1 sp	1 lb.	Potion of Water Breathing (DMG)
15	Sea Spawn Teeth (small bag)	Sharp as a shark's and almost as numerous, the teeth of a sea spawn make nice collectibles when strung on necklaces and bracelets. Some coastal communities have taken to using them as fishing hooks in the belief that they increase the sizes of their catch.	5 sp	2 lb.	Big Catch Hook
15	Sea Spawn Quills (x6)	These quills possess the same poison found in a pufferfish, but with a higher yield appropriate for its upscaled owner. The quills maintain the poison for some time, making them useful as darts. Use: You may use these quills as a dart. Any creature hit by this dart must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once a dart has poisoned a creature in this way, it loses this property and becomes a normal dart.	1 sp	-	
15	Sea Spawn Tentacle	Extremely slimy and unpleasant to the touch, it is unfortunate that the tentacle loses much of its form and gripping strength after the demise of its owner. It does however have use as a waterproof rope, and it is not uncommon to find small wharfs in coastal communities lashed together with these tentacles.	1 gp	9 lb.	

SEA SPAWN TRINKET TABLE

Item	Value	Weight
1 1 ocean master effigy	5 gp	2 lb.
2 1 pouch of ocean floor mud (great for sore joints and facial masks)	1 sp	2 lb.
3 1 ball of seaweed	3 cp	2 lb.
4 1 string of shark teeth	1 gp	3 lb.
5 1d8 pieces of vibrant coral	2 sp	4 lb.
6 1d4 pilfered trinkets	5 gp	2 lb.
7 1 memento of previous life (picture, doll, small piece of jewelry)	Varies	Varies
8 4d10 silver pieces	Varies	Varies

SHADOW MASTIFF

DC	Item	Description	Value	Weight	Crafting
5	Shadow Mastiff Drool (2 vials)	Shadow mastiff drool drips like tar and is infused with the all-consuming darkness of the Shadowfell. While it may seem strange, Shadowfell inhabitants have been known to brew this drool into a hallucinogenic drink called "eclipse." When imbibed, eclipse causes the drinker to see "inverted light," making dark areas seem bright and bright areas seem dark. Frequent users of this drink can be identified by the telltale black circles with white outlines that stain their eyes and lips.	1 gp	1 lb.	
10	Shadow Mastiff Fur (small bag)	The fur of a shadow mastiff has an odd consistency, somehow combining attributes of a solid, liquid, and gas all at once. While it is a hard material to work with, its soft texture, and alluring movement make it a popular choice for making entertainingly macabre garments.	2 gp	5 lb.	Silhouette Shawl
15	Shadow Mastiff Teeth (small bag)	Too small to make a weapon, too uneven to make an arrowhead, a shadow mastiff's teeth are difficult to repurpose despite their useful ability to blend into the shadows. Thankfully, a crafty blacksmith realized that they could be made into a set of sneaky caltrops with only some slight modifications.	4 gp	3 lb.	Shadow Spikes

SLITHERING TRACKER

DC	Item	Description	Value	Weight	Crafting
10	Slithering Tracker Slime (vial)	Although it greatly resembles water, the semi-liquid that constitutes a slithering tracker's form is a different substance entirely. Although it deteriorates rapidly once the tracker has been defeated, keeping it in an enchanted vial allows for the salvaging of some of its magic for a potion later on. Requires enchanted vial.	9 gp	1 lb.	Potion of Liquid Form
15	Echo of Vengeance	Even when they are defeated, a slithering tracker's lust for vengeance carries on. With a quick application of spirit paper, this gestalt field of emotion can be harvested and reused in a nefarious bit of magic. Requires spirit paper.	30 gp	1 lb.	Curse of Vengeance

SPAWN OF KYUSS

DC	Item	Description	Value	Weight	Crafting
20	Spawn of Kyuss Brain	Gazing upon the brain of a spawn of Kyuss can upset even the most resilient of stomachs. Horribly blackened and rotten in undeath, it is either crawling with worms (which I would advise you kill immediately) or riddled with holes left by the aforementioned worms. While it is unquestionably disgusting, the brain is useful for crafting as it has been suffused with necrotic energies from its hellish parasites.	160 gp	2 lb.	Helm of the Cryptkeeper



HARVEST TABLE: T

TLINCALLI

"Despite some similarities in basic anatomy, tlincalli are in fact not related to centaurs. While centaurs are much closer in taxonomy to humanoids and fey, tlincalli share more with giant insects. As part of this, the magic to be harvested from a tlincalli comes more from its "natural" features like its claws and chitin, instead of magically powered organs or blood" - Hamund

DC	Item	Description	Value	Weight	Crafting
5	Tlincalli Leg (x8)	The sturdy legs of a tlincalli are just as capable of scrambling up sandy dunes as they are of marching across miles of baked earth. Once the tlincalli has died however, they can be quite easily snapped off at the joint and repurposed for a variety of tools.	1 gp	25 lb.	
10	Tlincalli Chitin	The hard chitin of a tlincalli greatly resembles that of well-forged armor and it is not uncommon for desert-dwelling societies to proudly wear breastplates made from the tlincalli they fight. A less well known practice is turning the chitin into boards for surfing down sand dunes, taking advantage of the chitin's smooth and silica-phobic properties.	11 gp	40 lb.	Heavy armor, +1 (DMG)
15	Tlincalli Tail	A tlincalli's tail greatly resembling that of an overgrown scorpion's. If steeped in salt-water, dried, oiled, then fitted with the proper mechanisms, this tail makes for a fine whip, capable of delivering large doses of poison.	25 gp	15 lb.	Stinger Whip
20	Tlincalli Poison (2 vials)	A naturally produced poison that the tlincalli use to even to coat their eggs. This poison is designed to debilitate rather than kill, lending itself well to the tlincalli's penchant for toying with those they hunt. Use: Can be used to coat up to 10 pieces of ammunition, or one slashing or piercing melee weapon. Applying this poison takes 1 minute. For the next minute, any creature successfully hit must make a DC 14 Constitution saving throw, taking 4d6 poison damage on a failed save and becoming poisoned for 1 minute, or half damage and no poisoned condition on a successful save. If the target failed their saving throw by 5 or more the target is also paralyzed while poisoned. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.	37 gp	1 lb.	



TRAPPER

"There is some debate as to whether the trapper is related to the infamous dungeon-dwelling cloaker. While it is true that one is a monstrosity and the other an aberration, their similar abilities of illusion and obfuscation, plus the parallels in their internal physiology are not to be ignored. Of course, while it is entirely possible that these are simply the results of convergent evolution, I encourage the research into this line of thinking (especially since it raises the demand from researchers for cloaker and trapper carcasses)." - Hamund

DC	Item	Description	Value	Weight	Crafting
20	Trapper Hide	The hide of a trapper is known far and wide for its camouflage capabilities. Before it can be tanned, it must also be boiled in a weak solution of lime for a lengthy period of time in order to remove the trapper's remaining digestive acids. The effort is worth it however, as the end result is a fine material to craft a cloak coveted by thieves, spies, and assassins everywhere.	90 gp	16 lb.	Camouflage Cloak

HARVEST TABLE: V

VARGOUILLE

DC	Item	Description	Value	Weight	Crafting
10	Vargouille Jaw	The infamous curse of a vargouille is purely magical in nature and unfortunately cannot be traced back to any biological component for harvesting. That said, since their jaws act as the vector of the curse, they often become infused with trace elements of this Abyssal power and thus hold some utility for crafting fiendish (if ultimately harmless) items.	1 gp	7 lb.	Mirror of Insecurity
15	Vargouille Wing (x2)	Formed from the ears of the vargouille's original body, these wings are surprisingly powerful and seem to move independently on the vargouille's manic body. If sliced off quickly after the vargouille's defeat and then pinned with cold iron tacks, they maintain a semblance of magic that allows them to be reused elsewhere. Use: You may spend your action to pin these wings onto an easily pierceable object that weighs no more than 10 pounds. Once you do so, that object gains a low level of sentience that allows it to follow you around for 1 hour. The object has a fly speed of 10 feet and always attempts to take the most direct path to you, so long as you are within 60 feet of it. If you move farther than 60 feet away, or if there is an impassible object directly between you and the object, the object lands on the ground until you move within 60 feet again, or the path to you becomes clear. At the end of the hour, the wings on the object dissolve into a black ichor, and the object falls to the ground.	4 gp	4 lb.	

VEGEPYGMIES

"While not as friendly as their myconid cousins, vegepygmy rarely attack travellers unprovoked. They may even be coaxed into providing shelter when provided with appropriate gifts; something I discovered when I attempted to live among them as research for this book. Unfortunately, their culture was so alien to me that I gained nothing from the experience except for a hacking cough that followed me for several months." - Hamund

VEGEPYGMY

DC	Item	Description	Value	Weight	Crafting
10	Vegepygmy Frill	Due to their bizarre origins, vegepygmy physiology can vary widely from specimen to specimen. While some may closely resemble humanoids with soft grey skin, others may appear more monstrous with twisted appendages and bulging green orbs for eyes. That said, there is one attribute that they all share, which is their frill. Its exact location on the vegepygmy's body can vary widely, but it is responsible for producing the vegepygmy's spores, as well as regulating air and moisture intake. By itself it is not worth much, but dried versions of it are used in some medical schools as a treatment for respiratory problems.	2 gp	4 lb.	

VEGEPYGMY CHIEF

DC	Item	Description	Value	Weight	Crafting
10	Vegepygmy Frill	Due to their bizarre origins, vegepygmy physiology can vary widely from specimen to specimen. While some may closely resemble humanoids with soft grey skin, others may appear more monstrous with twisted appendages and bulging green orbs for eyes. That said, there is one attribute that they all share, which is their frill. Its exact location on the vegepygmy's body can vary widely, but it is responsible for producing the vegepygmy's spores, as well as regulating air and moisture intake. By itself it is not worth much, but dried versions of it are used in some medical schools as a treatment for respiratory problems.	2 gp	4 lb.	
15	Russet Mold Spores (5 vials)	All vegepygmy grow out of a reddish brown spore called russet mold. As they grow older, their frills begin to produce this mold which accumulates around their body, waiting to be launched at unwary travelers. Use: This vial of spores is the equivalent of a square foot of russet mold. Refer to the <i>russet mold</i> tipbox in the vegepygmy's section to know more about russet mold's effects.	1 gp	1 lb.	

THORNY

DC	Item	Description	Value	Weight	Crafting
10	Thorny	Through some unknown system, russet mold is able to detect whether it is infesting a Thorns humanoid or a beast and mutate accordingly. As such, beasts spawn what are known (small as a "thorny." A marked difference between a thorny and a vegepygmy is its lack of a bag) frill, instead growing scores of its eponymous thorns. While quite sharp, they lose their form quickly once its original owner has died. When mulched however, they make a fantastic fertilizer (but the resulting plants are known to be considerably more thorny than they would otherwise).	2 gp	4 lb.	

HARVEST TABLE: W

WOOD WOAD

"For those that may be uneasy about harvesting a creature as innocent and blameless as the wood woad, never fear. After all, I am sure that these protectors of the forest are very much in support of the concept of recycling." – Hamund

DC	Item	Description	Value	Weight	Crafting
15	Wood Woad Bark	Much harder than regular bark and suffused with ancient nature magic, this bark makes a wonderful set of natural armor. To harvest, it is best advised to use a sharp knife to make vertical strips down the abdomen of the wood woad, to make splints for later.	16 gp	30 lb.	Armor of the Forest Sentinel
20	Wood Woad Eye (x2)	The eyes of a wood woad are two sparkling motes of light and takes a particularly swift and practiced hand to extract and store before they dissipate. That said, they possess significant natural power, and have most likely seen more than most mortal creatures ever will. Requires enchanted vial.	28 gp	1 lb.	Amulet of the Forest
25	Wood Woad Seed	Despite common belief, the walnut-sized seed extracted from a wood woad is not the same seed that was implanted in its original heart, and thus cannot be used to spawn a new wood woad. Instead, this seed acts more like a focus for the wood woad, and is able to redistribute its energy into the forest after it has been destroyed. In a way, this can be seen as the wood woad's last act of dutiful service. Use: If this seed is planted at least 1 foot deep into loamy, fertile soil, it will sprout into a magical tree over the course of 1 year. When fully grown, this magical tree stands at 30 feet tall and greatly resembles a sturdy oak. This magical tree acts as a protector of any surrounding forest area. If a humanoid attempts to harm a tree within 2 miles of the magical tree, they must succeed on a DC 15 Wisdom saving throw or find themselves unable to willingly harm any living plant-life for 24 hours. In addition, plant-life that grows within 2 miles of the magical tree becomes noticeably stronger and grows at twice its normal rate.	250 gp	1 lb.	



HARVEST TABLE: X

XVARTS

"Pathetic little creatures are the xvarts, however they do have one redeeming feature for the budding harvester: they are all exactly identical. This makes them fantastic creatures to practice techniques and demonstrate skills on before cutting into more valuable prizes." - Hamund

XVART

DC	Item	Description	Value	Weight	Crafting
15	Xvart Tongue	Xvarts are pathetic creatures, possessing little talent or ability. Their one claim of power is their natural affinity for vermin (if one can even call that power) that lets them domesticate those beasts the way other humanoids domesticate cattle. This is helped in part by their tongues which can create the clicks and squeaks that mimic the calls of bats and rats. When taken, stripped, and dried, they can be used as a reed in the <i>pipes of haunting</i> .	2 gp	1 lb.	Pipes of Haunting (DMG)

XVART WARLOCK OF RAXIVORT

DC	Item	Description	Value	Weight	Crafting
15	Xvart Tongue	Xvarts are pathetic creatures, possessing little talent or ability. Their one claim of power is their natural affinity for vermin (if one can even call that power) that lets them domesticate those beasts the way other humanoids domesticate cattle. This is helped in part by their tongues which can create the clicks and squeaks that mimic the calls of bats and rats. When taken, stripped, and dried, they can be used as a reed in the <i>pipes of haunting</i> .	2 gp	1 lb.	Pipes of Haunting (DMG)
20	Mark of Raxivort	On rare occasions, the craven demigod Raxivort musters enough courage to visit his accursed spawn and take what meagre offerings they have for him. On even rarer occasions, Raxivort will spare some of his power to a follower with the idea that they will bring him more offerings in the future. As befitting of his covetous nature, he brands his mark onto these followers which can then be taken and used for minor spellwork.	3 gp	1 lb.	Raxivort's Boon

XVART TRINKET TABLE

	Item	Value	Weight
1	1 ceremonial dagger	5 gp	2 lb.
2	1 idol of Raxivort	5 gp	2 lb.
3	1 poorly crafted set of pipes	1 gp	3 lb.
4	1 set of tattered clothes	7 sp	4 lb.
5	1d4 pouches of vermin feed	2 sp	2 lb.
6	1d6 stolen trinkets	3 gp	2 lb.
7	1 soiled blanket	3 sp	3 lb.
8	2d10 silver pieces	Varies	Varies

HARVEST TABLE: Y

YETH HOUND

"I remember when I first started learning the art of harvesting, old master Chien gave me an assignment to dissect a fresh yeth hound he had brought home. I recall him chuckling in the corner as I futilely attempted to cut into it with my scalpel, not realising that the hounds may only be pierced by silver or magical instruments. Apparently, this is a prank he enjoys pulling on all of his students, and he never fails to bring it up whenever I visit him for tea." - Hamund

The yeth hound's immunity to non-magical, non-silvered weapons continues into death, and as such, they may only be harvested using silvered or magical tools.

DC	Item	Description	Value	Weight	Crafting
10	Yeth Hound Fur (large bag)	Due to their nefarious creation, the power of the sun rejects yeth hounds, banishing them into the ethereal whenever it touches them. This property remains in their fur long even after their demise and can be reused as a component of particularly dark rituals.	6 gp	10 lb.	Curse of Sun's Bane
15	Yeth Hound Voice Box	The mocking bray of a yeth hound is matched by the calls of few other creatures. When a pack is hunting, these calls echo like a chorus, injecting fear into the unfortunate victim's mind.	30 gp	2 lb.	Horn of Fear
20	Yeth Hound Spine	A yeth hound's spine is surprisingly supple for such a large creature, and is not formed of vertebrae, but instead a single dark rod. When taken and oiled appropriately, it can be crafted into a bow that fires arrows that hunt down your enemies with the same relentlessness as the yeth hound itself.	80 gp	12 lb.	Shadow Hunter Bow

YUAN-TI

"Exploring the societies of the yuan-ti has been one of my most troublesome ventures thus far. Not only are they extremely militaristic and isolationist, they live in the most inhospitable, mosquito ridden, disease spreading jungles imaginable. At the very least, I got a good picture for the cover of this book out of it." - Hamund

YUAN-TI ANATHEMA

DC	Item	Description	Value	Weight	Crafting
10	Yuan-Ti Blood (7 vials)	The blood of a yuan-ti is strange in that it combines enzymes characteristic of both serpentine and humanoid physiology. This curious property allows unique opportunities in alchemy for the creation of the perfect antivenom for humanoids to consume.	2 gp	1 lb.	Potion of Poison Immunity
15	Yuan-Ti Poison (2 vials)	The venom of a yuan-ti combines elements of several of the most deadly snakes in nature. The poison has been described by survivors like "having one's blood transfigured into fire." Use: Can be used to coat up to 10 pieces of slashing or piercing ammunition or one slashing or piercing weapon. Applying the poison takes 1 minute. For the next minute, any creature successfully hit must make a DC 12 Constitution saving throw, taking 2d6 poison damage on a failed save, or half that on a successful saving throw.	120 gp	1 lb.	
20	Anathema Heart	A yuan-ti anathema constantly emits an aura of fear and loathing that cause creatures around it to flee. While this ability could easily be chalked up to any attribute of the anathema, magically speaking, it actually comes from its heart. Although this ability seems to cease once the heart stops beating, some mad tinkers have discovered ways to reanimate a heart long after its demise, thus allowing it to be repurposed as a useful magical trinket.	750 gp	3 lb.	Anathema Device
25	Anathema Spine	A yuan-ti spine is truly unique due to the number of branches it bares at the top to connect its many heads. Strong natural magic is required to support this twist of nature, and this magic can be invoked once the spine has been transformed into a magical staff.	2,500 gp	23 lb.	Staff of Split Control

YUAN-TI BROODGUARD

DC	Item	Description	Value	Weight	Crafting
10	Yuan-Ti Blood (3 vials)	The blood of a yuan-ti is strange in that it combines enzymes characteristic of both serpentine and humanoid physiology. This curious property allows unique opportunities in alchemy for the creation of the perfect antivenom for humanoids to consume.	2 gp	1 lb.	Potion of Poison Immunity

YUAN-TI MIND WHISPERER

DC	Item	Description	Value	Weight	Crafting
10	Yuan-Ti Blood (3 vials)	The blood of a yuan-ti is strange in that it combines enzymes characteristic of both serpentine and humanoid physiology. This curious property allows unique opportunities in alchemy for the creation of the perfect antivenom for humanoids to consume.	2 gp	1 lb.	Potion of Poison Immunity
15	Yuan-Ti Poison (vial)	The venom of a yuan-ti combines elements of several of the most deadly snakes in nature. The poison has been described by survivors like "having one's blood transfigured into fire." Use: Can be used to coat up to 10 pieces of slashing or piercing ammunition or one slashing or piercing weapon. Applying the poison takes 1 minute. For the next minute, any creature successfully hit must make a DC 12 Constitution saving throw, taking 2d6 poison damage on a failed save, or half that on a successful saving throw.	120 gp	1 lb.	
20	Mark of Sseth	Sseth, the Sibylant Death, is a particularly insidious god and was responsible for teaching the yuan-ti the "arts" of traps, poison, and murder. The mind whisperers that revere him are blessed with his mark (a flying snake with bared fangs) to grant them the cunning and wickedness to corrupt and conquer. Use: While wearing this mark, you may invoke its power as a free action to grant yourself advantage on your next Charisma (Deception) or Charisma (Persuasion) check. Once this ability has been used 5 times, this mark crumbles into dust and becomes worthless.	100 gp	1 lb.	

YUAN-TI NIGHTMARE SPEAKER

DC	Item	Description	Value	Weight	Crafting
10	Yuan-Ti Blood (3 vials)	The blood of a yuan-ti is strange in that it combines enzymes characteristic of both serpentine and humanoid physiology. This curious property allows unique opportunities in alchemy for the creation of the perfect antivenom for humanoids to consume.	2 gp	1 lb.	Potion of Poison Immunity
15	Yuan-Ti Poison (vial)	The venom of a yuan-ti combines elements of several of the most deadly snakes in nature. The poison has been described by survivors like "having one's blood transfigured into fire." Use: Can be used to coat up to 10 pieces of slashing or piercing ammunition or one slashing or piercing weapon. Applying the poison takes 1 minute. For the next minute, any creature successfully hit must make a DC 12 Constitution saving throw, taking 2d6 poison damage on a failed save, or half that on a successful saving throw.	120 gp	1 lb.	
20	Mark of Dendar	Dendar, the serpent goddess of nightmares, is revered by the aptly named nightmare speakers. She casts a pallor over sleeping mortals, inducing nightmares in them so that she may consume them in her never-ending hunger. Her most devout priestesses receive her mark so that they may call more nightmares into existence for her to devour. Use: You may use this mark in place of the usual material components when you cast the <i>sleep</i> spell. If you do so, any creature that you successfully put to sleep in this way also suffers 1d10 psychic damage at the end of every turn they spend asleep. This damage does not wake up the sleeping creature. Once this ability has been used 3 times, this mark crumbles into dust and becomes worthless.	100 gp	1 lb.	

YUAN-TI PIT MASTER

DC	Item	Description	Value	Weight	Crafting
10	Yuan-Ti Blood (3 vials)	The blood of a yuan-ti is strange in that it combines enzymes characteristic of both serpentine and humanoid physiology. This curious property allows unique opportunities in alchemy for the creation of the perfect antivenom for humanoids to consume.	2 gp	1 lb.	Potion of Poison Immunity
15	Yuan-Ti Poison (vial)	The venom of a yuan-ti combines elements of several of the most deadly snakes in nature. The poison has been described by survivors like "having one's blood transfigured into fire." Use: Can be used to coat up to 10 pieces of slashing or piercing ammunition or one slashing or piercing weapon. Applying the poison takes 1 minute. For the next minute, any creature successfully hit must make a DC 12 Constitution saving throw, taking 2d6 poison damage on a failed save, or half that on a successful saving throw.	120 gp	1 lb.	
20	Mark of Merrshaulk	Merrshaulk, the Master of the Pit, was once the prime deity of the yuan-ti pantheon before he was unseated in some unknown event. He slumbers now, but still lends his mark (a cobra head) to his most devout followers: the stoic pit masters. With his blessing, they maintain the traditions of the yuan-ti, whether that be through diplomacy or by force. Use: While holding this mark, if you are forced to roll a saving throw to resist being charmed or put to sleep, you may invoke the power of this mark to automatically succeed on that saving throw. Once this ability has been used 5 times, this mark crumbles into dust and becomes worthless.	100 gp	1 lb.	

CHAPTER 4: CRAFTING

As harvesting evolves, so too does crafting. As always, I have brought the spoils from my harvesting adventures back to my crafting contacts in order to discover what new wonders can be created. I present them here, so you too may harness the strength that nature provides." - Hamund

CRAFTING RULES

While some creature parts are useful fresh from the carcass, many require some alterations before their full potential can be realised. These items can be identified due to having a **craftable item** listed in their crafting column. As crafting is a very natural complement to harvesting, an entire chapter has been devoted to its rules here.

CRAFTERS

In order to craft a harvested item into a usable item, it must be worked on by a skilled **crafter**. Crafters are specialised professionals with the knowledge to turn raw materials into something usable. Crafters also tend to be of a certain type, covering different types of items to be made (see "Crafter Types" below).

Both player characters and NPCs may act as crafters, so long as they fulfil the stipulated requirements for their crafter type.

Crafters also need to have the right equipment and tools in order to craft an item, however that aspect is left up to the discretion of the DM and the suitability of the setting. In more fantastical campaigns, magical forges and laboratories may line every city bazaar, while in more grounded settings, finding appropriate facilities may be a quest in and of itself.

MATERIALS, TIME, AND COST

Each craftable item listed in this guide requires at least one harvestable material from a monster's harvesting table to act as a **base component** of the item. This base component provides the driving magical force that allows the item to function. The harvesting material and quantity of the materials required are listed in the description of the craftable item. For some craftable items, there are several potential harvestable materials that may act as the base component. In these cases, any of the listed materials may be used.

Craftable items require more than just the base component provided by harvested materials, however. Crafting an item requires a cost covering other requirements such as tools, facilities, and extra materials. Note that this cost does NOT include the cost of actually hiring a crafter, and that such a cost is considered separate. Assuming that the players are providing the base component for a craftable material, the value of this base component can be deducted from the end cost of crafting the item.

Finally, craftable items take a certain amount of time before they can be completed. The breakdown of the time and cost investment to craft an item is listed in the Magic Item Crafting Time and Cost table on the next page.

MAGIC ITEM CRAFTING TIME AND COST

Item Rarity	Workweeks*	Cost*
Common	1	50 gp
Uncommon	2	200 gp
Rare	10	2,000 gp
Very Rare	25	20,000 gp
Legendary	50	100,000 gp

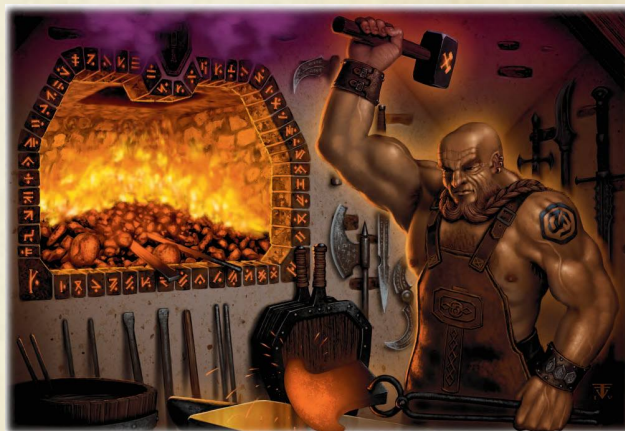
*Halved for a consumable item like a potion or scroll.

This guide uses the rules for crafting in *Xanathar's Guide to Everything* as the basis for the crafting rules presented here. DM's are encouraged to adjust these numbers based on the needs of their own games.

OPTIONAL RULE: CRAFTER SKILL

Not all crafters are created equal. While a village blacksmith may be good at fixing scythes and making nails, if you hand them a dragon scale, the best you will get back is a ruined dragon scale and an apologetic look. If you have high quality materials, you're going to need a high quality crafter.

While under the base rules, anyone can craft anything so long as they meet the base proficiency requirements, under this optional rule, crafters are differentiated based on their proficiency bonus. A crafter may craft any item whose rarity is equal to or below their proficiency bonus as outlined in the Crafting Skill Proficiency table on the next page.



CRAFTER TYPE

You don't ask a blacksmith to cut the timbers of your house, and you don't ask an alchemist to craft you a suit of armour. If you want an item crafted, you need the right person for the job. Each craftable item comes with a tag in brackets explaining which type of crafter is capable of making that item.

Crafters are not restricted to a single profession either. Some skills are complimentary, or certain individuals are simply talented enough to cover multiple fields. Unless otherwise stated, crafters with multiple proficiencies use the same score for each field.

The following is a basic rundown of crafter types:

OPTIONAL RULE: CRAFTING SKILL PROFICIENCY

Prof.	Skill Level	Item Rarity	Description
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+2	Novice	Common	Usually an apprentice, assistant, or self-taught practitioner. Knows how to use the tools properly but has little skill with more difficult materials and no ability to make new ideas.
+3	Journeyman	Uncommon	A craftsman that serves their village or works in a specific role within their profession. Knows a few things very well, but most likely would not be able to understand the complexities of more exotic materials.
+4	Artisan	Rare	The highest level of skill that most ordinary people could hope to attain. Capable of establishing a good trade in a city or in service of a noble. Experienced in almost all aspects of their profession and can work with some confidence on rarer materials.
+5	Master	Very Rare	While hard work and dedication is always valuable, only a few people possess the inherent talent to push the limits of their craft farther than ordinary people. These talented individuals can be considered masters of their art; capable of not just reproduction, but innovation.
+6	Grand Master	Legendary	An absolute master of their art. Most likely was either an adventurer in their past, or learned their trade from a supernatural force, as this would be the only way for them to become accustomed to the legendary materials that they work with. Capable of crafting any item that falls under their profession.

ALCHEMIST

Alchemy is a profession that deals with the brewing and mixing of potions, concoctions, and tinctures. In general, if an organic material needs to be crushed, powdered, dried, boiled, melted, burned, mixed, etc., it's a job for an alchemist.

As part of their job, alchemists must also be experienced herbalists and have some knowledge of creature parts, but this level of knowledge may vary wildly from alchemist to alchemist. For example, village alchemists may know how to mix up local herbs with dried animal parts to cure a cold, while an elvish grandmaster may have learned the 12 secret uses of dragon blood.

Any character that has proficiency with alchemy tools may be considered an alchemist for crafting purposes.

ARTIFICER

A catch-all term for anyone who works primarily in the moulding, transfiguration, enchanting, and manufacture of magical items. Often powerful wizards, their job requires them to not only understand magic, but also be able to weave permanent spells to transform mundane objects into wondrous ones. A common practice among artificers working with harvested materials is to transfigure them into gems and other objects more conducive to humanoid wear.

As part of their job, an artificer would have knowledge of the uses of magical creature parts, spellwork, the use and preparation of magical reagents (crushed gems, incense, etc), magical identification, magical history, and basic metal and woodworking. Of course, not all artificers have the same level of skill. Some may spend their entire lives mass manufacturing the same magical trinkets day in and day out, while others have ventured to far planes and learned ancient lessons in the courts of djinni princes.

Any character that is proficient in the Arcana skill and has access to at least one spell slot may be considered an artificer for crafting purposes.

BLACKSMITH

A hammer striking anvil, the roar of a heated forge, and the hiss of cooling metal. These are the sounds of a blacksmith's shop, the masters and crafters of metal. While the job of a blacksmith is usually simplified to a "metalworker," the role encompasses so much more.

Blacksmiths craft and fix all manners of equipment ranging from farming equipment, to weapons, to suits of armour. Not only that, but while blacksmiths normally deal strictly with metal, many creature shells, bones, and scales require metal reinforcement and/or attachments before they can be used as weapons and armour. As such, even though they are organic materials, it is still primarily a blacksmith's responsibility to craft with them.

Blacksmith skills can vary wildly. The local blacksmith may only have a small forge from where they repair the hammers and scythes of their neighbours, while the master smiths of dwarven kingdoms smelt adamantite in rivers of magma at the heart of volcanoes.

Any character that is proficient in the smith's tools may be considered a blacksmith for crafting purposes.

LEATHERWORKER

Metal armour doesn't agree with everyone, and many creatures have perfectly good hides that they won't be using anymore. For times like these, a leatherworker is required. It is a long and messy job to take raw hides, tan them, preserve them, cut them, and fashion them into armour and other equipment, but most societies would break down without this crucial industry.

While leatherworkers are often looked down upon for their unpleasant job, these are usually just the leatherworkers that deal with mundane animal hides and skins. Highly skilled leatherworkers however are treated with the utmost respect since without them, your skinned Purple Worm hides would go completely to waste.

Any character that is proficient in the leatherworker's tools may be considered a leatherworker for crafting purposes.

TINKER

Tinkers are a rare profession, but their work possesses incredible value. Tinkers are usually associated with finicky contraptions and devices, and if they ever use magic it is usually more of an energy source rather than the driving characteristic. Really, tinkers are more concerned with finding new materials with strange properties to experiment with, and their inventions can range from the entertaining to the absolutely revolutionary.

With that in mind, tinkers vary widely in skill. A travelling peddler may have some experience in making mechanical puppets that flail around for the amusement of children, while the daring few that have travelled to Mechanus and returned alive may have unlocked the secrets of artificial life.

Any character that is proficient in the tinker's tools may be considered a tinker for crafting purposes.

THAUMATURGE

When a piece of armour needs the blessings of a god, or a sword needs a spirit coaxed into it, a thaumaturge is needed. These specialised crafters usually do not consider themselves crafters at all, but simply people with special connections to the gods and their divine energy. Thaumaturges are not limited to just those that worship the gods either; many fiendish cults can boast their own specialised thaumaturge members that craft their cursed daggers and bind damned souls into pieces of jewellery.

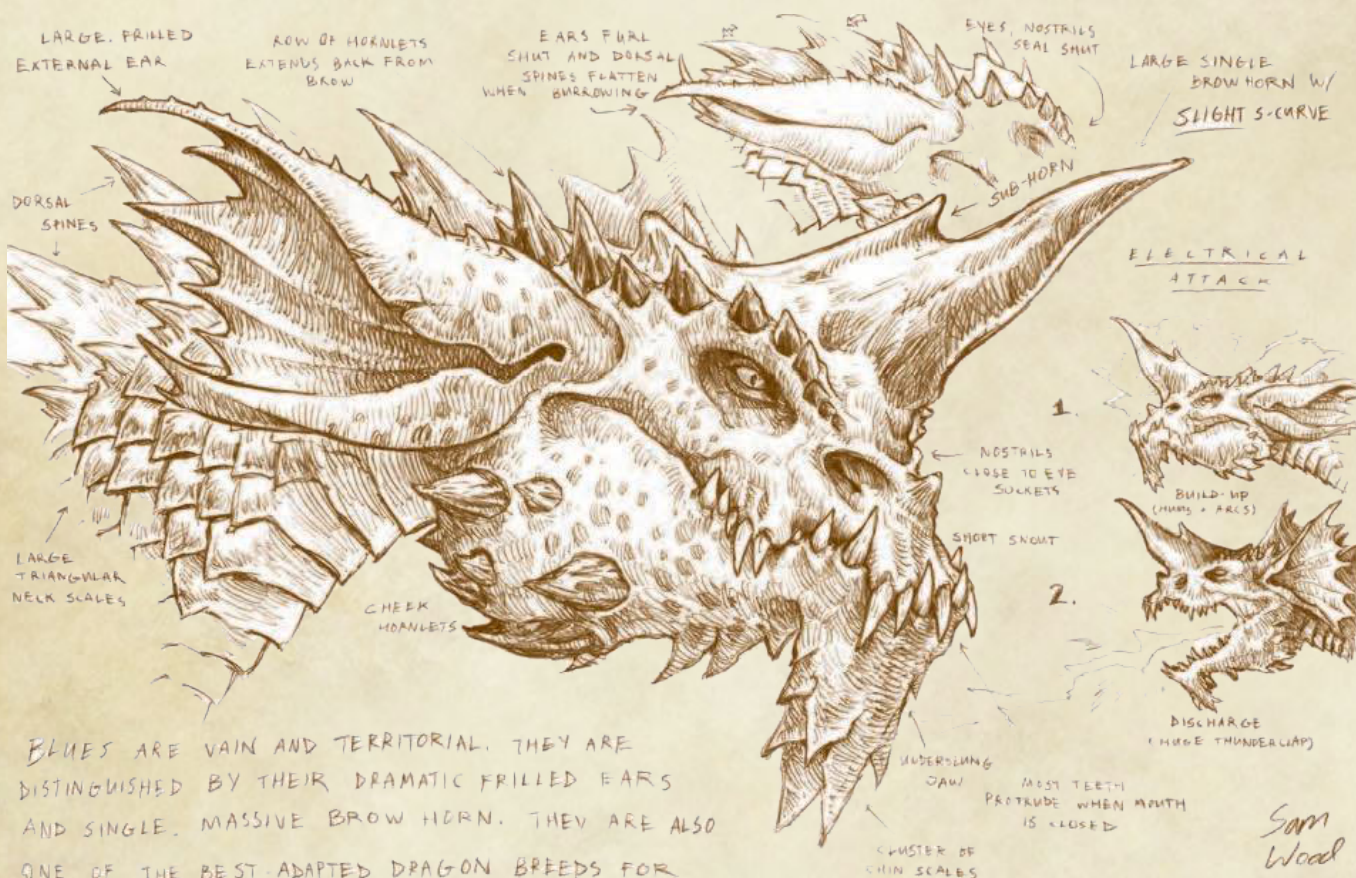
As strange as it is to say, the gods do not see everyone as equals, and certainly do not apportion their gifts impartially. A vagrant holy man is probably capable of invoking his god's name to create a few vials of holy water, while a high cleric of Moradin would be able to bless a hammer so that it strikes with the same fury as their furious deity.

Any character that is proficient in the Religion skill has access to at least one spell slot, and is a follower of a deity or otherworldly patron, may be considered a thaumaturge for crafting purposes.

CRAFTING ITEMS FROM PUBLISHED BOOKS

Some craftable items originate from official source books published by Wizards of the Coast. In order to avoid lifting large sections of their book and reproducing them here, you are encouraged to look them up in their original books. The source book has been tagged next to the craftable item's name: PHB for Player's Handbook, DMG for Dungeon Master's Guide, and XGTE for Xanathar's Guide to Everything.

In order to understand the quantities of harvestable materials required and the type of crafter, consult the table on the following page.



BLUE DRAGON IDENTIFIERS

PUBLISHED BOOK ITEMS

Craftable Item	Harvesting Material	Crafter
(Bone) Plate Armor	Stegosaurus Ridge (x4)	Blacksmith
Battleaxe, (+1)	Leucrota Mouth Ridge (x1)	Blacksmith
Boots of Speed	Quickling Hide (x1)	Leatherworker
Drow Poison	Chitine Blood (1 vial), Choldrith Blood (1 vial)	Alchemist
Flail, +1	Catoblepas Tail (x1), Flail Snail Flail (x1)	Blacksmith
Greataxe, (+1)	Leucrota Mouth Ridge (x1)	Blacksmith
Heavy Armor	Tlincalli Chitin (x1)	Blacksmith
Lance	Quetzalcoatlus Beak (x1)	Blacksmith
Leather Armor	Dimetrodon Hide (x1)	Leatherworker
Melee bludgeoning weapon, (+1)	Brontosaurus Toe (x1)	Blacksmith
Melee bludgeoning weapon, (+2)	Ki-rin Hoof (x2)	Blacksmith
Melee piercing weapon, (+1)	Babau Horn (x1), Draegloth Claw (x1), Girallon Fang (x1), Tanarukk Horn (x1)	Blacksmith
Melee piercing weapon, (+2)	Shoosuva Spike (x1)	Blacksmith
Melee slashing weapon, (+1)	Draegloth Claw (x1)	Blacksmith
Melee slashing weapon, (+2)	Devourer Cage (x1), Shoosuva Spike (x1)	Blacksmith
Morningstar, (+1)	Flail Snail Flail (x1), Leucrota Mouth Ridge (x1)	Blacksmith
Mount Barding	Hadrosaurus Skull (x1)	Blacksmith
Pipes of Haunting	Xvart Tongue (x1)	Tinker
Potion of Giant Strength (Cloud)	Cloud Giant Fingernail (x1)	Alchemist
Potion of Giant Strength (Fire)	Fire Giant Fingernail (x1)	Alchemist
Potion of Giant Strength (Frost)	Frost Giant Fingernail (x1)	Alchemist
Potion of Giant Strength (Hill)	Hill Giant Fingernail (x1)	Alchemist
Potion of Giant Strength (Stone)	Stone Giant Fingernail (x1)	Alchemist
Potion of Giant Strength (Storm)	Mote of Storm Giant (1 vial)	Alchemist
Potion of Healing (Superior)	Froghemoth Foam (1 vial), Morkoth Humour (1 vial)	Alchemist
Potion of Radiant Resistance	Darkling Ash (1 small pouch)	Alchemist
Potion of Water Breathing	Sea Spawn Blood (1 vial)	Alchemist
Robe of Scintillating Colors	Flail Snail Shell (x1)	Alchemist
Rope of Climbing	Cave Fisher Filament (60 feet)	Artificer
Sickle	Deinonychus Sickle (x1)	Blacksmith
Spellguard Shield	Flail Snail Shell (x1)	Blacksmith
Wand of Smiles	Mirth Touched Smile (x1)	Artificer
Whip, (+1)	Flail Snail Flail (x1)	Blacksmith
Whip, (+2)	Froghemoth Tentacle (x1), Neothelid Tentacle (x1)	Blacksmith

CRAFTABLE ITEMS A-Z

Craftable items are presented in alphabetical order. A craftable item's description gives the item's name, its category, its rarity, its base component, the crafter type required to make it, and its magical properties.

AMULET OF DRAGONKIN

Wondrous item, common

Crafted by: Guard Drake Heart x1 (Artificer)

This amulet is the same color as the guard drake from whom it was crafted. While wearing this amulet, your appearance takes on a more dragon-like aesthetic. You grow patches of scales over your body (the same color as the amulet), your eyes become lizard-like, your teeth grow sharper and you grow a foot-long, prehensile tail from your back. You gain no other benefits from this amulet, however.

All these attributes disappear instantly if the amulet is removed.

AMULET OF ENSLAVEMENT

Wondrous item, rare

Crafted by: Neogi Eye x1 (Artificer)

While you are wearing this amulet, any charm effect that currently afflicts you is considered to have an infinite duration instead of its usual duration. Once this amulet has been worn for a cumulative total of 24 hours, it crumbles into dust and becomes worthless.

AMULET OF IMIX

Wondrous item, rare (requires attunement)

Crafted by: Mark of Imix x1 (Thaumaturge)

While wearing and attuned to this amulet, you gain 5 temporary hit points whenever you reduce an enemy to 0 hit points. In addition, any time you are forced to roll a Constitution saving throw to maintain control of a fire elemental or maintain concentration on a spell that deals fire damage, you do so at advantage.

AMULET OF TELEPATHIC CONTROL

Wondrous item, very rare (requires attunement)

Crafted by: Telepathic Gland x1 (Artificer)

While wearing this amulet, you gain the following abilities:

- You have telepathy out to a range of 1 mile
- You are aware of the presence of creatures within 100 feet of you that have an Intelligence score of 4 or higher. You know the distance and direction to those creatures but can't sense anything else about them.
- You may cast the *dominate monster* spell without requiring any components or using any spell slots. Once this ability has been used once, it cannot be used again until the next dawn.



AMULET OF THE CLOSED HEART

Wondrous item, rare (requires attunement)

Crafted by: Alhoon Heart x1 (Artificer)

While wearing this amulet, you are immune to magic that allows other creatures to read your thoughts, determine whether you are lying, know your alignment, or know your creature type. Creatures can telepathically communicate with you only if you allow it.

In addition, you gain the ability to spend your action to create a pulse of emotionally dampening mental energy in a 30-foot radius around yourself. Any creature in that radius that is under a charm or fear condition that would end on a successful saving throw may immediately attempt that saving throw, adding your Intelligence modifier in addition to their normal modifiers.

AMULET OF THE FOREST

Wondrous item, rare (requires attunement)

Crafted by: Wood Woad Eye x2 (Artificer)

This green amulet possesses two sparkling motes of light inside of it. While wearing this amulet, you may spend 1 minute focusing on a living tree within 5 feet of you. If you do so, you gain an innate bond with that tree that lasts for the next 24 hours. This bond grants the tree a low level of sentience, similar to the *speak with plants* spell, with the additional bonus that you and the tree may communicate over any distance so long as you are both on the same plane of existence. You may also spend your action to experience what the tree is experiencing until the start of your next turn, during which you are deaf and blind regarding your own senses.

In addition, you may spend 10 minutes focusing on a square patch of soil that is 5 feet on each side. At the end of that 10 minutes, a tree magically grows from that patch of soil. The tree has a diameter of 5 feet and grows until it is 20 feet tall or reaches a solid object above it, whichever comes first. You automatically have an innate bond with this tree, and it disappears automatically 24 hours after it has been created. You may only have one of these trees at a time, attempting to create a new one while another already exists causes the earlier one to disappear early.

AMULET OF THE MIND FLAYER

Wondrous item, rare (requires attunement)

Crafted by: Mind Flayer Heart x1 (Artificer)

While you are wearing this amulet, you may spend an action to designate up to 4 willing creatures within 30 feet of you as your thralls. So long as you and your thralls are on the same plane of existence, you may communicate with them telepathically. In addition, so long as you and at least one of your thralls are within 30 feet of each other, you both gain advantage on Intelligence saving throws, and if you suffer psychic damage, you may spend your reaction to force your thrall to suffer some, or all of that damage instead of you. You may only have up to 4 creatures as your thralls at a time. If you wish to add a new creature, you must spend an action breaking your connection to one of your old ones first. **Curse:** Using this amulet is a dangerous proposition due to its incredibly vile origins. Attuning to this amulet curses you until you are targeted by the *remove curse* spell or similar magic; removing this amulet fails to end the curse. While cursed, you automatically fail on saving throws imposed by members of the illithid race, including elder brains and intellect devourers.

ANATHEMA DEVICE

Wondrous item, rare

Crafted by: Anathema Heart x1 (Tinker)

This yuan-ti heart is encased in a complicated contraption of copper wires and other mechanical pieces. You may spend your action to activate this contraption, causing it to shock the heart and forcing it to beat. So long as the heart is beating, you emit an aura of fear in a 30-foot radius circle centered on yourself. Any creature of your choice that starts their turn in that circle must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute of any member of your race. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this aura for the next 24 hours.

The heart remains beating for 1 minute, or until you drop it from your hand. Once this item has been used once, it cannot be used again for 24 hours.

ANTIMAGIC SHIELD

Armor (shield), very rare (requires attunement)

Crafted by: Flail Snail Shell x1/3 (Blacksmith)

While wearing this shield, you have advantage on saving throws against spells, and any creature making a spell attack against you has disadvantage on the attack roll. If you succeed on your saving throw against a spell, or if a spell attack misses you, an additional effect might occur, as determined by rolling a d6:

- 1-2: If the spell affects an area or has multiple targets, it fails and has no effect. If the spell targets only you, it has no effect on you and is reflected back at the caster, using the spell slot level, spell save DC, attack bonus, and spellcasting ability of the caster.
- 3-4: No additional effect.
- 5-6: The shield converts some of the spell's energy into a burst of destructive force. Each creature within 30 feet of you must make a DC 15 Constitution saving throw, taking 1d6 force damage per level of the spell on a failed save, or half as much damage on a successful one.

This shield loses all its magical properties 1 month after being crafted. After this point, the shield may be reused to create a *spellguard shield*, counting for 2,000 gp of the crafting cost.

ARMOR OF THE FOREST SENTINEL

Armor (splint), rare (requires attunement)

Crafted by: Wood Woad Bark x1 (Artificer)

Despite being made entirely of bark, this set of armor possesses the same attributes as a normal set of splint armor.

In addition, while wearing this armor, you may cast the *tree stride* spell once per day without requiring any spell components or spell slots.

BAG OF COLDING

Wondrous item, uncommon

Crafted by: Frost Giant Tongue x1/4 (Leatherworker)

This bag has a permanent enchantment on it that causes any organic material inside it to be kept in a state of preservation as if it had the spell *gentle repose* cast upon it. This effect wears off as soon as the item is removed from the bag, and the bag must be completely closed in order for its ability to function. The bag is capable of holding up to 3 cubic feet of material inside it and its opening can open up to 1 foot in diameter.

BEWILDERING BAGPIPES

Wondrous item, uncommon

Crafted by: Grung Bladder x1 (Tinker)

This set of bagpipes creates a sound similar to that of a grung's chirr when used. If a bard uses this instrument as a spellcasting focus while attempting to a spell that would impose the charm condition on a target, the range of that spell is doubled.

BIG CATCH HOOKS

Wondrous item, common

Crafted by: Sea Spawn Teeth x1 small bag (Artificer)

This set of 10 hooks are carved from sea spawn teeth and may be attached to any standard fishing rod. Any fish within 10 feet of this hook that can see it must succeed on a DC 10 Wisdom saving throw or be charmed by the hook for 1 minute.

While charmed in this way, the fish must spend their movement each turn moving as close to the hook as possible, and their action to bite onto the hook if they can reach it. A charmed fish may attempt the saving throw again at the end of each of its turns or whenever it takes damage, ending the effect on itself on a success. A fish that succeeds on their saving throw is immune to the effect of this hook for 24 hours.

BITE OF VARPAK

Weapon (any piercing or slashing weapon), very rare (requires attunement)

Crafted by: Mark of Varpak x1 (Thaumaturge)

As a bonus action, you may activate this weapon. It remains active for 1 minute or until you deactivate it as another bonus action or drop it. While activated, any successful attacks made with this weapon deal an extra 1d6 acid damage. In addition, whenever you make a successful attack against a creature made of flesh, you heal an amount of hit points equal to the amount of acid damage dealt by this weapon.

Curse: While attuned to this weapon you are cursed. While cursed in this way, you cannot voluntarily end your attunement to this weapon and the amount of food you require to eat per day is doubled. If you spend a day without eating this amount of food, you automatically gain one level of exhaustion and have a 25 per cent chance of gaining a troll-like mutation such as: discolored skin, warty scars, or vestigial body parts. Casting the *remove curse* spell on you or this weapon ends the curse and breaks your attunement to this weapon. However, it does not end any of the mutations you may have gained, which may only be removed if you are targeted by the *greater restoration* spell or similar magic.

BLOODHUNTER'S LENS

Wondrous item, rare

Crafted by: Death Kiss Main Eye x1 (Artificer)

While wearing this crimson monocle lens, you may activate it by spending your action to speak its command word. While activated, the blood of all creatures within 60 feet of you appear as an extremely bright, red light. You can see this blood even if it is fully obstructed (such as from being within a creature's body or behind a wall), in darkness, or invisible. You may deactivate the lens at any time by speaking its command word again as an action.

The lens can be activated for 1 hour, all at once or in smaller increments, using a minimum of 1 minute each time it is activated. The lens regains 10 minutes of use for every 6 hours it is not in use.

BOOTS OF IRON GAIT

Wondrous item, uncommon

Crafted by: Redcap Boots x1 (Blacksmith)

While wearing these boots, you have disadvantage on Dexterity (Stealth) checks, and if you are ever subjected to an effect that would move you against your will, you may spend your reaction to instead not move so long as you are standing on solid ground.

BOOTS OF STONE STRENGTH

Wondrous item, rare (requires attunement)

Crafted by: Korred Hoof x2 (Artificer)

These hard-toed boots grant their wearer the sturdiness of the earth itself. While wearing these boots and standing on either stone or soil, you gain the following benefits:

- You gain a tremorsense out to a range of 30 feet.
- If you are subjected to an effect other than gravity that would attempt to move you against your will, you may spend your reaction to instead not move.
- You ignore any penalties to your movement speed that would be imposed by walking over non-magical stone or soil.

BREASTPLATE OF THE BOUNDARY

Armor (breastplate), very rare (requires attunement)

Crafted by: Devourer Ribcage x1 (Thaumaturge)

While wearing and attuned to this breastplate, you constantly teeter on the boundary between life and death. You have resistance to necrotic damage, and if you end your turn with 0 hit points, you regain 1 hit point. In addition, you are immune to any spell or ability that would attempt to kill you instantly without dealing damage, instantly reduce you to 0 hit points without dealing damage, or attempt to remove your soul from your body without your consent (except for the curse described below).

Curse: Attuning to this armor curses you until you are targeted by the *remove curse* spell or similar magic which ends your attunement; removing the armor fails to end the curse. While cursed, the amount of death saving throw failures required to kill you is reduced by 1. In addition, if you die while wearing this armor, your soul is consumed by the breastplate and is instantly transported to Orcus to do with as he wishes. Your corpse is transformed into a devourer on full hit points which is hostile to any creature around it. Resurrection magic automatically fails when cast on you, unless your soul is first removed from Orcus' possession, after which a resurrection spell may be cast on your devourer corpse which will transform back into your original body.

CAMOUFLAGE CLOAK

Wondrous item, uncommon

Crafted by: Trapper Hide x1 (Leatherworker)

You may cover yourself with this cloak as a free action while pressing yourself flat against a hard, uniformly colored surface. If you do so, your cloak changes to match the color of the surface you are pressed against, giving you advantage on Dexterity (Stealth) checks you make while remaining motionless against this surface.

CAP OF AGGRESSION

Wondrous item, uncommon (requires attunement)

Crafted by: Redcap Cap x1 (Artificer)

While wearing this cap, you may spend your bonus action to designate a creature within 60 feet of you that you can see and that has blood in their body as your quarry. As part of your Attack action, you may choose to move up to your speed in the direction of your quarry. In addition, the first successful melee weapon attack you make against your quarry on your turn deals an extra damage dice of damage, and the same applies to your quarry's first successful melee weapon attack against you on their turn.

You may only have one quarry at a time and any attempt at designating a new target as your quarry while you already have a quarry automatically fails. A target remains your quarry until you bathe this cap in fresh blood from their corpse for at least 1 minute or if 24 hours pass since you last designated a quarry.

CLERIC'S BANE POISON

Poison, rare

Crafted by: Yurtrus Ichor x1 vial (Alchemist)

Can be used to coat up to 5 pieces of slashing or piercing ammunition or one slashing or piercing weapon. Applying the poison takes 1 action. For the next minute, any creature successfully hit must succeed on a DC 13 Constitution saving throw or become poisoned. While poisoned in this way, a creature also cannot regain hit points.

CLOAK OF THE STORM SPIRIT

Wondrous item, legendary (requires attunement)

Crafted by: Storm Giant Spirit x1 (Leatherworker)

This electric-blue cloak emanates a constant low hum of the sound of thunder. While wearing and attuned to this cloak, you have resistance to lightning and thunder damage. In addition, you may spend your action to speak the cloak's command word and transform yourself into a living storm for 1 minute or until you spend your action to speak the command word again.

As a living storm, you lack a corporeal form and are instead a vague humanoid shape roughly the same height as your original form and made of lightning, clouds, and rain. Anything you are wearing or carrying disappears during this time and reappears once you transform back into your true form. As a living storm, you gain the following traits:

- You are immune to lightning and thunder damage and have resistance to nonmagical attacks.
- Your unarmed strikes deal an additional 1d6 lightning damage.
- You have a flying (hover) and swim speed equal to your walking speed.
- You may move through a space as narrow as 1 inch wide without squeezing. You may also enter a hostile creature's space and stop there. The first time you enter a creature's space on a turn, or if a creature starts their turn in a space occupied by you, that creature takes 2d6 lightning damage.

If you are in living storm form while in an area under the effect of the *control weather* spell or similar magic, you instantly revert to your true form. Once this item's ability has been used once, it cannot be used again until the next dawn.

CLOUD STEP OIL

Oil, very rare

Crafted by: Cloud Giant Blood x1 vial (Alchemist)

When some of this oil is poured out, it immediately has a reaction to the air around it and magically expands into a semi-solid cloud that is capable of floating while holding weight on top of it. Up to 50 pounds of weight per square foot can be placed on one of these clouds. If more weight than this is placed on it, that section of cloud disappears instantly. Clouds are self-supporting in the air but can also be used to make structures such as bridges using careful placement of the oil. Clouds weigh virtually nothing and can be moved around if external force is applied to them. The clouds last for 1 hour after pouring, after which they disappear. One bottle of this oil is enough to create 500 square feet of clouds.

CORRUPTION SKULL

Wondrous item, rare (requires attunement)

Crafted by: Annis Hag Skull x1 (Artificer)

While holding this skull, you may use it to cast the *message* spell without using any components.

Once per day, when you cast *message* in this way, you may also choose to force your target to succeed a DC 13 Charisma saving throw or become charmed by you for the next 24 hours. While charmed in this way, their alignment changes to evil, and any Persuasion (Charisma) checks you make to convince them to perform an evil act is rolled at advantage. The charm ends after 24 hours, or if you do anything to directly harm the charmed creature.

CROWN OF LIMITLESS KNOWLEDGE

Wondrous item, very rare (requires attunement)

Crafted by: Elder Brain Thalamus x1 (Artificer)

While wearing this crown, you gain the following benefits:

- Your Intelligence score increases by 2, as does your maximum for that score.
- You can accurately recall anything you have seen or heard within your entire life.
- You can speak and understand every language.
- You may cast the *legend lore* spell without requiring any components or spell slots. Once this ability has been used once, it cannot be used again until the next dawn.
- If your total for an Intelligence check is less than your Intelligence score, you can use that score in place of what you rolled.



CURSE OF DESOLATION

Wondrous item, rare

Crafted by: Mark of Orcus x1 (Thaumaturge)

This scroll contains blasphemous words written in a dark ink, that when read aloud can permanently alter the makeup of a magical object. You may spend 1 hour reading this scroll aloud while holding a magical item. At the end of that hour, that item permanently becomes a cursed item with a curse that reads as follows:

Curse: "While attuned to this item you become cursed. While cursed in this way, you have an aversion to sunlight and take 5 radiant damage whenever you start your turn in sunlight or enter sunlight for the first time in a turn. While in sunlight, you also have disadvantage on attack rolls and ability checks. In addition, you exude a necrotic aura around you that deals 5 necrotic damage to any creature that ends its turn within 10 feet of you. Undead and fiends ignore this aura."

This curse ends permanently on both the item and you if the *remove curse* spell or similar magic is cast on either you or the cursed item.

CURSE OF NEVER-ENDING FEAR

Wondrous item, uncommon

Crafted by: Meenlock Spirit x1 (Thaumaturge)

This scroll contains blasphemous words written in a dark ink, that when read aloud can permanently alter the makeup of a magical object. You may spend 1 hour reading this scroll aloud while holding a magical item. At the end of that hour, that item permanently becomes a cursed item with a curse that reads as follows:

Curse: "While attuned to this item you become cursed. While cursed, any saving throw you make to resist becoming frightened is done so at disadvantage. Furthermore, if you become frightened of a creature, that frightened condition continues indefinitely and only ends if that creature dies, that creature willingly ends the effect on you as a free action, or if the creature remains out of your line of sight for 24 hours."

This curse ends permanently on both the item and you if the *remove curse* spell or similar magic is cast on either you or the cursed item."

CURSE OF SUN'S BANE

Wondrous item, rare

Crafted by: Yeth Hound Fur x1 large bag (Thaumaturge)

This scroll contains blasphemous words written in a dark ink, that when read aloud can permanently alter the makeup of a magical object. You may spend 1 hour reading this scroll aloud while holding a magical item. At the end of that hour, that item permanently becomes a cursed item with a curse that reads as follows:

Curse: "While attuned to this item you become cursed. While cursed in this way, you become paralyzed and banished to the Ethereal Plane whenever you start your turn in sunlight. This effect persists so long as sunlight continues to shine on the spot you once were. If the spot you were once in no longer is covered in sunlight, you return to that spot and you are no longer paralyzed."

This curse ends permanently on both the item and you if the *remove curse* spell or similar magic is cast on either you or the cursed item.

CURSE OF VENGEANCE

Wondrous item, uncommon

Crafted by: Echo of Vengeance x1 (Thaumaturge)

This scroll contains blasphemous words written in a dark ink, that when read aloud can permanently alter the makeup of a magical object. You may spend 1 hour reading this scroll aloud while holding a magical item. At the end of that hour, that item permanently becomes a cursed item with a curse that reads as follows:

Curse: “While attuned to this item you become cursed. While cursed, any time you take damage in combat, you must succeed on a DC 15 Wisdom saving throw. On a failed save, you must attack the creature that damaged you until you drop to 0 hit points or it does, or until you can’t reach the creature to make a melee attack against it.”

This curse ends permanently on both the item and you if the *remove curse* spell or similar magic is cast on either you or the cursed item.

CURSE OF WEAKENING

Wondrous item, rare

Crafted by: Babau Eye x2 (Thaumaturge)

This scroll contains blasphemous words written in a dark ink, that when read aloud can permanently alter the makeup of a magical object. You may spend 1 hour reading this scroll aloud while holding a magical item. At the end of that hour, that item permanently becomes a cursed item with a curse that reads as follows:

Curse: “While attuned to this item you become cursed. While cursed, any weapon attack you make that uses Strength only deals half damage.”

This curse ends permanently on both the item and you if the *remove curse* spell or similar magic is cast on either you or the cursed item.”

DEATH GOGGLES

Wondrous item, rare

Crafted by: Bodak Eye x2 (Thaumaturge)

While wearing these goggles, you may spend your action to target a humanoid within 30 feet of you. If that humanoid is unwilling, they may make a DC 13 Wisdom saving throw to avoid the effects of this item. If they are willing, or if they fail the saving throw, you immediately gain the targeted humanoid’s memory of the most recent time in which they killed another humanoid. If that killing happened within the past 24 hours, they also suffer 2d10 psychic damage.

If the targeted humanoid has never killed another humanoid, you instead become blinded for 1 minute.



DEMON VELLUM

Wondrous item, rare

Crafted by: Babau Skin (Leatherworker)

This ashy grey vellum is crafted from the skin of a demon and is capable of summoning other demons when it is used to channel words of power. A wizard may choose to inscribe one of their known spells on this sheaf of vellum and insert it into their spellbook. If they do so, whenever they cast that spell, they may cast it as if they had cast it using the highest spell slot level their wizard level would grant them, regardless of the level of the spell slot they actually used.

However, whenever that spell is cast in this way, there is also a 10 per cent chance that a demon will appear in an unoccupied space adjacent to the caster. This demon is chosen by the DM but must be of a Challenge Rating equal to or below the spell level that the triggering spell was cast at. This demon acts on its own initiative and is hostile to all non-demons around it but will prioritize attacking the caster if possible. The demon disappears after 1 minute, or if it drops to 0 hit points, whichever comes first.

DOUBLET OF PSIONIC PROTECTION

Armor (studded leather), very rare (requires attunement)

Crafted by: Neothelid Hide x1 (Leatherworker)

While wearing this armor, you have resistance to psychic damage, and are immune to divination spells and any effect that would sense your emotions or read your thoughts. You also have advantage on saving throws against any effect that would impose the charm condition on you.

DRAG-ON PASTE

Oil, rare

Crafted by: Guard Drake Blood x1 vial (Alchemist)

You may spend 1 minute applying a dose of this paste to yourself. For the next 24 hours, or until the paste is washed off, you have advantage on any Charisma checks made when interacting with creatures with the dragon subtype, as well as disadvantage on Dexterity (Stealth) checks made to hide from creatures with the dragon subtype. This item has enough paste for 5 doses.

DRA-GONE PASTE

Oil, rare

Crafted by: Guard Drake Blood x1 vial (Alchemist)

You may spend 1 minute applying a dose of this paste to yourself. For the next 24 hours or until the paste is washed off, you have advantage on any Dexterity (Stealth) checks made to hide from creatures with the dragon subtype as well as disadvantage on any Charisma checks made when interacting with creatures with the dragon subtype. This item has enough paste for 5 doses.

DROW AMULET

Wondrous item, rare (requires attunement)

Crafted by: Mark of Lolth x1 (Thaumaturge)

While you are wearing this amulet, you gain a darkvision out to a range of 120 feet. You may also use the item to cast the *dancing lights* cantrip, as well as the *faerie fire* and *darkness* spells. The two latter spells may only be used once each per long rest. Charisma is your spellcasting ability for all of these spells.

EYE DRONE

Wondrous item, rare

Crafted by: Froghemoth Eye x1 (Tinker)

This small drone consists of a froghemoth's prehensile eye stalk along with a number of brass mobility components and electrical nodes. If you speak this item's command word while holding it, it becomes animate and will obey any order you give it to the best of its ability. The drone is not capable of making attacks, but it can move around independently and is capable of vision, including darkvision out to a range of 60 feet. The drone has a walking speed and a swim speed of 30 feet and has a Perception bonus of +9. While holding the drone, you may spend an action focusing on it to learn anything it has seen since becoming animate. The drone becomes inanimate after 1 hour, if you speak its command word again while holding it, or if it drops to 0 hit points. The drone has an AC of 10, 5 hit points, is immune to psychic and poison damage, and has resistance to lightning damage. If it suffers lightning damage, its speed is doubled until the end of its next turn.

FILTER RAG

Wondrous item, uncommon

Crafted by: Catoblepas Fur x1 large pouch (Leatherworker)

This 1-foot square rag is capable of filtering even the worst diseases and poisons from whatever passes through it. Any liquid that passes through it is purified of any diseases or poisons that may be in it.

FIRE FLASH ARMOR

Armor (any heavy armor), very rare

Crafted by: Fire Giant Shield Scrap x1 (Tinker)

This piece of armor is fitted with intricate fire giant technology that imbues its wearer with supercharged movement when activated. While wearing this armor, you may spend an action to activate this armor's heat coils. While the heat coils are activated, you gain a +2 bonus to AC, have advantage on Dexterity saving throws, and gain an additional action on each of your turns which may only be used to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action. While active, you also suffer 3d6 fire damage at the end of each of your turns. This item remains active for 1 minute, until you spend your action to deactivate this item, or if you are doused with more than 10 gallons of water in a single round. Once this item has been deactivated, it cannot be used again for 24 hours.

FLASK OF STORMS

Wondrous item, very rare (requires attunement)

Crafted by: Storm Giant Quintessent Water x1 vial (Alchemist)

This item takes the form of a grey-blue liquid inside a vial roughly the size of a weapon hilt. While holding the flask, you may spend a bonus action to imagine a non-two-handed melee weapon. If you do so, the liquid inside this flask pours out and takes the shape of the weapon you imagined, attaching itself to the flask which acts as the weapon's hilt. This weapon may be used like any other weapon, and attacks made with it are considered magical. Once per turn, when you make a successful attack with this weapon, you may also deal an additional 2d6 lightning damage. You may also shape the liquid into an object that is not a weapon, so long as that object is no larger than 1 cubic foot in volume. The liquid returns to its flask if it is ever dropped, or if you spend a bonus action while holding it to mentally command it to do so.

FROZEN SKULL

Wondrous item, rare

Crafted by: Bheur Hag Skull x1 (Artificer)

While holding this skull, you may spend your action to release a pulse of winter. All creatures within 30 feet of you must succeed on a DC 15 Constitution saving throw or have their speed reduced by 10 feet for 1 minute. A creature may make the saving throw again at the end of their turn, ending the effect on themselves on a success. A creature that is resistant or immune to cold damage automatically succeeds this saving throw.

Once this ability has been used once, it cannot be used again until the next dawn.

GLASS OIL

Oil, uncommon

Crafted by: Flail Snail Gland x1 (Alchemist)

Spreading this oil on glass causes that glass to become as malleable and flexible as soft rubber. This effect lasts for 1 hour, after which the oil dries and the glass hardens into whatever shape it is currently in. This vial has enough oil to cover 30 square feet of glass.

GOBLIN EFFIGY

Wondrous item, uncommon

Crafted by: Barghest Fur x1 small bag (Thaumaturge)

This basic cloth doll is woven from long strands of barghest fur and resembles a caricature of a goblin. When you speak the command word within 10 feet of this doll, it grows into a semi-aware goblin whose basic appearance you choose. This goblin superficially resembles a goblin but is unable to speak, communicate meaningfully, or change its emotions from anything but a blank stare. It has a walking speed of 10 feet, a Strength and Dexterity score of 8, an AC score of 9, and 6 hit points. It is unable to take any actions except for the Dash, Hide, and Use an Object actions. The goblin is loyal to whoever spoke its command word and does its best to follow their orders. After 1 hour, or if it is reduced to 0 hit points, the goblin reverts back to its doll form. Once this has occurred, the doll cannot transform into its goblin form again for another 24 hours.

GOLDEN SUN ARMOR

Armor (splint), very rare (requires attunement)

Crafted by: Ki-Rin Scales x1 large pouch (Leatherworker)

You gain a +1 bonus to AC while wearing this armor. While wearing this armor, you may cast the *light* spell on yourself at will without requiring any components. The light shed by this spell is considered to be sunlight.

HARP OF WINTER'S TEMPO

Wondrous item, rare (requires attunement by a bard)

Crafted by: Bheur Hag Hair x1 small pouch (Tinker)

You may spend your action to play this harp. If you do so, you may roll any number of your available Bardic Inspiration dice to target an equal number of creatures within 60 feet of you that can hear you. Until the end of the next round, those creatures have a penalty to their initiative score equal to the number you roll on your Bardic Inspiration dice, making separate rolls for each target. If this penalty causes a creature to fall below you in the initiative order, they do not get a new turn and that turn is instead skipped.

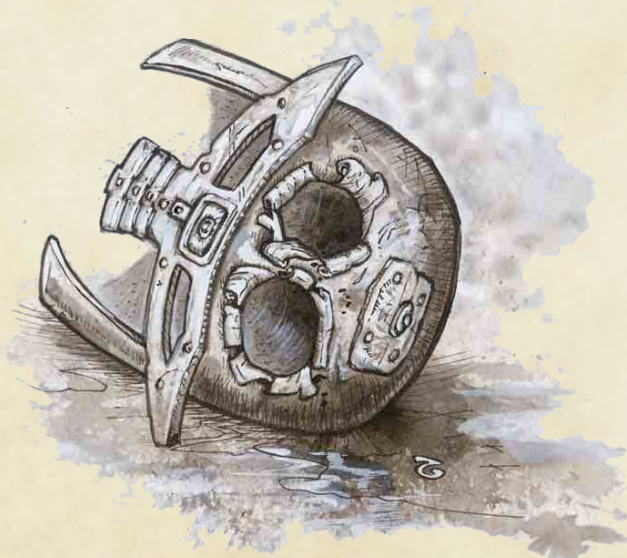
HEART SCALES

Wondrous item, rare

Crafted by: Ki-Rin Heart x1 (Thaumaturge)

This set of golden scales has an unremovable petrified heart placed on one side. If a body part of a creature (such as a lock of hair, bit of nail, etc.) is placed on the other side, this scale judges that creature's character and alignment. If that creature has an evil alignment, the scales will tip towards the body part. If that creature has a neutral alignment, the scales will remain balanced. If that creature has a good alignment, the scales will tip towards the heart.

If you are holding this item, you may focus on it while it has a creature's body part on the scale. So long as you remain in contact with this item, you automatically succeed any Wisdom (Insight) checks made against the creature whose body part is on the scale.



HELM OF MIND TRAPPING

Wondrous item, very rare (requires attunement)

Crafted by: Alhoon Brain x1 (Artificer)

While wearing this helm, you may spend your action to force a target humanoid within 30 feet of you that you can see to make a contested Intelligence check against you. If the target succeeds, the ability of this item fails, and they become immune to its effects for 24 hours. If you succeed, you store a copy of their mind inside the helm that possesses the target's memory and personality at the time of the copy being made. While wearing the helm you may communicate with this copy telepathically and access any of their memories. In addition, you gain any skill and tool proficiencies that target had, however you use your own proficiency bonus. If the target was a spellcaster, you add all of their known spells to your own spell list, so long as they are on a class spell list and of a spell level that you have access to.

The helm may only store one copy of a mind at a time. This copy is only removed if the helm is destroyed or if the wearer makes a copy of a different humanoid's mind. The wearer may also choose to make a copy of their own mind while wearing the helm (no check required).

HELM OF THE CRYPTKEEPER

Wondrous item, rare (requires attunement)

Crafted by: Spawn of Kyuss Brain x1 (Artificer)

While wearing this helm, you may spend your action to target one undead creature you can see within 30 feet of you that has an Intelligence score of less than 10. That undead creature must succeed on a DC 14 Wisdom saving throw or become your servant for 1 minute. While an undead creature is your servant, you may issue simple commands to them while you are conscious through a telepathic link you share (no action required), so long as you are both on the same plane of existence. A simple command is a general course of action such as "Attack that creature," "Run over there," or "Fetch that object." If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability.

You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time, you can also cause the creature to use a reaction, but this requires you to use your own reaction as well.

Each time your servant takes damage, it may make a new Wisdom saving throw against this effect, ending it on a success. You may only have one servant at a time. Attempting to make another undead creature your servant instantly causes this effect to end on your old one. An undead that has successfully saved against this ability is immune to this item for the next 24 hours.

HELM OF THE ULITHARID

Wondrous item, very rare (requires attunement)

Crafted by: Ulitharid Brain x1 (Artificer)

While wearing this helm, you have telepathy out to a range of 120 feet. In addition, you may spend an action to magically emit psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 15 Intelligence saving throw or take 4d12 psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once this ability has been used once, it cannot be used again until the next dawn.

While wearing this helm you also mentally receive duplicates of any messages sent or received via telepathy by creatures within 30 feet of you. The original sender and receiver are not made aware of this interception, and you cannot telepathically respond to a duplicated telepathic message.

HELMET OF STONE DREAMS

Wondrous item, rare (requires attunement)

Crafted by: Stone Giant Dreamwalker Brain x1 (Artificer)

This stone helmet resembles the petrified brain of a stone giant. If you spend your action picturing an item no larger than 1 square foot. While wearing and attuned to this item, a stone version of that item appears in an unoccupied space within 5 feet of you. This stone disappears after 1 hour, or if it is destroyed. Once you have created 5 items in a day using this ability, you may not use it again until the next dawn.

HORN OF FEAR

Wondrous item, rare

Crafted by: Yeth Hound Voice Box x1 (Tinker)

You may spend your action to blow this hunting horn, emitting a baleful bray that can be heard up to 150 feet away. Any creature other than you that can hear this bray must succeed on a DC 13 Wisdom saving throw or be frightened until the end of your next turn. A frightened creature that starts its turn within 30 feet of you must use all of its movement on that turn to get as far from you as possible, must finish the move before taking an action, and must take the most direct route, even if hazards lie that way. A target that successfully saves is immune to the effect of this horn for 24 hours.

Each time you blow this horn, there is a cumulative 5 percent chance that it will break apart and become useless.

IDEA BULB

Wondrous item, common

Crafted by: Cranium Rat Brain x1 (Tinker)

This morbid looking glass bulb contains the preserved brain of a cranium rat. When a creature with an Intelligence score of 6 or higher comes within 10 feet of this item, it will light up, shedding dim light in a 5-foot radius. If 5 of these bulbs are grouped together, the light increases to a bright light in a 10-foot radius, with another 10 feet beyond that of dim light. If 5 of these bulbs are grouped together, the light increases again to a bright light in a 30-foot radius, with another 20 feet of dim light beyond that.

A creature that comes within 10 feet of this item for the first time in a turn may mentally command them to not react to their presence until they mentally command them to react to them again.

INK OF SECRET KNOWLEDGE

Wondrous item, rare

Crafted by: Alhoon Tentacle x1 (Alchemist)

A character with at least 1 level in the Wizard class may use this ink to re-scribe one of their known spells into their spell book. If they do, they may choose to cast that spell using the power of their mind instead of traditional means. Casting a spell in this way does not require any components, unless it is a material component with an associated cost.

INTERROGATOR'S WEB

Weapon (net), rare

Crafted by: Elder Brain White Matter x1 (Leatherworker)

This large net is composed of the web-like connective tissue of an elder brain. If there is a creature caught in this net, you may spend your action holding onto the net and focusing on that creature. If you do so, you gain one memory or fact from that creature's mind. The memory or fact may be one that you specifically search for, otherwise you gain a random one chosen by the DM.

A creature may use its action to make a DC 20 Strength check, freeing itself or another creature within its reach on a success. Dealing 20 slashing damage to the net (AC 15) also frees the creature, ending the effect and destroying the net.

LEECHING WHIP

Weapon (whip), rare

Crafted by: Death Kiss Tentacle x1 (Tinker)

When you hit a Huge or smaller sized creature with this weapon, you may make a grapple check against them as a free action, using this whip to grapple instead of your free hand. While you have a creature grappled in this way, you may not attack with this weapon. If you have a creature grappled by this weapon, you may spend an action to force that creature to succeed on a DC 16 Constitution saving throw or suffer 2d10 necrotic damage. In addition, if a creature fails their saving throw, a vial's worth of their blood becomes stored in the whip, which you may harvest as an action without requiring a check. This whip can only store one vial's worth of blood at a time.

LENSES OF HYPNOSIS

Wondrous item, rare

Crafted by: Morkoth Eye x2 (Artificer)

While wearing these lenses, you may spend an action to project a 30-foot cone of magical energy. Each creature in that area must make a DC 17 Wisdom saving throw. On a failed save, the creature is charmed by you for 1 minute. While charmed in this way, the target tries to get as close to you as possible, using its actions to Dash until it is within 5 feet of you. A charmed target can repeat the saving throw at the end of each of its turns and whenever it takes damage, ending the effect on itself on a success.

Once this ability has been used once, it cannot be used again until the next dawn.



LESSER EYE STALK WAND

Wand, rare (requires attunement)

Crafted by: Gauth Eye Stalk x1 (Artificer)

This wand has 3 charges. While holding this wand, you may spend an action and 1 charge to shoot a magical ray of energy at a target within 120 feet of you. The type of ray depends on the type of gauth eye stalk that the wand was crafted from. Consult the list below to find out what your wand does.

1. Devour Magic Ray: The targeted creature must succeed on a DC 14 Dexterity saving throw or have one of its magic items lose all magical properties until the start of your next turn. If the object is a charged item, it also loses 1d4 charges. Determine the affected item randomly, ignoring single-use items such as potions and scrolls.
2. Enervation Ray: The targeted creature must make a DC 14 Constitution saving throw, taking 4d8 necrotic damage on a failed save, or half as much damage on a successful one.
3. Pushing Ray: The targeted creature must succeed on a DC 14 Strength saving throw or be pushed up to 15 feet directly away from you and have its speed halved until the start of your next turn.
4. Fire Ray: The targeted creature must succeed on a DC 14 Dexterity saving throw or take 4d10 fire damage.
5. Paralyzing Ray: The targeted creature must succeed on a DC 14 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
6. Sleep Ray: The targeted creature must succeed on a DC 14 Wisdom saving throw or fall asleep and remain unconscious for 1 minute. The target awakens if it takes damage or another creature takes an action to wake it. This ray has no effect on constructs and undead.

The wand recovers 1d2 charges at dawn. When you use the last charge of the wand, there is a 10 per cent chance that it crumbles into ashes and is destroyed.

LIVING LAMP

Wondrous item, rare

Crafted by: Fire Giant Heart x1 (Blacksmith)

While holding this 1-foot-tall lamp, you may speak a command word as an action to cause it to do any of the following:

- Cast bright light in a 15-foot radius and dim light for an additional 30 feet.
- Cast bright light in a 60-foot cone and dim light for an additional 60 feet.
- Cast bright light in a 30-foot radius and dim light for an additional 30 feet. In this mode, you may adjust the lamp as an action to reduce the light to dim light in a 5-foot radius.

While holding the lamp, you may speak the command word again to change it to any of the other lighting options, turn the lamp off, or to make it so that the light emitted is only visible to the creature holding the lamp. The fire inside this lamp never runs out of fuel and can burn indefinitely in any environment in which fire is capable of burning.

MASK OF CLOUDS

Wondrous item, very rare (requires attunement by a bard or trickster domain cleric)

Crafted by: Smiling One Mask x1 (Thaumaturge)

This two-faced mask has been imbued with divine energy siphoned from a cloud giant smiling one mask.

While wearing and attuned to this mask, your illusion spells gain a particular potency. Whenever you cast an illusion spell that creates an image, that image becomes physical and emulates the feel, texture, and weight of the real object it is imitating; this allows your images to withstand physical inspection. However, if more than 10 pounds of force are applied to your image, it will burst into a thick, cloud-like fog and then quickly dissipate, thus revealing it as an illusion.

MIND HOOK, +1

Weapon (war pick or sickle), very rare

Crafted by: Neothelid Hook x1 (Blacksmith)

You gain a +1 bonus to attack and damage rolls made with this weapon. Whenever you roll a 20 on an attack roll with this weapon, your target becomes stunned until the start of your next turn.

MIND WHIP, (+1)

Weapon (whip), rarity varies (requires attunement)

Crafted by: Mindwitness Tentacle x4 (rare), Ulitharid Tentacle x6 (rare), Elder Brain Tentacle x2 (very rare) (Leatherworker)

When you make a grapple check, you may choose to do so with this whip instead of using your free hand. If you do so and if you succeed on the grapple check, you may force the grappled creature to succeed on a DC 15 Intelligence saving throw or be stunned until the grapple ends. While grappling a creature, this whip may not be used to attack another target. Once this ability has been used 4 times in a day, it cannot be used again until the next dawn.

If you are using the very rare version of this weapon, you also have a +1 bonus to attack and damage rolls made with this weapon.



MINOR EYE STALK WAND

Wand, uncommon

Crafted by: Gazer Eye Stalk x1 (Artificer)

While holding this wand, you may spend an action to shoot a magical ray of energy at a target creature within 60 feet of you. The type of ray depends on the type of gazer eye stalk that the wand was crafted from. Consult the list below to find out what your wand does.

1. Dazing Ray: The targeted creature must succeed on a DC 12 Wisdom saving throw or be charmed until the start of your next turn. While the target is charmed in this way, its speed is halved, and it has disadvantage on attack rolls.
2. Fear Ray: The targeted creature must succeed on a DC 12 Wisdom saving throw or be frightened until the start of your next turn.
3. Frost Ray: The targeted creature must succeed on a DC 12 Dexterity saving throw or take 3d6 cold damage.
4. Telekinetic Ray: If the target is a creature that is Medium or smaller, it must succeed on a DC 12 Strength saving throw or be moved up to 30 feet directly away from you. If the target is an object weighing 10 pounds or less that isn't being worn or carried, you move it up to 30 feet in any direction. You can also exert fine control on objects with this ray, such as manipulating a simple tool or opening a container.

Once this item has been used once, it crumbles into dust and is destroyed.

MIRROR OF INSECURITY

Wondrous item, common

Crafted by: Vargouille Jaw x1 (Artificer)

This hand-held mirror has a frame sculpted from the jaw of a vargouille. Any humanoid that looks at themselves in the mirror sees a hideous and demonic version of their own reflection and must make a DC 10 Wisdom saving throw. On a success, a humanoid is immune to the effects of this mirror for 24 hours. On a failure, that humanoid is cursed for 24 hours. While cursed, they fully believe that their demonic reflection is how they now look, despite any physical inspection that would imply otherwise. Whenever they see their own reflection anywhere while cursed in this way, they also see their demonic reflection.

MUTATED EYE STALK WAND

Wand, rare (requires attunement)

Crafted by: Mindwitness Eye Stalk x1 (Artificer)

This wand has 5 charges. While holding this wand, you may spend an action and 1 charge to shoot a magical ray of energy at a target within 120 feet of you. The type of ray depends on the type of mindwitness eye stalk that the wand was crafted from. Consult the list below to find out what your wand does.

1. Aversion Ray: The targeted creature must make a DC 13 Charisma saving throw. On a failed save, the target has disadvantage on attack rolls for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
2. Fear Ray: The targeted creature must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
3. Psychic Ray: The target must succeed on a DC 13 Intelligence saving throw or take 6d8 psychic damage.

4. Slowing Ray: The targeted creature must make a DC 13 Dexterity saving throw. On a failed save, the target's speed is halved for 1 minute. In addition, the creature can't take reactions, and it can take either an action or a bonus action on its turn but not both. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
5. Stunning Ray: The targeted creature must succeed on a DC 13 Constitution saving throw or be stunned for 1 minute. The target can repeat the saving throw at the start of each of its turns, ending the effect on itself on a success.
6. Telekinetic Ray: If the target is a creature, it must make a DC 13 Strength saving throw. On a failed save, you move it up to 30 feet in any direction, and it is restrained by the ray's telekinetic grip until the start of your next turn or until you are incapacitated. If the target is an object weighing 300 pounds or less that isn't being worn or carried, it is telekinetically moved up to 30 feet in any direction. You can also exert fine control on objects with this ray, such as manipulating a simple tool or opening a door or a container.

The wand recovers 1d4 charges at dawn. When you use the last charge of the wand, there is a 10 per cent chance that it crumbles into ashes and is destroyed.

NECROTIC CLOAK

Wondrous item, very rare (requires attunement)

Crafted by: Devourer Skin x1 (Leatherworker)

While you wear this cloak, you have advantage on death saving throws and are immune to necrotic damage. In addition, whenever a humanoid within 60 feet of you that you can see dies, you may spend your reaction to gain temporary hit points equal to the amount of hit dice that humanoid had.

PORTABLE MOUTH

Wondrous item, common (requires attunement)

Crafted by: Maw Demon Teeth x1 large bag (Tinker)

This replica of a mouth is lined with long sharp teeth from a maw demon. So long as you are within 60 feet of it, you may spend an action to command the mouth to begin chewing anything that is placed in it. If no food is inside it, it will bite automatically while slowly moving forward at a rate of 5 feet per round until it either bites something edible or runs into an immovable object. Any food that is properly chewed by this mouth dissolves and is teleported inside your own stomach as if you had eaten it yourself. This mouth becomes inanimate if it is ever more than 60 feet away from you.



POTION OF BOUNDLESS INTELLECT

Potion, very rare

Crafted by: Elder Brain Fluid x1 vial (Alchemist)

When you drink this potion, your Intelligence score increases to 21 if it was lower than that before, and you gain proficiency in the History, Arcana, Nature, Religion, and Investigation skills if you were not proficient in them before. This effect lasts for 24 hours, after which you suffer 2 levels of exhaustion as your brain attempts to process the mental surge it just experienced. This potion is a dull grey color with chunks of partly solidified matter floating in it.

POTION OF CORRUPTED STRENGTH

Potion, rare

Crafted by: Annis Hag Blood x1 vial (Alchemist)

When you drink this potion, you grow one size larger and your Strength score increases to 21 for 1 hour if it was lower than that before. At the end of this hour you return to your regular size, and your Strength score returns to normal. This potion is a pale red color that swells and ebbs to the rhythm of an invisible heartbeat.

POTION OF DIGESTION

Potion, common

Crafted by: Leucrota Bile x1 vial (Alchemist)

When you drink this potion, for the next 24 hours you become able to digest anything you eat without any negative consequences. Rotten food does not make you ill, and swallowed poisons have no effect on you. Food with no nutritional value will still not contribute to your daily food requirements however. This potion is a dark green color with a sludge consistency and a smell of decomposing food.

POTION OF LIQUID FORM

Potion, rare

Crafted by: Slithering Tracker Slime x1 vial (Alchemist)

When you drink this clear potion, you transform into a water-like liquid form for 1 hour. In this form, you gain the following benefits:

- You are able to reshape and manipulate your body into whatever form you wish, so long as your overall volume remains the same.
- You are able to enter an enemy's space and stop there. You can also move through a space as narrow as 1 inch wide without squeezing.
- While you remain motionless, you are indistinguishable from a puddle, unless an observer succeeds on a DC 18 Intelligence (Investigation) check.
- While underwater, you have advantage on Dexterity (Stealth) checks made to hide, and you can take the Hide action as a bonus action.

Once the hour is over, you return to your normal form. If you return to your normal form in a space that would not support your normal form, you take 4d8 force damage at the start of each of your turns until you are in a space that can support you.

POTION OF POISON IMMUNITY

Potion, rare

Crafted by: Yuan-Ti Blood x1 vial (Alchemist)

When you drink this potion, you become immune to poison damage and the poisoned condition for the next 12 hours. This potion is green with small bubbles on the top.

POTION OF VIGOR

Potion, rare

Crafted by: Ki-Rin Blood x1 vial (Alchemist)

When you drink this potion, you regain 8d4+8 hit points and for the next 24 hours, you have advantage on Constitution saving throws to resist the effects of diseases and poisons. This potion is a bright gold color with constant activity regardless of whether it has been shaken recently or not.



RADIANT OIL

Oil, uncommon

Crafted by: Darkling Elder Tattoo x1 (Alchemist)

You may spend 1 minute applying this oil to an item no larger than 1 cubic foot in volume. For the next hour, the oiled item shines bright light out to a range of 15 feet and then dim light for 15 feet beyond that, and any damage dealt using that item may be treated as radiant damage instead of its usual damage type.

Alternatively, you may smash this bottle of oil on a hard surface up to 20 feet away from you. If you do so, the oil violently reacts and creates a blinding flash of light, affecting any creature in a 10-foot radius of it. Any creature in that area must make a DC 11 Constitution saving throw. On a failure, the creature takes 2d6 radiant damage and, if the creature can see the light, is blinded until the end of its next turn. If the saving throw is successful, the creature takes half the damage and isn't blinded.

RAXIVORT'S BOON

Wondrous item, uncommon (requires attunement)

Crafted by: Mark of Raxivort x1 (Thaumaturge)

This boon is crafted from the skin of a xvart warlock, stretched over a frame made of twigs and vermin bones. While wearing this boon, you regain 4 temporary hit points whenever you reduce an enemy to 0 hit points.

REVERSAL BOOTS

Wondrous item, uncommon

Crafted by: Girallon Foot x2 (Leatherworker)

While your feet are wearing these boots, they become extremely dexterous and flexible similar to that of a gorilla's. You are able to hold things comfortably in your feet, and you have a climb speed equal to your walking speed.

SHADOW DYE

Potion, rare

Crafted by: Liquid Shadow x1 vial (Alchemist)

You may spend your action to pour this dye on yourself. If you do so, you take on a semi-corporeal shadowy form for the next hour. During this time, you gain a vulnerability to radiant damage and resistance to non-magical bludgeoning, piercing, and slashing damage. In addition, so long as you are within dim light or darkness, you may take the Hide action as a bonus action, and you make Dexterity (Stealth) checks at advantage.

SHADOW HUNTER BOW

Weapon (longbow or shortbow), rare

Crafted by: Yeth Hound Spine x1 (Blacksmith)

This ebony black bow is crafted from the dark spine of a yeth hound, and arrows fired from this bow hunt down their prey like the creature it was crafted from. You have a +1 bonus to attack and damage rolls made with this weapon. Arrows fired from this bow are considered magical and ignore half cover and three-quarters cover.

SHADOW SPIKES

Wondrous item, uncommon

Crafted by: Shadow Mastiff Teeth x1 small bag (Blacksmith)

As an action, you can spread this bag of caltrops to cover a 5-foot-square area. Any creature that enters the area must succeed on a DC 15 Dexterity saving throw or stop moving and take 1 piercing damage. Until the creature regains at least 1 hit point, its walking speed is reduced by 10 feet. A creature moving through the area at half speed doesn't need to make the saving throw.

When placed in dim light or darkness, these caltrops become invisible, even to creatures with darkvision. This invisibility lasts until they are exposed to bright light, upon which they return to their normal matte black appearance.

SHIELD OF REFLECTION, +1

Armor (shield), very rare (requires attunement)

Crafted by: Morkoth Gladius x1 (Blacksmith)

While wearing this shield, you gain a +1 bonus to your AC. In addition, if you make a successful saving throw against a spell, or a spell attack misses you, you may spend your reaction to choose another creature (including the spellcaster) that you can see within 120 feet of you. The spell targets the chosen creature instead of you. If the spell forced a saving throw, the chosen creature makes its own save. If the spell was an attack, the attack roll is rerolled against the chosen creature.

SILHOUETTE SHAWL

Wondrous item, common

Crafted by: Shadow Mastiff Fur x1 small bag (Artificer)

While wearing this shawl, you may spend your action to focus on your shadow. While focusing on your shadow, you may mentally command it to move around on the surface it is cast onto and to take any shape you wish, so long as you do not change its total surface area and the shadow keeps at least one point of contact with you at all times. Your shadow immediately returns to normal if you ever stop focusing on it or if you take off this shawl.

SNAP TONGUE ATTACHMENT

Wondrous item, very rare

Crafted by: Froghemoth Tongue x1 (Tinker)

This attachment takes the form of a 1-inch diameter filament; one end is designed to attach to the handle of a weapon, while the other has a leather hoop designed to be wrapped around a hand. This attachment allows the holder of the leather hoop to exercise an extreme amount of control over their weapon through the filament. A weapon that has had this item attached to it gains the reach property so long as you have the leather hoop in your hand. This item may not be attached to a weapon that has the range, two-handed, or special properties. It takes 1 minute to attach this filament to a weapon and takes 1 action to remove it. Wrapping the leather hoop around your hand requires an action.

SOUL RENDER

Weapon (any piercing or slashing melee weapon), rare

Crafted by: Barghest Fang x2 (Thaumaturge)

When you use this magical weapon to successfully hit a creature that has the *incorporeal movement* trait, you deal an additional 1d8 damage to them.

STAFF OF SPLIT CONTROL

Staff, very rare (requires attunement)

Crafted by: Anathema Spine x1 (Artificer)

This staff has 6 charges, one for each of the white snake heads on its top. While holding this staff, if you target a creature with a spell that would result in them being charmed, you may spend a charge to target an additional creature within 10 feet of the original creature, subjecting them to the same spell. You may spend additional charges to repeat this effect, so long as each additional creature is within 10 feet of another targeted creature.

This staff regains all lost charges at dawn.

STINGER WHIP

Weapon (whip), rare

Crafted by: Tlincalli Tail x1 (Tinker)

You gain a +1 bonus to attack and damage rolls made with this weapon. This retrofitted tail has a compartment fitted into where the tlincalli's poisonous gland would have been, that allows for easier and more efficient uses of poisons. Any poison applied to this weapon lasts twice as long as it normally does and takes half as long to apply. Furthermore, if a creature must roll a Constitution saving throw due to a poison applied to this weapon, that saving throw is made at disadvantage.

STONE ANVIL

Wondrous item, rare

Crafted by: Stone Giant Molar x1 (Artificer)

This large anvil has been crafted partly out of the molar of a stone giant. This anvil is magically enchanted so that sufficiently heated stones that have been placed on it act like heated metal. The stone is able to be shaped in much the same way as heated metal can, and then resumes its original stone properties once removed from the anvil.



STONE SWIM ARMOR

Armor (plate), very rare (requires attunement)

Crafted by: Korred Hide x1 (Blacksmith)

While wearing and attuned to this armor, you gain the following abilities:

- You have a tremorsense out to 60 ft.
- You have a burrow speed equal to your walking speed.
- You may burrow through nonmagical, unworked earth and stone. You do not disturb the material you move through.
- You have advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

SUN STREAM BOW

Weapon (longbow or shortbow), very rare (requires attunement)

Crafted by: Ki-Rin Fur x7 bolts (Blacksmith)

This bow does not require any physical arrows to be loaded in order to make an attack; instead, whenever its string is drawn back, a Sun Arrow made of solid light is formed in the wielder's pull hand which dissipates after either 6 seconds, or when it hits a solid object, whichever comes first.

Sun Arrows deal an additional 1d6 radiant damage upon a successful hit and leave a trail of sunlight behind them as they fly through the air. This trail of sunlight illuminates everything in a 5-foot radius around it in bright light and dissipates at the start of the wielder's next turn. The sunlight created by these arrows is considered equivalent to a 3rd level spell for the purposes of overcoming magical darkness.

STUNNING LENS

Wondrous item, rare

Crafted by: Gauth Main Eye x1 (Artificer)

While wearing this item, as an action, you may target a creature you can see within 30 feet of you. If it can see you, that creature must succeed on a DC 14 Wisdom saving throw or become stunned until the start of its next turn. Once this ability has been used once, it can't be used again until the next dawn.

SWARM CHARMS

Wondrous item, rare

Crafted by: Swarm Mentality x1 (Artificer)

This set of 4 paper charms on silver chains share an innate connection with each other that allows their wearers to act as if they were one entity. Any willing creature wearing a charm from this set becomes a member of the swarm. Members of the swarm that are on the same plane of existence may communicate with each other telepathically, including the sending of memories and images. In addition, the Intelligence scores of all members of the swarm become equal to that of the member with the highest Intelligence score within 30 feet of them. If a member removes their charm or moves farther than 30 feet away, their Intelligence score returns to normal.

This shared connection comes at a price, however. If a member of the swarm becomes subjected to an effect that would impose a Wisdom or Intelligence saving throw, all members of the swarm become targeted by the same effect, even if they would not otherwise be a valid target.

TELEPATHIC LENS

Wondrous item, rare

Crafted by: Mindwitness Main Eye x1 (Tinker)

This bizarre contraption has a hollowed out mindwitness eye secured by brass wires to a magically imbued lens about the size of a human's head. While looking through this lens, you may telepathically communicate simultaneously to as many creatures as you can see within 120 feet of you.

TORMENTOR'S CAP

Wondrous item, uncommon

Crafted by: Meenlock Head x1 (Artificer)

While wearing this cap, you may spend an action to target a creature you can see within 30 feet of you. If you do so, that creature must make a DC 11 Wisdom saving throw. On a failed save, you learn that creature's greatest fear, and for the next 24 hours, you have advantage on Charisma (Intimidation) checks made against them. In addition, if they were incapacitated, they also take 3d6 psychic damage. On a successful save, that creature becomes immune to the effects of this item and is made aware of you targeting them. This item has no effect on creatures that are immune to the fear condition.

WAND OF THE GOLDEN RAY

Wand, very rare (requires attunement by a spellcaster)

Crafted by: Ki-Rin Horn x1 (Artificer)

While holding this wand, you gain a +2 bonus to spell attack rolls. In addition, when you roll a 1 or 2 on a damage dice for a spell that deals radiant damage, you can reroll the die and you must use the new roll.

WHIP OF EXTENDED REACH

Weapon (whip), rare (requires attunement)

Crafted by: Morkoth Tentacles x2 (Leatherworker)

You gain a +1 to attack and damage rolls made with this weapon. When you hit a Medium or smaller sized creature with this weapon, you may make a grapple check against them as a free action, using the whip to grapple instead of your free hand. This ability can only be used once per turn. While you have a creature grappled in this way, you may not attack with this whip.

In addition, while holding this 10-foot long weapon, you may spend your action to focus on it and force it to adopt any position or shape you wish, as if it were an extension of your own body. You may spend any subsequent actions to maintain your focus on the whip and either keep it in the same position or move it into a new one. While focusing on the whip, you also are able to feel sensations of touch through the whip. If you attempt to make an attack with the whip, or do not spend an action focusing on it, it falls limp and you no longer are able to feel through the whip.

WITHERING LENSES

Wondrous item, rare (requires attunement)

Crafted by: Catoblepas Eye x2 (Artificer)

While wearing these lenses, you may target a creature you can see within 30 feet of you. The target must make a DC 16 Constitution saving throw, suffering 8d8 necrotic damage on a failed save, or half that on a success. If the saving throw fails by 5 or more, the target instead takes 64 necrotic damage. The target dies if reduced to 0 hit points by this ability.

Once used, this ability may not be used again until the next dawn.

YEENOGHU'S BOON

Wondrous item, uncommon (requires attunement)

Crafted by: Shoosuva Heart x1 (Thaumaturge)

If you reduce a creature to 0 hit points with a melee attack on your turn while wearing this charm, you may take a bonus action to move up to half your speed and then make another basic melee weapon attack. Once this ability has been used once, it cannot be used again until you have taken a short rest.

YEENOGHU'S WRATH

Weapon (whip), rare (requires attunement)

Crafted by: Shoosuva Tail x1 (Leatherworker)

You gain a +1 to attack and damage rolls made with this weapon. As a bonus action, you may cause the stinger on the end of this whip to exude a noxious poison. The next creature you successfully hit with this weapon must succeed on a DC 14 Constitution saving throw or become poisoned. While poisoned in this way, the target is also paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once used this ability cannot be used again until you reduce a creature to 0 hit points with a melee weapon attack.



CHAPTER 5: MISCELLANEOUS ADDITIONS

Harvesting is a holistic art. It is not simply the physical act of cutting and slicing through a carcass, it is the tools you use, the rules you live by and the skills you have; in short it is an entire lifestyle! Once you have assumed the life of a harvester, you will see the world in a different way, and find the new possibilities and options open to you. However, in the case that you haven't, I've listed them down here for you anyway." - Hamund

This guide introduces a few new concepts into the base game of Dungeons and Dragons 5th Edition, and as part of that, a few slight alterations and/or additions need to be made to existing concepts and features in the game to accommodate them. While some of these changes are not strictly necessary for this guide to be used, they are advised in order to get the maximum value out of this book.

SPECIAL TOOLS

A few new pieces of adventuring gear have been added in this book to accommodate the act of harvesting. Their functions are described below:

ENCHANTED VIAL

Some creature parts have powerful, yet fleeting, magical energies within them. The motes from elementals for example hold traces of their former essences in them but disperse rapidly upon the destruction of their original form.

An enchanted vial is inlaid with several runes designed to keep any magical resource within from dissipating while the lid is closed and is often the only way of transporting certain parts back to a workshop for crafting.

Items that require an enchanted vial to be harvested are fragile by nature and must be stored inside an enchanted vial quickly to prevent degradation. **Any attempt to harvest a material that has an enchanted vial as a requirement must be initiated within 1 minute of the death of its creature.**

HAMUND'S HARVESTING HANDBOOK

"Yes, you can own a copy of this very book in any plane you visit! Due to my travels, I have visited almost every world in the multiverse, dropping manuscripts in publishers' hands as I go. No matter where you are, or where you come from, this handy book is sure to help you get the most out of whatever your local fauna has to offer." - Hamund

This book is filled with all sorts of useful information on the creatures that inhabit the multiverse, specifically, which parts of them are useful for harvesting. Using this book grants you advantage on any Appraise ability check.

HARVESTING KIT

This kit contains everything the average harvester needs to prepare and harvest a carcass for usable parts including a skinning knife, a bonesaw, 2 glass vials, pouches of salt, and tweezers. Proficiency with this kit lets you add your proficiency to any check made to harvest a creature.

SPIRIT PAPER

Spirit paper is a versatile tool that resembles a square of bleached papyrus. The secrets of its production were only recently discovered, and reverse engineered from secrets brought back from distant necromantic cults. By performing a small ritual with the spirit paper shortly after slaying certain creatures, a copy of that creature's soul is bound to the spirit paper for later use. These copies are not a true soul and are more akin to an echo. These echoes do retain all of the memories from its original body, and a few crafting techniques utilise these echoes to grant an item a low level of sentience or to mimic the abilities of their incorporeal reflections.

Using spirit paper is often the only way to harvest anything useful from creatures with incorporeal forms. Any harvesting attempt made for a creature part that has spirit paper as a requirement is done using a **Wisdom (Religion)** check rather than the usual check and is rolled separately for each item. Once a sheet of spirit paper has been used successfully to harvest an item, it cannot be reused, even if the item it contained is released.

Unlike most harvestable materials, materials that require spirit paper to be harvested dissipate very quickly after the death of its creature. Any attempt to harvest a material that has spirit paper as a requirement must be initiated within **1 minute of the death of the creature and takes 10 minutes to successfully complete.**

SPECIAL TOOLS

Item	Cost	Weight
Enchanted Vial	3 gp	-
Hamund's Harvesting Handbook	50 gp	5 lb.
Harvesting Kit	30 gp	7 lb.
Spirit Paper	1 gp	-

ADDITIONS AND CHANGES

The following are a few balance changes to accommodate the harvesting and crafting rules in this guide, as well as a background and feat to incorporate harvesting into your game.

NEW PROFICIENCY: HARVESTING KIT

This guide adds in the new tool: the harvesting kit. Players may have proficiency in this like any other tool, and it is highly advised for them to have it as it provides a valuable bonus when making the checks outlined in this book. In order to accommodate this additional tool, the following classes and backgrounds have been slightly altered to give them the option to gain proficiency in the Harvesting Kit.

- Rangers may have proficiency with the harvesting kit upon character creation (this skill is not gained in multiclassing)
- Druids may have the option to choose between proficiency in the herbalism kit or the harvesting kit upon character creation (this skill is not gained in multiclassing)

NEW SPELLS

"Having preferred the hands-on approach, I never had much of an affinity for magic myself. However, one must always endeavour to expand one's horizons, so I have scoured the planes looking for spells to bolster my (already impressive) skills. The result is the following spells, curated from the minds of the greatest witch-doctors, soothsayers, and magic-men that I have encountered on my travels." - Hamund

A few new spells have been added to the game. Each one either aids with harvesting, or has harvesting as a core mechanic. In many cases, the spells have uses in both combat and in harvesting, making them especially versatile. Feel free to add any of them to your own game to support your players' harvesting fantasies.

SPELL LIST

COLD STORAGE

Cleric
Paladin
Sorcerer
Warlock
Wizard

CONJURE CREATURE

Wizard
Warlock

HAMUND'S HARVESTING HANDS

Bard
Cleric
Ranger
Wizard

IDENTIFY VITALS

Cleric
Druid
Paladin
Ranger
Warlock
Wizard

RECOMPOSITION

Cleric
Druid
Paladin
Wizard

TRANSFUSION

Cleric
Druid
Sorcerer
Warlock
Wizard

COLD STORAGE

4th-level abjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (A small 3-inch by 3-inch wooden box lined with cork)

Duration: Concentration, duration varies

You attempt to send one creature that you can see within range to a freezing cold pocket dimension. If you cast this spell on a living creature, the duration of this spell is 1 minute, and the target must succeed on a Charisma saving throw or be banished to your pocket dimension. While there, the target is incapacitated and suffers 2d6 cold damage at the start of each of its turns and may make a Charisma saving throw at the end of each of its turns. If they succeed, the spell ends, and they reappear in the nearest unoccupied space to you.

If you target a dead creature with this spell, the duration of this spell is infinite. The creature's body experiences no decomposition while it is in your pocket dimension and the cold damage does not affect the condition of the body. When the spell ends, the creature's body reappears in the nearest unoccupied space to you and then warms back up to the temperature it had before it was banished.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature for each slot level above 4th.



CONJURE CREATURE

5th-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (the intact heart of the creature you wish to conjure, which the spell consumes)

Duration: Instant

Target a space within range while holding the heart of the creature you wish to conjure. When you cast this spell, the creature's heart disintegrates into dust, and a copy of that creature appears in the space you targeted. If there is not enough room to accommodate that creature, the spell automatically fails.

The conjured creature immediately performs one action of your choice from its statblock and gets to move up to its speed, and then disintegrates into dust. If the creature was a spellcaster, it has access to all of the spells it had in life, however any lingering magical effects that resulted from that creature's action disappear when the creature does. A conjured creature has replicas of any non-magical equipment it had when it died and may use them as if they were the originals.

A creature's heart may be harvested with a DC 10 harvesting check unless otherwise stated in its harvesting table.

HAMUND'S HARVESTING HANDS

1st-level conjuration (ritual)

Casting Time: 1 minute

Range: 10 feet

Components: S, M (a sharp knife and a pair of gloves)

Duration: Varies

Target a dead creature within range that has a CR of 3 or less. This spell conjures an invisible pair of hands that harvest that creature for any useful materials as listed in their harvesting table. No ability check is required to harvest these materials, the hands automatically succeed in harvesting them, and then place them next to the creature's carcass. You still need to provide any requisite containers such as vials or bags, but the hands harvest all materials in half the time it would normally take. You may direct the hands to harvest certain materials first. Once all of a creature's useful materials have been harvested, the hands disappear.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the CR of the creature harvestable increases by 3 for each slot level above 1st.

IDENTIFY VITALS

1st-level enchantment (ritual)

Casting Time: 1 action

Range: 60 feet

Components: V, M (a small crystal lens set in a gold frame worth at least 50 gp)

Duration: Concentration, up to 1 minute

Target a creature within range that you can see. You gain knowledge of any damage vulnerabilities they may have, and for the duration of the spell, your vision is augmented to allow you to see that creature's internal anatomy, allowing you to strike with greater precision and deadliness. Before the spell ends, you have advantage on attack rolls against that creature, and you can also score a critical hit on that creature with a roll of 19 or 20.

If you target a dead creature with this spell, you also gain the benefits of a successful Appraisal check on that creature. The benefit of this Appraisal check is not lost after the duration of this spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st. The creatures must be within 60 feet of each other when you target them.

RECOMPOSITION

3rd-level necromancy (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (A silver needle and thread, and a stick of incense)

Duration: Instant

At the end of the casting time of this spell, you touch a dead creature. That creature's corpse undergoes a process of reverse decomposition, restoring it to pristine condition, and any injuries it may have had at the time of its death are repaired. This spell however cannot restore missing body parts unless those body parts are held to the corpse at the time of casting this spell, nor does this reset the time limitations that other spells have in raising the dead.

If this spell has been cast on a dead creature that has been subjected to a failed Harvesting check, any unharvested materials become available again and may be subjected to another Harvesting check. A dead creature may only be subjected to this spell once; any subsequent attempts automatically fail.

TRANSFUSION

2nd-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Make a melee spell attack against a creature you can reach that has blood in its body. On a hit, the creature takes 14 necrotic damage and you drain a number of vials of blood equal to the amount of necrotic damage dealt, which you may automatically store into an empty vial in your possession. If the number of vials of blood you drained equals or exceeds the target's drain threshold (based on size as shown in the table below), the target must succeed on a Constitution saving throw or be stunned until the start of your next turn.

Size	Drain Threshold
Tiny	1
Small	2
Medium	3
Large	5
Huge	7
Gargantuan	9

This spell does not change the number of vials of blood you can harvest from that creature's carcass.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d4 each slot level above 2nd.

HAMUND'S HELPERS

"Despite the rugged independent aesthetic that I exude, I must assure you that harvesting is not a solitary profession! What we do as harvesters is simply the first step in a long chain of commerce and industry, without which, our work would be meaningless. In my career, I have established a long list of faithful contacts and friends that I refer to as my "Helpers." Without them, I would merely be a random man slicing animals open in the wilderness! I pass their information on to you, my dear readers, with my reassurance that their services are second to none. All I ask is that if you find them and engage their services, let them know that Hamund sent you." - Hamund

The following are a list of NPC crafters that a DM can easily slot into any campaign or setting. Feel free to use these NPCs as convenient ways for the party to craft their harvested materials into useful items, vendors to buy spare materials, or even quest givers for certain monster parts.

CRAFTABLES VENDOR

Name: Whisper

Race: ???

Hamund's Notes: I have known Whisper for some time now, however I still know very little about her; mostly due to her living up to her name and being almost impossible to hold a proper conversation with. I still do not know what race she is, where she is travelling, or if that is even her true face or simply a mask.

What I do know is that she carries on her back an amazing assortment of magical items, all of them crafted from creatures, and all of them for sale. Where she got all of these items is yet another mystery, as is the fact that her inventory always seems to have the exact item that you are looking for. Now, as enticing as all that would be, I must highly advise those of you with sticky fingers to behave yourselves around her. After all, if those powerful magical items are the ones she's willing to get rid of, what kind of power do you think she keeps for herself?



FIXER

Name: Alanna Domine

Race: Human

Hamund's Notes: Alanna has always intimately known the power of words. Born into poverty and growing up amongst pickpockets, Alanna relied more on the speed of her wit than on the speed of her fingers to survive. A rumour here, the right piece of information there, and an intercepted letter or two; these were the blocks upon which Alanna built a fixing and information brokering empire.

Today, Alanna describes her job as being very simple: she gets the right people to talk to each other. In exchange for a small fee, she will get prospective clients in contact with mercenaries willing to do whatever job necessary. For us harvesters, this means a steady supply of work harvesting rare materials for anyone with the coin to pay for it. If you are looking to pick up a little extra spending money, just start asking around for Alanna. She's sure to pop out of the shadows soon enough, with a laundry list of materials for you to find, and all at a premium rate.



MASTER CRAFTER

Name: Orryn Folkor

Race: Gnome

Hamund's Notes: I have known Orryn since we were children, and I regard him as both one of my closest friends and one of the sharpest minds in existence. I recall Orryn being a particularly sensitive boy, often relying on me to fend off bullies and tormentors for him. Still, he was exceptionally bright, taking a keen interest in all sorts of magic and research. As I honed my harvesting skills, he would hone his crafting skills. He would create something wondrous out of the materials I gave him, and it is thanks to him that I am even aware of half the craftables included in this book. No trade is beyond his talents as a polymath, and he is seemingly able to work with anything you give him.

Today, Orryn wanders much like I do, seeking out new materials to whet his interests and creativity. If you find him, simply mention my name and he is sure to help you with whatever item you wish to craft.



SUPPLIER

Name: Sellek (Translation: Hunter)

Race: Lizardfolk

Hamund's Notes: Honestly, I am still a little wary around Sellek. It is rare to find a lizardfolk outside of their swamp villages, and even rarer to find one such as Sellek who seems so comfortable, and perhaps even happy, to live among warm blooded humanoids. I can only conclude that Sellek is at least partially crazy, which is saying a lot when it comes to lizardfolk.

Despite that, Sellek is one of the finest hunters I have ever seen, bolstered by the high-quality tools that he designed and made himself. Harvesters come from all around, seeking to buy his superior quality traps, bags, and equipment. If there is anything you need for your harvesting adventures, be sure to seek Sellek out for the finest selection of equipment.

Just try to avoid eye contact with him when you do.



TRAPPER

Name: Rangrim Holderhek

Race: Dwarf

Hamund's Notes: Yet another of the Holderhek clan included in my book, this time my nephew: Rangrim. The lad has never been an easy one to work with; due to having a temper fierier than his hair. After countless disagreements and fights with the clan elders, the last straw came when he was forced to choose between the bear cub he found or his place in the clan. For Rangrim, the choice was easy.

He now roams the wilds as a hunter and harvester, always followed by his precious bear partner: Lodinn. While he is not quite on the same level of harvesting skill as his dear old uncle, his brash stubbornness seems to have granted him a better head for business. If you spot him in the open or in town, feel free to approach him and barter for harvesting materials. Rangrim never seems to run out of space in his many bags and pouches, and you will find him to be an honest vendor to offer you coin for your excess stock. Be warned though to never cheat him, or you will find out just how well trained Lodinn really is.



CHAPTER 6: HAMUND'S HAVE-NOTS

I have been an adventurer for as long as I have been a harvester. As part of that, I have met a myriad of people from all over the multiverse, many of whom have asked for my help and expertise on whatever problems may plague them. Unfortunately, I am but one person, and do not have the resources to help everyone. Instead, I have done the next best thing: write down their details to outsource these quests to my readers! If you are in the altruistic mood (or just in the need for some extra coin), consider lending someone in here a hand." - Hamund

The following is a list of quests featuring every single monster from the *Monster Manual* and *Volo's Guide to Monsters*. The aim is to provide a quick quest or incentive for Dungeon Masters to throw to their players, or to give an extra incentive to hunt down a particular monster.

UNDERSTANDING THE BOARD

The following is a basic rundown of how to read and use the quest board. The quest board is designed to be used on the fly by Dungeon Masters, and groups are encouraged to adapt these to their own tables.

CR

All quests are separated out by Challenge Rating in ascending order and then in alphabetical order based on the target. Dungeon Masters are encouraged to look up a Challenge Rating appropriate for their party and then to pick a target appropriate for their current environment.

TARGET

This lists the creature to be hunted in the quest, listed in alphabetical order.

REQUEST

This is the harvesting material being asked for by the quest giver. More often than not, a material with no explicit mechanical use has been chosen for the request. This is so that players do not have to choose between completing a quest, and keeping the material for themselves to use.

Many quests also allow the players to supply the requested material more than once, getting an additional bounty each time.

REQUESTER NAME

The name of the quest giver. Feel free to change the names to suit your own game. Also note that some quest givers appear more than once, often asking for similar items or to achieve similar goals. Dungeon Masters are encouraged to use these as NPCs in their own game or adapt them as they need.

RACE

The race of the quest giver. Most races chosen are from the *Player's Handbook*, and especially from the "main" races of Human, Elf, Dwarf, and Halfling. This was in order to make them as adaptable to individual tables as possible. That said, some esoteric races also appear such as Tiefling, Goliath, Tabaxi, etc. If any of these contradict your own games, you are encouraged to adapt them to your own table. All included races appear in either the *Player's Handbook* or in *Volo's Guide to Monsters*.

SUGGESTED LOCATIONS

The environment that the target is often found in. Use this to help determine if a quest is appropriate, given your party's current location. The possible environments are as follows:

- Arctic
- Cave
- Coast
- Desert
- Forest
- General
- Grassland
- Mountain
- Swamp
- Urban

"General" denotes that the creature can appear in any environment.

DESCRIPTION

A brief explanation of the requirements of the quest, and the motivation of the quest giver in asking for the material. While the "Description" of the quest is designed to be read verbatim by a present NPC, they may also be included as written notices on a job board, or simply used as inspiration for the Dungeon Master to interpret to fit their own campaigns.

Occasionally, the motivation for retrieving a material may be at odds with the personality of the party. In these cases, the Dungeon Master may feel free to either change the motivation, or to incorporate it into their actual campaign. As always, information in this book is intended to be used to support the playstyle of the individual table, and groups are encouraged to adapt it to their own games.

REWARD

The bounty given to the players for successfully retrieving the requested material. This amount is usually 1.5x the normal price of the material. The price is given per request delivered. For example, Ander Greenbottle asks for "Blight Seeds x5" and the reward is listed as "1 gold piece." This means that he will pay 1 gold piece for all 5 Blight Seeds, not one 1 gold piece per Blight Seed.

However, many quests offer the option for the players to submit the request more than once. This is not explicitly stated, but it is implied in the description of the quest. In such cases, the players may receive the same reward each time they hand in the requested material.



CR <1

Target: Aarakocra

Request: Aarakocra Feathers (small pouch)

Requester Name: Soft-Treading Paw of the Long Cliff clan

Race: Tabaxi

Suggested Locations: Desert, Mountain

Description: "Many times have I bragged to my friend about managing to hunt the largest birds in these known lands. However, he's finally decided to call my bluff and ask for proof; I need to show him something. I have heard of race of bird people known as Aarokocra whose feathers should be big enough to convince him of my prowess. All I need is a few to shove in his face so that I can save mine."

Reward: 2 gp

Target: Blight (any)

Request: Blight Seed x5

Requester Name: Ander Greenbottle

Race: Halfling

Suggested Locations: Forest, Grassland, Swamp

Description: "I got a need to grow some crops real fast, and the only way I can think of doing that is if I have a little magic fertiliser. A druid friend told me that crushing up some blight seeds and mixing it in with the soil would do the trick, so I'll take any you can find. I just hope it don't change the taste of my pumpkins too bad."

Reward: 1 gp

Target: Boggle

Request: Slippery Boggle Oil (vial)

Requester Name: Quarion Candlebrook

Race: Gnome

Suggested Locations: Forest, Swamp, Urban

Description: "This prank never gets old. Pour some oil outside someone's room and watch them slip and slide as they try to make their way down the hall. While any oil will do, I am impartial to the oil of a boggle myself. It tends to have a consistency that allows for the furthest slides (and of course, the greatest hilarity)."

Reward: 3 gp

Target: Bullywug

Request: Bullywug Tongue

Requester Name: Lavinia Brushgather

Race: Halfling

Suggested Locations: Swamp

Description: "There's been too many dangnab bullywugs hopping around my hut recently. They're a cowardly bunch, so I bet if I put up a few warnings, they ought to back off. I'd say that nailing the tongues of a couple of their kin to my door oughta do the trick."

Reward: 2 sp

Target: Chitine

Request: Chitine Blood (vial)

Requester Name: Riskel Firestrider

Race: Elf

Suggested Locations: Cave, Mountain

Description: "It must have taken the drow significant effort to make a race that is even uglier and more hate-filled than themselves, and yet, they somehow achieved that with the chitine. The blood of these mutants also carry the enzymes necessary for brewing drow poison, which I want to use on the drow themselves."

Reward: 2 gp

Target: Cockatrice

Request: Cockatrice Beak

Requester Name: Kathra Stoneslope

Race: Dwarf

Suggested Locations: Forest, Grassland

Description: "Stonework animals have seen a surge in popularity these days, problem is, they take a damn long time to carve. I want to speed up the process a little with a cockatrice beak. Just take a petrifying dagger to some critters and sell the results. I'm just going to need the beak first."

Reward: 2 gp

Target: Cranium Rat

Request: Cranium Rat Brain

Requester Name: Barakas

Race: Tiefling

Suggested Locations: Cave, Urban

Description: "Of all the illithid experiments out there, the brain of a cranium rat is among the ones I am most excited to study. Most of my samples of illithid experiments come from humanoids like grimlocks and duergar, so you can imagine how interesting it is to see illithid influence on the simple brain of a beast. The way their feral instincts interacts with psionic control is fascinating, and I simply cannot have enough samples. If you can bring them back in one piece, I will gladly pay you for each brain you can find."

Reward: 3 gp

Target: Crawling Claw

Request: Cursed Knucklebones

Requester Name: Shragga Greenfist

Race: Half-Orc

Suggested Locations: General

Description: "There's a piece of drek in my mercenary band with a real chip on her shoulder. Seems to think she's the best fighter to ever walk the Multiverse. I want to take her down a peg or two, and I was thinking making her lose all her money next time she goes gambling would be good. I've heard that a set of dice crafted from a hand touched by necromancy can help me out in that regard."

Reward: 1 gp

Target: Darkling

Request: Darkling Ash (small pouch)

Requester Name: Umbero Falone

Race: Human

Suggested Locations: Cave

Description: "I am always on the lookout to make my employees more effective in their...night-time activities. One thing that would help is a better way of blacking out torches and lamps. I've heard that darkling ash is particularly useful for this purpose, and I would pay a decent price for anyone that can get me some...discreetly."

Reward: 3 gp

Target: Darkmantle
Request: Darkmantle Otolith
Requester Name: Darvin Evenwood
Race: Human
Suggested Locations: Cave
Description: "I was born deaf, but honestly, I've never had a problem with it or wanted to change it. Thing is though, there's a bard that's rolled into town recently and I've grown a bit enamoured with them. I'd like a chance to listen to their music, and the only way I can see that happening is if I get some magical assistance. I've been told that a magic hearing horn can be crafted from the otolith of a darkmantle, if someone would just be kind enough to get me one."
Reward: 3 gp

Target: Dimetrodon
Request: Dimetrodon Hide
Requester Name: Vyth
Race: Lizardfolk
Suggested Locations: Forest, Grassland
Description: "Vyth is a master of crafting with bone and claw. Vyth has heard of large lizards and wants to make weapons from them. Get these for him, and Vyth shall pay you well."
Reward: 5 gp

Target: Dretch
Request: Fetid Miasma (vial)
Requester Name: Achuak
Race: Lizardfolk
Suggested Locations: General
Description: "Bad smells keep bad people away from home. Achuak has seen demons create bad smell. Get bad smell for Achuak."
Reward: 12 gp

Target: Drow
Request: Drow Blood (vial)
Requester Name: Riskel Firestrider
Race: Elf
Suggested Locations: Cave
Description: "At long last we've discovered the secret to the drow's deadly poison: their own blood. It must be a sign from providence for us, to be able to kill drow and then use their own blood against them as a weapon. Bring me their blood and I will happily pay a handsome bounty."
Reward: 2 gp

Target: Dryad
Request: Dryad Hair
Requester Name: Grigor Dotsk
Race: Human
Suggested Locations: Forest
Description: "I am in love. I saw a pair of golden-amber eyes darting through the forest and I knew they were calling to me. I don't have much, but I will pay whatever I can to have a reminder of that fair creature I saw."
Reward: 1 gp

Target: Duergar
Request: Duergar Brainstem
Requester Name: Travok Darksbane
Race: Dwarf
Suggested Locations: Cave
Description: "The duergar are a disgrace to the dwarven identity, and it is my mission to eradicate them wherever they dare appear. This is not a mission that I can do alone however; I will pay a bounty to anyone that can bring me proof of a duergar's demise."
Reward: 3 gp

Target: Faerie Dragon
Request: Faerie Dragon Blood (vial)
Requester Name: Anders Dagon
Race: Human
Suggested Locations: Forest, Grassland
Description: "I'm running out of time to complete my studies and I need anything I can get my hands on to speed it up. I've done some research and found that faerie dragon blood boasts special properties that makes it particularly conducive to the inscription of magical runes and texts. If it's true, it may just be the thing I need to finish my spellbook before my master flunks me out of my apprenticeship."
Reward: 6 gp

Target: Firenewt Warrior
Request: Firenewt Mucus (vial)
Requester Name: Jarrod Gerkirk
Race: Gnome
Suggested Locations: Mountain
Description: "I've had a lot of orders lately and unfortunately haven't had a chance to restock my supplies. In particular, I'm running low on lubricants; without which my operations will come to a literal grinding halt. There's a lot of different lubricants I could get, but firenewt mucus serves me particularly well for its insulation properties."
Reward: 3 gp

Target: Flumph
Request: Flumph Spray
Requester Name: Quarion Candlebrook
Race: Gnome
Suggested Locations: Cave
Description: "I'm in a bit of a spat these days with one of my neighbours and have figured out the best way to get a little harmless revenge on him. I'm going to bake him some goodies with a nasty surprise in the center: flumph spray. Imagine his disgust when he bites into a scrumptious cookie only for his mouth to be filled with the most horrid concoction, oh it'll be hilarious!"
Reward: 1 gp

Target: Flying Sword
Request: Animating Rune x3
Requester Name: Ella Ningel
Race: Gnome
Suggested Locations: General
Description: "I'm working on a commission piece: a diorama of the Battle of Four Flags. I thought I might go that extra mile in having the soldiers actually move by imbuing them with a little bit of magic, but I've run low on the materials to do so. I can't get enough of them, so any that you got I'll take."
Reward: 2 gp

Target: Gas Spore
Request: Gas Spore Gas (vial)
Requester Name: Cloud on the Mountaintop from the Snoring Mountain clan
Race: Tabaxi
Suggested Locations: Cave, Forest
Description: "When I was a child, I saw a travelling merchant with the most wondrous items and trinkets. One of them was a stuffed animal that floated around without any magic. I was mystified by it back then, and even to this day I think about the joy I had chasing it around. These days, I believe he was just using the spores from a gas spore fungus to make it float, but I would still like some of it for myself, if at the very least to entertain my own children."
Reward: 1 gp

Target: Gazer
Request: Gazer Main Eye
Requester Name: Yuldra Stayanoga
Race: Human
Suggested Locations: Cave, Urban
Description: "It's odd. Despite having accomplished many things during my magical career, I have never gotten around to summoning up a familiar; it's the independent fire in me I suppose. Anyway, I feel that because I'm getting older now, perhaps I should try my hand at it. I don't want any ordinary one though, I want something more unique and interesting. A gazer would be nice; if you manage to find one and pluck out its main eye, bring it to me, would you?"
Reward: 6 gp

Target: Ghoul
Request: Ghoul Hide
Requester Name: Alsten Turen
Race: Gnome
Suggested Locations: General
Description: "Let's be honest, of all the dangerous issues in the world, the undead are probably the most pressing. That is why I try to study them whenever I can, to learn them and their weaknesses, and hopefully, a way to defeat them. To that end, I need study samples; a ghoul's hide should be a good start."
Reward: 60 gp

Target: Gnoll
Request: Gnoll Tooth (small pouch)
Requester Name: Evendur Dundragon
Race: Human
Suggested Locations: General
Description: "This is pretty simple. We got too many gnolls around here, and we'll pay just about anyone to get rid of them. Bring back any sort of proof of their death, and you'll get a bounty."
Reward: 1 gp

Target: Gnoll Hunter
Request: Gnoll Tooth (small pouch)
Requester Name: Evendur Dundragon
Race: Human
Suggested Locations: General
Description: "This is pretty simple. We got too many gnolls around here, and we'll pay just about anyone to get rid of them. Bring back any sort of proof of their death, and you'll get a bounty."
Reward: 1 gp

Target: Gnoll Witherling
Request: Gnoll Tooth (small pouch)
Requester Name: Evendur Dundragon
Race: Human
Suggested Locations: General
Description: "This is pretty simple. We got too many gnolls around here, and we'll pay just about anyone to get rid of them. Bring back any sort of proof of their death, and you'll get a bounty."
Reward: 1 gp

Target: Gnome, Deep
Request: Deep Gnome Hide
Requester Name: Darastrix
Race: Lizardfolk
Suggested Locations: Cave
Description: "There are special gnomes that hide in caves. Darastrix is going to dangerous caves soon. Darastrix wants special gnome skin for good hiding."
Reward: 2 gp

Target: Goblin
Request: Goblin Ear
Requester Name: Evendur Dundragon
Race: Human
Suggested Locations: General
Description: "It's a tale as old as time: too many goblins in our area, overworked city guard asks adventurers to go hunt down aforementioned goblins. Adventurers bring back proof, get a bounty. The end."
Reward: 1 sp

Target: Gray Ooze
Request: Gray Residue (vial)
Requester Name: Bruenor Toilhands
Race: Dwarf
Suggested Locations: Cave, Mountain
Description: "Here's what my dear 'pa used to say: 'you don't need to work a shovel if you know how to pour a vial.' That's because his tool of choice was concentrated acid to eat through layers of stone and dirt like they were made of sugar. The best source of it comes from oozes: they're plentiful, potent, and if you leave it long enough it starts to reproduce itself. That said, I'll take any samples you have, I've always got more projects than I have materials for."
Reward: 10 gp

Target: Grimlock
Request: Grimlock Brain
Requester Name: Barakas
Race: Tiefling
Suggested Locations: Cave
Description: "Grimlocks are an interesting bunch. Generations of being subjected to the machinations of the illithid's experiments have made them simultaneously incredibly stupid yet gifted with decent mental powers. I want samples of their brains for study; perhaps I can unlock their mental talents without the off-putting side effects."
Reward: 8 gp

Target: Grung
Request: Grung Poison Gland
Requester Name: Fargrim Stonebrew
Race: Dwarf
Suggested Locations: Swamp
Description: "There's nothing better in life than a good drink, but after years of the same ales, beers, and whiskeys, I'm itching to try something new. I've heard that swampfolk brew up a mighty strong drink using the poison glands of the grung; something so strong it'll make you see things. If you could go out and collect some for me, I'm sure the swampfolk would thank you too for ridding them of their pesky neighbours."
Reward: 3 gp

Target: Hadrosaurus
Request: Hadrosaurus Skull
Requester Name: Vyth
Race: Lizardfolk
Suggested Locations: Forest, Grassland
Description: "Vyth is a master of crafting with bone and claw. Vyth has heard of large lizards and wants to make weapons from them. Get these for him, and Vyth shall pay you well."
Reward: 5 gp

Target: Hobgoblin
Request: Hobgoblin Ear
Requester Name: Evendur Dundragon
Race: Human
Suggested Locations: General
Description: "It's a tale as old as time: too many hobgoblins in our area, overworked city guard asks adventurers to go hunt down aforementioned hobgoblins. Adventurers bring back proof, get a bounty. The end."
Reward: 1 gp

Target: Homunculus
Request: Homunculus Blood (vial)
Requester Name: Anders Dagon
Race: Human
Suggested Locations: General
Description: "Okay, I think I know how to pass my finals exam. Despite my academic record, I am actually an extraordinarily fast writer. Thus, I'm pretty sure that if I drink a vial of homunculus blood, I can finish my exam before it wears off and before I get the strong withdrawal symptoms. All I need is the homunculus from a good wizard and I'm good to go."
Reward: 100 gp

Target: Jackalwere
Request: Jackalwere Eye x2
Requester Name: Gordan Darkbag
Race: Halfling
Suggested Locations: General
Description: "Insomnia runs in my family, it's sorta how we got our name. It's been years since I've been able to get a good night's rest and frankly, I'm at my wits end. I'll do just about anything to get some sleep, even if it means using a jackalwere's eyes to cast some super strong sleep magic on myself."
Reward: 2 gp

Target: Kenku
Request: Kenku Voice Box
Requester Name: Jarrod Gerkirk
Race: Gnome
Suggested Locations: Urban
Description: "I have a couple of orders for music boxes that I do not have the resources to fulfil at the moment. I've also heard that there's a bunch of kenku thieves causing a commotion in the nearby town. If you bring me the voice boxes that I need to make these music boxes, I won't ask you where you got them."
Reward: 1 gp

Target: Kobold
Request: Kobold Teeth (small pouch)
Requester Name: Kosj
Race: Lizardfolk
Suggested Locations: Cave, Mountain
Description: "Kosj has seen smaller reptile people called kobolds. Kobolds have sharp teeth, good for tools. Kosj wants some teeth for new tools."
Reward: 1 sp

Target: Kobold Inventor
Request: Kobold Teeth (small pouch)
Requester Name: Kosj
Race: Lizardfolk
Suggested Locations: Cave, Mountain
Description: "Kosj has seen smaller reptile people called kobolds. Kobolds have sharp teeth, good for tools. Kosj wants some teeth for new tools."
Reward: 1 sp

Target: Kuo-toa Whip
Request: Kuo-Toa Brain
Requester Name: Barakas
Race: Tiefling
Suggested Locations: Coast
Description: "The kuo-toa are another fascinating result of illithid experimentation. Their brains are so chaotic yet so powerful. I want some samples to study, perhaps I can figure out how they work and add some method to their madness."
Reward: 2 gp

Target: Lemure
Request: Lemure Essence
Requester Name: Kallista Nolioski
Race: Tiefling
Suggested Locations: General
Description: "As the currency of the Nine Hells, lemure essence is a key aspect of devilish culture. I want as many samples of it as possible for my studies into the fiends around us."
Reward: 1 gp

Target: Lizardfolk
Request: Lizardfolk Teeth (small pouch)
Requester Name: Throden
Race: Lizardfolk
Suggested Locations: Coast, Swamp
Description: "Long ago, tribe cast Throden out. Throden hate other lizardfolk, will do anything to make them hurt. Throden is old and cannot hunt anymore, but Throden has coin. Adventurers will be paid bounty for hunting other lizardfolk."
Reward: 5 sp

Target: Magmin
Request: Magma Shell
Requester Name: Finnan Hilltopple
Race: Halfling
Suggested Locations: Cave, Mountain
Description: "When they asked me to become an adventurer, they never said anything about how BAD the food would be. Nothing but salted beef and stale crackers for weeks on end! And every time I offer to cook up something nice, my companions give me the same excuse that it's too risky to light a fire where enemies might spot it. Well, I just heard of a wondrous frying pan that doesn't need any fire to be used, and all it takes is the shell of a magmin. Please find one for me: my appetite is on the line!"
Reward: 1 gp

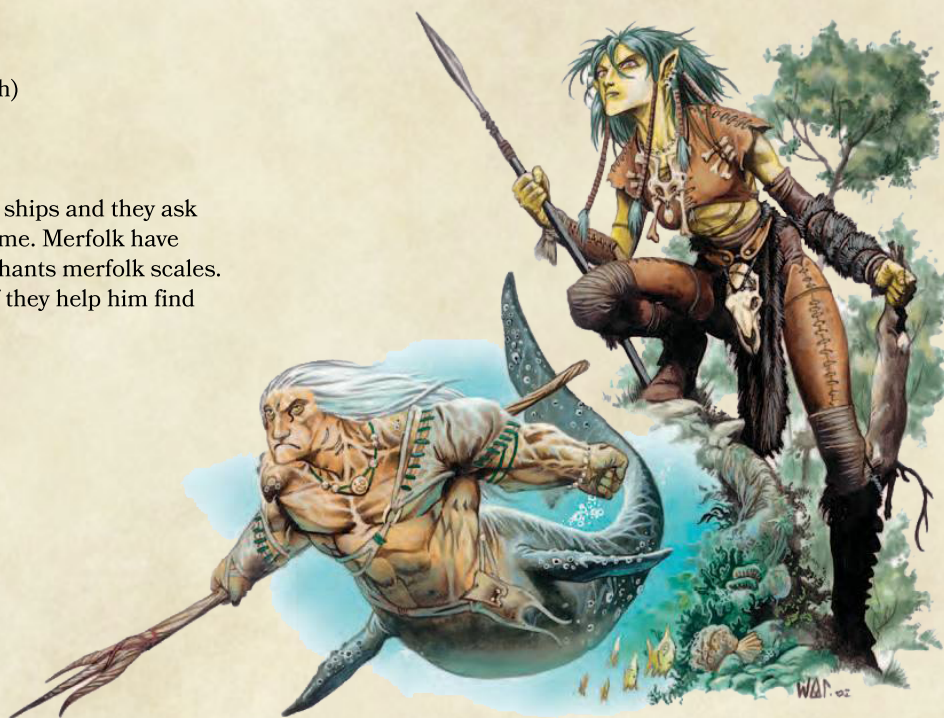
Target: Manes
Request: Manes Vapour (vial)
Requester Name: Shava Siannodel
Race: Elf
Suggested Locations: General
Description: "I am running low on alchemy supplies, which causes me to worry about the wellbeing of the town that I tend to as healer. If I could get any medicinal supplies, I would happily pay out of my own savings for them. Manes vapour may be off-putting, but it actually has many uses as an inoculation substance and is crucial for the winter months."
Reward: 7 gp

Target: Mephitis
Request: Mote of Dual Nature
Requester Name: Lidda Littlelid
Race: Halfling
Suggested Locations: General
Description: "I'm just so busy these days, I can't even keep the basics well stocked. Now normally, my assistant would be the one to just summon mephitis and harvest them for their motes, but he...exploded recently (he didn't measure the fiend powder to ignition gel ratio properly, and well ALL know what happens then). So, if you have some elemental motes, I'll be glad to buy them off you."
Reward: 2 gp

Target: Merfolk
Request: Merfolk Scales (small pouch)
Requester Name: Garurt
Race: Lizardfolk
Suggested Locations: Coast
Description: "Merchants sail in their ships and they ask Garurt for shiny things around his home. Merfolk have shiny scales, so Garurt will give merchants merfolk scales. Garurt will pay mercenaries bounty if they help him find the shinies."
Reward: 1 gp

Target: Myconid Sprout
Request: Rapport Spores (small pouch)
Requester Name: Syrio Folone
Race: Human
Suggested Locations: Cave, Forest, Swamp
Description: "I have had it up to HERE with the bickering and fighting that goes on in the meeting chambers of our city council. For weeks now, the elites of the city have been sniping at each other; all of them too proud to give an inch of power to another, even if it is for the good of the city! Well no more, for I have come up with a solution. I have heard that the rapport spores of a myconid are capable of increasing empathy among those who breathe them in; perhaps if I spike the meeting chamber with some of them, it'll let our leaders finally see eye to eye. If not, then at least it'll allow them to communicate in a less noisy manner."
Reward: 1 gp

Target: Myconid Adult
Request: Rapport Spores (small pouch)
Requester Name: Syrio Folone
Race: Human
Suggested Locations: Cave, Forest, Swamp
Description: "I have had it up to HERE with the bickering and fighting that goes on in the meeting chambers of our city council. For weeks now, the elites of the city have been sniping at each other; all of them too proud to give an inch of power to another, even if it is for the good of the city! Well no more, for I have come up with a solution. I have heard that the rapport spores of a myconid are capable of increasing empathy among those who breathe them in; perhaps if I spike the meeting chamber with some of them, it'll let our leaders finally see eye to eye. If not, then at least it'll allow them to communicate in a less noisy manner."
Reward: 1 gp



Target: Neogi Hatchling
Request: Neogi Amygdala
Requester Name: Birgit Conchobar
Race: Human
Suggested Locations: Cave, Desert, Mountain
Description: "The thing that every new commander fails to grasp is the importance of troop morale; how willing are your soldiers to charge into what may very well be their deaths? Morale can make or break a battle, make no mistake about that. As such, I want to make neogi amygdalas a standard inventory item in our supply caravans; I've heard that chewing on that for a while calms a person down and gives them the steely resolve of the uncaring insectoids themselves."
Reward: 2 gp

Target: Orc
Request: Orc Blood (vial)
Requester Name: Malark Buckman
Race: Human
Suggested Locations: General
Description: "I've made a huge mistake. I was at the tavern last week with the lads, tipping back a few pints of ale. To be honest, the night's a little hazy, but apparently in the middle of it all I had challenged the biggest grognard in town to a duel. Now I'm not much of a fighting man myself, so I will most definitely die in that duel without some outside help. Unfortunately, I'm also a bit strapped for cash, so the only thing I can think of that I can also afford is some orc blood. One sip of that stuff can turn any man into a raging fighting machine...at least for a little while."
Reward: 2 gp

Target: Orc Nurtured One of Yurtrus
Request: Yurtus Ichor (vial)
Requester Name: Irina Desilav
Race: Human
Suggested Locations: General
Description: "There is a man that I must kill, a cleric of a dark god. My problem is that whenever I slice him open, he simply heals the damage and runs away. I have heard however of a fiendish poison that is capable of preventing such magical healing. If I had it, I could finally end my target once and for all."
Reward: 5 gp

Target: Piercer
Request: Piercer Musk (vial)
Requester Name: Lilli Tarkelby
Race: Halfling
Suggested Locations: Cave
Description: "Unbeknownst to many of my customers, the foul-smelling piercer musk is actually a key component in many of my best-selling perfumes. In fact, the perfumes sell so well that I've run low on musk. If you have any, I'll gladly take it off your hands, and even pay a premium if you can remain discreet about it."
Reward: 2 gp

Target: Pixie
Request: Pixie Dust (small pouch)
Requester Name: Quarion Candlebrook
Race: Gnome
Suggested Locations: Forest
Description: "I've come up with the most whimsical idea for my next party favour: pixie dust! Imagine my guests delight as they open up a pouch and are sprinkled with concentrated magic in powder form, not knowing what wonderful effect they will get. I can see the laughs from the room as they fly around, turn invisible, or shapeshift into animals. Of course, some of them will be restrained by thorny vines or be afflicted by madness, but that's all part of the fun isn't it?"
Reward: 5 gp

Target: Pseudodragon
Request: Pseudodragon Venom (vial)
Requester Name: Gordan Darkbag
Race: Halfling
Suggested Locations: General
Description: "Insomnia runs in my family, it's sorta how we got our name. It's been years since I've been able to get a good night's rest and frankly, I'm at my wits end. I'll do just about anything to get some sleep, even if it means tranquilising myself with some pseudodragon venom."
Reward: 8 gp

Target: Pteranodon
Request: Pteranodon Beak
Requester Name: Vyth
Race: Lizardfolk
Suggested Locations: Forest, Grassland
Description: "Vyth is a master of crafting with bone and claw. Vyth has heard of large lizards and wants to make weapons from them. Get these for him, and Vyth shall pay you well."
Reward: 2 gp

Target: Rust Monster
Request: Rust Monster Dust (large bag)
Requester Name: Quarion Candlebrook
Race: Gnome
Suggested Locations: Cave
Description: "I've thought of another great prank. I'm going to pour some rust monster dust on my guests next time they come in. I can imagine the roars of laughter as their armour corrodes and rusts up. Trust me, it'll be hilarious."
Reward: 5 gp

Target: Sahuagin
Request: Sahuagin Blood (vial)
Requester Name: Wolyn Pumanath
Race: Triton
Suggested Locations: Aquatic
Description: "Sahuagin raids have become particularly nasty as of late, and we're going to need to step up our arsenal if we have a chance of beating them back. We have ideas for new poisons or deterrents we could make to fend them off, but we'll need to test them first. If you can bring back some sahuagin blood, we would be in your debt."
Reward: 1 gp

Target: Satyr
Request: Satyr Hair (small pouch)
Requester Name: [Anonymous]
Race: Human
Suggested Locations: Forest
Description: "I can't let anyone know about this, but I'm actually as bald as a plucked chicken. I've been covering it up for years with a variety of wigs, toupees, and hats, but this charade has grown tiresome. I want to do something more proactive about it, and I heard that satyr hair can make a potion for combatting baldness. Get me some, and please don't tell anyone about this."
Reward: 2 gp

Target: Shadow
Request: Shadow Wisp
Requester Name: Quarion Candlebrook
Race: Gnome
Suggested Locations: General
Description: "I've heard that leaving a shadow wisp in someone's shadow will drain them of their strength. As nefarious as that sounds, I think it would make for a great prank! I want to leave one in my houseguest's room overnight and see what happens, maybe have them awake up groggier than when they went to sleep? I'm sure they'll laugh about it afterwards when I tell them what happened."
Reward: 3 gp

Target: Shrieker
Request: Shrieker Spore Colony (vial)
Requester Name: Birgit Conchobar
Race: Human
Suggested Locations: Cave, Forest
Description: "My officers have finally taken me up on my suggestion of incorporating shrieker spores into the standard kit of our mages. Such a thing would make sure they don't have to waste any of their energies on securing camps at the end of the day, but it also means we need to increase our supply of the spores. We'll take any that you can gather, at a premium too since we need them fast."
Reward: 8 gp

Target: Skeleton
Request: Bone Dust (small pouch)
Requester Name: Lawrence Ichelm
Race: Human
Suggested Locations: General
Description: "Nothing like some good bone dust for doing your necromancy; and boy do I do a lot of necromancy. So much necromancy in fact that some people have the audacity to accuse me of being a lich in disguise. I have to vehemently deny that accusation and state that I merely have a skin condition that makes it look like I have no skin...or flesh."
Reward: 1 sp

Target: Slaad Tadpole
Request: Slaad Slime (vial)
Requester Name: Rhogar of the Fenkenkabradon clan
Race: Dragonborn
Suggested Locations: Cave, Swamp
Description: "Although it is a relatively rare occurrence, being infested with a slaad egg is a horrible affliction that I would not wish on anyone. The problem is that some of our warriors can engage in a fight with a slaad and not realise they've been infected until it is far too late. To remedy this, I want to invent a vaccine against these infections, and to do this, I need to study slaad biology a little more closely. Slaad slime would be a good start since they use it to protect their bodies; perhaps some reverse engineering can make a potion that causes the imbiber to produce antigens that kill eggs as soon as they're implanted."
Reward: 1 gp

Target: Sprite
Request: Sprite Dust (small pouch)
Requester Name: Romero Domine
Race: Human
Suggested Locations: Forest
Description: "I feel there's this gulf between my husband and I lately. There's just some barrier in communication I can't seem to broach; like he's not telling me how he feels. I want to understand him better so I was thinking I could use some sprite dust next time so I could understand his emotions and figure out what's troubling him."
Reward: 2 gp

Target: Stirge
Request: Stirge Needle
Requester Name: Shava Siannodel
Race: Elf
Suggested Locations: Cave, Forest
Description: "I serve as the healer of the local village and my supplies have run quite low lately. I don't even have the basics like needles for administering tinctures. Stirge needles are a good substitute, and I will gladly pay out of my own pocket for some supplies."
Reward: 5 sp

Target: Troglodyte
Request: Troglodyte Hide
Requester Name: Gardain Glanhig
Race: Dwarf
Suggested Locations: Cave, Mountain
Description: "Despite troglodytes being generally useless, their hides are actually quite useful. My favourite use is to grind them up for a special pigment for invisible ink. If you're going down into the caves and see some troglodytes, skin a few of them for me, would you?"
Reward: 1 gp

Target: Velociraptor
Request: Velociraptor Pheromones (vial)
Requester Name: Vyth
Race: Lizardfolk
Suggested Locations: Forest, Grassland
Description: "Vyth is a master of crafting with bone and claw. Vyth has heard of large lizards and wants to make weapons from them. Get these for him, and Vyth shall pay you well."
Reward: 3 gp

Target: Violet Fungus
Request: Violet Fungus Stalk
Requester Name: Grumbar
Race: Half-Orc
Suggested Locations: Cave, Forest
Description: "I will not beat around the bush. I want someone dead, and I want it to be painful. Unfortunately, I am not in the position to do it face to face the way it should be done, so I will need to resort to other methods. The poison made from a violet fungus stalk is a particularly torturous method of death, and one that I think is suitable for my quarry."
Reward: 3 gp

Target: Winged Kobold
Request: Kobold Teeth (small pouch)
Requester Name: Kosj
Race: Lizardfolk
Suggested Locations: Cave, Mountain
Description: "Kosj has seen smaller reptile people called kobolds. Kobolds have sharp teeth, good for tools. Kosj wants some teeth for new tools."
Reward: 1 sp

Target: Xvart
Request: Xvart Tongue
Requester Name: Randolph Westerling
Race: Human
Suggested Locations: Cave, Mountain, Urban
Description: "There's something that's been missing from my theatre troupe's performances of 'The Scuttling King' and I think I know what it is: realistic sound effects. Sure, we can try to imitate the sounds of vermin, but unfortunately, none of us are particularly good at it. Recently however, I've heard that the tongue of a xvart can imitate those sounds perfectly. If I had some of those for noisemakers, I know our troupe will have the spookiest performance in the whole land."
Reward: 3 gp

Target: Zombie
Request: Zombie Juice (vial)
Requester Name: Lawrence Ichelm
Race: Human
Suggested Locations: General
Description: "I must acknowledge that there are those who think I am a lich, merely because of my skin condition that makes it seem I have no skin, and my muscle condition that makes it look like I have no flesh. I assure you that I am very much a normal human. That said, I would like you to find some zombie juice for me. I swear it's not for any necromantic or lich-y behaviour, it's for my...skin condition. Yes, that will do."
Reward: 1 sp

CR 1

Target: Animated Armour
Request: Animating Rune x3
Requester Name: Ella Ningel
Race: Gnome
Suggested Locations: General
Description: "I'm working on a commission piece: a diorama of the Battle of Four Flags. I thought I might go that extra mile in having the soldiers actually move by imbuing them with a little bit of magic, but I've run low on the materials to do so. I can't get enough of them, so any that you got I'll take."
Reward: 2 gp

Target: Bugbear
Request: Bugbear Hide
Requester Name: Korth
Race: Lizardfolk
Suggested Locations: General
Description: "More furs are needed in home. Home also has many furry bugbears around. Solution seems obvious."
Reward: 1 gp

Target: Deinonychus
Request: Deinonychus Sickle
Requester Name: Vyth
Race: Lizardfolk
Suggested Locations: Forest, Grassland
Description: "Vyth is a master of crafting with bone and claw. Vyth has heard of large lizards and wants to make weapons from them. Get these for him, and Vyth shall pay you well."
Reward: 6 gp

Target: Fire Snake
Request: Salamander Blood (vial)
Requester Name: Orsik Holderhek
Race: Dwarf
Suggested Locations: Cave, Desert, Mountain
Description: "Salamander blood is a pretty staple material to have in any high-end blacksmith, but I've had so many orders lately that I'm starting to run out. I'd gladly buy any that you have, and at a premium too due to the urgency."
Reward: 2 gp

Target: Firenewt Warlock
Request: Firenewt Mucus (vial)
Requester Name: Jarrod Gerkirk
Race: Gnome
Suggested Locations: Mountain
Description: "I've had a lot of orders lately and unfortunately haven't had a chance to restock my supplies. In particular, I'm running low on lubricants; without which my operations will come to a literal grinding halt. There's a lot of different lubricants I could get, but firenewt mucus serves particularly well for its insulation properties."
Reward: 3 gp

Target: Giant Strider
Request: Giant Strider Hide
Requester Name: Beloril Durthame
Race: Dwarf
Suggested Locations: Mountain
Description: "I'm not nearly as young as I used to be, and the cold winters are starting to get to me. What I could really use is a warmer coat, something that can stay warm on even the most frigid of days. The hide of a giant strider would be nice; those beasts radiate a toasty heat at all times, even in death."
Reward: 1 gp

Target: Goblin Boss
Request: Goblin Ear
Requester Name: Evendur Dundragon
Race: Human
Suggested Locations: General
Description: "It's a tale as old as time: too many goblins in our area, overworked city guard asks adventurers to go hunt down aforementioned goblins. Adventurers bring back proof, get a bounty. The end."
Reward: 1 sp

Target: Gnoll Flesh Gnawer
Request: Gnoll Tooth (small pouch)
Requester Name: Evendur Dundragon
Race: Human
Suggested Locations: General
Description: "This is pretty simple. We got too many gnolls around here, and we'll pay just about anyone to get rid of them. Bring back any sort of proof of their death, and you'll get a bounty."
Reward: 1 gp

Target: Grung Wildling
Request: Grung Poison Gland
Requester Name: Fargrim Stonebrew
Race: Dwarf
Suggested Locations: Swamp
Description: "There's nothing better in life than a good drink, but after years of the same ales, beers, and whiskeys, I'm itching to try something new. I've heard that swampfolk brew up a mighty strong drink using the poison glands of the grung; something so strong it'll make you see things. If you could go out and collect some for me, I'm sure the swampfolk would thank you too for ridding them of their pesky neighbours."
Reward: 3 gp

Target: Half-Ogre
Request: Half-Ogre Blood (vial)
Requester Name: Sutha
Race: Half-Orc
Suggested Locations: General
Description: "Although it is not the most ideal source, a half-ogre's blood can still make for a decent strength-enhancing potion. I would obviously rather brew my potions from giants, but this will do if my supplies of giant fingernails ever runs low."
Reward: 1 gp

Target: Harpy
Request: Harpy Vocal Cords
Requester Name: Errich Highstring
Race: Halfling
Suggested Locations: Forest, Grassland, Mountain
Description: "It is my dream to be the greatest bard that has ever lived, and to do that, I will need an instrument befitting of my greatness. I believe I'll start with a harp strung with the vocal cords of a harpy. Imagine my debut performance with that in my hands: the ladies will be all over me."
Reward: 3 gp

Target: Hippogriff
Request: Hippogriff Feather
Requester Name: Fodel Chernin
Race: Human
Suggested Locations: Grassland, Mountain
Description: "I need to improve my archery game, and I've heard that fletching with hippogriff feathers will give me the edge I need. I'll take any off your hands for a good price."
Reward: 2 gp

Target: Imp
Request: Imp Head
Requester Name: Kallista Nolioski
Race: Tiefling
Suggested Locations: Tiefling
Description: "I have been researching the local cults in my area and have discovered that they have repurposed imp heads as a type of censer to seek out other fiends. No doubt, such a thing would be of huge benefit in my own endeavours, and I would like a sample of it myself."
Reward: 5 gp

Target: Kobold Dragonshield
Request: Kobold Teeth (small pouch)
Requester Name: Kosj
Race: Lizardfolk
Suggested Locations: Cave, Mountain
Description: "Kosj has seen smaller reptile people called kobolds. Kobolds have sharp teeth, good for tools. Kosj wants some teeth for new tools."
Reward: 1 sp

Target: Kobold Scale Sorcerer
Request: Kobold Teeth (small pouch)
Requester Name: Kosj
Race: Lizardfolk
Suggested Locations: Cave, Mountain
Description: "Kosj has seen smaller reptile people called kobolds. Kobolds have sharp teeth, good for tools. Kosj wants some teeth for new tools."
Reward: 1 sp

Target: Kuo-toa
Request: Kuo-Toa Brain
Requester Name: Barakas
Race: Tiefling
Suggested Locations: Coast
Description: "The kuo-toa are another fascinating result of illithid experimentation. Their brains are so chaotic yet so powerful. I want some samples to study, perhaps I can figure out how they work and add some method to their madness."
Reward: 2 gp

Target: Maw Demon

Request: Maw Demon Teeth (large bag)

Requester Name: Perrin Porridgepot

Race: Halfling

Suggested Locations: General

Description: "My entire life has been turned upside down. The other day, I saw a friend of mine whip out a set of fake teeth that chattered on their own. We all had a quick laugh at first, but that turned to awe as the teeth began to actually devour a sausage that he had placed in front of it. Not only that, but he could taste it as well, and the food actually ended up in his real stomach! Imagine how fast I could eat with a set of those teeth! I could lay claim to half the dinner spread by myself! I need to make those teeth for myself, even if it does come with the risk of a fiendish curse."

Reward: 2 gp

Target: Nilbog

Request: Mirth Touched Smile

Requester Name: Quarion Candlebrook

Race: Halfling

Suggested Locations: General

Description: "I always strive to make sure that any houseguests of mine leave with a smile on their faces. Unfortunately, some of them can be quite the sourpusses so I need to resort to magical help to turn that frown upside down. I had a wand of smiles a while ago, but it's broken down with overuse. I know how to craft a new one, all I need is some residual magic from a goblin that's been touched by a nilbog spirit."

Reward: 3 gp

Target: Quasit

Request: Quasit Blood (vial)

Requester Name: Kallista Nolioski

Race: Tiefling

Suggested Locations: General

Description: "I am doing some research into the demonic cults around my area, and I feel that to understand them fully, I need to immerse myself in their practices. To that end, I wish to summon a quasit as my familiar, and to do that, I need a vial of quasit blood."

Reward: 15 gp

Target: Quickling

Request: Quickling Blood (vial)

Requester Name: Mican Swiftwhistle

Race: Halfling

Suggested Locations: Forest, Grassland

Description: "Being on quickling blood is one of the most amazing experiences you'll ever have, my friend. Imagine being able to see the individual wing flaps of a hummingbird, or a swift river flowing in slow motion. The only issue is just how short its effects are! I'm always in the market for some more blood to keep the feeling going, so if you're selling, I'm buying!"

Reward: 2 gp

Target: Scarecrow

Request: Evil Spirit

Requester Name: Elias Silverbrook

Race: Elf

Suggested Locations: General

Description: "I despise the so-called 'scarecrows' made by hags and lesser wizards. It's such a waste of spiritual energy to make such a weak servant. However, the only reason the scarecrow is so weak is because these people have no idea what they're doing when it comes to construct creation. I am going to prove to them you can make something much more dangerous with the spirits they have."

Reward: 2 gp

Target: Sea Spawn

Request: Sea Spawn Blood (vial)

Requester Name: Birgit Conchobar

Race: Human

Suggested Locations: Coast

Description: "As quartermaster, it's my duty to make sure that our armies have the supplies they need to stay healthy and safe. One thing I've always pushed for is better supplied ships, part of which is something to keep sailors safe in the event of going overboard or capsizing. I want potions of water breathing in every sailor's kit, but to do that, I'm going to need a lot of supplies. Thankfully, sea spawn are pretty numerous, and their blood lends itself well to the potion. I'll buy any vials of their blood that you bring me."

Reward: 1 gp



Target: Specter/Poltergeist
Request: Specter Remnant/Poltergeist Paper
Requester Name: Morthos
Race: Tiefling
Suggested Locations: General
Description: "Specters have a terrible existence, damned to spend their undeath in a state of utter hatred and spite. I want to help them, but first I need to study them. Specter remnants or even poltergeist paper is all I need to start working on some method to alleviate the spiritual pain that they are in, and hopefully end this horrible curse forever."
Reward: 6 gp/18 gp

Target: Thorny
Request: Thorny Thorns (small bag)
Requester Name: Ander Greenbottle
Race: Halfling
Suggested Locations: Cave, Forest, Swamp
Description: "I got a need to grow some crops real fast, and the only way I can think of doing that is if I have a little magical fertiliser. A druid friend told me that crushing up some thorny thorns and mixing it in with the soil should do the trick, so I'll take any you can find. I just hope it don't change the taste of my melons too bad."
Reward: 3 gp

Target: Thri-Kreen
Request: Thri-Kreen Brain
Requester Name: Barakas
Race: Tiefling
Suggested Locations: Desert
Description: "The thri-kreen are fascinating to me, possessing psionic powers that rival the races influenced by illithid experimentation. Their brains are so alien to the rest of us that they are difficult to study, but I am determined to figure out exactly how they work. I will need a few more samples to study however."
Reward: 8 gp

Target: Vargouille
Request: Vargouille Jaw
Requester Name: Quarion Candlebrook
Race: Halfling
Suggested Locations: General
Description: "So I've heard of something called the 'mirror of insecurity' and it was easily one of the most hilarious things I've ever heard of. I can imagine using it right now on some of my snootier house guests; listen to them shriek as they think they've received some horrible curse, when in reality, they've just been hit by a relatively benign curse. I want to make this mirror immediately: I just need a vargouille jaw to do it."
Reward: 2 gp

Target: Vegepygmy
Request: Vegepygmy Frill
Requester Name: Shava Siannodel
Race: Elf
Suggested Locations: Cave, Forest, Swamp
Description: "I serve a little nearby town as healer, but I'm running dangerously low on supplies. I'll take anything you can offer, and I'll even pay for it out of my own pocket. Vegepygmy frills would be good; I like to turn it into a paste to treat a child in town with a bad case of asthma. Please get some for me, won't you?"
Reward: 3 gp

Target: Xvart Warlock of Raxivort
Request: Xvart Tongue
Requester Name: Randolph Westerling
Race: Human
Suggested Locations: Cave, Mountain, Urban
Description: "There's something that's been missing from my theatre troupe's performances of 'The Scuttling King' and I think I know what it is: realistic sound effects. Sure, we can try to imitate the sounds of vermin, but unfortunately, none of us are particularly good at it. Recently however, I've heard that the tongue of a xvart can imitate those sounds perfectly. If I had some of those for noisemakers, I know our troupe will have the spookiest performance in the whole land."
Reward: 3 gp

Target: Yuan-ti Pureblood
Request: Yuan-ti Blood (vial)
Requester Name: Lidda Littlelid
Race: Halfling
Suggested Locations: Swamp
Description: "One of my basic services is to make a potion for adventurers that will protect them from the various poisons out there in the world. Unfortunately, I've gotten so many orders recently that I'm having trouble keeping up with demand. While there are a lot of different bases that can be used to craft the potion, one of the more common ones is yuan-ti blood. If you get me some, I'll gladly pay you a decent price for it."
Reward: 3 gp



CR 2

Target: Allosaurus

Request: Allosaurus Claw

Requester Name: Vyth

Race: Lizardfolk

Suggested Locations: Forest, Grassland

Description: "Vyth is a master of crafting with bone and claw. Vyth has heard of large lizards and wants to make weapons from them. Get these for him, and Vyth shall pay you well."

Reward: 6 gp

Target: Ankheg

Request: Ankheg Chitin

Requester Name: Holg Volen

Race: Half-Orc

Suggested Locations: Cave, Desert, Forest, Grassland, Mountain

Description: "I had a bit too much to drink last night and long story short, one of the walls of my hut is gone. I need some building materials for repairs, preferably something that will survive whiskey Wednesdays."

Reward: 2 gp

Target: Azer

Request: Azer Ash

Requester Name: Diesa Fireforge

Race: Dwarf

Suggested Locations: Cave, Mountain

Description: "I'm close to finishing my seminal work and I would like to give it a good blessing. A sprinkle of azer ash ought to be a good."

Reward: 1 gp

Target: Carrion Crawler

Request: Carrion Crawler Guts

Requester Name: Milo Anymeal

Race: Halfling

Suggested Locations: Cave

Description: "I've had a horrible case of indigestion for the past few weeks. I can't figure out what caused it, mostly because the list of things I've eaten is too long to remember. Regardless, I need something to get the system running again, and a mixture of carrion crawler guts and honey used to be my old ma's recipe for that."

Reward: 1 gp

Target: Centaur

Request: Centaur Tail

Requester Name: Fodel Chernin

Race: Human

Suggested Locations: Forest, Grassland

Description: "An archery contest is coming up and I need a finer bow than the one I have now. I've heard that a bow strung with a centaur tail's hairs makes for a particularly good one. Unfortunately it's not like I can just ask them for some tail hairs, so I'm going to need someone to go out and get some for me."

Reward: 5 gp

Target: Darkling Elder

Request: Darkling Ash (small pouch)

Requester Name: Umbero Falone

Race: Human

Suggested Locations: Cave

Description: "I am always on the lookout to make my employees more effective in their...night-time activities. One thing that would help is a better way of blacking out torches and lamps. I've heard that darkling ash is particularly useful for this purpose, and I would pay a decent price for anyone that can get me some...discreetly."

Reward: 3 gp

Target: Dragon Wyrmling

Request: Dragon Flesh

Requester Name: Wellby Tosskobble

Race: Halfling

Suggested Locations: General

Description: "As a gourmand, there is nothing more that I enjoy than a sumptuous dragon steak. Some say the older the dragon the better the flavour, but I'm impartial to the wyrmlings myself. I find they're more tender and amenable to spicing."

Reward: 5 gp

Target: Ettercap

Request: Web Gland

Requester Name: Hadarai Diamonddew

Race: Elf

Suggested Locations: Forest, Swamp

Description: "In the old days, we used to spin our ropes from the webs of the ettercap. The younger generation unfortunately have lost this art, even though the result was a stronger binding than hemp or mundane silk. I want to teach these kids a lesson or two from the past, I just need some materials to work with first."

Reward: 12 gp

Target: Gargoyle

Request: Gargoyle Wing x2

Requester Name: Merric Goodbarrel

Race: Halfling

Suggested Locations: Cave, Mountain, Urban

Description: "I work as a stonemason and it's gotten a bit tiresome trying to move these heavy blocks of stone everywhere. I heard there was some artificers that can turn gargoyle wings into a cloak that gives stone wings. If I get something like that, I wouldn't need to break my back whenever I have a job to do."

Reward: 60 gp

Target: Gelatinous Cube

Request: Gelatinous Residue (vial)

Requester Name: Bruenor Toilhands

Race: Dwarf

Suggested Locations: Cave, Mountain

Description: "Here's what my dear 'pa used to say: 'you don't need to work a shovel if you know how to pour a vial.' That's because his tool of choice was concentrated acid to eat through layers of stone and dirt like they were made of sugar. The best source of it comes from oozes, they're plentiful, potent, and if you leave it long enough it starts to reproduce itself. That said, I'll take any samples you have, I've always got more projects than I have materials for."

Reward: 10 gp

Target: Ghast
Request: Ghast Hide
Requester Name: Alsten Turen
Race: Gnome
Suggested Locations: General
Description: "Let's be honest, of all the dangerous issues in the world, the undead are probably the most pressing. That is why I try to study them whenever I can, to learn them and their weaknesses, and hopefully, a way to defeat them. To that end, I need study samples; a ghoul's hide should be a good start."
Reward: 60 gp

Target: Gibbering Mouther
Request: Gibbering Mouther Teeth (small pouch)
Requester Name: Quarion Candlebrook
Race: Gnome
Suggested Locations: Cave
Description: "I've figured out a great prank to use on my next house guest. I'm going to leave a pair of living dentures in a hidden place in their room and laugh every time it loudly chatters. They're going to go nuts trying to find it, but I'm sure they'll laugh about it afterwards."
Reward: 2 gp

Target: Githzerai Monk
Request: Githzerai Brain
Requester Name: Barakas
Race: Tiefling
Suggested Locations: General
Description: "I am fascinated by the case of the githzerai. As a race of people with psionic abilities, their brains are unlike any other humanoid's. I would very much like to study them and perhaps find a way to grant the rest of us similar powers."
Reward: 15 gp

Target: Gnoll Pack Lord
Request: Gnoll Tooth (small pouch)
Requester Name: Evendur Dundragon
Race: Human
Suggested Locations: General
Description: "This is pretty simple. We got too many gnolls around here, and we'll pay just about anyone to get rid of them. Bring back any sort of proof of their death, and you'll get a bounty."
Reward: 1 gp

Target: Grick
Request: Grick Hide
Requester Name: Darastrix
Race: Lizardfolk
Suggested Locations: Cave
Description: "There is creature that hides good in caves. Darastrix wants this creature's hide so Darastrix can also hide good."
Reward: 15 gp

Target: Griffon
Request: Griffon Feather
Requester Name: Fodel Chernin
Race: Human
Suggested Locations: Grassland, Mountain
Description: "I need to improve my archery game, and I've heard that fletching with griffon feathers will give me the edge I need. I'll take any off your hands for a good price."
Reward: 2 gp

Target: Grung Elite Warrior
Request: Grung Poison Gland
Requester Name: Fargrim Stonebrew
Race: Dwarf
Suggested Locations: Swamp
Description: "There's nothing better in life than a good drink, but after years of the same ales, beers, and whiskeys, I'm itching to try something new. I've heard that swampfolk brew up a mighty strong drink using the poison glands of the grung; something so strong it'll make you see things. If you could go out and collect some for me, I'm sure the swampfolk would thank you too for ridding them of their pesky neighbours."
Reward: 3 gp

Target: Guard Drake
Request: Guard Drake Scales
Requester Name: Corvo Landbrook
Race: Human
Suggested Locations: General
Description: "My wedding anniversary is coming up in a few weeks and somehow, my wife has gotten it into her head that I'm buying her a dragon-scale dress as a present. I can tell you right now that I cannot afford that. However, I've heard of something called a guard drake and that their scales are pretty close to being dragon scales. It's not like she's going to be able to tell the difference, right?"
Reward: 9 gp

Target: Hobgoblin Iron Shadow
Request: Hobgoblin Ear
Requester Name: Evendur Dundragon
Race: Human
Suggested Locations: General
Description: "It's a tale as old as time: too many hobgoblins in our area, overworked city guard asks adventurers to go hunt down aforementioned hobgoblins. Adventurers bring back proof, get a bounty. The end."
Reward: 1 gp

Target: Intellect Devourer
Request: Brain Fluid (vial)
Requester Name: Barakas
Race: Tiefling
Suggested Locations: Cave, Urban
Description: "As disgusting and dangerous as they are, the intellect devourer is a triumph of transmutation and alchemy. I am fascinated by their creation, but obviously, details of their creation process are scarce. Their brain fluids however contain traces of the devourer's memories; if I imbibe it, perhaps I can gain the memory of what it went through and unlock its secrets that way."
Reward: 6 gp

Target: Lizardfolk Shaman
Request: Lizardfolk Teeth (small pouch)
Requester Name: Throden
Race: Lizardfolk
Suggested Locations: Coast, Swamp
Description: "Long ago, tribe cast Throden out. Throden hate other lizardfolk, will do anything to make them hurt. Throden is old and cannot hunt anymore, but Throden has coin. Adventurers will be paid bounty for hunting other lizardfolk."
Reward: 5 sp

Target: Meenlock
Request: Meenlock Claw
Requester Name: Druuk
Race: Half-Orc
Suggested Locations: Forest, Grassland
Description: "I used to live the life of an adventurer, but those violent times are behind me. Now, I am simply a farmer, tending to my herds. I abhor violence so much now that I refuse to even strike my animals when they begin to wander off. I have heard however, of elves that use meenlock claws as a pacifistic way of calming over-excited livestock. Something like that seems the perfect fit for my preferred method of farming."
Reward: 2 gp

Target: Merrow
Request: Merrow Scales (small pouch)
Requester Name: Garurt
Race: Lizardfolk
Suggested Locations: Coast
Description: "Ship merchants keep asking Garurt for new powder to change colour of their clothes. Garurt has found merrow around his home, maybe their scales will be good for what ship merchants want. Bring them back to me, and Garurt will pay bounty."
Reward: 1 gp

Target: Mimic
Request: Mimic Glue (vial)
Requester Name: Diero Pisacar
Race: Human
Suggested Locations: Cave
Description: "No matter what you're building, there's nothing quite like mimic gel to keep it all together. I've got a few DIY projects coming up so I need as much of the stuff as I can get my hands on."
Reward: 6 gp



Target: Myconid Sprout
Request: Rapport Spores (small pouch)
Requester Name: Syrio Folone
Race: Human
Suggested Locations: Cave, Forest, Swamp
Description: "I have had it up to HERE with the bickering and fighting that goes on in the meeting chambers of our city council. For weeks now, the elites of the city have been sniping at each other; all of them too proud to give an inch of power to another, even if it is for the good of the city! Well no more, for I have come up with a solution. I have heard that the rapport spores of a myconid are capable of increasing empathy among those who breathe them in; perhaps if I spike the meeting chamber with some of them, it'll let our leaders finally see eye to eye. If not, then at least it'll allow them to communicate in a less noisy manner."
Reward: 1 gp

Target: Nothic
Request: Nothic Brain
Requester Name: Anders Dagon
Race: Human
Suggested Locations: Cave, Urban
Description: "Let's get right to the point on this one: I am going to fail my wizard apprenticeship if I don't do something FAST. My spellbook is sorely lacking in...well... spells but I think I know the solution. An older student told me that a nothic brain can yield some of its spells to a wizard that writes in their book with its pulped remains. Now, they may have just said it as some stupid hazing prank, but at this point I'm willing to try anything."
Reward: 45 gp

Target: Ochre Jelly
Request: Ochre Residue (vial)
Requester Name: Bruenor Toilhands
Race: Dwarf
Suggested Locations: Cave, Mountain, Urban
Description: "Here's what my dear 'pa used to say: 'you don't need to work a shovel if you know how to pour a vial.' That's because his tool of choice was concentrated acid to eat through layers of stone and dirt like they were made of sugar. The best source of it comes from oozes, they're plentiful, potent, and if you leave it long enough it starts to reproduce itself. That said, I'll take any samples you have, I've always got more projects than I have materials for."
Reward: 10 gp

Target: Ogre
Request: Ogre Hide
Requester Name: Manneo Bearkiller Elanithino
Race: Goliath
Suggested Locations: Cave, Forest, Grassland, Mountain, Swamp
Description: "Back in my bear hunting days, regular leather was sufficient when it came to armour. These days however, I hunt much more dangerous game and so I need something a bit tougher and thicker. Ogre hide should be a good fit for me, both in terms of its durability and its size."
Reward: 3 gp

Target: Orc Claw of Luthic
Request: Luthic-Touched Heart
Requester Name: Sillaron Orcsbane
Race: Elf
Suggested Locations: General
Description: "As my name would suggest, I am descended from a long line of orc hunters. It is a tradition in my family to venture out into the world and destroy orcs wherever we find them, taking their hearts back in triumph to our ancestral home. I, however, have not done so well in this regard. While I have cut through quite a few orcs, I have yet to find any special ones: those touched by the orcish pantheon. If I could bring a few of those home, even if they were not from my kills, I would be able to return with no small amount of glory."
Reward: 8 gp

Target: Orc Hand of Yurtrus
Request: Yurtrus-Touched Heart
Requester Name: Sillaron Orcsbane
Race: Elf
Suggested Locations: General
Description: "As my name would suggest, I am descended from a long line of orc hunters. It is a tradition in my family to venture out into the world and destroy orcs wherever we find them, taking their hearts back in triumph to our ancestral home. I, however, have not done so well in this regard. While I have cut through quite a few orcs, I have yet to find any special ones; those touched by the orcish pantheon. If I could bring a few of those home, even if they were not from my kills, I would be able to return with no small amount of glory."
Reward: 8 gp

Target: Orc Eye of Gruumsh
Request: Orc Blood (vial)
Requester Name: Malark Buckman
Race: Human
Suggested Locations: General
Description: "I've made a huge mistake. I was at the tavern last week with the lads, tipping back a few pints of ale. To be honest, the night's a little hazy, but apparently in the middle of it all I had challenged the biggest grognard in town to a duel. Now I'm not much of a fighting man myself, so I will most definitely die in that duel without some outside help. Unfortunately, I'm also a bit strapped for cash, so the only thing I can think of that I can also afford is some orc blood. One sip of that stuff can turn any man into a raging fighting machine...at least for a little while."
Reward: 2 gp

Target: Orog
Request: Orc Blood (vial)
Requester Name: Malark Buckman
Race: Human
Suggested Locations: General
Description: "I've made a huge mistake. I was at the tavern last week with the lads, tipping back a few pints of ale. To be honest, the night's a little hazy, but apparently in the middle of it all I had challenged the biggest grognard in town to a duel. Now I'm not much of a fighting man myself, so I will most definitely die in that duel without some outside help. Unfortunately, I'm also a bit strapped for cash, so the only thing I can think of that I can also afford is some orc blood. One sip of that stuff can turn any man into a raging fighting machine...at least for a little while."
Reward: 2 gp

Target: Pegasus
Request: Pegasus Hair (small pouch)
Requester Name: Erric Highstring
Race: Halfling
Suggested Locations: Forest, Grassland, Mountain
Description: "You should have seen my last performance; I was bringing the roof down with how hard I was shredding my lute. In fact, I shred so hard that my strings snapped. I see this as something of a wake-up call: I need instruments that can better match a bard of my calibre. To that end, I want to restring my lute with pegasus hair; they say it gives a flighty quality to your notes and songs."
Reward: 3 gp

Target: Peryton
Request: Peryton Horn
Requester Name: Shragga Greenfist
Race: Half-Orc
Suggested Locations: Forest, Grasslands, Mountain
Description: "There's a piece of drek in my mercenary band with a real chip on her shoulder. Seems to think she's the best fighter to ever walk the Multiverse. I want to take her down a peg or two, and I was thinking making her lose all her money next time she goes gambling would be good. I've heard that a set of dice crafted from a peryton's horns are particularly unlucky. I'd be glad to shell out a few gold pieces just to wipe that smile off her face."
Reward: 5 gp

Target: Plesiosaurus
Request: Plesiosaurus Tooth
Requester Name: Vyth
Race: Lizardfolk
Suggested Locations: Coast, Forest
Description: "Vyth is a master of crafting with bone and claw. Vyth has heard of large lizards and wants to make weapons from them. Get these for him, and Vyth shall pay you well."
Reward: 2 gp

Target: Quaggoth
Request: Quaggoth Fur (small pouch)
Requester Name: Ilde Steelfur
Race: Dwarf
Suggested Locations: Cave, Mountain
Description: "I've learned my lesson from last time I went spelunking; always bring some insulated clothes for those cold Underdark depths. Quaggoth fur is particularly good lining for coats and blankets, and it's relatively comfortable too. If you could get me some, you'd be making my life A LOT more comfortable."
Reward: 2 gp

Target: Rug of Smothering
Request: Animating Rune x3
Requester Name: Ella Ningel
Race: Gnome
Suggested Locations: General
Description: "I'm working on a commission piece: a diorama of the Battle of Four Flags. I thought I might go that extra mile in having the soldiers actually move by imbuing them with a little bit of magic, but I've run low on the materials to do so. I can't get enough of them, so any that you got I'll take."
Reward: 2 gp

Target: Sahuagin Priestess
Request: Sahuagin Blood (vial)
Requester Name: Wolyn Pumanath
Race: Triton
Suggested Locations: Coast
Description: "Sahuagin raids have become particularly nasty as of late, and we're going to need to step up our arsenal if we have a chance of beating them back. We have ideas for new poisons or deterrents we could make to fend them off, but we'll need to test them first. If you can bring back some sahuagin blood, we would be in your debt."
Reward: 1 gp

Target: Sea Hag
Request: Hag Eyeball
Requester Name: Shanairra Liadon
Race: Elf
Suggested Locations: Forest, Swamp
Description: "The threat posed by hags has gone on for far too long. I am studying a way to put an end to their vile race once and for all, and I believe that the key lies in their infamous eyes. With the way they are connected to them, I believe they may be used as a method to find, hunt, and destroy them easily. I will need more samples to experiment with first though."
Reward: 75 gp

Target: Shadow Mastiff
Request: Shadow Mastiff Drool (vial)
Requester Name: Fargrim Stonebrew
Race: Dwarf
Suggested Locations: General
Description: "There's nothing better in life than a good drink, but after years of the same ales, beers, and whiskeys, I'm itching to try something new. I've heard that dark dogs called "shadow mastiffs" have a drool that you can make a pretty interesting drink out of. Sure, the idea of drinking a magical mutt's spit isn't the most tantalising, but that's the whole point of trying new things isn't it?"
Reward: 2 gp

Target: Spined Devil
Request: Spined Devil Spine
Requester Name: Smoking Mirror of the Rumbling River clan
Race: Tabaxi
Suggested Locations: General
Description: "Regular arrows have grown boring for me. I want something with a bit more spark, a bit more excitement. I've heard that arrows fletched from the spines of a devil ignite upon impact. That should satisfy my malaise for now."
Reward: 2 gp

Target: Vegepygmy Chief
Request: Vegepygmy Frill
Requester Name: Shava Siannodel
Race: Elf
Suggested Locations: Cave, Forest, Swamp
Description: "I serve a little nearby town as healer, but I'm running dangerously low on supplies. I'll take anything you can offer, and I'll even pay for it out of my own pocket. Vegepygmy frills would be good; I like to turn it into a paste to treat a child in town with a bad case of asthma. Please get some for me, won't you?"
Reward: 3 gp

Target: Wererat
Request: Lycanthrope Blood (vial)
Requester Name: Shevarra Dyenina
Race: Human
Suggested Locations: General
Description: "Lycanthropy is a terrible affliction, and those who are cursed by it should be cared for, not cast out. I run a home that any lycan is free to come to and stay while they turn their lives around. To help them, I brew up copious amounts of moon muzzle mixture, but supply is always limited since the blood required to make it must be donated by an already deceased lycan. If you are ever forced to kill one, please bring me their blood so that their death may help save the life of another."
Reward: 15 gp

Target: Will-o-wisp
Request: Mote of Necrotic Energy
Requester Name: Shava Sionnodel
Race: Elf
Suggested Locations: Forest, Swamp
Description: "I serve my local village as healer, which unfortunately sometimes involves helping the critically ill pass into death. I try to do it as painlessly as possible, and I've found that the energy produced by will-o-wisps produce the best results. Sprinkling their energy over a dying person will kill them painlessly, instantly, and with no mark left on their corpse. As macabre as it may sound, I would like to stock up on these motes of necrotic energy for those...less enjoyable moments of my job."
Reward: 15 gp

Target: Yuan-ti Broodguard
Request: Yuan-ti Blood (vial)
Requester Name: Lidda Littlelid
Race: Halfling
Suggested Locations: Swamp
Description: "One of my basic services is to make a potion for adventurers that will protect them from the various poisons out there in the world. Unfortunately, I've gotten so many orders recently that I'm having trouble keeping up with demand. While there are a lot of different bases that can be used to craft the potion, one of the more common ones is yuan-ti blood. If you get me some, I'll gladly pay you a decent price for it."
Reward: 3 gp



Target: Ankylosaurus

Request: Ankylosaurus Skull

Requester Name: Vyth

Race: Lizardfolk

Suggested Locations: Forest, Grassland

Description: "Vyth is a master of crafting with bone and claw. Vyth has heard of large lizards and wants to make weapons from them. Get these for him, and Vyth shall pay you well."

Reward: 72 gp

Target: Basilisk

Request: Basilisk Tooth (small pouch)

Requester Name: Aukan Steadyhand Kolae-Gileana

Race: Goliath

Suggested Locations: Cave, Mountain

Description: "I have a new stoneworking project in the works, but the tools I have available are not of a high enough standard to get the job done. If I want to do this project justice, I need basilisk teeth; only tools made from them can give me the precision I need."

Reward: 3 gp

Target: Bearded Devil

Request: Beard Poison (vial)

Requester Name: Irina Desilav

Race: Human

Suggested Locations: General

Description: "There is a man that I must kill, a cleric of a dark god. My problem is that whenever I slice him open, he simply heals the damage and runs away. I have heard however of a fiendish poison that is capable of preventing such magical healing. If I had it, I could finally end my target once and for all."

Reward: 60 gp

Target: Bugbear Chief

Request: Bugbear Hide

Requester Name: Korth

Race: Lizardfolk

Suggested Locations: General

Description: "More furs are needed in home. Home also has many bugbears around. Solution seems obvious."

Reward: 1 gp

Target: Cave Fisher

Request: Cave Fisher Filament

Requester Name: Birgit Conchobar

Race: Human

Suggested Locations: Cave

Description: "I always say that half of a soldier's effectiveness is in their gear, so I always make a point of sourcing the best gear for our troops. Cave fisher filament is significantly tougher than hemp, much easier to carry, and wont fray nearly as badly. We will take any that you can spare."

Reward: 30 gp

Target: Choldrith

Request: Choldrith Blood (vial)

Requester Name: Riskel Firestrider

Race: Elf

Suggested Locations: Cave, Mountain

Description: "It must have taken the drow significant effort to make a race that is even uglier and more hate-filled than themselves, and yet, they somehow achieved that with the choldrith. The blood of these mutants also carry the enzymes necessary for brewing drow poison, something I find quite fitting. How about we use the blood of their creations to wreak havoc on the drow themselves?"

Reward: 2 gp

Target: Deep Scion

Request: Mark of the Depths

Requester Name: Delnis Ahlorsath

Race: Triton

Suggested Locations: Coast

Description: "Although I'd hate to admit it, the deep scions I've encountered are a pretty powerful bunch. In particular are their shrieks which can stun just about everything around them underwater. I would like to keep something like that around, if only as just a last resort."

Reward: 70 gp

Target: Displacer Beast

Request: Displacer Beast Hide

Requester Name: Nekane

Race: Tiefling

Suggested Locations: Cave

Description: "A certain client has asked for something to aid their...night-time activities. To that end, I am in need of a displacer beast hide so I may fashion something for them. I am willing to pay a premium to anyone able to provide one and be discreet about it."

Reward: 300 gp

Target: Doppelganger

Request: Doppelganger Face

Requester Name: Ivellios Calculon

Race: Elf

Suggested Locations: General

Description: "As a master thespian and veteran of the stage, I have thrust myself into countless roles and characters. However, I want to delve deeper into my craft and physically embody someone in ways that makeup cannot provide. A doppelganger face has the ability to change someone's face to that of another person. Such a thing would be a devilish test of my chameleon-like acting talents."

Reward: 90 gp



Target: Flail Snail
Request: Flail Snail Shell
Requester Name: Kathra Eversharp
Race: Dwarf
Suggested Locations: Cave
Description: "Every year for our anniversary, my wife gets me the most thoughtful presents: a fancy new hammer, jewelled armour, a dragon skin bag; I almost hate her for it. Well for our 100th anniversary, I'm going to get her something she's wanted since she was little: the shell of a flail snail. I know it's expensive, but she never stops talking about all the things she'd craft if she had one. So, I don't care how much I'm paying for it, I'm going to make sure that this is the best darn anniversary ever."
Reward: 7,500 gp

Target: Githyanki Warrior
Request: Githyanki Brain
Requester Name: Barakas
Race: Tiefling
Suggested Locations: General
Description: "I am fascinated by the case of the githyanki. A race of people with psionic abilities, their brains are unlike any other humanoids. I would very much like to study them and perhaps find a way to grant the rest of us similar powers."
Reward: 15 gp

Target: Green Hag
Request: Hag Eyeball
Requester Name: Shanairra Liadon
Race: Elf
Suggested Locations: Forest, Swamp
Description: "The threat posed by hags has gone on for far too long. I am studying a way to put an end to their vile race once and for all, and I believe that the key lies in their infamous eyes. With the way they are connected to them, I believe they may be used as a method to find, hunt, and destroy them easily. I will need more samples to experiment with first though."
Reward: 75 gp

Target: Grell
Request: Grell Hide
Requester Name: Darastrix
Race: Lizardfolk
Suggested Locations: Cave
Description: "There is a creature in caves that is good at moving in caves. Darastrix wants that creature's skin, so Darastrix can also move good in caves."
Reward: 60 gp

Target: Hell Hound
Request: Hell Hound Fur x1 tuft
Requester Name: Ovak
Race: Half-Orc
Suggested Locations: General
Description: "Okay imagine this: I stride forward into battle, muscles gleaming, armour shining, and a big flaming axe in my hands. I mean that literally, I want my axe to be on fire. Some guy in a tavern told me that hell hounds have fur that can set your weapon AND hands on fire. Get me some of that."
Reward: 15 gp

Target: Hobgoblin Captain
Request: Hobgoblin War Braid
Requester Name: Evendur Dundragon
Race: Human
Suggested Locations: General
Description: "The hobgoblins in this are a bit more focused and organised than the average wandering party, which is a nightmare for an overworked town guard (me). They must have a captain leading them. I'll pay a bounty if you can track them down and bring back the proof."
Reward: 2 gp

Target: Hooked Horror
Request: Hooked Horror Exoskeleton
Requester Name: Warryn Murnig
Race: Gnome
Suggested Locations: Cave
Description: "I have some Deep Gnome cousins that are in the market for some new building materials (they're a little tired of staring at stone-grey walls all day). I've heard that hooked horror exoskeletons are nice if you can get your hands on them, maybe I can send some of them their way."
Reward: 6 gp

Target: Leucrota
Request: Leucrota Bile (vial)
Requester Name: Birgit Conchobar
Race: Human
Suggested Locations: General
Description: "Despite my best efforts, sometimes you just can't have a steady supply line to your soldiers. In cases like these, it really helps if your soldiers can live off the land, which means having a bit of a...varied diet. If I could make some potions of digestion and make that part of a soldiers' standard kit, it would really help survivability in the long term and help our soldiers stay stronger for longer. All I need is some leucrota bile; I'll take any that you can spare."
Reward: 3 gp

Target: Manticore
Request: Manticore Teeth (small pouch)
Requester Name: Ront
Race: Half-Orc
Suggested Locations: Forest, Grassland, Mountain
Description: "I run a dinky little roadside shop, selling trinkets and baubles to travellers. The ones that sell best are the items made from monster teeth and claws; gives people a sense of mystery and danger? Now, despite what people assume (me being a half-orc and all), I don't hunt these monsters myself. I just buy them off whatever adventurers pass by, then make them look more "tribal". So, if you have anything like that, I'll buy it for a fair price."
Reward: 2 gp

Target: Minotaur
Request: Minotaur Horn
Requester Name: Eglath Horncarver Vaimei-Laga
Race: Goliath
Suggested Locations: Cave
Description: "I have a steady trade amongst my people, carving horns into tools. It is good work, and one which I am very proud, but it leaves me little time to venture outside for myself. Tales have reached my ears about a half man, half bull creature called a minotaur. I would very much like an opportunity to work with such rare horns, and I will pay for the privilege of doing so."
Reward: 15 gp

Target: Mummy
Request: Mummy Bandage
Requester Name: Shava Siannodel
Race: Elf
Suggested Locations: Cave, Desert
Description: "The people of my village are counting on me as healer, but I am desperately low on medical supplies. I'll take just about anything and pay for it out of my own pocket if it will keep the people of the village in good health. Mummy bandages would be of a great help, the precious oils in them can be extracted and diluted quite a lot to make treatments for all sorts of ailments."
Reward: 15 gp

Target: Neogi
Request: Neogi Amygdala
Requester Name: Birgit Conchobar
Race: Human
Suggested Locations: Cave, Desert, Mountain
Description: "The thing that every new commander fails to grasp is the importance of troop morale; how willing are your soldiers to charge into what may very well be their deaths? Morale can make or break a battle, make no mistake about that. As such, I want to make neogi amygdalas a standard inventory item in our supply caravans; I've heard that chewing on that for a while calms a person down and gives them the steely resolve of the uncaring neogi themselves."
Reward: 2 gp

Target: Nightmare
Request: Nightmare Hoof x4
Requester Name: Despair
Race: Tiefling
Suggested Locations: General
Description: "All my life they have called me demonspawn, based solely on my looks. Well, if that's what they think of me, then I may as well live up to their expectations before I leave them behind for good. I think riding a nightmare out of town seems fitting, don't you? All I need to summon one is hooves of a defeated one, I can take care of the rest on my own."
Reward: 48 gp

Target: Orc Red Fang of Shargaas
Request: Shargaas-Touched Heart
Requester Name: Sillaron Orcsbane
Race: Elf
Suggested Locations: General
Description: "As my name would suggest, I am descended from a long line of orc hunters. It is a tradition in my family to venture out into the world and destroy orcs wherever we find them, taking their hearts back in triumph to our ancestral home. I, however, have not done so well in this regard. While I have cut through quite a few orcs, I have yet to find any special ones; those touched by the orcish pantheon. If I could bring a few of those home, even if they were not from my kills, I would be able to return with no small amount of glory."
Reward: 8 gp

Target: Owlbear
Request: Owlbear Feathers (large bag)
Requester Name: Penelope Evenwood
Race: Human
Suggested Locations: Cave, Forest
Description: "I want to make a present for mommy. She used to be an adventurer you know, so I thought I could make a dolly for her of the monsters she used to hunt. She's really proud of the owlbear head we have mounted in our living room, so maybe I could make one of that? I'll need some materials to make it look good, but I've been saving up my pocket money so I can pay you for it!"
Reward: 3 gp

Target: Quetzalcoatlus
Request: Quetzalcoatlus Beak
Requester Name: Vyth
Race: Lizardfolk
Suggested Locations: Forest, Grassland
Description: "Vyth is a master of crafting with bone and claw. Vyth has heard of large lizards and wants to make weapons from them. Get these for him, and Vyth shall pay."
Reward: 10 gp

Target: Redcap
Request: Redcap Boots
Requester Name: Pog Miggledy
Race: Gnome
Suggested Locations: Forest
Description: "If there's one thing I hate about my town it's just how WINDY it is! The zephyrs coming down main street are strong enough to knock over a bull, let alone a little gnome such as myself. I need something that'll help me stand my ground; I've heard that the boots of a redcap can do just that. Get me a pair, would you? I'd pay a good price if it meant being able to walk down the street without falling over."
Reward: 14 gp

Target: Slithering Tracker
Request: Slithering Tracker Slime (vial)
Requester Name: Umbero Falone
Race: Human
Suggested Locations: General
Description: "I am the employer of people that partake in... night-time activities. As part of that, it would definitely make their lives easier if they had some way of slipping through small spaces and cracks. I know a guy that can make a pretty sneaky potion out of the slime of a slithering tracker, all he needs is the materials. If you bring me some, I'll pay you well, especially if you can be...discreet about it."
Reward: 15 gp

Target: Spectator
Request: Spectator Main Eye
Requester Name: Ulfgar Strakeln
Race: Dwarf
Suggested Locations: Cave, Urban
Description: "There's a wizard in my adventuring band that is being a real knot in my beard. The damn boy has an obnoxious habit of using his magic to play pranks on us: yesterday, he turned poor Corrin into a squirrel for no reason! I want to forge a Shield of Reflection to take him down a notch. I'd happily pay all of my adventuring gold just to see his face when his next spell goes flying back at him."
Reward: 90 gp

Target: Trapper
Request: Trapper Hide
Requester Name: Umbero Falone
Race: Human
Suggested Locations: Cave, Urban
Description: "I am the employer of some people that partake in a lot of...night-time activities. I'm always looking for ways to make sure that they stay out of trouble, and one of the best ways is to make sure they aren't even seen. It would be extremely expensive for me to commission a bunch of invisibility items (certainly much more than my employees are worth) so I'll have to go with some camouflage instead. The hide of a trapper would be good, and I'll even pay a premium if you can get it to me... discreetly."
Reward: 135 gp

Target: Water Weird
Request: Mote of Water
Requester Name: Lidda Littlelid
Race: Halfling
Suggested Locations: Cave, Coast
Description: "I'm interested in the properties of elementals and how they can be used in changing the nature of some of my potions. To that end, I need some samples of them to do some research. I'd go out and find some myself, but I've started a potion that needs to be on the boil for several months and I need to keep my eye on it. I'd happily pay a premium if you could go out and get me what I need."
Reward: 150 gp

Target: Werewolf
Request: Lycanthrope Blood (vial)
Requester Name: Shevarra Dyenina
Race: Human
Suggested Locations: General
Description: "Lycanthropy is a terrible affliction; and those who are cursed by it should be cared for, not cast out. I run a home that any lycan is free to come to and stay while they turn their lives around. To help them, I brew up copious amounts of moon muzzle mixture, but supply is always limited since the blood required to make it must be donated by an already deceased lycan. If you are ever forced to kill one, please bring me their blood so that their death may help save the life of another."
Reward: 15 gp

Target: Wight
Request: Wight Blood (vial)
Requester Name: Kethra Hornraven
Race: Human
Suggested Locations: Cave, Forest, Swamp
Description: "It may sound unconventional, but I've realised that wight blood makes for a great reconnaissance tool. Drinking one lets you see creatures even in pitch blackness and through cover, so I want to add it to our scouts' kits. We're going to need some more of course, and wights aren't all that easy to find, but we'll pay a decent price for them."
Reward: 8 gp

Target: Yeti
Request: Yeti Tongue
Requester Name: Vimak Threadtwister Gathakanathi
Race: Goliath
Suggested Locations: Arctic, Mountain
Description: "The tongue of a yeti has deep significance for our people. They warn us of danger and blizzards, and we have had some of our oldest tongues for generations. I am not asking you to go hunt the yetis that live in the mountains, but if you find any, we will gladly buy any tongues from you."
Reward: 15 gp

Target: Yuan-ti Malison
Request: Yuan-ti Blood (vial)
Requester Name: Lidda Littlelid
Race: Halfling
Suggested Locations: Swamp
Description: "One of my basic services is to make a potion for adventurers that will protect them from the various poisons out there in the world. Unfortunately, I've gotten so many orders recently that I'm having trouble keeping up with demand. While there are a lot of different bases that can be used to craft the potion, one of the more common ones is yuan-ti blood. If you get me some, I'll gladly pay you a decent price for it."
Reward: 3 gp

CR 4

Target: Babau
Request: Babau Eye x2
Requester Name: Kansif
Race: Half-Orc
Suggested Locations: General
Description: "I own a gladiatorial ring, a place where tough folk can come to beat each other up. Problem is, there's this one fighter that's been dominating the competition lately; it's made the shows a little boring to be honest. What I want to do is put a handicap on him. He's already agreed to it, we just need something that can do it without restraining him too hard. I think a minor curse should help out, something to sap his strength without making him look too weak. I've got a tiefling buddy that can whip up something like that, they say they just need a couple of eyes from some demon. Do that for me, and you're in for a good reward AND front row tickets."
Reward: 30 gp

Target: Banshee
Request: Banshee Echo
Requester Name: Crassus Rezalor
Race: Tiefling
Suggested Locations: General
Description: "I feel that traditional music and songs have grown stale. I've started experimenting with some pretty out-there sounds, so I really just want anything you can get me that feels different to everything else, and as far as I can tell, no one has incorporated a banshee into their repertoire yet."
Reward: 20 gp

Target: Barghest
Request: Barghest Stomach Acid (vial)
Requester Name: Calienta Ostoroth
Race: Elf
Suggested Locations: General
Description: "There is a man that I need to destroy; a bad man that has done bad things. His crimes against my family and I...well...they do not bear repeating. I do not seek something to help me kill him, I can already handle that part myself. What I need is something to destroy him. I need to ensure that when he is dead, he stays dead; to ensure that after I drive my knife through his black heart, his spiteful soul does not rise from the corpse to continue its sins. As evil as my request may be, I need the stomach acid of a barghest. Pouring that on his corpse will destroy him body and soul, and finally pay my family's debt."
Reward: 90 gp

Target: Black Pudding
Request: Black Residue (vial)
Requester Name: Bruenor Toilhands
Race: Dwarf
Suggested Locations: Cave, Mountain, Urban
Description: "Here's what my dear 'pa used to say: 'you don't need to work a shovel if you know how to pour a vial' That's because his tool of choice was concentrated acid to eat through layers of stone and dirt like they were made of sugar. The best source of it comes from oozes, they're plentiful, potent, and if you leave it long enough it starts to reproduce itself. That said, I'll take any samples you have, I've always got more projects than I have materials for."
Reward: 30 gp

Target: Bone Naga
Request: Naga Bone
Requester Name: Five Timber of the Distant Rain clan
Race: Tabaxi
Suggested Locations: Cave, Swamp
Description: "While trekking through the far jungles, I was offered a tea by a local hermit. When I drank it, I experienced visions and histories that few living can attest to. When I woke, the hermit was gone, but I yearned for that feeling again. It has taken me a few years to figure it out, but I believe what I had was a tea brewed from the bones of a naga. I will pay a good price if you can bring me some, so I may feel the weight of history meld with my mind once again."
Reward: 30 gp

Target: Chuul
Request: Arcana Ganglia
Requester Name: Helja Loderr
Race: Dwarf
Suggested Locations: Cave, Coast
Description: "The wizard in our adventuring party died recently (damn fool forgot to check if the chest was a mimic). So, until we get a new one, we're going to need something else to find magical items and treasure when we go dungeon delving. We'd get it ourselves, but we're a little busy with funeral arrangements for our wizard (or what's left of him anyway)."
Reward: 150 gp

Target: Couatl
Request: Couatl Feathers (large bag)
Requester Name: Gordan Darkbag
Race: Halfling
Suggested Locations: General
Description: "Insomnia runs in my family, it's sorta how we got our name. It's been years since I've been able to get a good night's rest and frankly, I'm at my wits end. I'll do just about anything to get some sleep, even if it means ordering the death of an innocent creature such as the couatl."
Reward: 180 gp

Target: Ettin
Request: Ettin Head x2
Requester Name: Kuori Mooncarver Thuliaga & Kiori Suncarver Thuliaga
Race: Goliath(s)
Suggested Locations: Forest, Grassland, Mountain
Description: "We are twins, with a bond stronger than anyone can understand. But we have heard of a property offered by an ettin head; an ability to share feelings and link to another person telepathically. As strong as we are together right now, imagine the power we will have when linked like this."
Reward: 240 gp

Target: Flameskull
Request: Flameskull Ashes (small pouch)
Requester Name: Anders Dagon
Race: Human
Suggested Locations: Cave, Urban
Description: "I'm at the end of my apprenticeship but I'm lacking a spell or two to complete my spellbook. I was procrastinating a little before and ended up looking up magical inks and stumbled upon flameskull ashes. If I can get some, I should be able to just fill in the gaps of my spellbook with some old spells that a flameskull had before, which would allow me to pass my apprenticeship!"
Reward: 30 gp

Target: Ghost
Request: Ectoplasmic Trail (vial)
Requester Name: Alston Turen
Race: Gnome
Suggested Locations: General
Description: "Let's be honest, of all the dangerous issues in the world, the undead are probably the most pressing. That is why I try to study them whenever I can, to learn them and their weaknesses, and hopefully, a way to defeat them. To that end, I need study samples; a ghost's ectoplasmic trail should be a good start."
Reward: 22 gp

Target: Girallon
Request: Girallon Foot x2
Requester Name: Umbero Falone
Race: Human
Suggested Locations: Forest, Urban
Description: "I employ a number of people who partake in some...night-time activities. During these...night-time activities, they usually have to do a lot of climbing, so much so that they tend to joke they're half monkey. Well that got me thinking, what if I could actually make them half monkey it would certainly make their jobs a lot easier. I found an artificer that can make a pair of boots to do just that, they say they just need some girallon feet to do it."
Reward: 30 gp

Target: Gnoll Fang of Yeenoghu
Request: Gnoll Tooth (small pouch)
Requester Name: Evendur Dundragon
Race: Human
Suggested Locations: General
Description: "This is pretty simple. We got too many gnolls around here, and we'll pay just about anyone to get rid of them. Bring back any sort of proof of their death, and you'll get a bounty."
Reward: 1 gp

Target: Helmed Horror
Request: Helmed Horror Essence
Requester Name: Anders Dagon
Race: Human
Suggested Locations: General

Description: "Okay I need some serious help. Through no fault of my own, the animated armour that guards my master's bedchambers has been destroyed. I need to replace it somehow, but I haven't learned that level of transmutation magic yet. If I can get some helmed horror essence however, I may be able to remake the armour without knowing the necessary spells."
Reward: 90 gp

Target: Hobgoblin Devastator
Request: Hobgoblin Ear
Requester Name: Evendur Dundragon
Race: Human
Suggested Locations: General
Description: "It's a tale as old as time: too many hobgoblins in our area, overworked city guard asks adventurers to go hunt down aforementioned hobgoblins. Adventurers bring back proof, get a bounty. The end."
Reward: 1 gp

Target: Lamia
Request: Lamia Claw x2
Requester Name: Criella
Race: Tiefling
Suggested Locations: Desert
Description: "I enjoy stories of the lamia, the way they draw in their prey using their charms and appearance. I've even heard that their claws can be made into weapons that mimic some of their abilities. Not that I want to use this weapon to kill people of course, I just want it to...teach a few lessons."
Reward: 45 gp

Target: Lizardfolk King/Queen
Request: Lizardfolk Teeth (small pouch)
Requester Name: Throden
Race: Lizardfolk
Suggested Locations: Coast, Swamp
Description: "Long ago, tribe cast Throden out. Throden hate other lizardfolk, will do anything to make them hurt. Throden is old and cannot hunt anymore, but Throden has coin. Adventurers will be paid bounty for hunting other lizardfolk."
Reward: 5 sp

Target: Neogi Master
Request: Neogi Amygdala
Requester Name: Birgit Conchobar
Race: Human
Suggested Locations: Cave, Desert, Mountain
Description: "The thing that every new commander fails to grasp is the importance of troop morale; how willing are your soldiers to charge into what may very well be their deaths? Morale can make or break a battle, make no mistake about that. As such, I want to make neogi amygdalas a standard inventory item in our supply caravans; I've heard that chewing on that for a while calms a person down and gives them the steely resolve of the uncaring neogi themselves."
Reward: 2 gp

Target: Orc Blade of Ilneval
Request: Ilneval-Touched Heart
Requester Name: Sillaron Orcsbane
Race: Elf
Suggested Locations: General
Description: "As my name would suggest, I am descended from a long line of orc hunters. It is a tradition in my family to venture out into the world and destroy orcs wherever we find them, taking their hearts back in triumph to our ancestral home. I, however, have not done so well in this regard. While I have cut through quite a few orcs, I have yet to find any special ones; those touched by the orcish pantheon. If I could bring a few of those home, even if they were not from my kills, I would be able to return with no small amount of glory."
Reward: 8 gp

Target: Orc War Chief
Request: Orc Blood (vial)
Requester Name: Malark Buckman
Race: Human
Suggested Locations: General
Description: "I've made a huge mistake. I was at the tavern last week with the lads, tipping back a few pints of ale. To be honest, the night's a little hazy, but apparently in the middle of it all I had challenged the biggest grognard in town to a duel. Now I'm not much of a fighting man myself, so I will most definitely die in that duel without some outside help. Unfortunately, I'm also a bit strapped for cash, so the only thing I can think of that I can also afford is some orc blood. One sip of that stuff can turn any man into a raging fighting machine...at least for a little while."
Reward: 2 gp

Target: Shadow Demon
Request: Demonic Imprint
Requester Name: Gideon Radovan
Race: Scourge Aasimar
Suggested Locations: General
Description: "I was raised to destroy demons, devils, and fiends wherever I find them. It is my purpose in life and it is what pushes me forward. I have found however, that I still need more power to achieve this goal. A thought has struck me, why not use the power of the demons themselves against them? With the right enchantments, a captured essence of shadow demon can be used to destroy the forces of evil: a fitting punishment for them, no?"
Reward: 240 gp

Target: Stegosaurus
Request: Stegosaurus Ridge
Requester Name: Vyth
Race: Lizardfolk
Suggested Locations: Forest, Grassland
Description: "Vyth is a master of crafting with bone and claw. Vyth has heard of large lizards and wants to make weapons from them. Get these for him, and Vyth shall pay you well."
Reward: 20 gp

Target: Succubus/Incubus
Request: Succubus/Incubus Tail
Requester Name: Makaria
Race: Tiefling
Suggested Locations: General
Description: "I have gotten tired of the usual methods for keeping prisoners in line. The constant whipping and manacles take their toll on their health and on my time. I've been thinking of getting a succubus tail to make a chain of command. With that, I can keep my prisoners in line with just a single lash a day. It's the much more humane (and time-efficient) method."
Reward: 60 gp

Target: Wereboar
Request: Lycanthrope Blood (vial)
Requester Name: Shevarra Dyenina
Race: Human
Suggested Locations: General
Description: "Lycanthropy is a terrible affliction; and those who are cursed by it should be cared for, not cast out. I run a home that any lycan is free to come to and stay while they turn their lives around. To help them, I brew up copious amounts of moon muzzle mixture, but supply is always limited since the blood required to make it must be donated by an already deceased lycan. If you are ever forced to kill one, please bring me their blood so that their death may help save the life of another."
Reward: 15 gp

Target: Weretiger
Request: Lycanthrope Blood (vial)
Requester Name: Shevarra Dyenina
Race: Human
Suggested Locations: General
Description: "Lycanthropy is a terrible affliction; and those who are cursed by it should be cared for, not cast out. I run a home that any lycan is free to come to and stay while they turn their lives around. To help them, I brew up copious amounts of moon muzzle mixture, but supply is always limited since the blood required to make it must be donated by an already deceased lycan. If you are ever forced to kill one, please bring me their blood so that their death may help save the life of another."
Reward: 15 gp

Target: Yeth Hound
Request: Yeth Hound Voice Box
Requester Name: Cockaby Pilwicken
Race: Gnome
Suggested Locations: General
Description: "I'm generally a pretty peaceful person, even if the people that keep raiding my farm are not. What I need is something that can repel intruders without harming them. Some tinker told me they could make some magical fear-inducing whatchamajigger if I just bring them a yeth hound voice box. It sounds like a good idea, but I wouldn't know the first thing about getting the voice box; do you think you could help me out?"
Reward: 45 gp

Target: Yuan-ti Nightmare Speaker
Request: Yuan-ti Blood (vial)
Requester Name: Lidda Littlelid
Race: Halfling
Suggested Locations: Swamp
Description: "One of my basic services is to make a potion for adventurers that will protect them from the various poisons out there in the world. Unfortunately, I've gotten so many orders recently that I'm having trouble keeping up with demand. While there are a lot of different bases that can be used to craft the potion, one of the more common ones is yuan-ti blood. If you get me some, I'll gladly pay you a decent price for it."
Reward: 3 gp



CR 5

Target: Air Elemental

Request: Mote of Air

Requester Name: Lidda Littlelid

Race: Halfling

Suggested Locations: Mountain

Description: "I'm interested in the properties of elementals and how they can be used in changing the nature of some of my potions. To that end, I need some samples of them to do some research. I'd go out and find some myself, but I've started a potion that needs to be on the boil for several months and I need to keep my eye on it. I'd happily pay a premium if you could go out and get me what I need."

Reward: 150 gp

Target: Banderhobb

Request: Banderhobb Goo (vial)

Requester Name: Fildo Hogcollar

Race: Halfling

Suggested Locations: Forest, Swamp

Description: "I've got a great idea, just hear me out: giant frog fights. Yes, I know it sounds dangerous, but that's the point! I already have the frogs; I just need something to make them big. Unfortunately, I don't know magic myself, but I have heard that hags can make giant frogs called banderhobbs. Get me some of whatever makes them so big, and I'll cut you a sweet deal of the profits."

Reward: 40 gp

Target: Barbed Devil

Request: Barbed Hide

Requester Name: Uthal Steadyhand Katho-Olavi

Race: Goliath

Suggested Locations: General

Description: "I am going hunting soon for a giant constrictor snake and want to take some precautions. I found inspiration seeing a porcupine defend itself and think that the hide of a barbed devil will make an appropriate defence if that snake tries to hug me too tight."

Reward: 45 gp

Target: Barlgura

Request: Barlgura Fang

Requester Name: Kallista Nolioski

Race: Tiefling

Suggested Locations: General

Description: "I'm doing some research into the practices of cults in the local area and I've heard that some of them employ demon fangs in their ceremonial duties. In particular, they've been using the fang of a barlgura as a sacrificial dagger. Ghastly stuff to be certain, but in order to understand them better, I feel I need to have and hold one myself."

Reward: 6 gp

Target: Brontosaurus

Request: Brontosaurus Toe

Requester Name: Vyth

Race: Lizardfolk

Suggested Locations: Forest, Grassland

Description: "Vyth is a master of crafting with bone and claw. Vyth has heard of large lizards and wants to make weapons from them. Get these for him, and Vyth shall pay you well."

Reward: 45 gp

Target: Bulette

Request: Bulette Teeth (small pouch)

Requester Name: [Anonymous]

Race: Goliath

Suggested Locations: Cave, Desert, Grassland, Mountain

Description: "In my tribe, hunting a bulette is a rite of passage. Our warriors are meant to craft their weapons from this hunt and return to the tribe with pride, but I just... can't. I'm just not strong enough to hunt one, but I can't return without those teeth. I know asking for help is dishonourable, but I just don't know what else to do."

Reward: 17 gp

Target: Cambion

Request: Cambion Sulfur (small pouch)

Requester Name: Akmenos

Race: Tiefling

Suggested Locations: General

Description: "For years I've researched the difference between my people and true fiends, trying to find a clear distinction as a means of staving off the ignorant jests that would lump us together. I believe that cambions however pose a good reference point due to their mixed heritage; I just need some samples of them to study."

Reward: 10 gp

Target: Catoblepas

Request: Catoblepas Fur (large pouch)

Requester Name: Birgit Conchobar

Race: Human

Suggested Locations: Swamp

Description: "An army lives and dies on its stomach. With this in mind, there is nothing we could do to aid our soldiers more than to make sure that their food and water supplies last as long as possible. The fur of a catoblepas is capable of salvaging even the dirtiest and most rancid of liquids. It may be disgusting, but adding this to our mess kits can mean the difference between starvation and victory while our army is on the march."

Reward: 15 gp

Target: Drow Elite Warrior

Request: Drow Blood (vial)

Requester Name: Riskel Firestrider

Race: Elf

Suggested Locations: Cave

Description: "At long last we've discovered the secret to the drow's deadly poison: their own blood. It must be a sign from providence for us, to be able to kill drow and then use their own blood against them as a weapon. Bring me their blood and I will happily pay a handsome bounty."

Reward: 2 gp

Target: Earth Elemental

Request: Mote of Earth

Requester Name: Lidda Littlelid

Race: Halfling

Suggested Locations: Cave, Desert, Mountain

Description: "I'm interested in the properties of elementals and how they can be used in changing the nature of some of my potions. To that end, I need some samples of them to do some research. I'd go out and find some myself, but I've started a potion that needs to be on the boil for several months and I need to keep my eye on it. I'd happily pay a premium if you could go out and get me what I need."

Reward: 150 gp

Target: Fire Elemental
Request: Mote of Fire
Requester Name: Lidda Littlelid
Race: Halfling
Suggested Locations: Desert, Mountain
Description: "I'm interested in the properties of elementals and how they can be used in changing the nature of some of my potions. To that end, I need some samples of them to do some research. I'd go out and find some myself, but I've started a potion that needs to be on the boil for several months and I need to keep my eye on it. I'd happily pay a premium if you could go out and get me what I need."
Reward: 150 gp

Target: Flesh Golem
Request: Manual Ashes (small pouch)
Requester Name: Jarrod Gerkirk
Race: Gnome
Suggested Locations: General
Description: "I have a few orders for animated contraptions and trinkets. I could do it with an intricate series of gears and mechanisms, but I'd rather take a shortcut here and just use the same animating force that goes into golems. Find some manual ashes from golems and bring them back, I'll give you a decent price for them."
Reward: 210 gp

Target: Gorgon
Request: Gorgon Plate
Requester Name: Darrak Fireforge
Race: Dwarf
Suggested Locations: Mountain
Description: "I'm pretty damn screwed. My sister's got a great project practically finished and ready to show the elders, meanwhile I haven't even started. I'm going to need something good and fast in order to catch up, so I was thinking of making something out of gorgon plate. After all, most of the work is done already when it comes to making armour from it, the hard part is just getting some."
Reward: 45 gp

Target: Half-Dragon
Request: Half-Dragon Scales (small pouch)
Requester Name: Myastan Mishann
Race: Dragonborn
Suggested Locations: General
Description: "To me, the existence of the Half-Dragons are a mockery of our noble heritage as dragonborn. I would wish to see them eradicated and would pay a bounty to anyone that can provide for me proof of their deaths."
Reward: 90 gp

Target: Hill Giant
Request: Hill Giant Fingernail
Requester Name: Sutha
Race: Half-Orc
Suggested Locations: Forest, Grassland, Mountain
Description: "I was weak once, and it cost me something very dear. I swore that I would never be weak again, even if I had to resort to outside sources to achieve that. The fingernails of giants are a potent source of magical energy that can be brewed into strength-enhancing potions. I will take any that you have and make their strength my own."
Reward: 45 gp

Target: Mezzoloth
Request: Yugoloth Heart
Requester Name: Borivik Helder
Race: Human
Suggested Locations: General
Description: "In several ways, yugoloths are worse than regular fiends. While fiends fight merely for their bloodthirstiness or their vanity, yugoloths do so purely out of greed. I have made it my goal to end them once and for all, and to do that, I will need access to Gehenna. If you can get me yugoloth hearts, I can craft them into gems that will take my companions and I into that dark realm, to confront the legendary yugoloth general and destroy him."
Reward: 1,125 gp

Target: Mindwitness
Request: Mindwitness Main Eye
Requester Name: Barakas
Race: Tiefling
Suggested Locations: Cave
Description: "The influence that illithids have over other creatures is fascinating to me. Even the infamous beholder is no match for their corruption, with their ubiquitous main eyes mutating into mere extensions of their brains (and an elder brain's will). I want to study these eyes to discover the psionic potential inside, maybe it will help me understand the psionics of the illithids themselves better in the process."
Reward: 105 gp

Target: Night Hag
Request: Hag Eyeball
Requester Name: Shanairra Liadon
Race: Elf
Suggested Locations: Forest, Swamp
Description: "The threat posed by hags has gone on for far too long. I am studying a way to put an end to their vile race once and for all, and I believe that the key lies in their infamous eyes. With the way they are connected to them, I believe they may be used as a method to find, hunt, and destroy them easily. I will need more samples to experiment with first though."
Reward: 75 gp



Target: Otyugh
Request: Otyugh Bile (vial)
Requester Name: Shava Siannodel
Race: Elf
Suggested Locations: Cave, Urban
Description: "Despite its horrid smell and taste, otyugh bile is a wonderful remedy for all sorts of digestive ailments. With my supplies running so low, I'd be happy to get my hands on any sort of medical supplies, even if they are rather unpleasant to use."
Reward: 8 gp

Target: Red Slaad
Request: Slaad Slime (vial)
Requester Name: Rhogar of the Fenkenkabradon clan
Race: Dragonborn
Suggested Locations: Cave, Swamp
Description: "Although it is a relatively rare occurrence, being infested with a slaad egg is a horrible affliction that I would not wish on anyone. The problem is that some of our warriors can engage in a fight with a slaad and not realise they've been infected until it is far too late. To remedy this, I want to invent a vaccine against these infections, and to do this, I need to study slaad biology a little more closely. Slaad slime would be a good start since they use it to protect their bodies; perhaps some reverse engineering can make a potion that causes the imbiber to produce antigens that kill eggs as soon as they're implanted."
Reward: 1 gp

Target: Revenant
Request: Imprint of Vengeance
Requester Name: Morthos
Race: Tiefling
Suggested Locations: General
Description: "Revenants are pitiful creatures. Born of pure vengeance, their emotions can persist even after their bodies are destroyed. I want to find a better way to help them find peace than to indulge their bloodlust, but to do that, I need to find out what really makes them function. Samples of their essence in spirit paper would be a good place to start."
Reward: 25 gp



Target: Roper
Request: Roper Saliva (vial)
Requester Name: Lilli Tarkelby
Race: Halfling
Suggested Locations: Cave
Description: "Unbeknownst to many of my customers, the foul-smelling roper saliva is actually a key component in many of my best-selling perfumes. In fact, the perfumes sell so well that I've run low on saliva. If you have any, I'll gladly take it off your hands, and even pay a premium if you can remain discreet about it."
Reward: 8 gp

Target: Sahuagin Baron
Request: Sahuagin Blood (vial)
Requester Name: Wolyn Pumanath
Race: Triton
Suggested Locations: Aquatic
Description: "Sahuagin raids have become particularly nasty as of late, and we're going to need to step up our arsenal if we have a chance of beating them back. We have ideas for new poisons or deterrents we could make to fend them off, but we'll need to test them first. If you can bring back some sahuagin blood, we would be in your debt."
Reward: 1 gp

Target: Salamander
Request: Salamander Blood (vial)
Requester Name: Orsik Holderhek
Race: Dwarf
Suggested Locations: Cave, Desert, Mountain
Description: "Salamander blood is a pretty staple material to have in any high-end blacksmith, but I've had so many orders lately that I'm starting to run out. I'd gladly buy any that you have, and at a premium too due to the urgency."
Reward: 2 gp

Target: Shambling Mound
Request: Root-stem
Requester Name: Shava Siannodel
Race: Elf
Suggested Locations: Forest, Grassland, Swamp
Description: "I serve as the healer for a nearby town, but my supplies have run dangerously low. One thing that I have been looking to get for quite a while is a root-stem from a shambling mound; when turned into a paste, they are capable of reversing even the most egregious of injuries. Would you mind getting me one for my emergency kit?"
Reward: 165 gp

Target: Spawn of Kyuss
Request: Spawn of Kyuss Brain
Requester Name: Morthos
Race: Tiefling
Suggested Locations: Cave, Forest, Swamp, Urban
Description: "Infestation by a spawn of Kyuss is one of the worst fates imaginable, and something I would not wish on even the direst of sinners. With that in mind, I am working on a trinket that may be able to protect innocent people from this fate, but I need to do more study into the spawn of Kyuss first. If you can bring me samples of their brain for research, you would be contributing greatly to this noble cause."
Reward: 240 gp

Target: Swarm of Cranium Rats

Request: Cranium Rat Brain

Requester Name: Barakas

Race: Tiefling

Suggested Locations: Cave, Urban

Description: "Of all the illithid experiments out there, the brain of a cranium rat is the one I am most excited to study. Most of my samples of illithid experiments come from humanoids like grimlocks and duergar, so you can imagine how interesting it is to see illithid influence on the simple brain of a beast. The way their feral instincts interacts with psionic control is fascinating, and I simply cannot have enough samples. If you can bring them back in one piece, I will gladly pay you for each brain you can find"

Reward: 3 gp



Target: Tanarukk

Request: Tanarukk Horn

Requester Name: Tarak

Race: Half-Orc

Suggested Locations: General

Description: "As a child, I was scorned in my tribe. It made sense though; they considered me a half-breed and unworthy of sharing in the tribe's success. I suffered many abuses during that time and left as soon as I could. I have become a stronger person without them, and now I think it's time for a little closure. I want to challenge the clan elder for leadership of the tribe, but by our custom, I first need a weapon crafted from a tanarukk horn. Only then will I have the right to call a duel with him and get a little bit of payback."

Reward: 40 gp

Target: Tlincalli

Request: Tlincalli Leg

Requester Name: Khemet Hekaib

Race: Human

Suggested Locations: Desert

Description: "What many people don't appreciate is just how useful tlincalli legs are for tools in a desert lifestyle. They don't break down from exposure to sand, hold up well in the heat, and are hardy enough to be dropped from even the highest canyons. You can make just about anything from them if you try hard enough, which is why I can never get enough of them. If you kill some tlincalli out there (which by itself you should be getting paid for to be honest), bring me their legs and I'll give you a good price."

Reward: 2 gp

Target: Triceratops

Request: Triceratops Skull

Requester Name: Vyth

Race: Lizardfolk

Suggested Locations: Grassland

Description: "Vyth is a master of crafting with bone and claw. Vyth has heard of large lizards and wants to make weapons from them. Get these for him, and Vyth shall pay you well."

Reward: 120 gp

Target: Troll

Request: Troll Flesh

Requester Name: Wellby Tosskobble

Race: Halfling

Suggested Locations: Cave, Forest, Grassland, Mountain

Description: "Even among the gourmand community, troll flesh is considered quite the strange meal. I believe it mostly comes down to the taste which is best described as...acquired. I can taste a good undertone in it however and I am sure that if I experiment with it enough, I can figure out a recipe that can bring out its full flavour potential"

Reward: 2 gp

Target: Umber Hulk

Request: Umber Hulk Guts

Requester Name: Dimble Beren

Race: Gnome

Suggested Locations: Cave

Description: "There's a new dye I'm developing that has umber hulk guts as a major component. The end result is a smoky grey colour that seems to shift with the light and has become quite popular among my more high-end clients. So popular in fact that I've run out of guts. I need someone to do an emergency supply run for me, and I'll shell out some decent coin for anyone that does."

Reward: 8 gp

Target: Unicorn

Request: Unicorn Hoof

Requester Name: Shava Siannodel

Race: Elf

Suggested Locations: Forest, Grassland

Description: "I serve the local village as healer, but I'm desperately low on supplies. I need anything you can spare, from the basic to the valuable. Although I'm a fan of unicorns, I wouldn't mind having some of their hooves to make glue for triage procedures."

Reward: 60 gp

Target: Vampire Spawn
Request: Vampire Spawn Heart
Requester Name: Morthos
Race: Tiefling
Suggested Locations: General
Description: "Vampire spawn generally don't deserve their fates, having been enslaved by darker forces than them. Although their deaths are a tragedy, they can be used to save others. Bring me their hearts and I can craft it into an instrument for detecting the vampire that enslaved them, and hopefully help in bringing down the foul creature."
Reward: 150 gp

Target: Water Elemental
Request: Mote of Water
Requester Name: Lidda Littlelid
Race: Halfling
Suggested Locations: Cave, Coast
Description: "I'm interested in the properties of elementals and how they can be used in changing the nature of some of my potions. To that end, I need some samples of them to do some research. I'd go out and find some myself, but I've started a potion that needs to be on the boil for several months and I need to keep my eye on it. I'd happily pay a premium if you could go out and get me what I need."
Reward: 150 gp

Target: Werebear
Request: Lycanthrope Blood (vial)
Requester Name: Shevarra Dyenina
Race: Human
Suggested Locations: General
Description: "Lycanthropy is a terrible affliction; and those who are cursed by it should be cared for, not cast out. I run a home that any lycan is free to come to and stay while they turn their lives around. To help them, I brew up copious amounts of moon muzzle mixture, but supply is always limited since the blood required to make it must be donated by an already deceased lycan. If you are ever forced to kill one, please bring me their blood so that their death may help save the life of another."
Reward: 15 gp

Target: Wood Woad
Request: Wood Woad Seed
Requester Name: Morris Gleazleby
Race: Human
Suggested Locations: Forest
Description: "I have spent the better part of a decade growing the greatest garden in the land (or at least my servants have). The soaring trees and bountiful flowers are beautiful enough to attract starry-eyed visitors...and jealous vandals. I need something to protect my work, and thankfully, I overheard a passing adventurer speak of a wood woad in the nearby forest that I'm sure wouldn't mind 'donating' his seed to place a protective enchantment over my garden. It's for the greater good, I assure you."
Reward: 375 gp

Target: Wraith
Request: Wraith Energy
Requester Name: Lawrence Ichelm
Race: Human
Suggested Locations: General
Description: "Wraith energy is something that I haven't experimented with yet. It possesses very strong necromantic energy and I feel there's great potential to make something...interesting. I'm going to need someone to go out and get the energy for me first of course, I can't take the time to leave my lair, I mean, house."
Reward: 130 gp

Target: Xorn
Request: Xorn Eye x3
Requester Name: Alberich Deepdelver
Race: Dwarf
Suggested Locations: Cave, Mountain
Description: "As proud as I am of the dwarven race for their treasure finding abilities, there's no denying that the xorn have us beat on that front hands down. That said, there's no stopping me from getting my hands on their eyes and making their talents my own."
Reward: 90 gp

Target: Young Remorhaz
Request: Remorhaz Antenna x2
Requester Name: Cedric Kunsgnos
Race: Human
Suggested Locations: Arctic
Description: "My enemies are everywhere; I just know it. I can't prove that they have ways of getting through my alarm spells and traps, but it's better to be safe than sorry. What I want is a more organic approach to security, the antennae of a remorhaz should do. Those things will let me know if anything is scurrying about trying to get me in my sleep."
Reward: 75 gp

Target: Yuan-ti Pit Master
Request: Yuan-ti Blood (vial)
Requester Name: Lidda Littlelid
Race: Halfling
Suggested Locations: Swamp
Description: "One of my basic services is to make a potion for adventurers that will protect them from the various poisons out there in the world. Unfortunately, I've gotten so many orders recently that I'm having trouble keeping up with demand. While there are a lot of different bases that can be used to craft the potion, one of the more common ones is yuan-ti blood. If you get me some, I'll gladly pay you a decent price for it."
Reward: 3 gp



Target: Annis Hag

Request: Hag Eyeball

Requester Name: Shanairra Liadon

Race: Elf

Suggested Locations: Forest, Swamp

Description: "The threat posed by hags has gone on for far too long. I am studying a way to put an end to their vile race once and for all, and I believe that the key lies in their infamous eyes. With the way they are connected to them, I believe they may be used as a method to find, hunt, and destroy them easily. I will need more samples to experiment with first though."

Reward: 75 gp

Target: Bodak

Request: Bodak Eye x2

Requester Name: Theodoric Evantur

Race: Human

Suggested Locations: Cave, Swamp

Description: "As a judge, it is my duty to determine the guilt of the criminals that come before me and sentence them accordingly. Of course, even with magic this can be difficult; some criminals are crafty enough to talk their way through a zone of truth spell. I want something a bit stronger, something powered by...something stronger. The eyes of a bodak can see into one's soul and find the darkness that lives there. If I had those, I would be able to judge a man without a doubt, and justice would always be served."

Reward: 200 gp

Target: Chasme

Request: Chasme Proboscis

Requester Name: Kallista Nolioski

Race: Tiefling

Suggested Locations: General

Description: "I'm doing some research into the cults of my local area and have heard that they use the proboscis of a chasme in their ceremonies. Specifically, they use them to drain a victim of their blood so they may use it later in their fiendish rituals. I want to have a sample of a proboscis for my research, to better understand the cults and their motives."

Reward: 60 gp

Target: Chimera

Request: Chimera Goat Head, Chimera Lion Head, and a Chimera Dragon Head

Requester Name: Westra Greycastle

Race: Human

Suggested Locations: Mountain

Description: "I was an adventurer in my youth. Had a good run of slaying monsters and saving (very appreciative) princesses. One of the first monsters that I killed was a chimera, but in my excitement, I had neglected to take a trophy. My slaying days may be far behind me, but I would love for a small reminder of them, and finally getting that trophy would fill me with no small amount of satisfaction."

Reward: 325 gp

Target: Cyclops

Request: Cyclops Heart

Requester Name: Krusk Giantsbane

Race: Half-Orc

Suggested Locations: General

Description: "You wouldn't be able to tell now, but in his prime years, my father was the greatest giant hunter in our clan. He could break a giant's neck with one swing of his mighty fist and send them scurrying with his terrible roar. He doesn't have long left to live now though, and I want to give him something to remind him of his glory days. I'd go get it myself, but I can't leave his bedside for a moment."

Reward: 40 gp

Target: Drider

Request: Drider Oil (vial)

Requester Name: Artin Rummanheim

Race: Dwarf

Suggested Locations: Cave

Description: "The men and me are going venturing deep underground soon on a scouting mission. We've heard rumours that some drow have set up close by and want to keep an eye out. Of course, where there's drow, there's spiders; and where there's spiders, there's webs. Some drider oil ought to keep us safe in the worst parts of it though, so I'd like to stock up before we head out."

Reward: 6 gp

Target: Galeb-Duhr

Request: Galeb-Duhr Core

Requester Name: Riardon Dalanthan

Race: Elf

Suggested Locations: Cave, Mountain

Description: "I'm in need of a new guardian over a fey circle I have identified nearby. As far as I am concerned, I could do no better than creating a galeb-duhr for the job. If you happen upon a core, sell it to me so I can restore it and use it for a new duty."

Reward: 173 gp



Target: Gauth
Request: Gauth Main Eye
Requester Name: Nybarg Swifthand
Race: Half-Orc
Suggested Locations: Cave, Urban
Description: "I'm a bounty hunter by trade. I enjoy it quite a bit, but problem is that I'm having trouble bringing my targets in alive. It's not because I brutalise them or anything, it's just that they always run, and it's hard enough to aim at a moving target, let alone aim for anything non-vital. If I get something that can help me slow them down or stop them completely then I'd gladly pay for that. The bonus I'd get in live bounty rewards would easily make up for what I pay."
Reward: 173 gp

Target: Githzerai Zerth
Request: Githzerai Brain
Requester Name: Barakas
Race: Tiefling
Suggested Locations: General
Description: "I am fascinated by the case of the githzerai. A race of people with psionic abilities, their brains are unlike any other humanoids. I would very much like to study them and perhaps find a way to grant the rest of us similar powers."
Reward: 15 gp

Target: Hobgoblin Warlord
Request: Hobgoblin War Braid
Requester Name: Evendur Dundragon
Race: Human
Suggested Locations: General
Description: "The hobgoblins in this are a bit more focused and organised than the average wandering party, which is a nightmare for an overworked town guard (me). They must have a warlord leading them. I'll pay a bounty if you can track them down and bring back the proof."
Reward: 2 gp

Target: Invisible Stalker
Request: Mote of Air
Requester Name: Lidda Littlelid
Race: Halfling
Suggested Locations: General
Description: "I'm interested in the properties of elementals and how they can be used in changing the nature of some of my potions. To that end, I need some samples of them to do some research. I'd go out and find some myself, but I've started a potion that needs to be on the boil for several months and I need to keep my eye on it. I'd happily pay a premium if you could go out and get me what I need."
Reward: 150 gp

Target: Kuo-toa Archpriest
Request: Kuo-Toa Archpriest Brain
Requester Name: Barakas
Race: Tiefling
Suggested Locations: Coast
Description: "The kuo-toa are another fascinating result of illithid experimentation. Their brains are so chaotic yet so powerful. I want some samples to study, perhaps I can figure out how they work and add some method to their madness."
Reward: 2 gp

Target: Medusa
Request: Medusa Heart
Requester Name: Makaria
Race: Tiefling
Suggested Locations: Cave
Description: "That damn Rieta will not stop making fun of me for the size of my nose, that is when she's not staring at herself in the mirror. Well, if she wants to gaze at her own reflection all day, I'll give her a little magical help. A medusa heart should cut it, and by "it" I mean her ego."
Reward: 75 gp

Target: Mouth of Grolantor
Request: Hill Giant Fingernail
Requester Name: Sutha
Race: Half-Orc
Suggested Locations: Cave, Forest, Grassland, Mountain
Description: "I was weak once, and it cost me something very dear. I swore that I would never be weak again, even if I had to resort to outside sources to achieve that. The fingernails of giants are a potent source of magical energy that can be brewed into strength-enhancing potions. I will take any that you have and make their strength my own."
Reward: 45 gp

Target: Vrock
Request: Vrock Vocal Cords
Requester Name: Quarion Candlebrook
Race: Gnome
Suggested Locations: General
Description: "I have a marvellous idea for a prank on my house guests, I'm going to set a demonic music box on a timer under their bed to play while they sleep. No doubt they'll find it to be the most whimsical joke of the season, but I'll need some vrock vocal cords to craft the box in the first place."
Reward: 60 gp

Target: Wyvern
Request: Wyvern Poison (vial)
Requester Name: Umbero Falone
Race: Human
Suggested Locations: Mountain
Description: "Wyvern poison is the standard poison among our thieves and assassins and so we never have quite enough of it. Get some for us and be discreet about it, and you'll find a fat pouch of coin in your future."
Reward: 900 gp

Target: Young Dragon
Request: Young Dragon Scales (large bag)
Requester Name: Feng
Race: Half-Orc
Suggested Locations: General
Description: "There is an armour that I covet, one made from the scales of a dragon. I have searched and hunted for a dragon strong enough to give me the type of armour I want for years but to no avail. Although I would prefer to get the scales myself, I am not above paying someone else, should they come into their possession."
Reward: 2,500 gp

Target: Bheur Hag**Request:** Hag Eyeball**Requester Name:** Shanairra Liadon**Race:** Elf**Suggested Locations:** Arctic, Forest, Mountain

Description: “The threat posed by hags has gone on for far too long. I am studying a way to put an end to their vile race once and for all, and I believe that the key lies in their infamous eyes. With the way they are connected to them, I believe they may be used as a method to find, hunt, and destroy them easily. I will need more samples to experiment with first though.”

Reward: 75 gp**Target:** Blue Slaad**Request:** Slaad Slime (vial)**Requester Name:** Rhogar of the Fenkenkabradon clan**Race:** Dragonborn**Suggested Locations:** Cave, Swamp

Description: “Although it is a relatively rare occurrence, being infested with a slaad egg is a horrible affliction that I would not wish on anyone. The problem is that some of our warriors can engage in a fight with a slaad and not realise they’ve been infected until it is far too late. To remedy this, I want to invent a vaccine against these infections, and to do this, I need to study slaad biology a little more closely. Slaad slime would be a good start since they use it to protect their bodies; perhaps some reverse engineering can make a potion that causes the imbiber to produce antigens that kill eggs as soon as they’re implanted.”

Reward: 1 gp**Target:** Draegloth**Request:** Draegloth Claw**Requester Name:** Xanaris Aleaneal**Race:** Elf (Drow)**Suggested Locations:** Cave

Description: “I do not have any shame in saying this: I have been exiled from my home. The reason I am so calm about this, is because I know that soon I will have my revenge. I was exiled for a crime that I did not commit, and I fully intend on destroying those that were complicit in my downfall. But of course, revenge is nothing without a little theatrics, and in my culture, sending a draegloth claw to one’s enemies is a grave sign of warning. I have admittedly had some trouble in finding a draegloth however, so if you can find one for me and cut off one of its claws for me, I will pay you fairly for the trouble.”

Reward: 17 gp**Target:** Drow Mage**Request:** Drow Heart**Requester Name:** Riskel Firestrider**Race:** Elf**Suggested Locations:** Cave

Description: “The highest members of drow society are known to have blessings of Lolth that they carry in their hearts. The best thing is, these hearts can be used by anyone once removed from their bodies. What better way to eradicate the drow, than to use their goddess and the organs of their fallen comrades against them?”

Reward: 45 gp**Target:** Grick Alpha**Request:** Grick Pearl**Requester Name:** Dimble Raulnor**Race:** Gnome**Suggested Locations:** Cave

Description: “There’s a pearl I’ve been hunting down for a while now. It only grows in the stomachs of long-lived gricks, but it has a unique lustre that can’t be matched by anything else. For too long that shelf in my jeweller’s store has been bare, I will pay a good premium to anyone able to help me fill it.”

Reward: 280 gp**Target:** Korred**Request:** Korred Scalp**Requester Name:** Lorilla Nackle**Race:** Gnome**Suggested Locations:** Cave, Forest, Grassland, Mountain

Description: “I’ve been commissioned by a wealthy patron with a big purse. She wants something elegant to wear, but she’s also got a paranoid side, so she wants it to be a functional set of armour as well (I guess in case she gets attacked at one of her fancy balls). Anyway, the only way I see this working is if I can find “threads” of metal, and the only way I can figure out how to do that is by using the hairs of a korred. I’ll need a lot of it, so if you can bring me any uncut korred scalps you find, I’ll pay you well for it.”

Reward: 250 gp**Target:** Mind Flayer**Request:** Mind Flayer Mucus (vial)**Requester Name:** Barakas**Race:** Tiefling**Suggested Locations:** Cave

Description: “There is so much to learn from the elusive illithids, but I will endeavour to start small in studying them. Their mucus contains enzymes from the brains they consume, and so it displays certain qualities that are fascinating to a researcher like me. Bring me back some of these samples and there will no doubt be more work for you in the future.”

Reward: 15 gp

Target: Oni
Request: Oni Heart
Requester Name: Engong
Race: Half-Orc
Suggested Locations: Cave, Forest, Mountain
Description: "The heart of an oni possesses powerful dark magic in it; magic that can grant strength to any that wield it. I only need such power for a little while, to enact a much-delayed justice. After that, I swear I will put the heart away and never use it again."
Reward: 750 gp

Target: Shield Guardian
Request: Shield Guardian Breastplate
Requester Name: Giasces Clario
Race: Human
Suggested Locations: General
Description: "As a merchant that has found himself quickly moving up in the world, I am in sore need of extra protection. I was thinking of investing in a good solid shield guardian, but it is next to impossible to find a golem-crafter with an open commission spot. Instead, I'll have to turn to the next best thing: a mercenary outfitted with the armour of the guardian. If you manage to destroy someone else's shield guardian, make sure to bring me its breastplate so I can outfit my bodyguard with what they need to protect my life."
Reward: 75 gp

Target: Stone Giant
Request: Stone Giant Fingernail
Requester Name: Sutha
Race: Half-Orc
Suggested Locations: Cave, Mountain
Description: "I was weak once, and it cost me something very dear. I swore that I would never be weak again, even if I had to resort to outside sources to achieve that. The fingernails of giants are a potent source of magical energy that can be brewed into strength-enhancing potions. I will take any that you have and make their strength my own."
Reward: 203 gp

Target: Yuan-ti Abomination
Request: Serpent Touched Heart
Requester Name: Jhank
Race: Lizardfolk
Suggested Locations: Swamp
Description: "There are large lizards in jungles. Large lizards have magic in their hearts that can make you stronger by eating it. Jhank wants to eat that heart, so Jhank can be stronger."
Reward: 4,500 gp

CR 8

Target: Chain Devil
Request: Chain Devil Eye x2
Requester Name: Quarion Candlebrook
Race: Gnome
Suggested Locations: General
Description: "I have a masquerade party coming up soon and I've thought of the best costume. It's a devilish piece, topped off with a mask made from the eyes of a chain devil. Imagine the shrieks of terror (and fun) from the other guests!"
Reward: 300 gp

Target: Cloaker
Request: Cloaker Hide
Requester Name: Nekane
Race: Tiefling
Suggested Locations: Cave
Description: "A certain client has asked for something to aid their...night-time activities. To that end, I am in need of a cloaker hide so I may fashion something for them. I am willing to pay a premium to anyone able to provide one and be discreet about it."
Reward: 750 gp

Target: Drow Priestess of Lolth
Request: Drow Heart
Requester Name: Riskel Firestrider
Race: Elf
Suggested Locations: Cave
Description: "The highest members of drow society are known to have blessings of Lolth that they carry in their hearts. The best thing is, these hearts can be used by anyone once removed from their bodies. What better way to eradicate the drow, than to use their goddess and the organs of their fallen comrades against them?"
Reward: 45 gp

Target: Fomorian
Request: Fomorian Eye
Requester Name: Quorian Candlebrook
Race: Gnome
Suggested Locations: Cave, Mountain
Description: "I have thought of the best prank ever. There's a lady in my circle of friends who is OBSESSED with her looks. She spends hours every day in front of the mirror, preening and primping. I want to use a fomorian eye to curse her for a little bit with the deformed features they're famous for. It's only temporary of course, and I'm sure she'll laugh about it after."
Reward: 375 gp

Target: Frost Giant
Request: Frost Giant Fingernail
Requester Name: Sutha
Race: Half-Orc
Suggested Locations: Arctic, Mountain
Description: "I was weak once, and it cost me something very dear. I swore that I would never be weak again, even if I had to resort to outside sources to achieve that. The fingernails of giants are a potent source of magical energy that can be brewed into strength-enhancing potions. I will take any that you have and make their strength my own."
Reward: 203 gp

Target: Githyanki Knight
Request: Githyanki Brain
Requester Name: Barakas
Race: Tiefling
Suggested Locations: General
Description: "I am fascinated by the case of the githyanki. A race of people with psionic abilities, their brains are unlike any other humanoids. I would very much like to study them and perhaps find a way to grant the rest of us similar powers."
Reward: 15 gp

Target: Glabrezu
Request: Glabrezu Pincer
Requester Name: Eberk Steelfist
Race: Dwarf
Suggested Locations: General
Description: "I've started working with a particular sample of iron that can only be forged in extremely high temperatures. Unfortunately, such flames also end up melting my tools, so I first need to make some tools that can stand the heat. Glabrezu pincers should do pretty well, they're probably the most economical option, at least."
Reward: 225 gp

Target: Green Slaad
Request: Slaad Slime (vial)
Requester Name: Rhogar of the Fenkenkabradon clan
Race: Dragonborn
Suggested Locations: Cave, Swamp
Description: "Although it is a relatively rare occurrence, being infested with a slaad egg is a horrible affliction that I would not wish on anyone. The problem is that some of our warriors can engage in a fight with a slaad and not realise they've been infected until it is far too late. To remedy this, I want to invent a vaccine against these infections, and to do this, I need to study slaad biology a little more closely. Slaad slime would be a good start since they use it to protect their bodies; perhaps some reverse engineering can make a potion that causes the imbiber to produce antigens that kill eggs as soon as they're implanted."
Reward: 1 gp

Target: Hezrou
Request: Hazrou Blood (vial)
Requester Name: Throkk
Race: Half-Orc
Suggested Locations: General
Description: "I have received a bounty to hunt down a criminal who I believe has fled into the sewers of the city. I'd rather not spend half my time down there puking my guts out, so I'm going to need something to bolster my constitution a bit. I have an alchemist friend who says they can brew something like that for me, they just need a vial of hezrou blood."
Reward: 25 gp



Target: Hydra
Request: Hydra Blood (vial)
Requester Name: Shava Siannodel
Race: Elf
Suggested Locations: General
Description: "I am running low on alchemy supplies, which causes me to worry about the wellbeing of the town that I tend to as healer. If I could get any medicinal supplies, I would happily pay out of my own savings for them. Hydra blood is extremely potent and doesn't even need to be brewed into a full healing potion for it to act as medicine. Having some of that would make a big difference in my ability to help the town."
Reward: 10 gp

Target: Shoosuva
Request: Shoosuva Fur (small pouch)
Requester Name: Fildo Hogcollar
Race: Halfling
Suggested Locations: General
Description: "So there's this underground fighting pit nearby, and to be honest, I really don't like them. Now don't get me wrong, I enjoy seeing a good fight as much as the next guy, but these aren't exactly what you would call "good fights." Most of them are pitting a full-grown man against some starved and scared wolf that wouldn't be able to put up a good fight if its life depended on it...which unfortunately it does. There's not really much I can do to save them from their terrible fates, but what I can do is make sure they get a little justice for themselves before they face them. I want to keep a little shoosuva fur on me when I go watch the fights, a whiff of that will turn even the most timid animals into a rabid monster that'll tear the throat out of the next jerk that steps into the ring with them (and if I happen to make a little money betting on the underdog, then where's the harm in that?)"
Reward: 50 gp

Target: Spirit Naga
Request: Naga Bone
Requester Name: Five Timber of the Distant Rain clan
Race: Tabaxi
Suggested Locations: Cave, Swamp
Description: "While trekking through the far jungles, I was offered a tea by a local hermit. When I drank it, I experienced visions and histories that few living can attest to. When I woke, the hermit was gone, but I yearned for that feeling again. It has taken me a few years to figure it out, but I believe what I had was a tea brewed from the bones of a naga. I will pay a good price if you can bring me some, so I may feel the weight of history meld with my mind once again."
Reward: 30 gp

Target: Tyrannosaurus Rex
Request: Tyrannosaurus Rex Jawbone
Requester Name: Vyth
Race: Lizardfolk
Suggested Locations: Forest, Grassland
Description: "Vyth is a master of crafting with bone and claw. Vyth has heard of large lizards and wants to make weapons from them. Get these for him, and Vyth shall pay you well."
Reward: 300 gp

Target: Abominable Yeti
Request: Yeti Tongue
Requester Name: Vimak Threadtwister Gathakanathi
Race: Goliath
Suggested Locations: Arctic, Mountain
Description: "The tongue of a yeti has deep significance for our people. They warn us of danger and blizzards, and we have had some of our oldest tongues for generations. I am not asking you to go hunt the yetis that live in the mountains, but if you find any, we will gladly buy any tongues from you."
Reward: 15 gp

Target: Bone Devil
Request: Bone Devil Skin
Requester Name: Kallista Nolioski
Race: Tiefling
Suggested Locations: General
Description: "I am doing research into the cults in my local area and it has come to my attention that they use the skin of a bone devil in the vellum of their tomes. I want to learn more about this practice, and the only way to do that is to get a sample of it myself."
Reward: 225 gp

Target: Clay Golem
Request: Manual Ashes (small pouch)
Requester Name: Jarrod Gerkirk
Race: Gnome
Suggested Locations: General
Description: "I have a few orders for animated contraptions and trinkets. I could do it with an intricate series of gears and mechanisms, but I'd rather take a shortcut here and just use the same animating force that goes into golems. Find some manual ashes from golems and bring them back, I'll give you a decent price for them."
Reward: 750 gp

Target: Cloud Giant
Request: Cloud Giant Fingernail
Requester Name: Sutha
Race: Half-Orc
Suggested Locations: Mountain
Description: "I was weak once, and it cost me something very dear. I swore that I would never be weak again, even if I had to resort to outside sources to achieve that. The fingernails of giants are a potent source of magical energy that can be brewed into strength-enhancing potions. I will take any that you have and make their strength my own."
Reward: 375 gp

Target: Fire Giant
Request: Fire Giant Fingernail
Requester Name: Sutha
Race: Half-Orc
Suggested Locations: Cave, Mountain
Description: "I was weak once, and it cost me something very dear. I swore that I would never be weak again, even if I had to resort to outside sources to achieve that. The fingernails of giants are a potent source of magical energy that can be brewed into strength-enhancing potions. I will take any that you have and make their strength my own."
Reward: 278 gp

Target: Flind
Request: Gnoll Tooth (small pouch)
Requester Name: Evendur Dundragon
Race: Human
Suggested Locations: General
Description: "This is pretty simple. We got too many gnolls around here, and we'll pay just about anyone to get rid of them. Bring back any sort of proof of their death, and you'll get a bounty."
Reward: 1 gp

Target: Gray Slaad
Request: Slaad Slime (vial)
Requester Name: Rhogar of the Fenkenkabradon clan
Race: Dragonborn
Suggested Locations: Cave, Swamp
Description: "Although it is a relatively rare occurrence, being infested with a slaad egg is a horrible affliction that I would not wish on anyone. The problem is that some of our warriors can engage in a fight with a slaad and not realise they've been infected until it is far too late. To remedy this, I want to invent a vaccine against these infections, and to do this, I need to study slaad biology a little more closely. Slaad slime would be a good start since they use it to protect their bodies; perhaps some reverse engineering can make a potion that causes the imbiber to produce antigens that kill eggs as soon as they're implanted."
Reward: 1 gp

Target: Nycaloth
Request: Yugoloth Heart
Requester Name: Borivik Helder
Race: Human
Suggested Locations: General
Description: "In several ways, yugoloths are worse than regular fiends. While fiends fight merely for their bloodthirstiness or their vanity, yugoloths do so purely out of greed. I have made it my goal to end them once and for all, and to do that, I will need access to Gehenna. If you can get me yugoloth hearts, I can craft them into gems that will take my companions and I into that dark realm, to confront the legendary yugoloth general and destroy him."
Reward: 1,125 gp

Target: Treant
Request: Treant Bark
Requester Name: Enna Raethran
Race: Elf
Suggested Locations: Forest
Description: "The death of a treant is not one to be treated lightly. They are innocent creatures, dedicated only in protecting the forests that I have also sworn my life to. If they do fall however, they would want their remains to be used in the best way possible, and as far as I am concerned, the best way is to craft armour from them so other protectors may take their place. If you do bring me some of their bark, I will reward you and not ask how exactly you got it."
Reward: 225 gp

Target: Ulitharid
Request: Mind Flayer Mucus (vial)
Requester Name: Barakas
Race: Tiefling
Suggested Locations: Cave
Description: "There is so much to learn from the elusive illithids, but I will endeavour to start small in studying them. Their mucus contains enzymes from the brains they consume, and so it displays certain qualities that are fascinating to a researcher like me. Bring me back some of these samples and there will no doubt be more work for you in the future."
Reward: 30 gp

CR 10

Target: Aboleth
Request: Aboleth Teeth (large bag)
Requester Name: Shandri Tallmast
Race: Human
Suggested Locations: Coast
Description: "Years ago in my sailor days, I was caught in a storm, yet I found myself unharmed on the shore the next morning. But since then I believe I have been marked by whatever slimy denizen called that ocean its domain. If I want to be free from whatever it did, I believe I need a totem, crafted from a set of its teeth. Maybe then I will be free from the nightmares have plagued me since that night."
Reward: 30 gp

Target: Alhoon
Request: Alhoon Brain
Requester Name: Barakas
Race: Tiefling
Suggested Locations: Cave
Description: "Illithids have so much to teach us; or at least their brains do. I want to unlock the mysteries of their psionic abilities, and alhoon brains are of particular note to me. I want to study what makes them so different to regular illithids, and perhaps isolate something that can be used on ourselves to increase our own mental powers. All I need is a sample to study, which I will pay handsomely for."
Reward: 2,400 gp

Target: Death Kiss
Request: Death Kiss Main Eye
Requester Name: Nadarr Drachedandion
Race: Dragonborn
Suggested Locations: Cave, Urban
Description: "We are plagued by a mysterious problem as of late, an invisible hunter that stalks through our territory, killing our herds and poaching our game. The task of tracking this hunter falls to me, but I will admit that they have vexed me so far. I have an idea though. A few years ago, I had met a man with a crimson monocle that allowed them to see blood as if it were a shining beacon. They claimed they had it crafted from the eye of a death kiss. If I had such a tool, I would be able to hunt this hunter without a problem."
Reward: 810 gp

Target: Death Slaad
Request: Slaad Slime (vial)
Requester Name: Rhogar of the Fenkenkabradon clan
Race: Dragonborn
Suggested Locations: Cave, Swamp
Description: "Although it is a relatively rare occurrence, being infested with a slaad egg is a horrible affliction that I would not wish on anyone. The problem is that some of our warriors can engage in a fight with a slaad and not realise they've been infected until it is far too late. To remedy this, I want to invent a vaccine against these infections, and to do this, I need to study slaad biology a little more closely. Slaad slime would be a good start since they use it to protect their bodies; perhaps some reverse engineering can make a potion that causes the imbiber to produce antigens that kill eggs as soon as they're implanted."
Reward: 1 gp

Target: Deva
Request: Deva Blood (vial)
Requester Name: Drusilia Holimion
Race: Elf
Suggested Locations: General
Description: "My wife is dying. I know not what kind of dark presence grips her, but even the most powerful of healers have failed to help. In my desperation, I can think of only one cure: the blood of an angel. I know that I face punishment from the divine for even asking for such a thing, but it is a price I am willing to pay if it means giving her even one more day."
Reward: 600 gp

Target: Froghemoth
Request: Froghemoth Tongue
Requester Name: Cadman Everglade
Race: Human
Suggested Locations: Forest, Swamp
Description: "As a gallant adventurer, I must have only the finest equipment. That includes something to stop me from (hypothetically) dropping my sword in the mud when a massive oaf of an orc smacks it with his axe. I've heard that some crafty tinkers out there have figured out how to transform the tongue of a froghemoth into a weapon chain that can make your weapon an extension of your own hand. I would get it myself of course, but I'm too busy right now with more important quests."
Reward: 750 gp

Target: Guardian Naga
Request: Naga Bone
Requester Name: Five Timber of the Distant Rain clan
Race: Tabaxi
Suggested Locations: Cave, Swamp
Description: "While trekking through the far jungles, I was offered a tea by a local hermit. When I drank it, I experienced visions and histories that few living can attest to. When I woke, the hermit was gone, but I yearned for that feeling again. It has taken me a few years to figure it out, but I believe what I had was a tea brewed from the bones of a naga. I will pay a good price if you can bring me some, so I may feel the weight of history meld with my mind once again."
Reward: 30 gp

Target: Stone Giant Dreamwalker
Request: Stone Giant Fingernail
Requester Name: Sutha
Race: Half-Orc
Suggested Locations: Cave, Mountain
Description: "I was weak once, and it cost me something very dear. I swore that I would never be weak again, even if I had to resort to outside sources to achieve that. The fingernails of giants are a potent source of magical energy that can be brewed into strength-enhancing potions. I will take any that you have and make their strength my own."
Reward: 200 gp

Target: Stone Golem
Request: Manual Ashes (small pouch)
Requester Name: Jarrod Gerkirk
Race: Gnome
Suggested Locations: General
Description: "I have a few orders for animated contraptions and trinkets. I could do it with an intricate series of gears and mechanisms, but I'd rather take a shortcut here and just use the same animating force that goes into golems. Find some manual ashes from golems and bring them back, I'll give you a decent price for them."
Reward: 1,050 gp

Target: Yochlol
Request: Demon Pearl
Requester Name: Dimble Raulnor
Race: Gnome
Suggested Locations: General
Description: "I run a rather specialised jewellers and am in need of something to complete my collection. Even though it may be garish and unpleasant, I cannot feel satisfied until I have placed it on the empty pedestal in my shop where it belongs."
Reward: 450 gp

CR 11

Target: Behir
Request: Behir Scales (large bag)
Requester Name: Corvo Landbrook
Race: Human
Suggested Locations: Cave, Mountain
Description: "My wedding anniversary is coming up in a few weeks and somehow, my wife has gotten it into her head that I'm buying her a dragon-scale dress as a present. I can tell you right now that I cannot afford that. What I can afford however is a behir-scale dress; all I need are the scales. It's not like she's going to be able to tell the difference, right?"
Reward: 75 gp

Target: Cloud Giant Smiling One
Request: Cloud Giant Fingernail
Requester Name: Sutha
Race: Half-Orc
Suggested Locations: Mountain
Description: "I was weak once, and it cost me something very dear. I swore that I would never be weak again, even if I had to resort to outside sources to achieve that. The fingernails of giants are a potent source of magical energy that can be brewed into strength-enhancing potions. I will take any that you have and make their strength my own."
Reward: 375 gp

Target: Dao
Request: Crystalline Powder (vial)
Requester Name: Lidda Littlelid
Race: Halfling
Suggested Locations: General
Description: "There's a certain kick that I want in my potions that can only get from the elemental energies of a defeated genie. I'd go out and find some myself, but I've started a potion that needs to be on the boil for several months and I need to keep my eye on it. I'd happily pay a premium if you could go out and get me what I need."
Reward: 1,125 gp

Target: Djinni
Request: Magical Breeze (vial)
Requester Name: Lidda Littlelid
Race: Halfling
Suggested Locations: General
Description: "There's a certain kick that I want in my potions that can only get from the elemental energies of a defeated genie. I'd go out and find some myself, but I've started a potion that needs to be on the boil for several months and I need to keep my eye on it. I'd happily pay a premium if you could go out and get me what I need."
Reward: 1,125 gp

Target: Efreeti
Request: Tyrant Smoke (vial)
Requester Name: Lidda Littlelid
Race: Halfling
Suggested Locations: General
Description: "There's a certain kick that I want in my potions that can only get from the elemental energies of a defeated genie. I'd go out and find some myself, but I've started a potion that needs to be on the boil for several months and I need to keep my eye on it. I'd happily pay a premium if you could go out and get me what I need."
Reward: 1,125 gp

Target: Gynosphinx
Request: Sphinx Tail
Requester Name: Five Timber of the Distant Rain clan
Race: Tabaxi
Suggested Locations: Desert
Description: "I have travelled the world in search of stories, and who knows more stories than the ancient sphinxes. Guardians of long-forgotten history, every fibre of their being drips with mystery. I have been told that burning their tails in particular reveal visions of the past. I would gladly pay a large reward for anyone that can bring me such a tantalising item."
Reward: 450 gp

Target: Horned Devil
Request: Horned Devil Blood (vial)
Requester Name: Caramip Aleslosh
Race: Gnome
Suggested Locations: General
Description: "I've been hitting the bottle pretty hard lately and it's starting to become a bit of a problem. I've been thinking of using some form of medication to help calm me down whenever I get the shakes. I heard that horned devil blood works pretty well as a calmativ, if I could get some of that I think it would do me a world of good."
Reward: 65 gp

Target: Marid

Request: Enchanted Foam (vial)

Requester Name: Lidda Littlelid

Race: Halfling

Suggested Locations: General

Description: "There's a certain kick that I want in my potions that can only get from the elemental energies of a defeated genie. I'd go out and find some myself, but I've started a potion that needs to be on the boil for several months and I need to keep my eye on it. I'd happily pay a premium if you could go out and get me what I need."

Reward: 1,125 gp

Target: Morkoth

Request: Morkoth Eye x2

Requester Name: Therai

Race: Tiefling

Suggested Locations: Coast

Description: "Some people use morkoth eyes for their hypnotic quality; not me though. I know a little ritual you can do with them to bring out their ability to find and scavenge things. Just say a few choice words over them, and suddenly you can spot the most valuable items in the biggest piles of junk as if there was a massive beacon coming out of them. Anyway, I'm going on a big scavenging run soon and I want it to be as efficient as possible, so if you got any morkoth eyes lying around I'll be happy to buy them off you."

Reward: 360 gp

Target: Remorhaz

Request: Remorhaz Antenna x2

Requester Name: Cedric Kunsgnos

Race: Human

Suggested Locations: Arctic

Description: "My enemies are everywhere; I just know it. I can't prove that they have ways of getting through my alarm spells and traps, but it's better to be safe than sorry. What I want is a more organic approach to security, the antennae of a remorhaz should do. Those things will let me know if anything is scurrying about trying to get me in my sleep."

Reward: 75 gp

Target: Roc

Request: Roc Gizzards

Requester Name: Wellby Tosscooble

Race: Halfling

Suggested Locations: Mountain

Description: "I've had the strongest craving these days for the gamey, complex flavours of roc gizzards. If you haven't tried them before, I have a wonderful recipe that involves frying them up in a batter made from the yolk of a roc egg, and I'd gladly share it with you if you just get me the ingredients first."

Reward: 45 gp

CR 12

Target: Arcanaloth

Request: Yugoloth Heart

Requester Name: Borivik Helder

Race: Human

Suggested Locations: General

Description: "In several ways, yugoloths are worse than regular fiends. While fiends fight merely for their bloodthirstiness or their vanity, yugoloths do so purely out of greed. I have made it my goal to end them once and for all, and to do that, I will need access to Gehenna. If you can get me yugoloth hearts, I can craft them into gems that will take my companions and I into that dark realm, to confront the legendary yugoloth general and destroy him."

Reward: 1,125 gp

Target: Erinyes

Request: Erinyes Heart

Requester Name: Kallista Nolioski

Race: Tiefling

Suggested Locations: General

Description: "I am doing some research into the cults of my local area and have heard of some of the curses they create by invoking their dark patrons. I want to look into this further and have discovered that an Erinyes heart contains the potential to create many of these curses. Such a sample would be a fantastic boon to my studies."

Reward: 600 gp

Target: Frost Giant Everlasting One

Request: Frost Giant Fingernail

Requester Name: Sutha

Race: Half-Orc

Suggested Locations: Arctic, Mountain

Description: "I was weak once, and it cost me something very dear. I swore that I would never be weak again, even if I had to resort to outside sources to achieve that. The fingernails of giants are a potent source of magical energy that can be brewed into strength-enhancing potions. I will take any that you have and make their strength my own."

Reward: 200 gp



Target: Ki-Rin
Request: Ki-Rin Heart
Requester Name: Theodoric Evantur
Race: Human
Suggested Locations: Mountain
Description: "As a judge, it is my duty to determine the guilt of the criminals that come before me and sentence them accordingly. Of course, even with magic this can be difficult; Some criminals are crafty enough to talk their way through a zone of truth spell. I want something a bit stronger, something powered by...something stronger. A ki-rin is one of the wisest creatures to ever roam the world. Although their deaths are always a tragedy, if you hand their heart over to me, I can use it to enact justice and perhaps balance the scales a little."
Reward: 1,125 gp

Target: Yuan-ti Anathema
Request: Yuan-ti Blood (vial)
Requester Name: Lidda Littlelid
Race: Halfling
Suggested Locations: Swamp
Description: "One of my basic services is to make a potion for adventurers that will protect them from the various poisons out there in the world. Unfortunately, I've gotten so many orders recently that I'm having trouble keeping up with demand. While there are a lot of different bases that can be used to craft the potion, one of the more common ones is yuan-ti blood. If you get me some, I'll gladly pay you a decent price for it."
Reward: 3 gp

CR 13

Target: Beholder
Request: Beholder Membrum
Requester Name: Immeral Liadon
Race: Elf
Suggested Locations: Cave, Urban
Description: "For centuries now I've been researching a new spell capable of replacing lost organs, such a discovery would likely save many lives. I believe that the key lies in the internal anatomy of the beholder, specifically their membrum. If I can just get a sample of it, I'm sure I can unlock the mystery."
Reward: 65 gp

Target: Devourer
Request: Devourer Claw
Requester Name: Despair
Race: Tiefling
Suggested Locations: Cave, Swamp
Description: "All my life, they have called me a monster. All my life, people have feared me based solely on my looks. Well, if that is how people see me, then I may as well lean into it. I'm going to need an intimidating weapon; the claw of a devourer should do."
Reward: 150 gp

Target: Nalfeshnee
Request: Nalfeshnee Teeth (small pouch)
Requester Name: Quarion Candlebrook
Race: Gnome
Suggested Locations: General
Description: "I'm having a dinner party soon and it is tradition that we play a little prank on our guests. I know how to craft a set of those delightful magical cutlery and I think it would make for a delightful jape on the evening. All I need are a set of nalfeshnee teeth and I can take care of the rest."
Reward: 45 gp

Target: Neothelid
Request: Neothelid Brain
Requester Name: Barakas
Race: Tiefling
Suggested Locations: Cave
Description: "As a scholar of illithids and psionics, the brain of a neothelid has the potential to change everything I have researched so far. Because the neothelid comes from a tadpole that has had no influence from other minds, it provides the perfect control experiment and baseline for understanding illithids. With these, I'll be able to understand exactly how a humanoid's brain contributes to the psionic potential of the mind flayers, and thus figure out how to unlock some of that in our own minds."
Reward: 430 gp

Target: Rakshasa
Request: Rakshasa Hide
Requester Name: Yuldra Stayanoga
Race: Human
Suggested Locations: Desert, Urban
Description: "For half my life, people have come to challenge me to magical duels, hoping that they will be the one to finally topple one of the greatest arch-mages that ever lived. Although I've managed to beat back every single one of them, the years have caught up to me and unfortunately, I must admit that I am not the duellist I used to be. That hasn't stopped the constant flow of eager upstarts though, so I need some extra protection to put us on an even playing ground. A rakshasa hide would be good, since it will allow me to effectively ignore anyone without the power to give me a real challenge and let me focus on fending off the people with actual talent."
Reward: 1,950 gp

Target: Shadow Dragon
Request: Shadowflame Ember (vial)
Requester Name: Lidda Littlelid
Race: Halfling
Suggested Locations: General
Description: "My stores are running a little low, especially on the more esoteric materials. I'd go out and find some myself, but I've started a potion that needs to be on the boil for several months and I need to keep my eye on it. I'd happily pay a premium if you could go out and get me what I need."
Reward: 210 gp

Target: Storm Giant
Request: Storm Giant Fingernail
Requester Name: Sutha
Race: Half-Orc
Suggested Locations: Coast, Mountain
Description: "I was weak once, and it cost me something very dear. I swore that I would never be weak again, even if I had to resort to outside sources to achieve that. The fingernails of giants are a potent source of magical energy that can be brewed into strength-enhancing potions. I will take any that you have and make their strength my own."
Reward: 525 gp

Target: Ultraloth
Request: Yugoloth Heart
Requester Name: Borivik Helder
Race: Human
Suggested Locations: General
Description: "In several ways, yugoloths are worse than regular fiends. While fiends fight merely for their bloodthirstiness or their vanity, yugoloths do so purely out of greed. I have made it my goal to end them once and for all, and to do that, I will need access to Gehenna. If you can get me yugoloth hearts, I can craft them into gems that will take my companions and I into that dark realm, to confront the legendary yugoloth general and destroy him."
Reward: 1,125 gp

Target: Vampire
Request: Vampire Blood (vial)
Requester Name: Morthos
Race: Tiefling
Suggested Locations: General
Description: "Vampires are some of the most insidious creatures I have come across, not least of which is because of their ability to turn innocent people into bloodthirsty monsters. Their blood however contains the ability to save those they have enslaved, so if you manage to slay one, please do not waste their blood. Give it to me so that I can try to save a few lost souls."
Reward: 300 gp

CR 14

Target: Adult Dragon
Request: Adult Dragon Scales (large bag)
Requester Name: Feng
Race: Half-Orc
Suggested Locations: General
Description: "There is an armour that I covet, one made from the scales of a dragon. I have searched and hunted for a dragon strong enough to give me the type of armour I want for years but to no avail. Although I would prefer to get the scales myself, I am not above paying someone else, should they come into their possession."
Reward: 5,025 gp

Target: Death Tyrant
Request: Death Tyrant Eye
Requester Name: Lawrence Ichelm
Race: Human
Suggested Locations: Cave, Urban
Description: "I need to beef up the security around my... house. As part of the redesign, I've been thinking of crafting a Negative Energy Crystal to mess with any...uninvited guests. Of course, in order to make one I will need a Death Tyrant Eye and will pay copious amounts of gold and jewels to anyone able to bring me one. Also contrary to all the rumours, I am not a lich. I just have a skin disease that makes it look like I have no skin. Or flesh. I am not a lich. Look, just get me the eye."
Reward: 5,250 gp

Target: Elder Brain
Request: Elder Brain Thalamus
Requester Name: Barakas
Race: Tiefling
Suggested Locations: Cave
Description: "I am a scholar of psionic abilities, and in this entire field, there is no more valuable specimen than an elder brain. Every living inch of them contains psionic secrets that the rest of us have yet to even scratch the surface of, but I intend to discover them all. If I had to spend my funding on any particular part of the elder brain, I would like to start with its thalamus; if it is anything like the thalamus of a humanoid, it should be a key lobe of the elder brain and thus be rich in answers and research possibilities."
Reward: 4,500 gp

Target: Fire Giant Dreadnought
Request: Fire Giant Fingernail
Requester Name: Sutha
Race: Half-Orc
Suggested Locations: Cave, Mountain
Description: "I was weak once, and it cost me something very dear. I swore that I would never be weak again, even if I had to resort to outside sources to achieve that. The fingernails of giants are a potent source of magical energy that can be brewed into strength-enhancing potions. I will take any that you have and make their strength my own."
Reward: 278 gp

Target: Ice Devil
Request: Ice Devil Blood (vial)
Requester Name: Vistra Balderk
Race: Dwarf
Suggested Locations: General
Description: "Winters are getting tougher round these parts; tougher and colder. Sometimes the blizzards are so bad that we get snowed in for weeks. I want to have something in our emergency kit that'll let us venture out into the cold if we really need to. Ice devil blood should do, we'll take any that you can get."
Reward: 120 gp

CR 15

Target: Mummy Lord

Request: Mummy Bandage

Requester Name: Shava Siannodel

Race: Elf

Suggested Locations: Cave, Desert

Description: "The people of my village are counting on me as healer, but I am desperately low on medical supplies. I'll take just about anything and pay for it out of my own pocket if it will keep the people of the village in good health. Mummy bandages would be of a great help, the precious oils in them can be extracted and diluted quite a lot to make treatments for all sorts of ailments."

Reward: 15 gp

Target: Purple Worm

Request: Purple Worm Pearl

Requester Name: Dimble Raulnor

Race: Gnome

Suggested Locations: Cave

Description: "I run a rather specialised jewellers and am in need of something to complete my collection: a purple worm pearl. I have many clients asking about owning one of these massive gems, so I can afford to pay a premium for it."

Reward: 7,500 gp



CR 16

Target: Iron Golem

Request: Manual Ashes (small pouch)

Requester Name: Jarrod Gerkirk

Race: Gnome

Suggested Locations: General

Description: "I have a few orders for animated contraptions and trinkets. I could do it with an intricate series of gears and mechanisms, but I'd rather take a shortcut here and just use the same animating force that goes into golems. Find some manual ashes from golems and bring them back, I'll give you a decent price for them."

Reward: 3,000 gp



Target: Marilith

Request: Marilith Snake Leather

Requester Name: Thurkear

Race: Lizardfolk

Suggested Locations: General

Description: "Thurkear has heard of snake woman with skin tougher than any lizardfolk. Thurkear wants this skin for armour. No one may be stronger than Thurkear."

Reward: 2,100 gp

Target: Planetar

Request: Planetar Blood (vial)

Requester Name: Drusilia Holimion

Race: Elf

Suggested Locations: General

Description: "My wife is dying. I know not what kind of dark presence grips her, but even the most powerful of healers have failed to help. In my desperation, I can think of only one cure: the blood of an angel. I know that I face punishment from the divine for even asking for such a thing, but it is a price I am willing to pay if it means giving her even one more day."

Reward: 900 gp

Target: Storm Giant Quintessent

Request: Mote of Storm Giant

Requester Name: Sutha

Race: Half-Orc

Suggested Locations: Coast, Mountain

Description: "I was weak once, and it cost me something very dear. I swore that I would never be weak again, even if I had to resort to outside sources to achieve that. The fingernails of giants are a potent source of magical energy that can be brewed into strength-enhancing potions. I will take any that you have and make their strength my own."

Reward: 225 gp

CR 17

Target: Androsphinx

Request: Sphinx Tail

Requester Name: Five Timber of the Distant Rain clan

Race: Tabaxi

Suggested Locations: Desert

Description: "I have travelled the world in search of stories, and who knows more stories than the ancient sphinxes. Guardians of long-forgotten history, every fibre of their being drips with mystery. I have been told that burning their tails in particular reveal visions of the past. I would gladly pay a large reward for anyone that can bring me such a tantalising item."

Reward: 450 gp

Target: Death Knight

Request: Blighted Ash (small pouch)

Requester Name: Nala Kimbatuul

Race: Dragonborn

Suggested Locations: General

Description: "I serve a very powerful lord with a strong sense of paranoia. As his apothecarist, I am responsible for amassing powders, mixtures, and tinctures to ensure his safety in any situation and it has recently come to my attention that the blighted ash of a death knight is capable of protecting an individual from the undead. As such, my lord has directed me to procure some for him in the off-chance that his castle ever randomly comes under attack by a zombie horde."

Reward: 1,200 gp

Target: Dracolich

Request: Dracolich Bone

Requester Name: Uadjit Shestendeliath

Race: Dragonborn

Suggested Locations: General

Description: "I have a mission that has been handed down through generations of my clan: hunt down and put an end to the dracolich, Bel'therizan. The problem however is not so much finding his body but finding his gemstone. If, however, I can get a good sample of one of his bones, I can craft a special censer to hunt it down and finish him once and for all. I will happily pay all of my gold to get my hands on such a thing."

Reward: 1,500 gp

Target: Dragon Turtle

Request: Dragon Turtle Blood (1,000 gallons)

Requester Name: Scrag Saltsail

Race: Half-Orc

Suggested Locations: Coast

Description: "If there's one thing my old captain taught me in my youth, it's to never set sail without a few barrels of dragon turtle blood on hand. Now that it's my time to captain a ship, I intend to follow through on that advice. I need to ship off soon, so I'm willing to pay a decent sum to anyone who can bring me some fast."

Reward: 1,500 gp

Target: Goristro

Request: Goristro Horn x2

Requester Name: Pethani Rootsmasher Elanithino

Race: Goliath

Suggested Locations: General

Description: "Many years ago, a man killed my father. The coward fled in the night, fearful of my vengeance. I lost track of him over time, but I finally managed to track him down, hiding in a fort with his cronies. I know I have the strength to defeat them all, I just need a way to bash down the gates of that fort. I have heard of a magical dust that can enchant my hammer to do just that. I know it is expensive, but for my father's peace, I will pay any price."

Reward: 20,000 gp

CR 18

Target: Demilich

Request: Bone Dust (small pouch)

Requester Name: Lawrence Ichelm

Race: Human

Suggested Locations: General

Description: "I am in the market for something to give my spells a little extra kick, and I have found out that the bone dust of a lich or demilich may be the thing that I need. How I found that out is nobody's concern, it's not like I myself am a lich or anything. Look, just get me the bone dust."

Reward: 1,200 gp

CR 19

Target: Balor

Request: Balor Ash (3 small pouches)

Requester Name: Gunnloda Lutgehr

Race: Dwarf

Suggested Locations: General

Description: "Me and the boys have been doing some serious mining these days and hit a bit of a snag. Specifically, an abyssal rock that we just can't get through even with our strongest picks. So, I was thinking, if it's an abyssal rock, why not use some abyssal explosives? Balor ash mixed with saltpetre should do the trick."

Reward: 2,250 gp

CR 20

Target: Pit Fiend

Request: Pit Fiend Head

Requester Name: Thia Xiloscient

Race: Elf

Suggested Locations: General

Description: "I was visiting my good friend Hamund the other day and had the chance to look at his collection of taxidermy creatures. While there were many impressive specimens, the one that I have fixated on was the mounted head of a pit fiend. I cannot stop thinking about its fierce countenance and terrifying visage and I have decided that I shall have one of my own. Now, I am not much of a hunter myself, but I do have gold. Fetch me what I desire, and you shall be handsomely rewarded."

Reward: 24,000 gp

Target: Ancient Dragon

Request: Dragon Heart

Requester Name: Torinn Delmirev

Race: Dragonborn

Suggested Locations: General

Description: "One of the sacred treasures of our clan has always been the dragon crystal that sits at the center of our village. A recent disaster has swept through the town however and the crystal has been horribly damaged. I believe that it can be fixed however, using the energies given off by a fresh dragon heart from an ancient dragon. Undertake this dangerous quest for us, and the village coffers shall be yours."

Reward: 39,000 gp

Target: Lich

Request: Bone Dust (small pouch)

Requester Name: Lawrence Ichelm

Race: Human

Suggested Locations: General

Description: "I am in the market for something to give my spells a little extra kick, and I have found out that the bone dust of a lich or demilich may be the thing that I need. How I found that out is nobody's concern, it's not like I myself am a lich or anything. Look, just get me the bone dust."

Reward: 4,500 gp

Target: Solar

Request: Solar Blood (vial)

Requester Name: Drusilia Holimion

Race: Elf

Suggested Locations: General

Description: "My wife is dying. I know not what kind of dark presence grips her, but even the most powerful of healers have failed to help. In my desperation, I can think of only one cure: the blood of an angel. I know that I face punishment from the divine for even asking for such a thing, but it is a price I am willing to pay if it means giving her even one more day."

Reward: 1,200 gp



TWIN RIDGES OF OVERLAPPING PLATES ON BACK OF NECK



HATCHLING

COPPERS ARE POWERFUL JUMPERS AND CLIMBERS, WITH MASSIVE THIGHS AND SHOULDERS

THEIR PUPALS FADE WITH AGE, UNTIL THE VERY OLDEST HAVE EYES LIKE GLOWING TURQUOISE ORBS

COPPER DRAGONS HAVE AN ACTINIC, STONY ODOR

GREAT WYRM

Target: Empyrean

Request: Empyrean Heart

Requester Name: Leucis

Race: Tiefling

Suggested Locations: General

Description: "An empyrean heart is by far one of the most valuable organs in existence. A force of nature in and of itself, it is coveted by many clients of mine. Find me one (and don't ask any further questions), and you will be paid handsomely."

Reward: 30,000 gp

Target: Kraken

Request: Kraken Heart x3

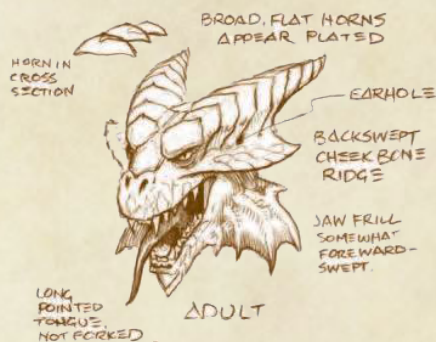
Requester Name: Anatrianna Galanodel

Race: Elf

Suggested Locations: Coast

Description: "There is no denying the evidence anymore, the waves will soon consume our coastal city and our leaders are too busy lining their pockets to do something about it. Therefore, the task of saving our home falls to me. I have studied far and gathered many resources and found the solution: the hearts of a kraken. When used properly, they can be transformed into magical crystals that keep the tide at bay. I have everything else I need, the only thing remaining is the hearts themselves."

Reward: 54,000 gp



FAQs

Q: Why didn't you include the meat you can harvest from creatures?

A: I wanted to avoid relatively generic harvesting materials. Largely I assumed that DM's would be able to judge meat harvesting by themselves without any need for a guide.

Q: Can I give suggestions or feedback?

A: Of course! This is a living document and I fully endorse anyone to send in item suggestions or balance feedback. See the Contact Us section for contact details.

Q: Can I change an item to suit my campaign?

A: Feel free to do so. Items were designed to be setting agnostic and able to fit into anything, but edge cases could always occur. I encourage DMs to use this guide as a launching point for their own ideas.

Q: Will you be making a follow-up for Mordenkainen's Tome of Foes?

A: Yes I am. Follow @drifterworkshop on Twitter for regular updates.

Q: How do your rules fit in with the newly released Artificer class on Unearthed Arcana?

A: To be honest, they do not. The updated Artificer class was released very late into the development of this guide and as such, this guide does not incorporate them at all. A future update may attempt to reconcile them.

Q: Why don't you include the beast section?

A: I felt that beasts were too mundane to include in the harvest table, and largely could be replaced by a DM googling an actual butcher table.

Q: How come you didn't include any loot like weapons and armour?

A: Those items are largely context sensitive. After all, not every Hobgoblin walks around with a spear at all times, so I felt best to leave those out and up to the DM to decide based on context.